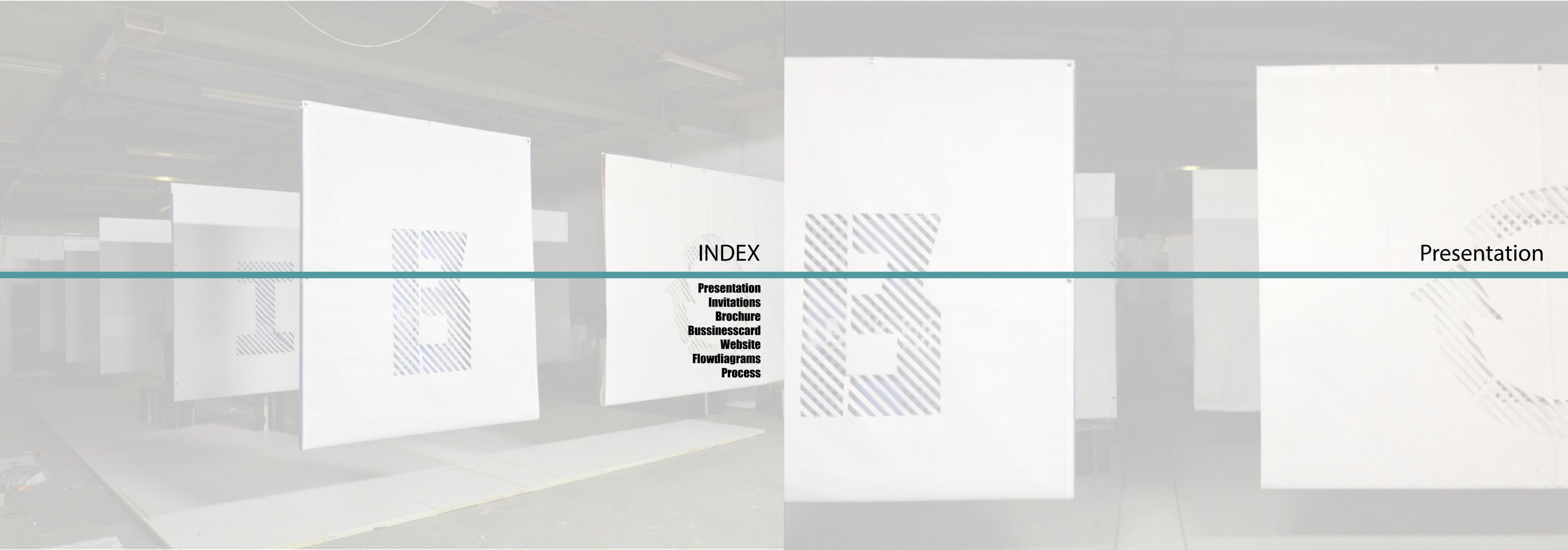
The logo for BINCAFE features a teal circular arrow icon on the left, with the letter 'B' in teal and the letters 'INCAFE' in black. The background is a faded photograph of a modern interior space with large glass panels and a person walking in the distance.

BINCAFE

**Royal Academy of Art
INSIDE - Master Interior Architecture
Studio URBAN
oktober/november 2014**

**Zacharias Antoniadis
Camilla Casiccia
Jillian Chen
Anique van Helden
Hegiasri Karlina Hutaries
Emilija Juodyte
Yuiko Yokota**



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Presentation



After the workshop A Systemic Design Challenge for The Binckhorst The Hague with Jan Jongert and Lizanne Dirix from Superuse Studios, we learned how to grow mushroom out of coffee waste. It is followed by our participation at I'm Binck Festival, where we sold our harvested mushroom products and the grow kits. Subsequently, in the studio URBAN we were challenged to designing a sustainable space located in De Besturing building. We started our design by using local resources. Therefore we decided to realise a unique cafe, where it is possible to drink coffee but also buying products from local companies such as Kompaan and Lekker Brood. Moreover we create products on site in collaboration with Rotterdam, such as a mushroom kit growing from coffee waste. We named it Bincafe.

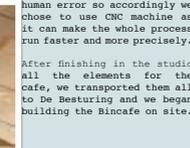
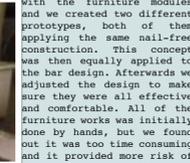


The first step we took is to search for materials within the Binckhorst area. Tires, wooden pallets, and used canvas for advertisement boards were the primary resources. The academy also supplied wooden boards that we could utilize. Thus we tried to do several experiments with them. We realised that we were concentrating too much to work with the material and we were losing the primary concept of our design. Therefore we mixed our concept of a flexible and sustainable cafe with the concept of reusing a material in all its essence. For this concept canvas suits the best, because they can be used to divide areas and create an experiencing passage between them but also their waste can still be used for more interaction with people.



We started thinking of what we could do with the canvas that could allow customers to take part in the experience, such as cutting circle holes, doing some weavings or cutting the lower part in stripes. Eventually we decided to cut patterns in the centre of the canvases. This will create a game of lights and transparency inside the space. We also tried to figure out what was the best way to install the canvases, either hanging them from the ceiling or from a free standing structure. After doing some observation in site, we concluded that the best way was to hanging them from an already provided structure.

In order to better understand the size of the areas we were about to build and the costumers' flow we did some role-playing in our studio, therefore we found that the bar was the central node of the flow in our cafe. Thereby we started to construct the bar using wooden pallets and wooden boards. But this design needed the use of nails and screws for the construction. At the same time we also started trials with the furniture modules and we created two different prototypes, both of them applying the same nail-free construction. This concept was then equally applied to the bar design. Afterwards we adjusted the design to make sure they were all effective and comfortable. All of the furniture works was initially done by hands, but we found out it was too time consuming and it provided more risk of human error so accordingly we chose to use CNC machine as it can make the whole process run faster and more precisely.



And this is where we started from...



BINCAFE

A group of 7 students from INSIDE participated in a design challenge for the Binckhorst, under the supervision of Jan Jongert and Lizanne Dirix from Superuse Studios. The assignment: Design an enterprise that turns wastestreams into valuable products for the (local) market.

The result: A multifunctional space that mixes the functionality of a shop, a bar and an information point. It's a place where people gather, share and exchange knowledge and experience.

Concept

The Bincafe is not a regular cafe. It is a place designed with waste materials from the local neighbourhood. Mainly canvases and wood boards are used for its structure and people can experience them throughout the space. Its central passage is meant to create a feeling of a journey from one area to another and it creates a strong visible-invisible aspect. Game of lights and perspective give to the cafe its uniqueness. The main feature of the Bincafe are the products it distributes. Canvas waste is used to realise products. And the bar, as central node, is serving coffee and mushrooms kits growing from its coffee waste.



The lightings
The cafe is located under a transparent dome. The natural light together with the existing artificial lighting structure define the space.

