

Cobe

future proof office spaces

Archikon | Stuttgart | 19.04.2023

Themenfelder

1. Cobe Intro

Learning from Copenhagen

2. Arbeitswelten

Macro / Micro Einflüsse

KI für Architekten

3. Suchbilder

1:1 Labor

4. Innenräume

Roskilde Volkshochschule

EU Joint Research Centre

Geely Design Center

adidas HALFTIME

**...from
Copenhagen**



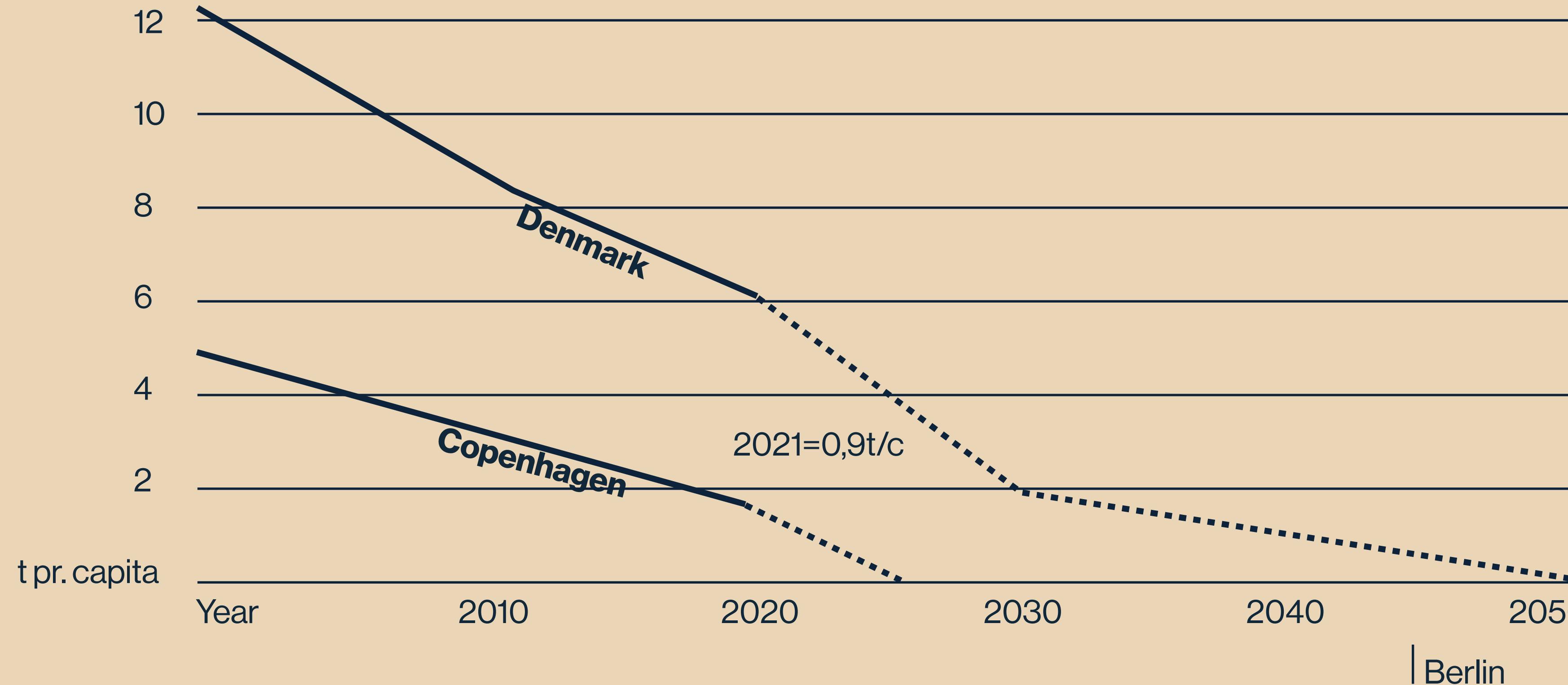
Cobe

Learning from Copenhagen

A people oriented
city



CO₂ Ziele für Kopenhagen und Dänemark



Learning from Copenhagen

 Cycling Embassy of Denmark 
@CyclingEmbassy · Follow

"Copenhagen reported that 62% of its residents are now commuting to work or school by bike — an increase from 52% in 2015 & 36% in 2012, when the City Council launched a 14-year-plan to improve the quality, safety & comfort of cycling."



 latimes.com
Copenhagen has taken bicycle commuting to a whole new level
Cycling has been a part of that good life in Copenhagen for decades. In recent years, it has enjoyed yet another unfathomable surge in popularity...

11:00 AM · Jan 3, 2022 

 1.2K   Copy link

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From 2006 to 2023



From start-up to internationally
recognized.
Independent and founder owned.