The canvas walls
Using the existing beams, canvases are hung and divide the space into several areas. Meanwhile creating a passage in the middle.

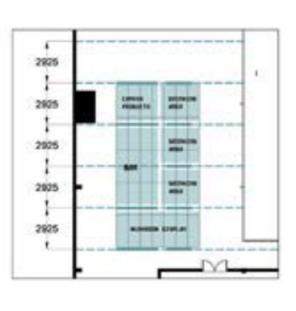
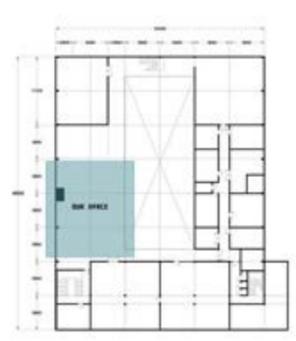
The floor
Thirty five panel boards are arranged on the floor as means of insulation property, beside its main purpose as the space definer.

The Besturing

The given space is located on the upper floor of De Besturing building, Binckhorst. The cafe covers an area of approximately 66.23 sqm.

The layout

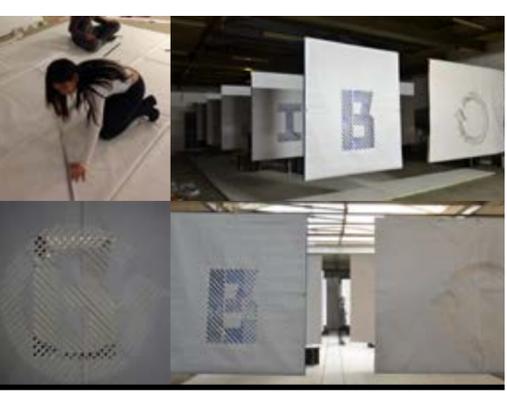
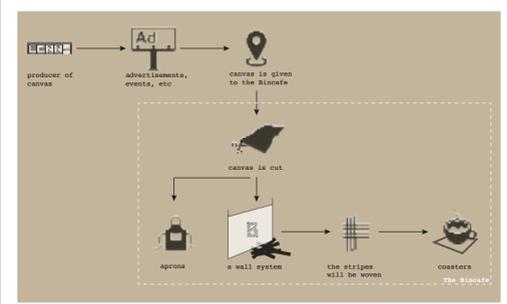
The space is divided by nine canvas walls, into six areas; the bar, three drinking areas, and two display areas for canvas products and mushrooms.



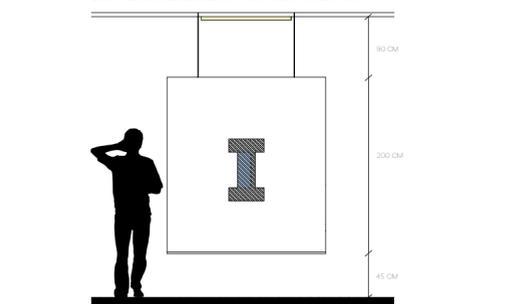
Canvas

- Two types of measurements are cut: 400 x 180 cm, and 400 x 280 cm
- The patterns are drawn on the unprinted side of the canvas, 2 patterns on each sheet
- Cut the canvas in stripes by 45 degrees
- Fold the canvas in two so it now has two sides with different pattern on each side

The flow of canvas



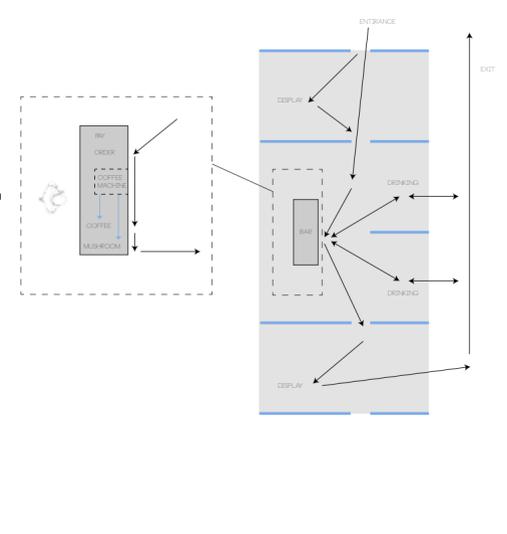
The measurements of the canvas



The flow of people

People can enter the cafe from the entrance on the short side or from the spaces between the canvases on the long side. The center of activity is the bar which is located in the middle of the cafe. After getting the coffee, costumers are led to the drinking areas. It is an open space and allows people to move freely.

The layout of the bar is thought so that costumers receive the coffee next to the mushroom bucket. This is intended to raise curiosity about our products.



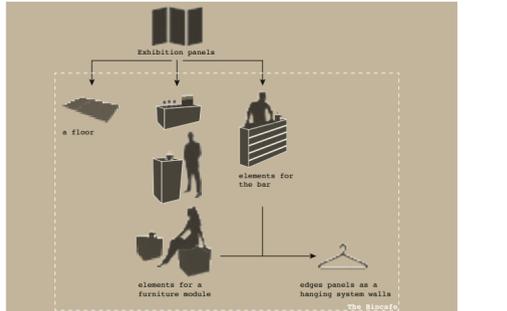
Furniture

Four are the features for the furniture design: fast to produce, fast and easy to build, easy to transport and comfortable

All the furniture including the bar comprise some parts that interlock each others like puzzle pieces. The CNC machine cuts the boards and make them fast to produce. It is fast to build and disassembled them, since no nail, screw and glue is necessary. They are easy to transport by stacking the pieces together.

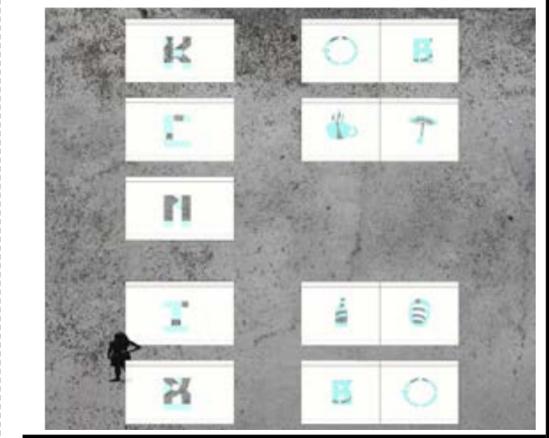


The flow of furniture

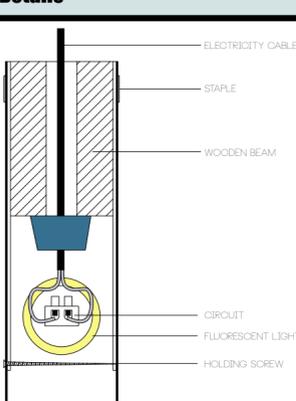


Graphics of the canvas

The graphic symbols on the canvases they match each other. Our logo consist in an arrow interconnect with the letter B for Binckhorst, so the two are staying on the same canvas facing the two directions. The same is thought for mushroom and coffee, as well as beer and bread. Binck, the nick name of the area, is readable on the short size canvases either if you start from the beginning or the end.



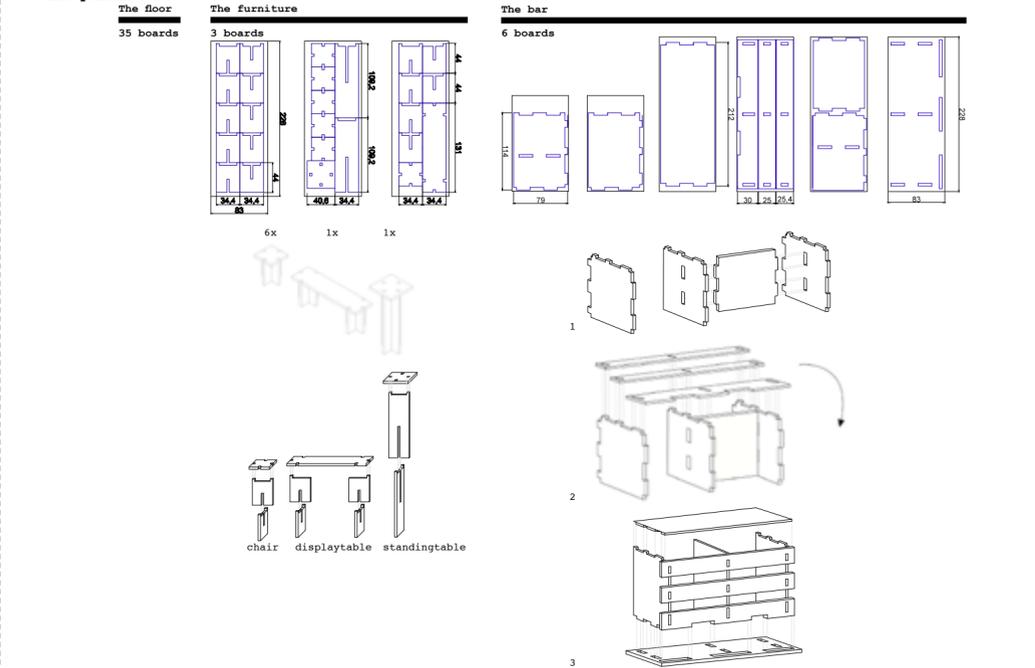
Details



The hanging structure

The structure in between the canvas is a wooden beam that hold a fluorescent light and is hung to the ceiling by using the same electricity wire that the light needs. In order to put the canvas on the same height we made a nod on every cable with the distance of 90 centimeter. To fix the bottom of the canvas to the wooden beam we used a staple gun. Once the canvas is hanging a weight needs to go inside so that the material stays properly stretched.

The panels





Products

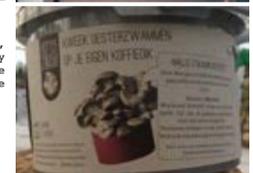
Mushrooms on coffeegrounds
Coffeegrounds are used as the soil for growing mushrooms, small amounts of coffee each time. The fresh coffee substrate is already pasteurised by the coffee brewing process, allowing it to be put directly into the process.



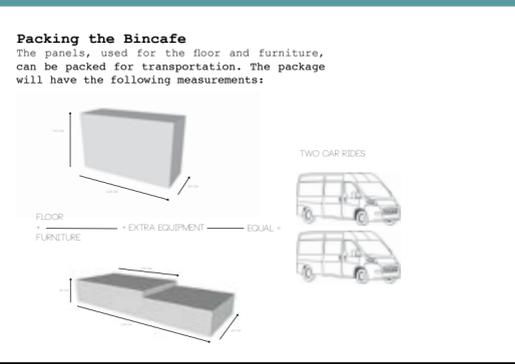
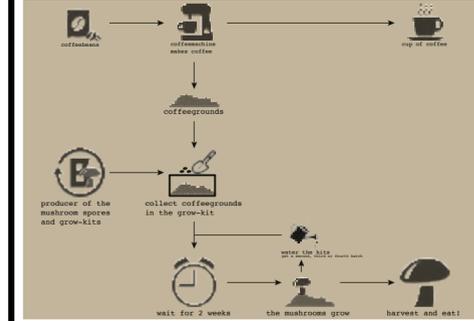
The products of the canvas.
On the left side the apron, which can be used by the bartender in the cafe. There are two sizes, large and small. On the right side the woven coasters, which are very helpful to serve the coffee. Each strip is from the cut patterns of the canvas walls.



Products from our collaborators.
These products we don't make ourselves, but we use them or there is a possibility that we sell them in the future. The mushroomgrowkit we use, the beer we can sell.



Mushrooms on coffeegrounds

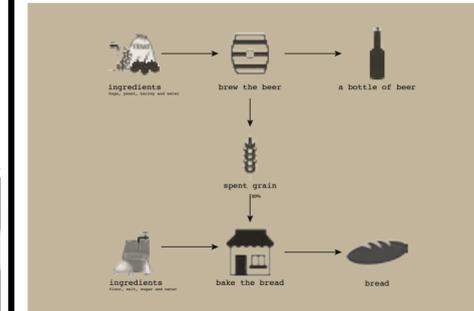


Bread out of beerwaste.

When a beer is brewed out of its ingredients, not only a bottle of beer is an outcome, also spent grain is one. This grain can be used as an ingredient for baking a bread.



Bread out of beerwaste



Presented by INSIDE
Zacharias Antoniadis
Camilla Casaccia
Jillian Chen
Anique van Helden
Hegiari Karina Rutarises
Emilija Juodyte
Yuiko Yokota

in collaboration with Superuse Studios
Jan Jongert
Lisanne Dirckx



Invitations



On the top the "SAVE THE DATE", sent on the 11th of november
At the bottom the invitation, sent on the 21st of november



Brochure

YOU LIKE A COFFEE?

No

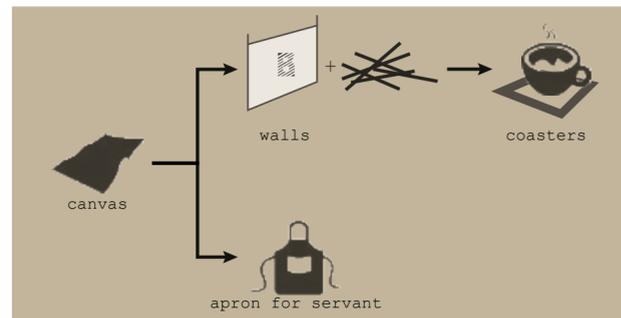
Yes

Then you haven't tasted this one yet.