Employees: 150+

Architects

Urban Planners

Landscape Architects

Constructing Architects

Interior Designers

We live in a 1:1 laboratory





We are shaped by Copenhagen
and Copenhagen is shaped by us

Projekte in 34 Städten/ 10 Ländern



**By!
Byrum!
Bygning!**

**Urbanism
Public space
Architecture**



Ragnarock Museum, Roskilde, DK



Israels Plads, Copenhagen, DK



Nordhavn, Copenhagen, DK

Wir arbeiten mit verschiedenen Typologien



Culture Houses



Infrastructure



Stations



Residential



Urban Spaces



Libraries



Kindergartens



Headquarters



1:1 and interior



Transformation



Museums



Education



Offices



Landscape



Masterplans

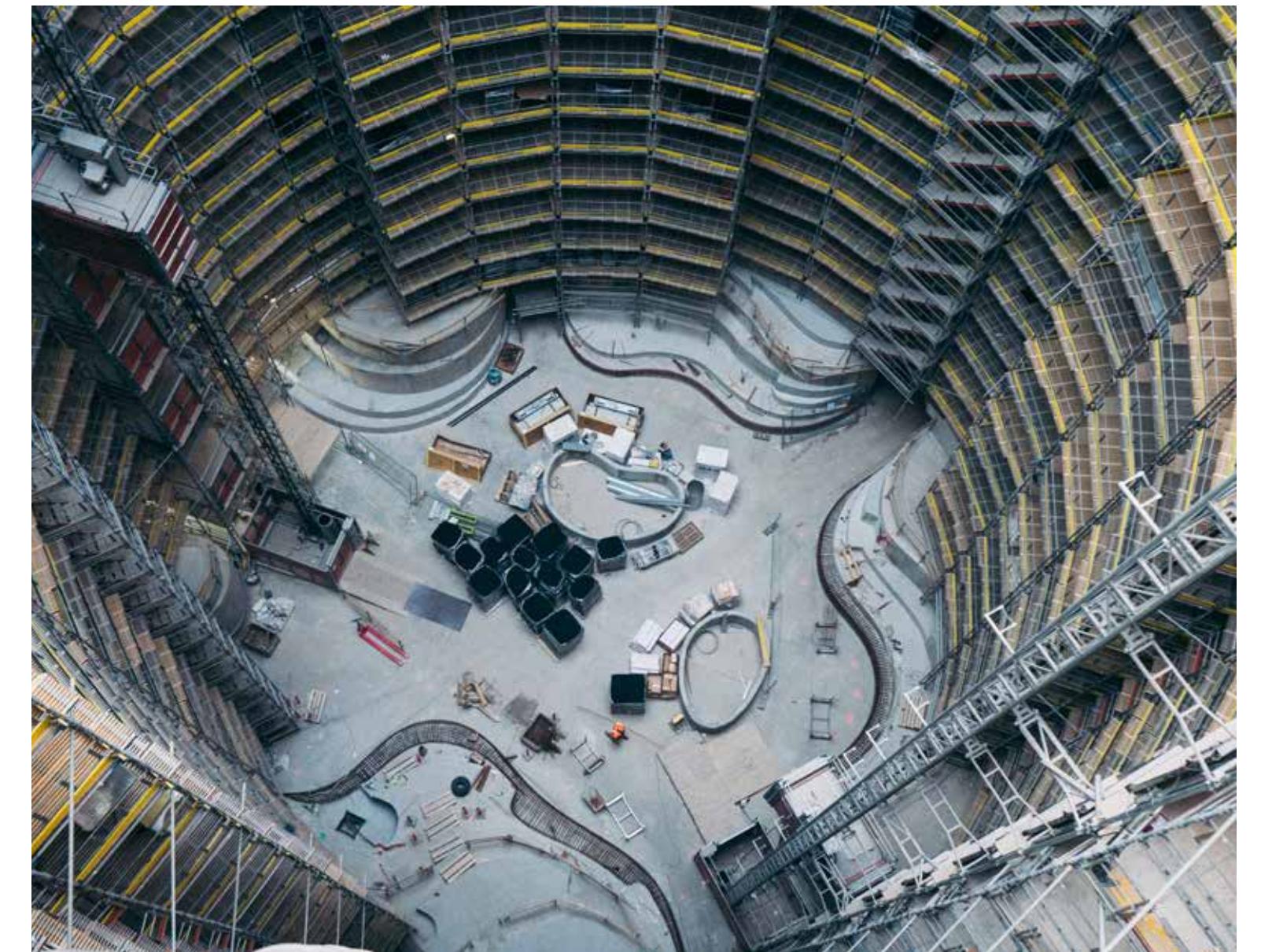
Innenräume



Kulturhus NV, Kopenhagen, DK



Falk Areal HQ, Freiburg, DE



Redmolen, Nordhavn, DK

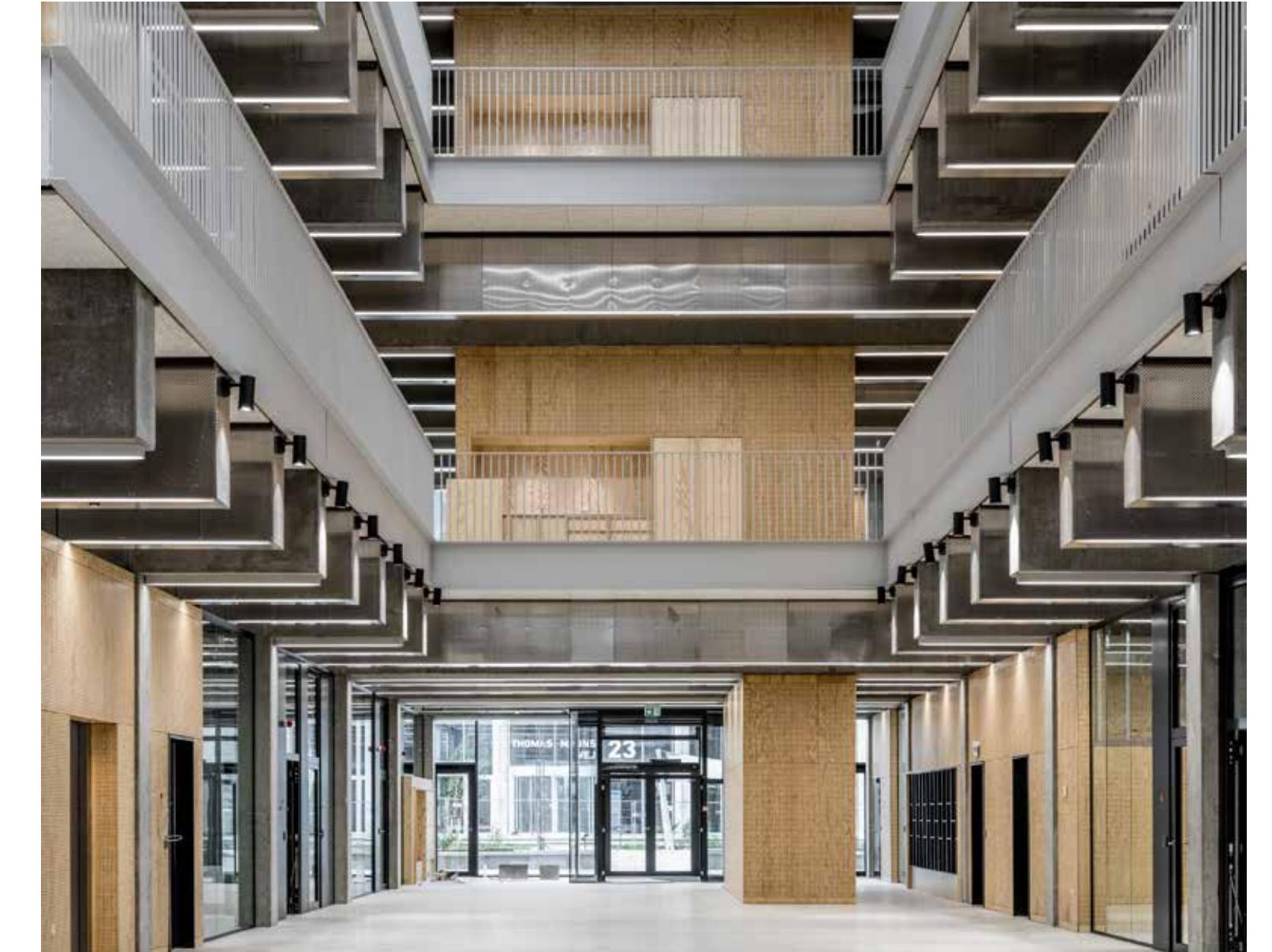
Innenräume



Hyllie Terrass, Malmö, SE



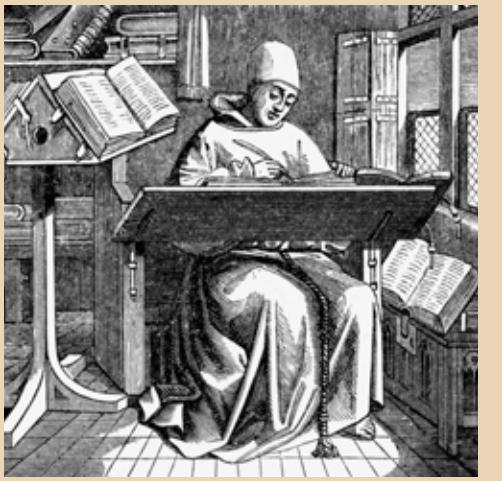
Zech Haus, Europahafenkopf, Bremen, DE



AAU INNOVATE, Ålborg, DK

Future-proof office spaces ?