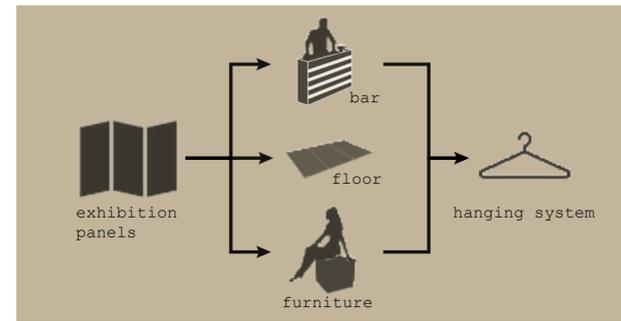


A group of 7 students from INSIDE participated in a design challenge for the Binckhorst, under the supervision of Jan Jongert and Lizanne Drikk from Superuse Studios. The assignment: Design an enterprise that turns wastestreams into valuable products for the (local) market.

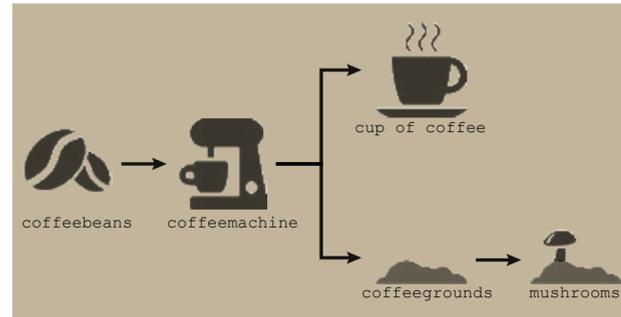
The result: no regular cafe. It is designed with waste materials from the local area. Canvases and wood boards are used for its structure. People can experience them throughout the space. Its central passage is meant to create a feeling of a journey, from one area to another, a strong visible-invisible aspect. A game of lights and perspective give the cafe its uniqueness. The main features are the products it distributes: products from canvaswaste and the bar, as central node, is serving coffee and mushrooms kits growing from its coffee waste.



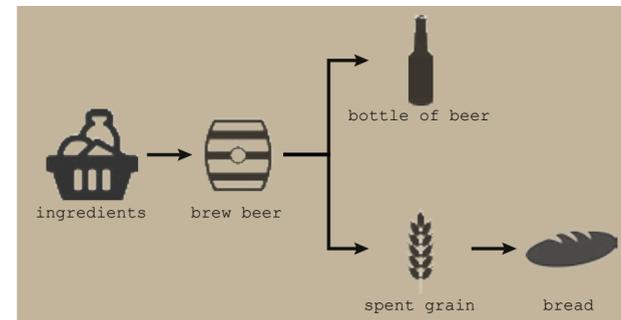
As said, the structure of the cafe is defined by the **canvas**. The strong visual identity and the unique game of lighting is created by the cutting of the canvases: the light shines through the openings. The waste of these cuttings is used to produce products.



The other half of the structure, **the furniture** is created out of old exhibition panels. The strenghtness of these wood boards is used to assemble the modules for the furniture without any additional connections. The edges of the boards are used as a hangingsystem.



One of the main features is the coffee. The waste produced by making the coffee, **coffeegrounds**, can be used as a nutrient for the growth of **mushrooms**. The base for this growingproces is a mushroomkit, a base with mushroom spores. These kits are also available.



An other example of this kind of proces is the **bread made out of beerwaste**. The bread can be made out of spent grain, which is one of the output products of the beerbrewing proces.

Probably there are more examples of these kind of products. Do you have one? Check how your diagram would look like on the website and contact us. The full versions of the graphics are found there too. And check at the same time how you can get a 10% discount on your coffee, EVERY TIME!

For more information you can also take a look on the panels in the cafe.