Entwicklung des Büros



1500: Skriptorium



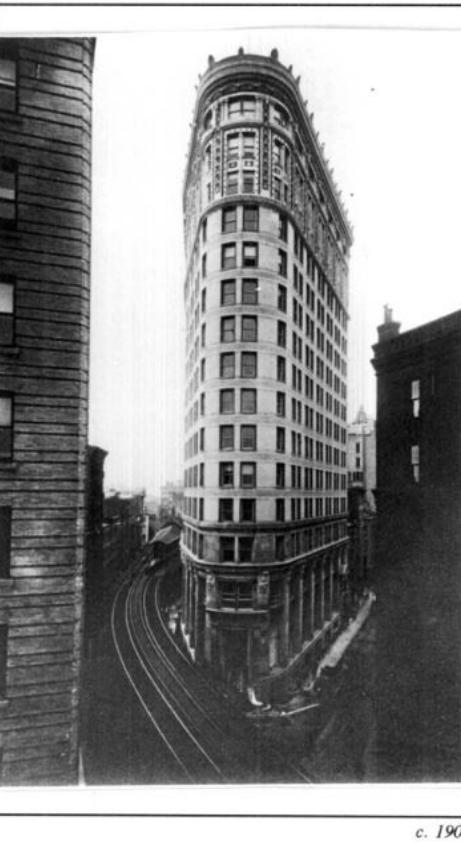
1729: The East India Company



1726: The Old Admiralty Office



1830: Technical Inventions



1913: Elevator / Beaver Building



1939: The Johnson Wax Company



1970: Cubicle



1980: First Laptops



2010: WeWork

Year 1500

1600

1700

1800

1900

2000

2023

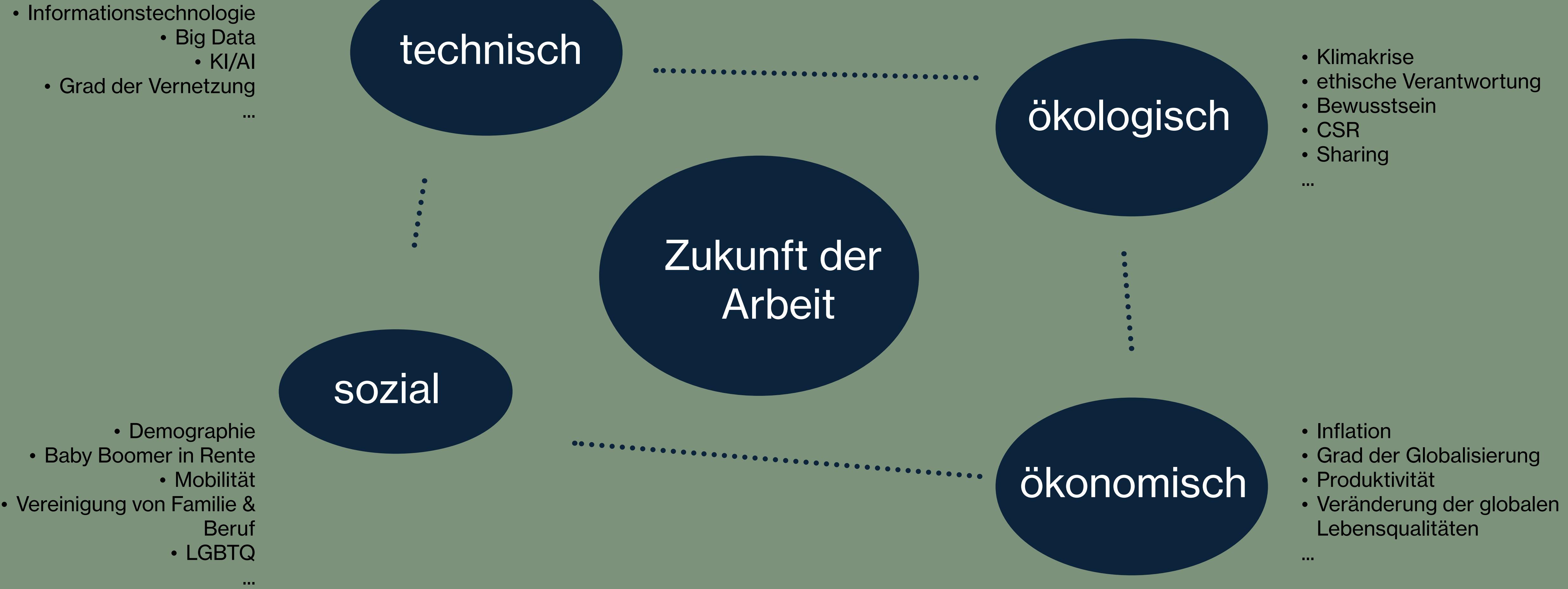


2010: WeWork



2020: Covid-19

Langfristige Veränderung der Arbeitswelten



7 Themenschwerpunkte

Universelles Arbeiten



Von Orts- und zeitgebundener Arbeit zum Arbeiten überall und jederzeit.

- Freelance / Gig-economy
- Kostenreduktion
- Pendeln
- Lifestyle / Digital Nomad

Dynamisches Arbeiten



Von der Anpassung der Arbeit mit der Zeit zum konstanten Wandel der Arbeitnehmer, der Arbeit und des Ortes.

- Projektbasiertes Arbeiten
- Ende des Jobs auf Lebenszeit

Kollaboratives Arbeiten



Vom Einzelkämpfer zum Miteinander und Zusammenarbeit.

- höhere Vernetzung der Gesellschaft
- Konnektivität macht die Vernetzung einfacher
- Bedarf an neuen Wirtschaftsmodellen und Formen der Beteiligung

Lebenswertes Arbeiten



Von work-life banalce zu work = life.

- Kontaktaufnahme mit Gleichgesinnten
- Stärkeres Gefühl der Verantwortung / CSR
- LGBTQ
- Gleichstellung
- Fachkräftemangel

Gesundes Arbeiten



Von ungesunder Arbeit zu proaktivem Verhalten.

- Gesundheit im Fokus
- Stress vermeiden
- Gesundheitskosten
- Alternde Arbeitnehmer
- "Well"-being & Raumklima

Digitales Arbeiten



Von Prozessoptimierung zum Menschen im Mittelpunkt.

- Neue Technologien
- Fokus auf Humankapital
- Zunahme von (digitalen) Ablenkungen (an offenen Arbeitsplätzen)
- Informationsüberflutung

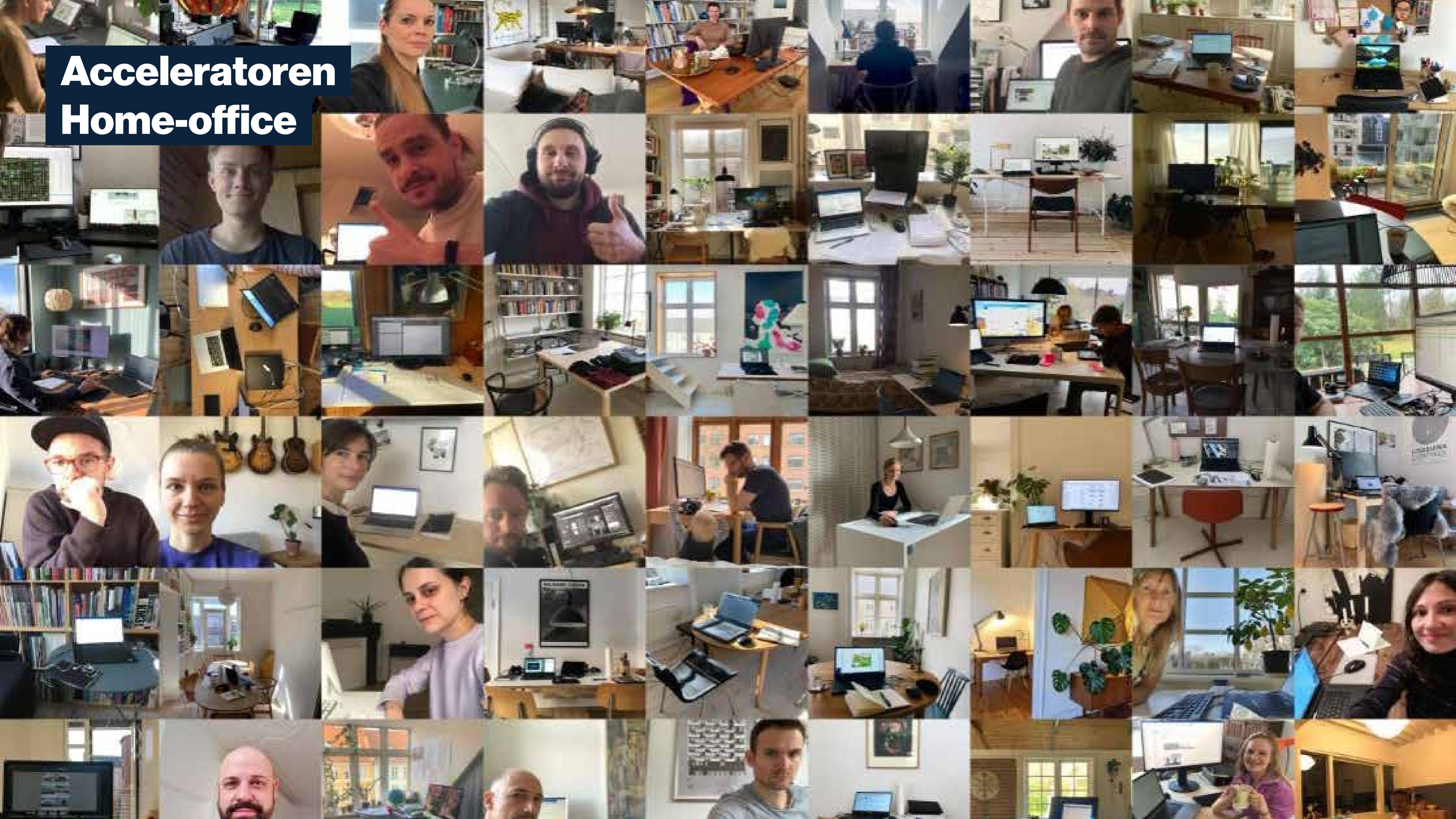
Zirkuläres Arbeiten



Vom Ausschalten des Bildschirms zum zirkulären Büro.

- Umweltschutz
- Kreislaufwirtschaft
- nachhaltigeres Bauen
- Bauen im Bestand/ Umnutzungen & Flexibilität

Acceleratoren Home-office



Acceleratoren AI

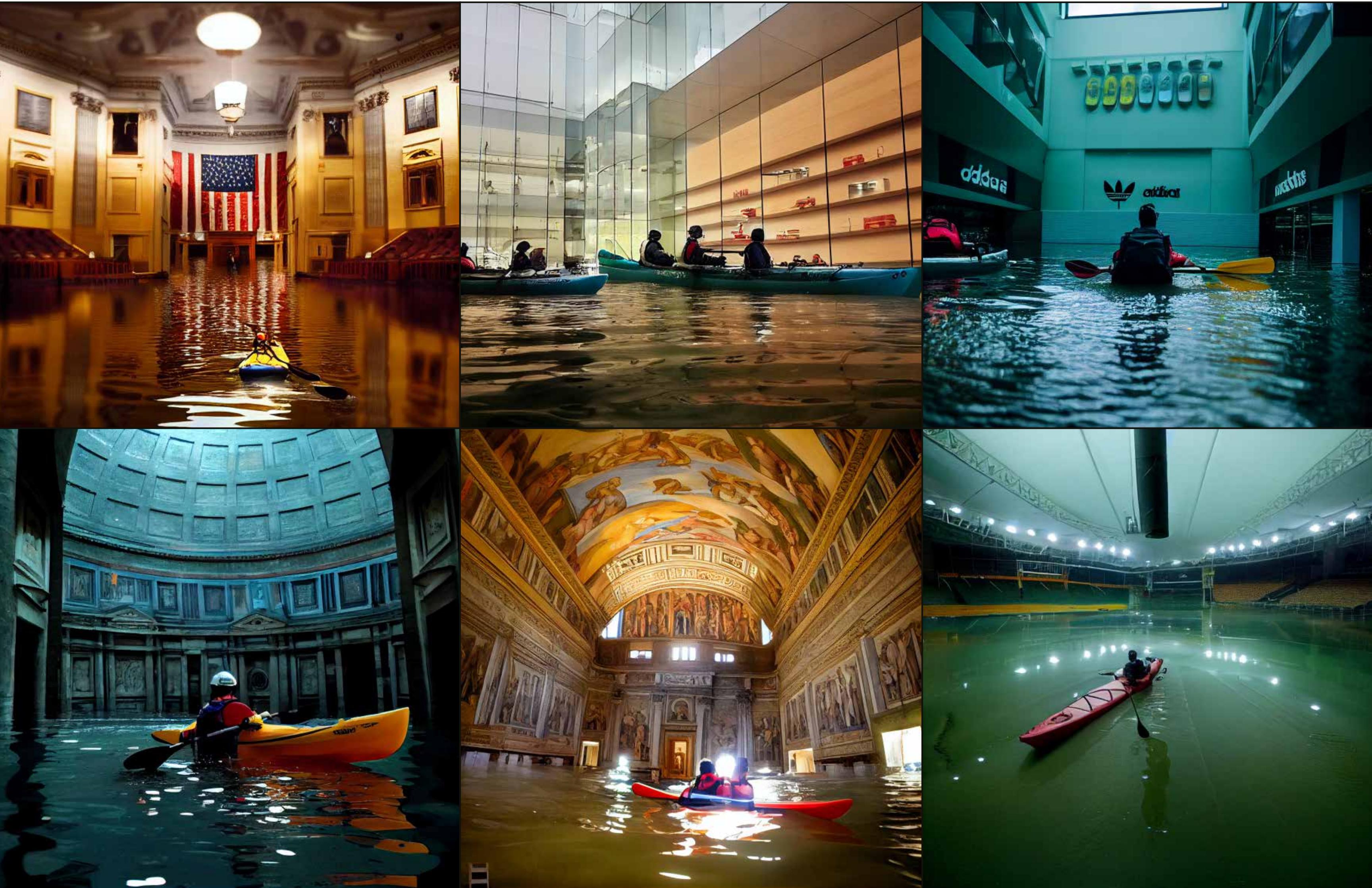


**Eines der mächtigsten Instrumente
der Menschheitsgeschichte!?**

Options-basiert



bekannte, aber doch nicht reale Orte



konzept, nicht bestandteile



skärgård island made out of geometric carved brutalist houses with windows, close-up architectural photography

flying insect and birds in front of building with insect hotel grid facade by Kengo Kuma, street scene, brutalist architecture in steel, architectural photography

neue Herausforderungen für alte Meister



*modernist architecture by mies van der rohe
out of clt and gluelam timber construction*

Disneyland castle designed by corbusier

“style”



*architectural drawing of the tower of Babel designed
by Leonardo da Vinci*



*architectural drawing of the tower of Babel designed
by Peter Zumthor*



*architectural drawing of the tower of Babel designed
by Le Corbusier*

“style”