Bussinesscard



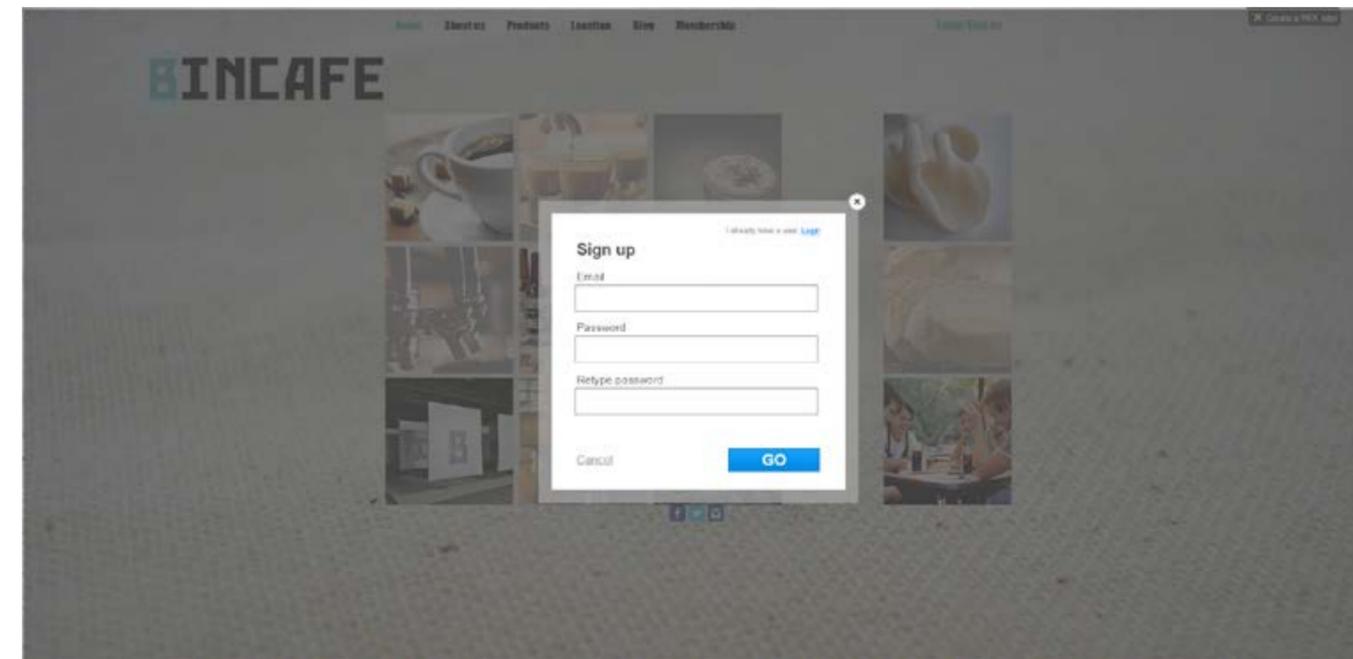
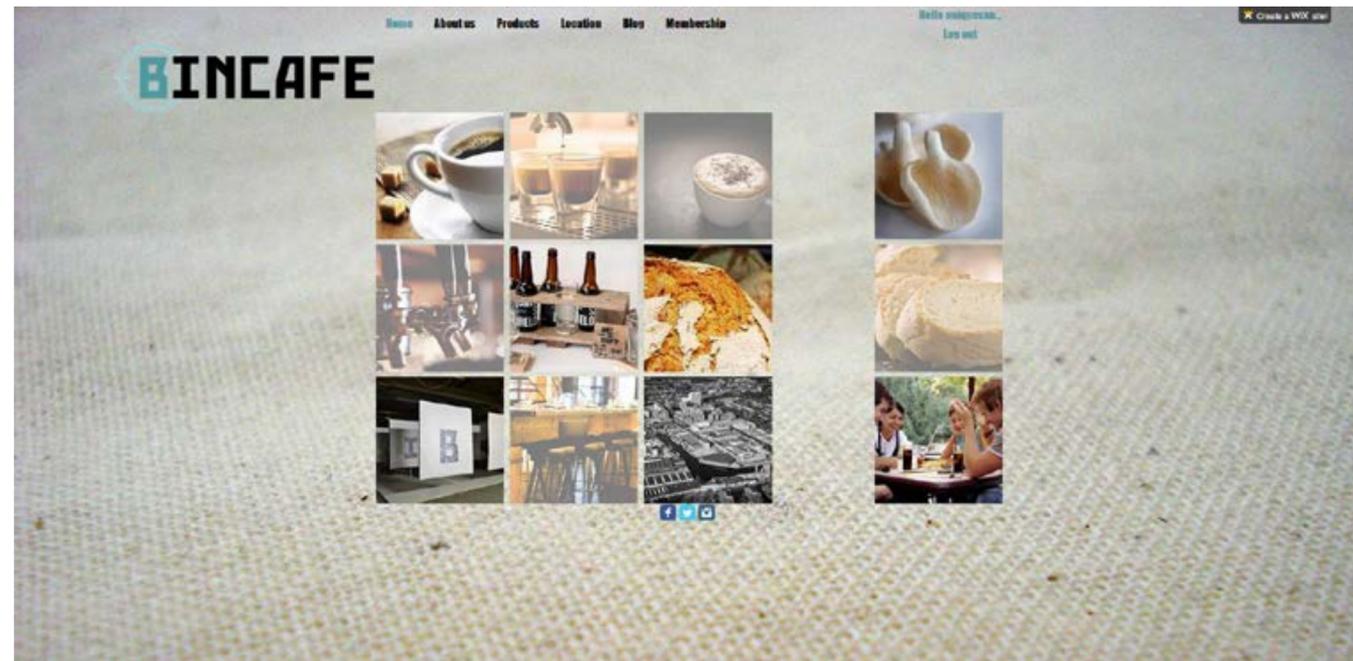
The trials of the bussinesscard. The one in the red rectangle is the chosen one.



Website

<http://aniquevanhelden.wix.com/bincafe>

A few pages are shown



On the top the homepage
At the bottom the page about mushrooms

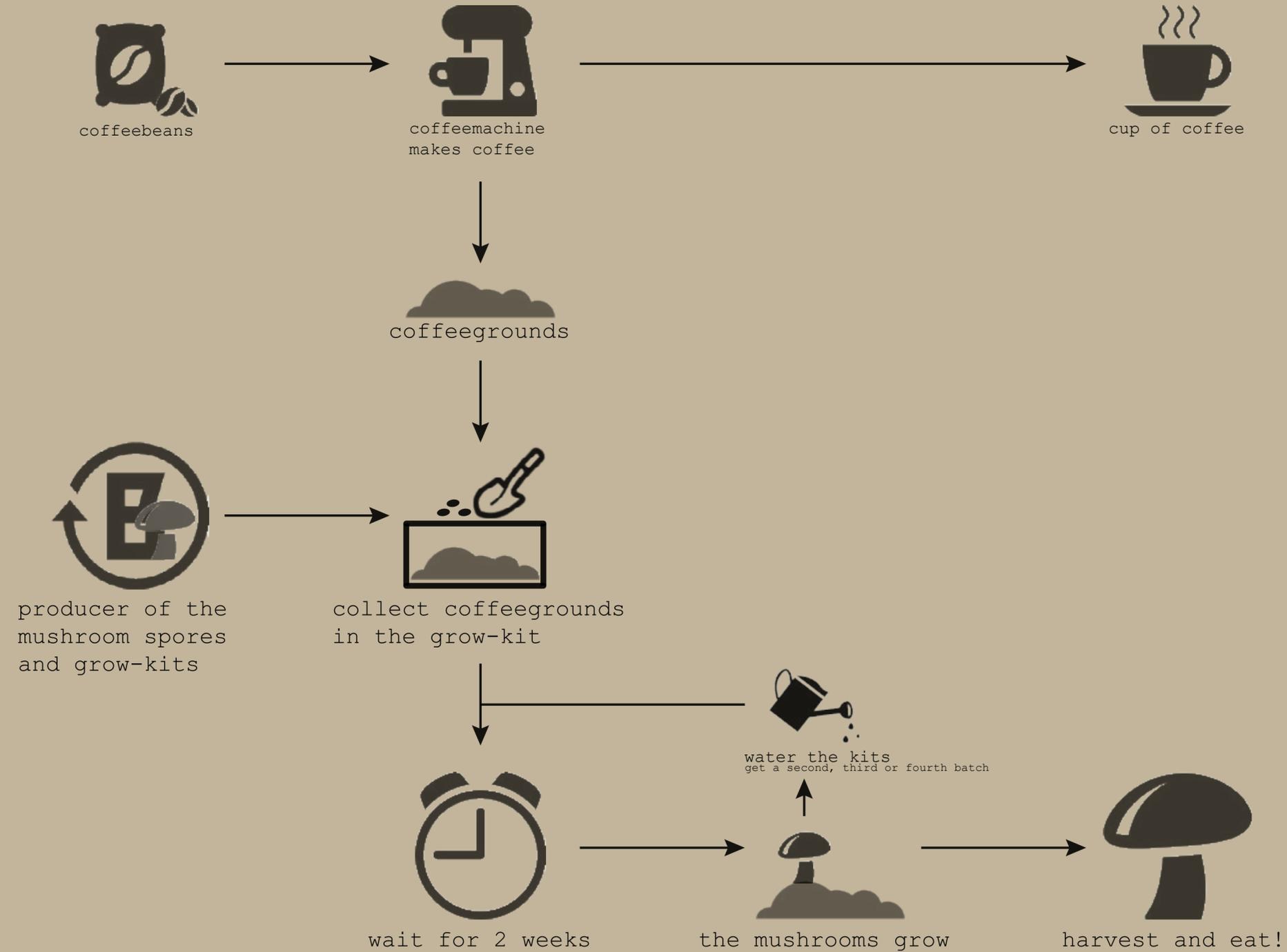
On the top the page about displaying your product in the Bincafe
At the bottom the sign up/log in-page. You get there with a membership QR-code, shown at the top of the picture.

Flow diagrams

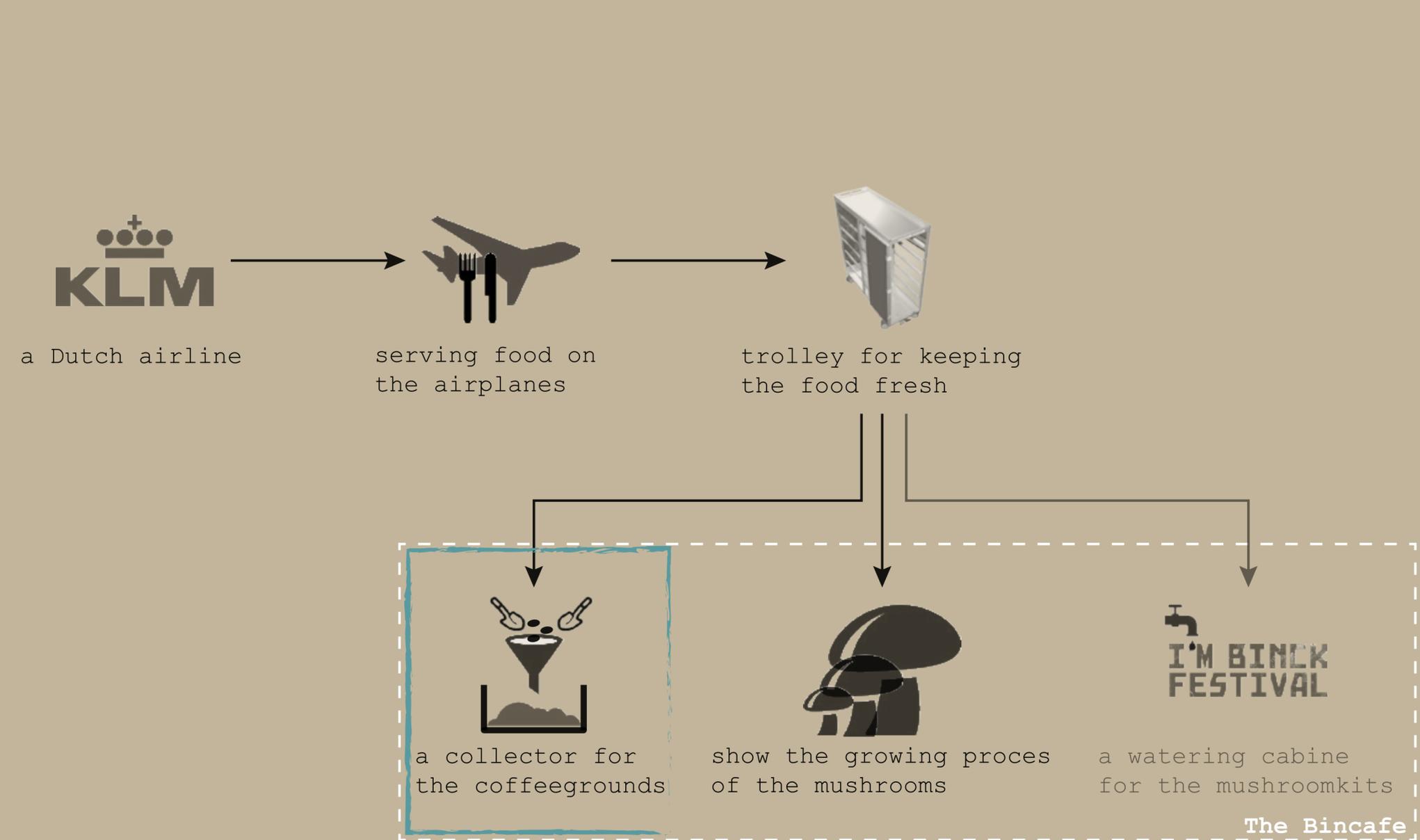
DISCOUNT WITH YOUR OWN CUP!