*modern copenhagen kindergarten
by Arne Jacobsen,
architectural photography*

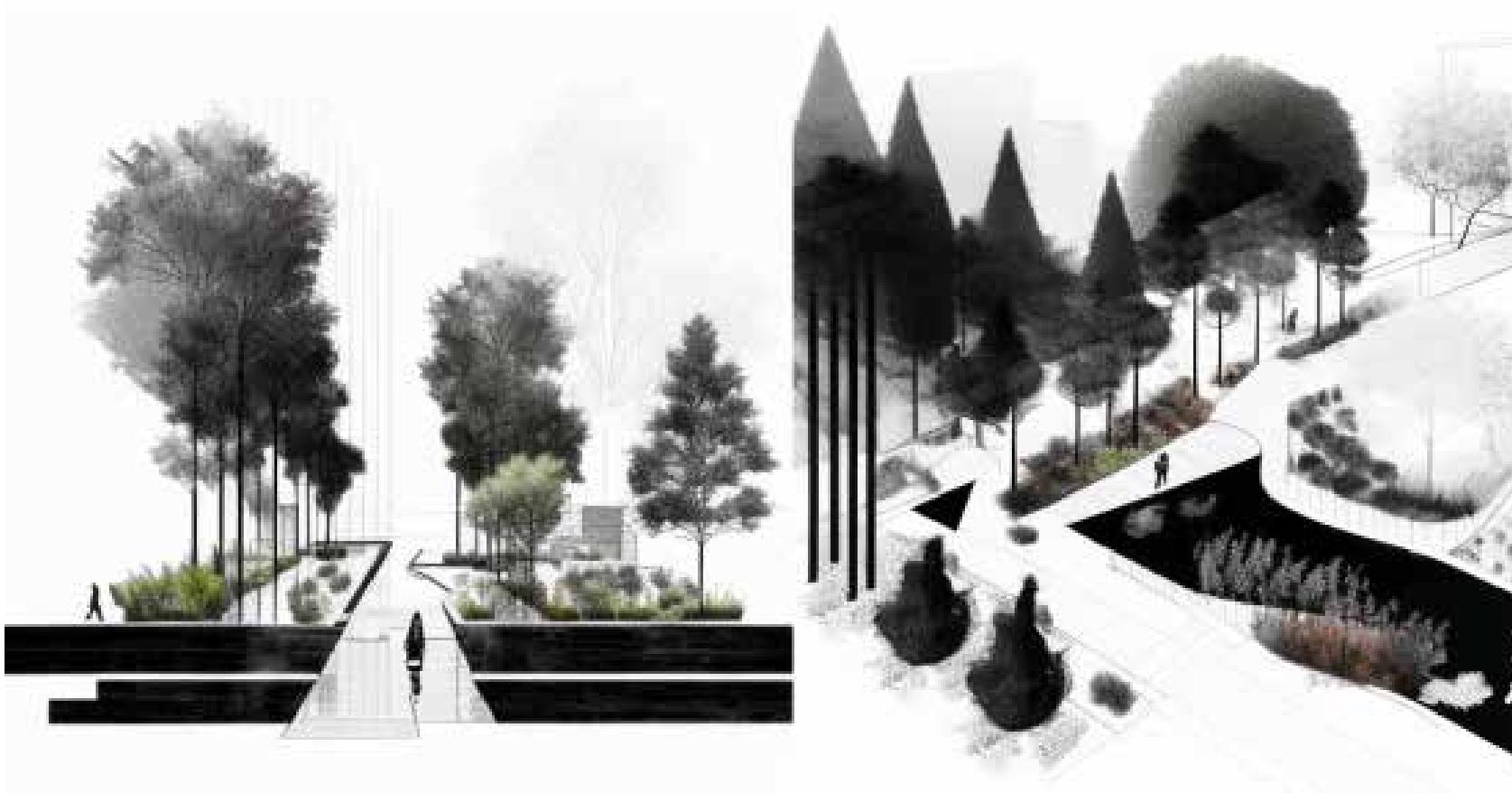


*modern copenhagen kindergarten
by Cobe architects,
architectural photography*



*modern copenhagen kindergarten
by Kengo Kuma,
architectural photography*

weiterentwicklungen



*landscape plan of park with street and rainwater handling
inspired by the highline, biodiversity, technical landscape
architecture plan in scale, black and white*

*floor plan of two bedroom apartment,
architectural drawing*

kann KI kreativ sein?

"While I am excited about new technologies and believe they are useful in many cases,

*I am concerned about a future where architecture is created solely through the
selective sorting of past data.*

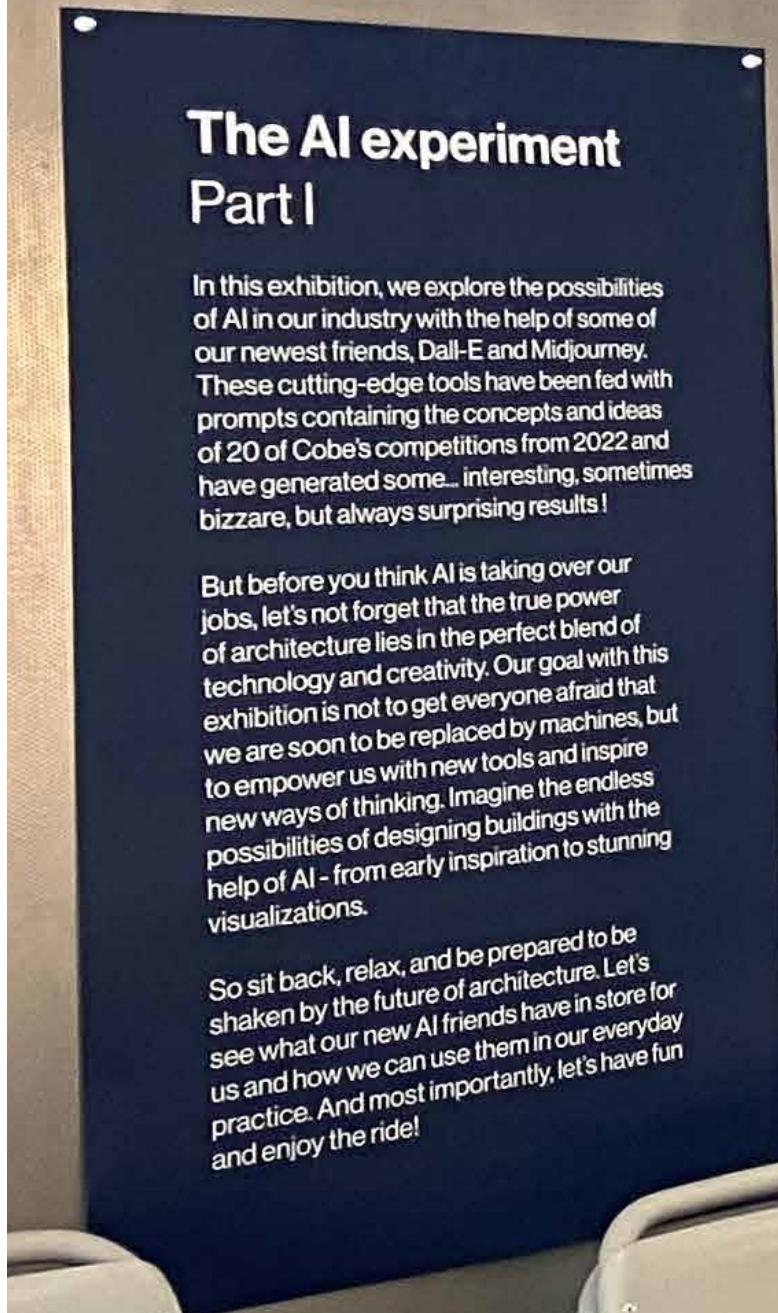
In addition to the functionality, economy, and technology that make up a predetermined harmony in a building, an architect's intervention brings a bit vague and contradictory odds with reality. It is these odds that make architecture unique and legitimize architects as a profession. The physical experience, embodied memory, and bodily senses of an architect are more reliable than the vast accumulation of data or its processing speed in a computer. "

- Tadao Ando

"AI is putting our jobs as architects unquestionably at risk"

- Neil Leach

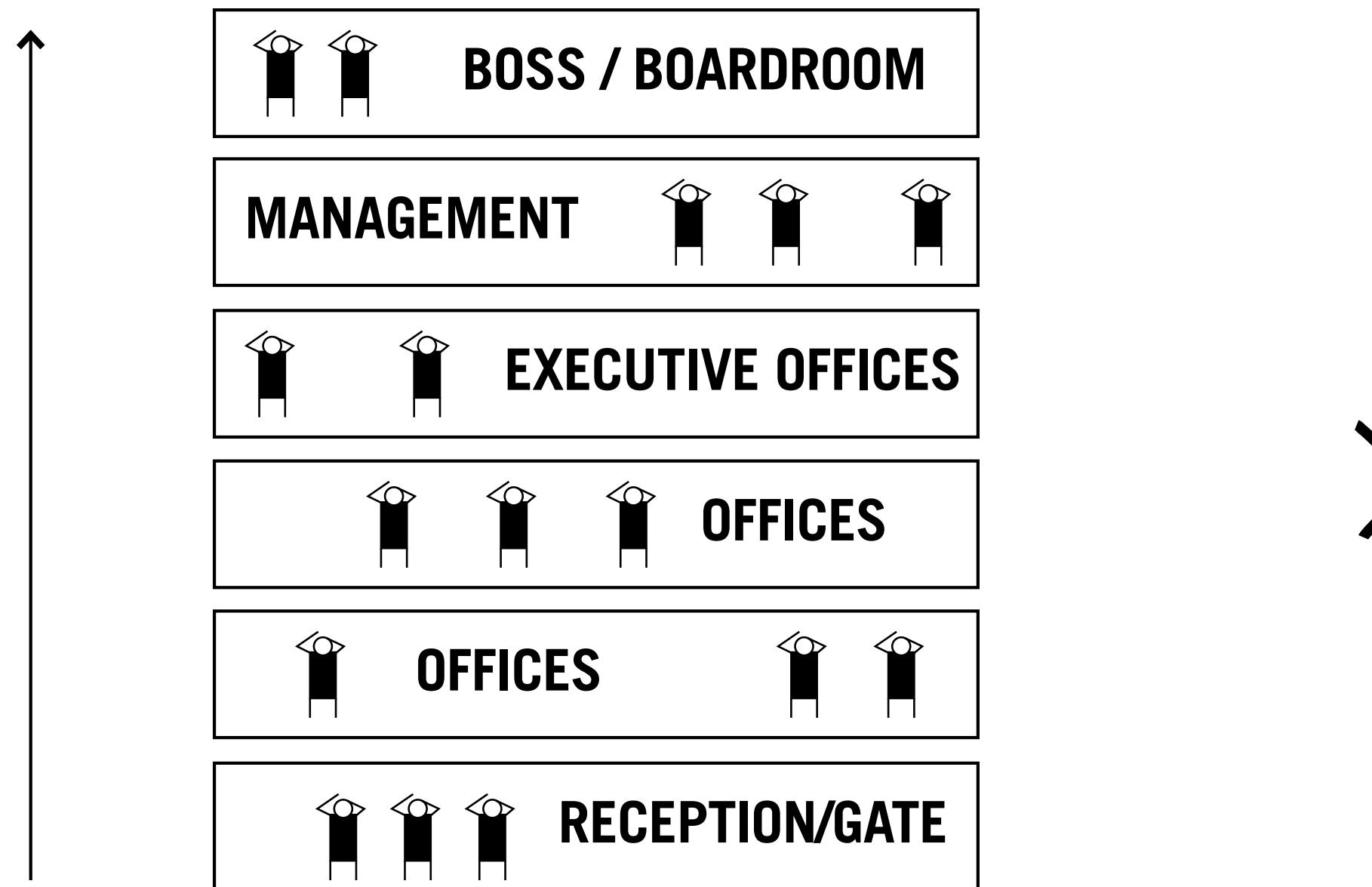
Ausstellung



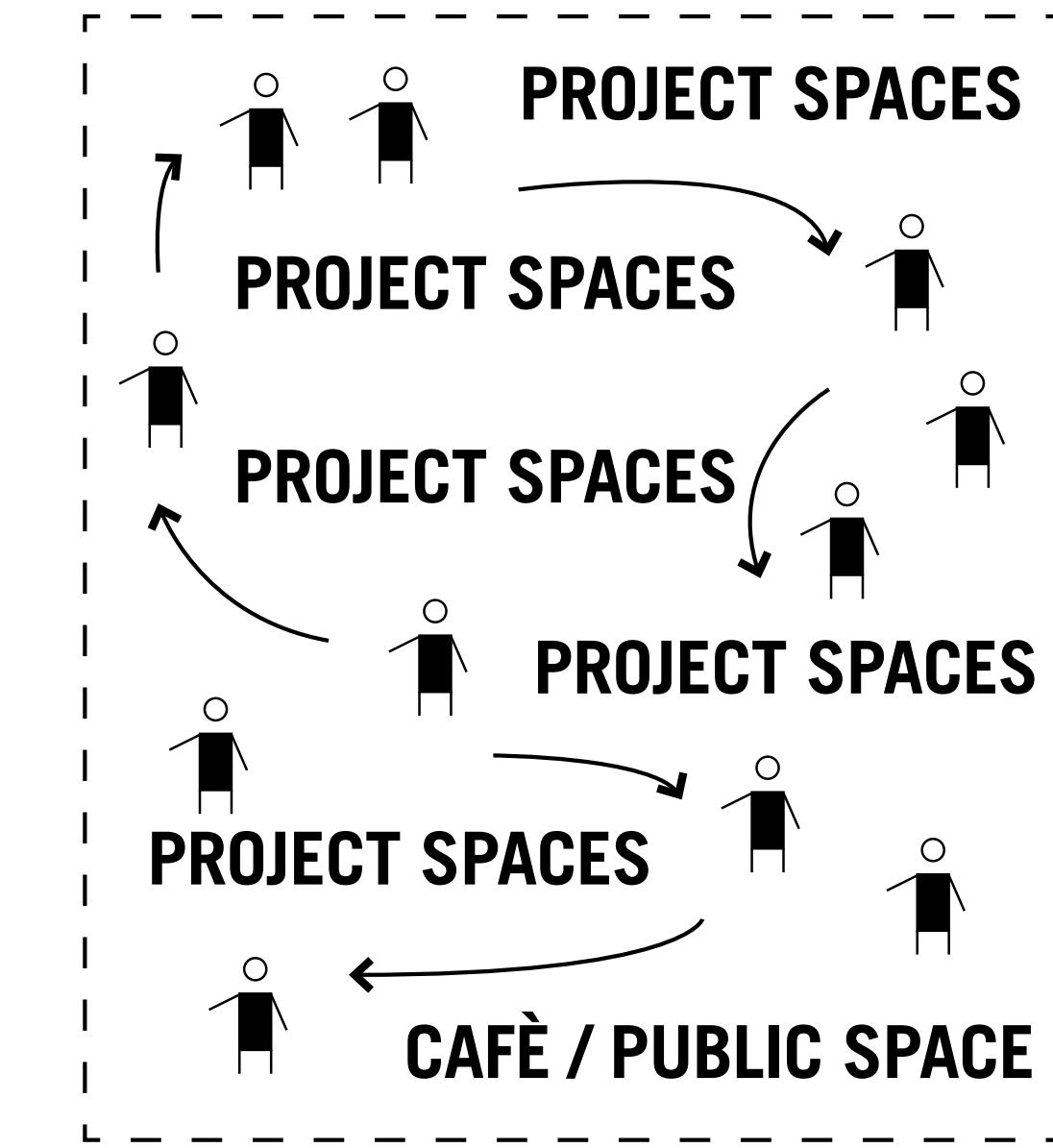
Suchbilder Innenräume

**A Space
that facilitates
innovation
and interaction**

Geändertes Layout



HIERARCHICAL
CLOSED



NON-HIERARCHICAL
OPEN

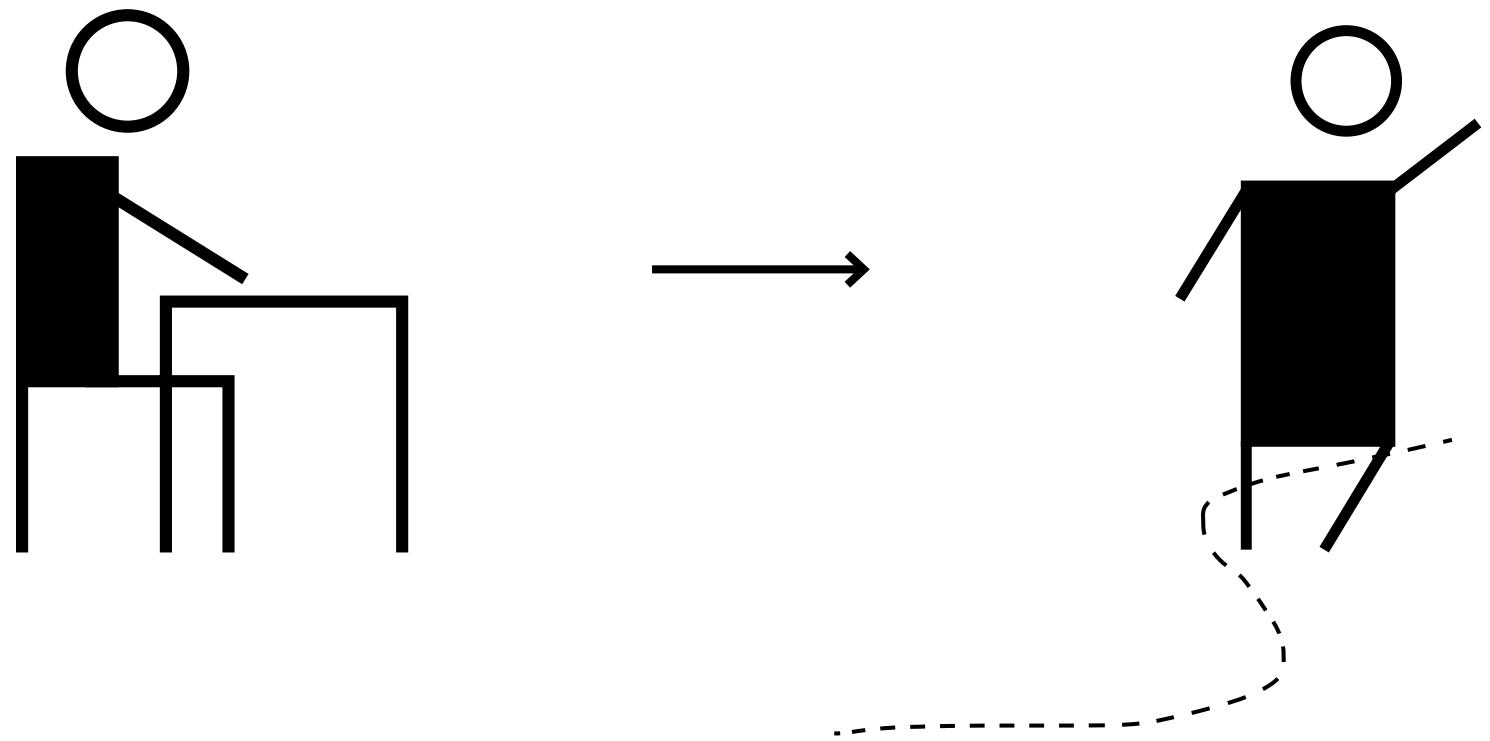
Unterstützung der Interaktion



150 COMPONENTS - 250 SUPPLIERS - 30 COUNTRIES
INNOVATION DOES NOT HAPPEN IN ISOLATION!

Unterstützung der Bewegung

Ideas are not static - people must move