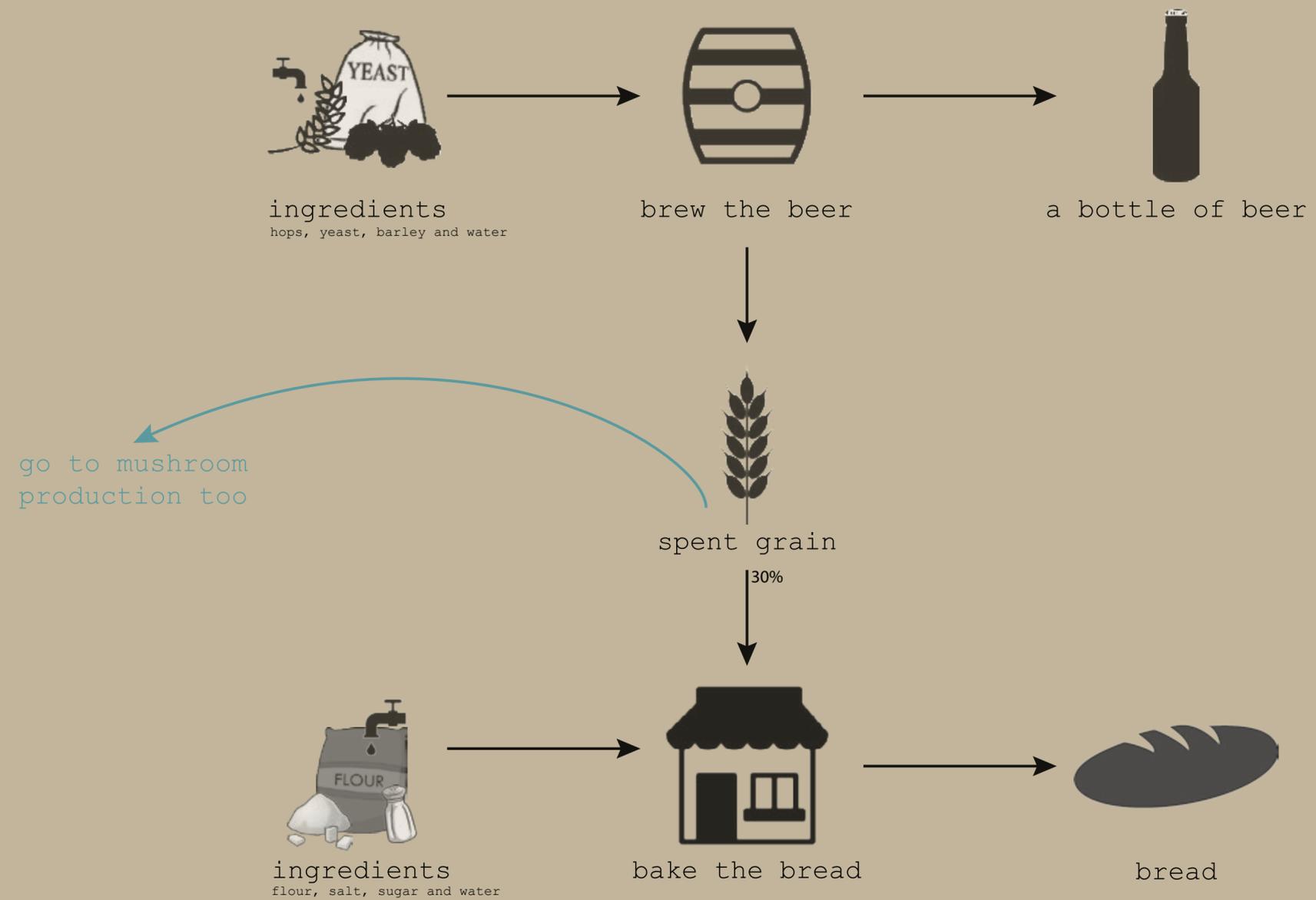
MUSHROOMS ON COFFEEGROUNDS



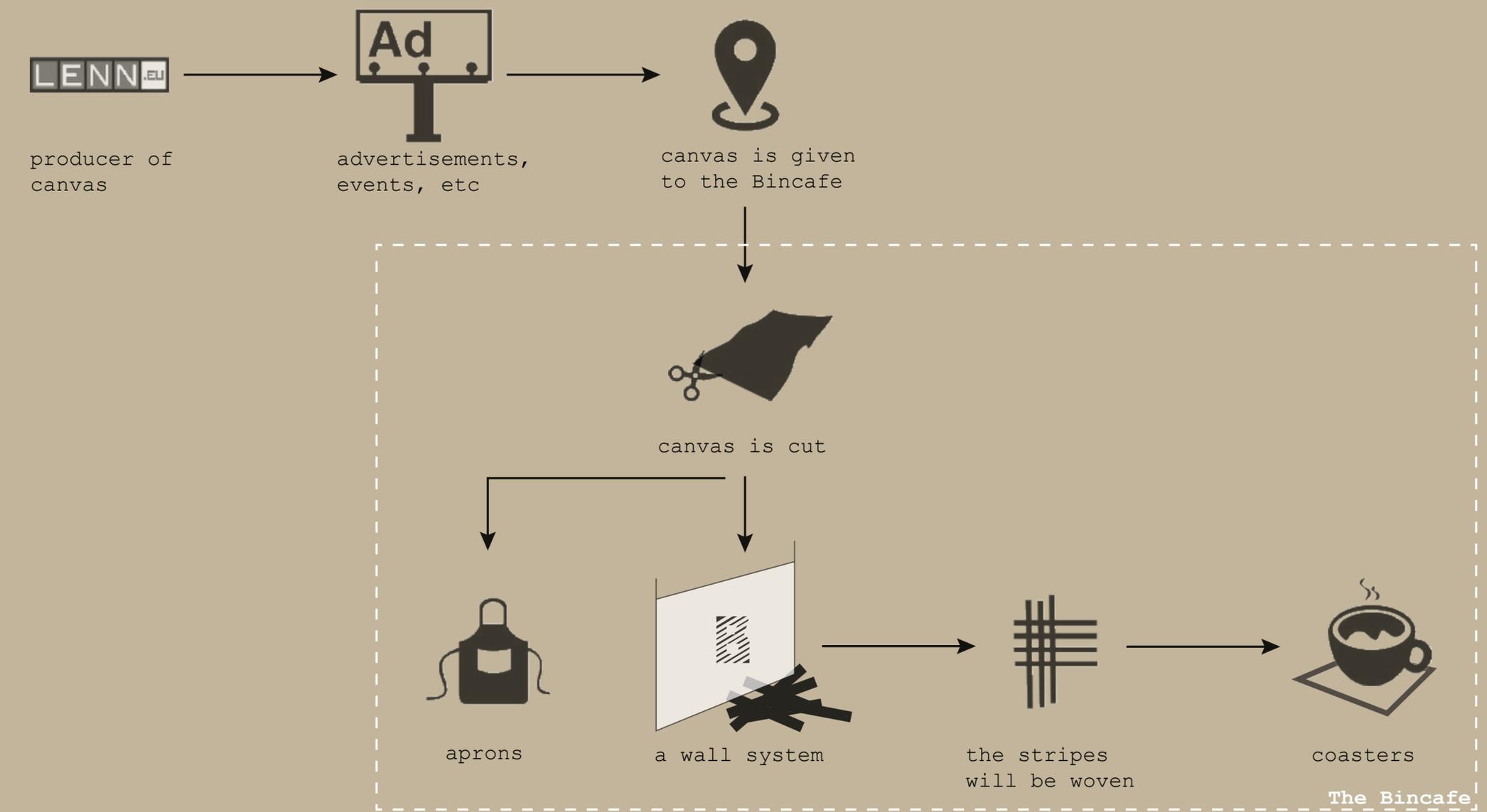
KLM-TROLLEY REUSED



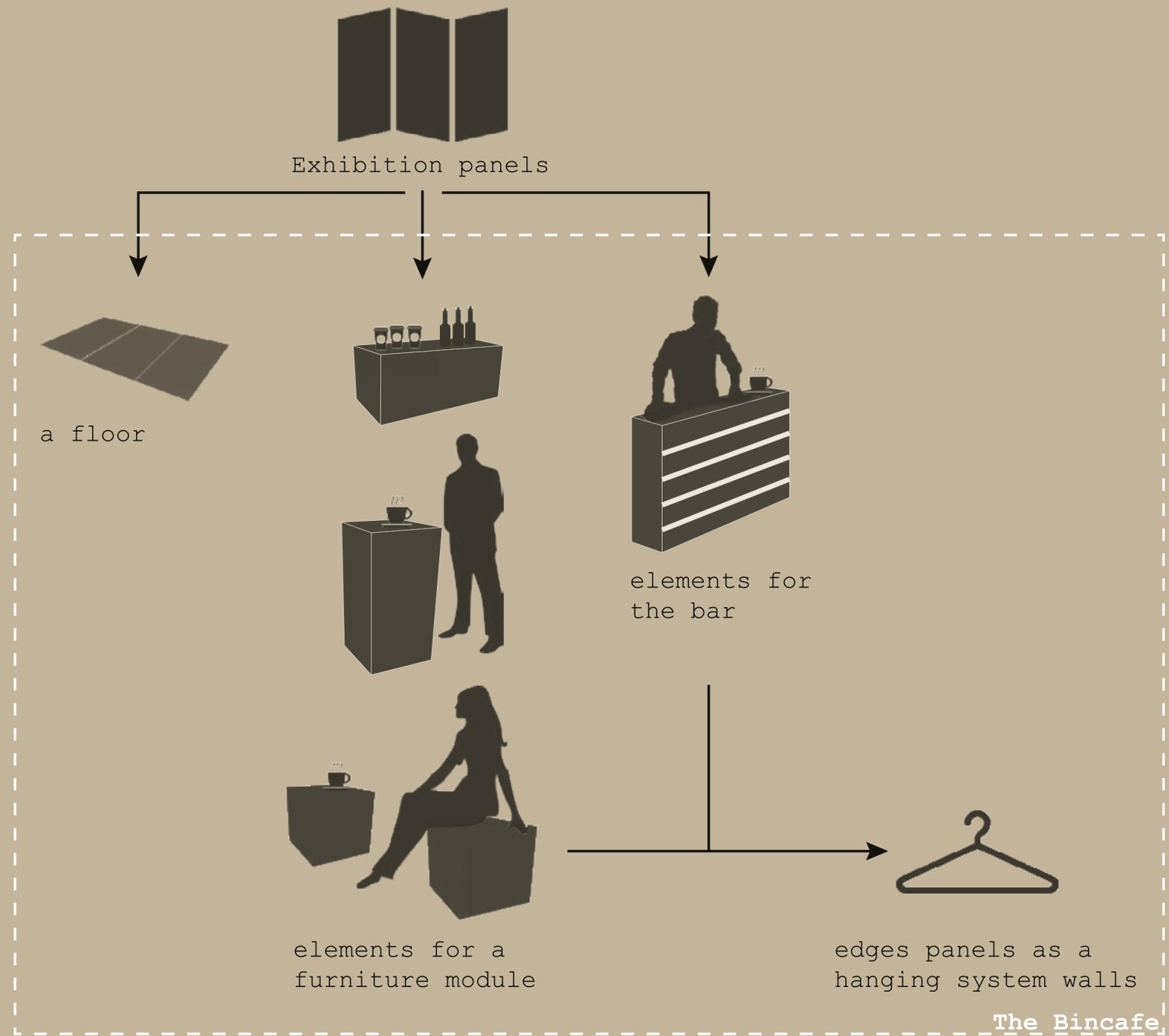
BREAD OUT OF BEERWASTE



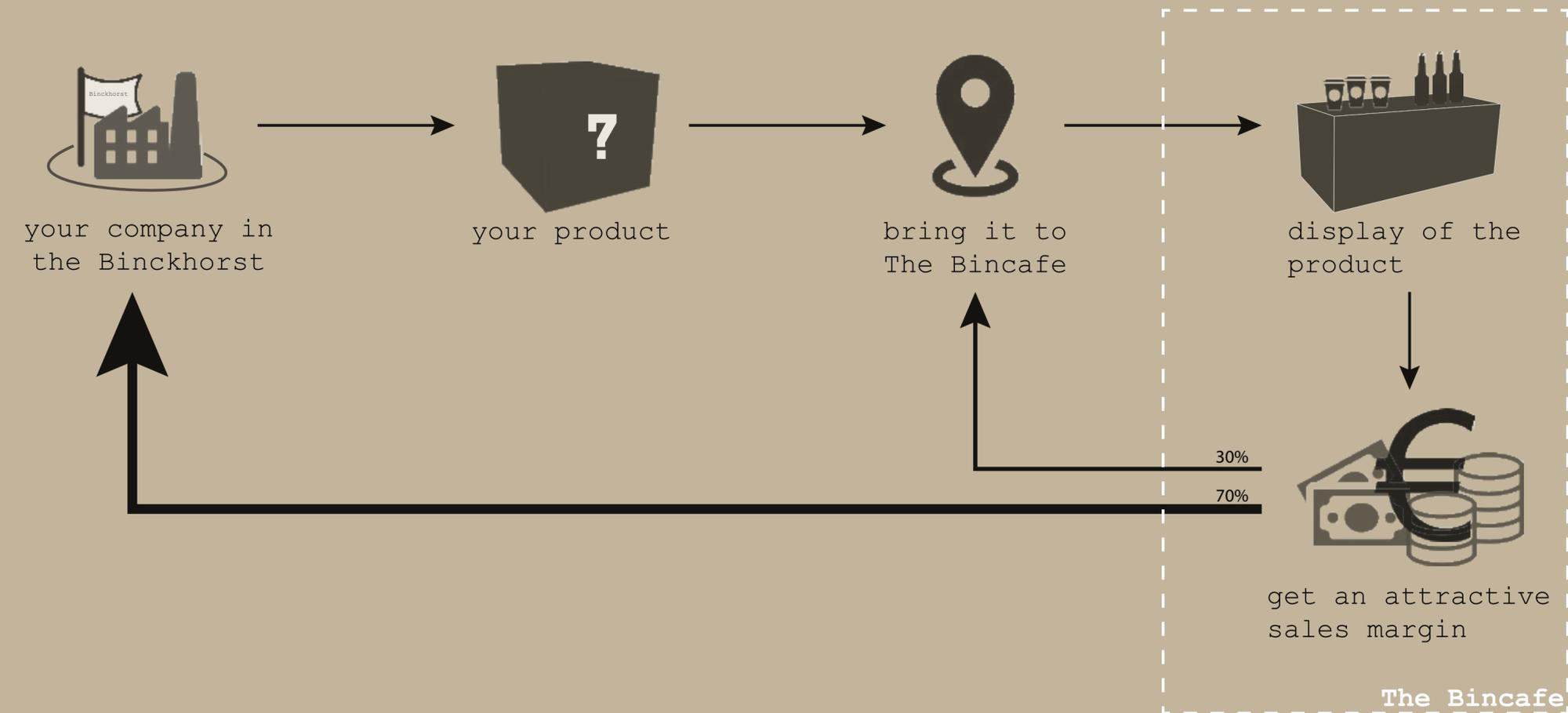
INTERIOR AND PRODUCTS OUT OF CANVAS



EXHIBITION PANELS TURNED INTO FURNITURE



ARE YOU IN?



ROLES

- Camilla : Took care of designing the layout and the bar, bar technical drawings and presentation.
- Jillian : Designing the main concept and furniture design.
- Emilija : Visual part, furniture technical drawings, and took care for the budget.
- Hegia : Material collection and communication, technical drawings plan and presentation.
- Anique : Took care of the digital graphics including the website and final presentation.
- Yuiko : Took care of the canvas products.
- Zach : Took care of the lighting and structures.