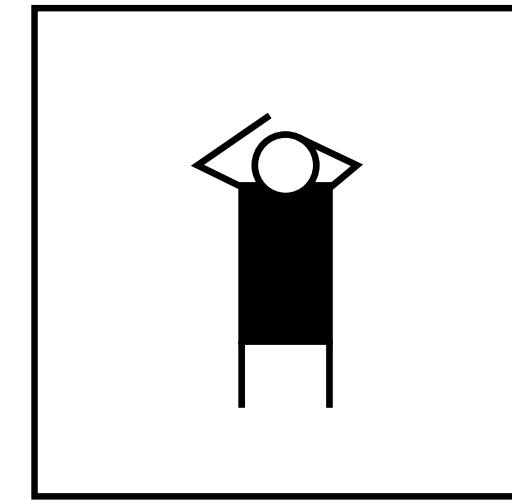


Cubicle

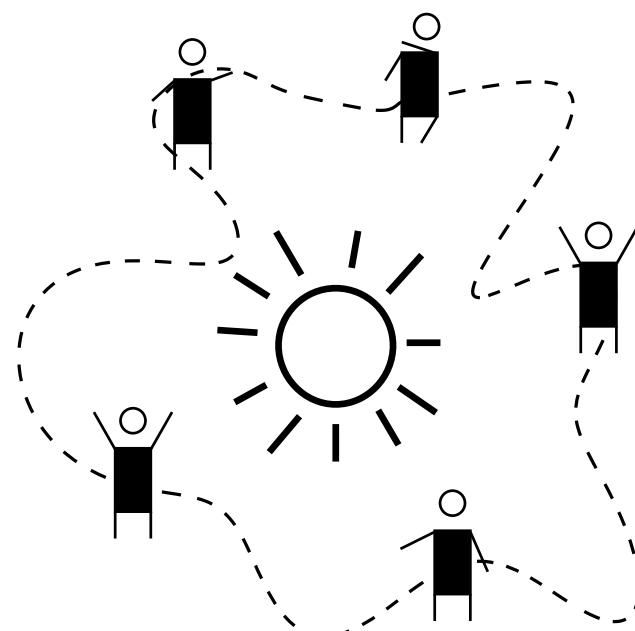


Project space, COBE

Diversität des Arbeitsortes



Space adapts to personal needs

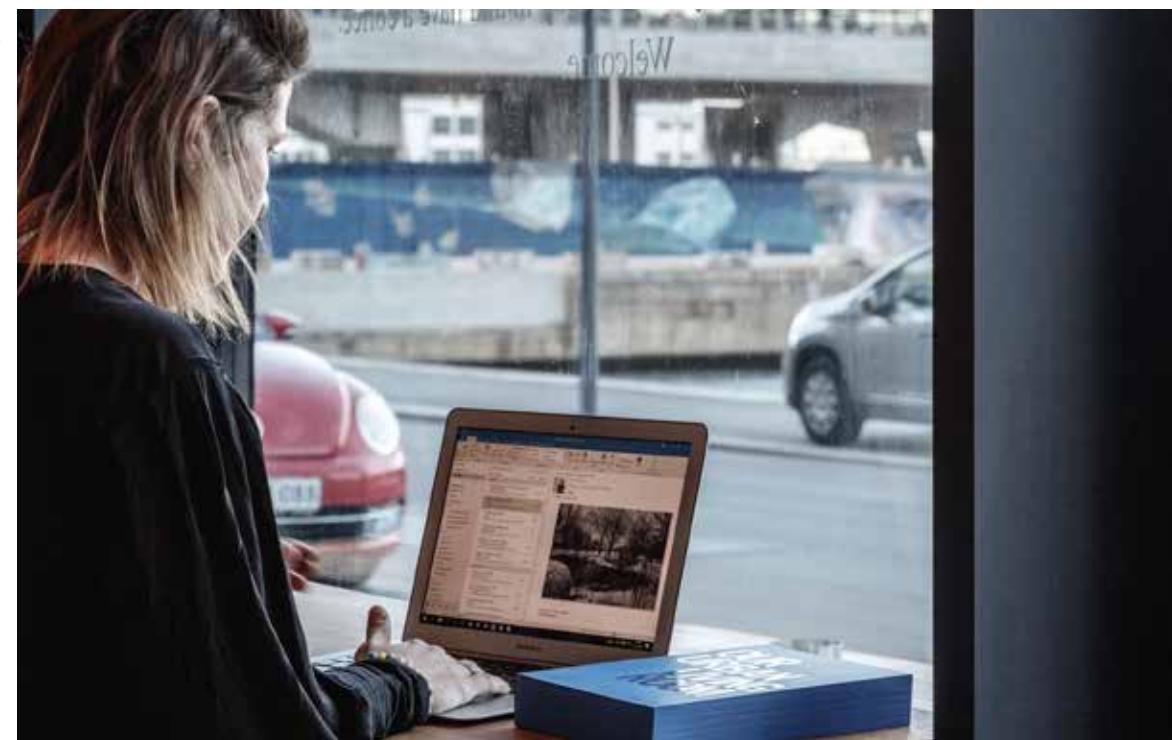


People adapt to project needs and move to the right location

Coffee break, COBE



Concentrate, COBE

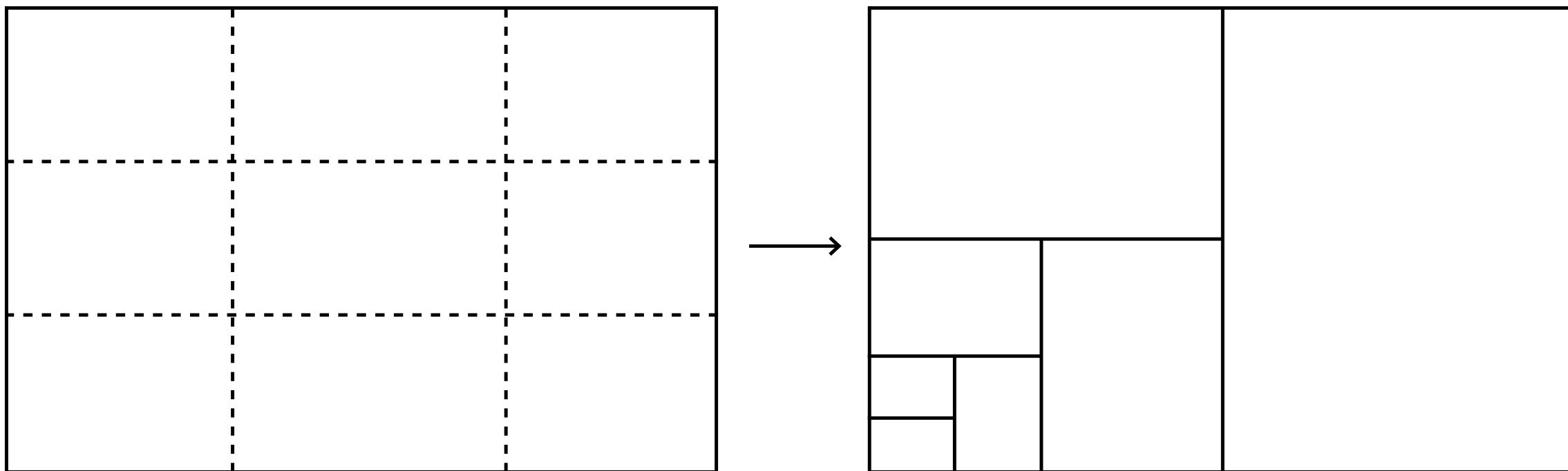


Communicate, COBE



Schaffung eines flexiblen Rasters

Workspace consist of a variation of roomtypes



Open niche, COBE



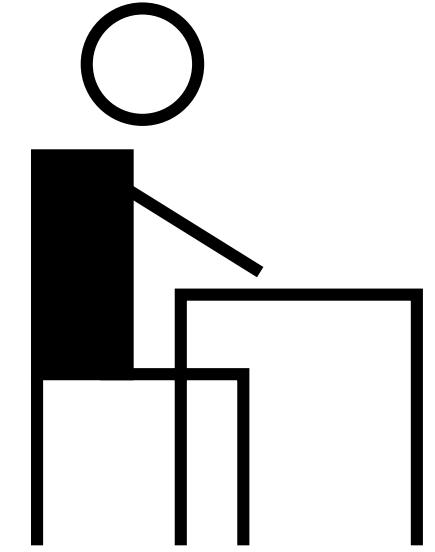
Meeting room, COBE



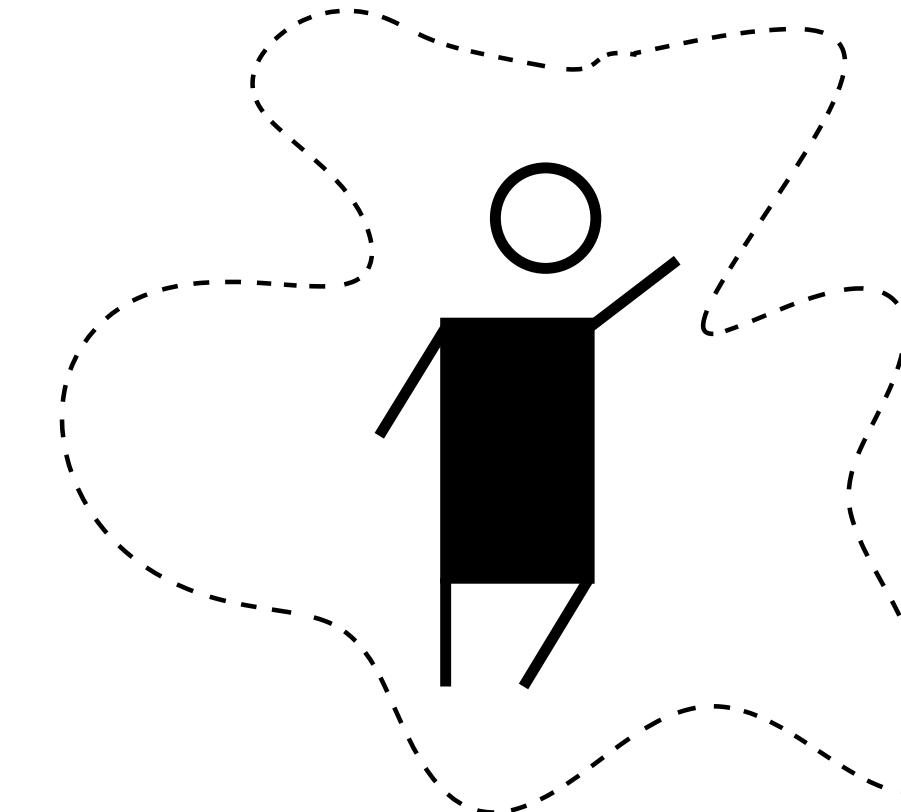
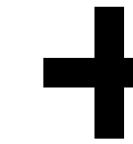
Open office space, COBE



Die Vielfalt annehmen



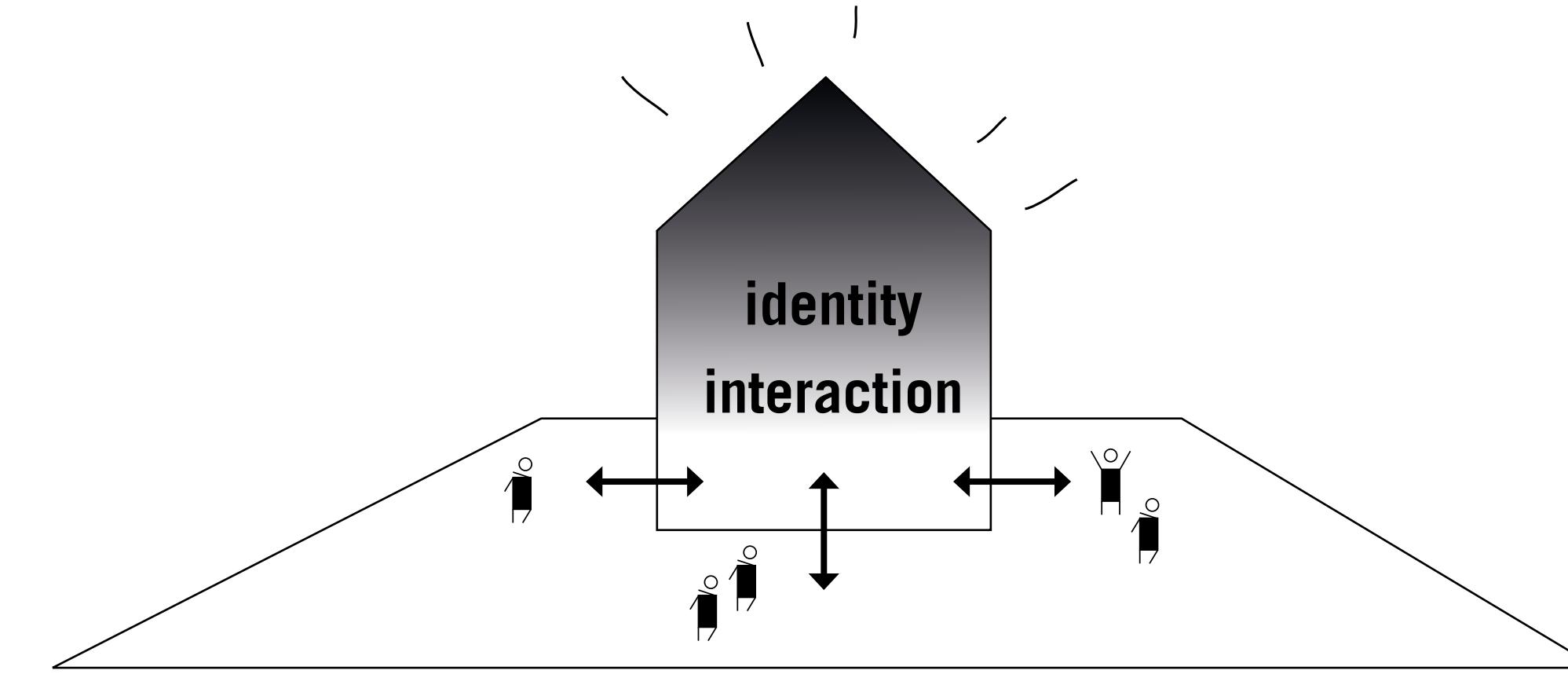
**Some people
prefer a fixed
base**



**Some people
thrive on change**

Das Potential des Erdgeschosses

Great chance to communicate values of the company



Rockmuseum, COBE



Kofoed School, COBE



Adidas, COBE

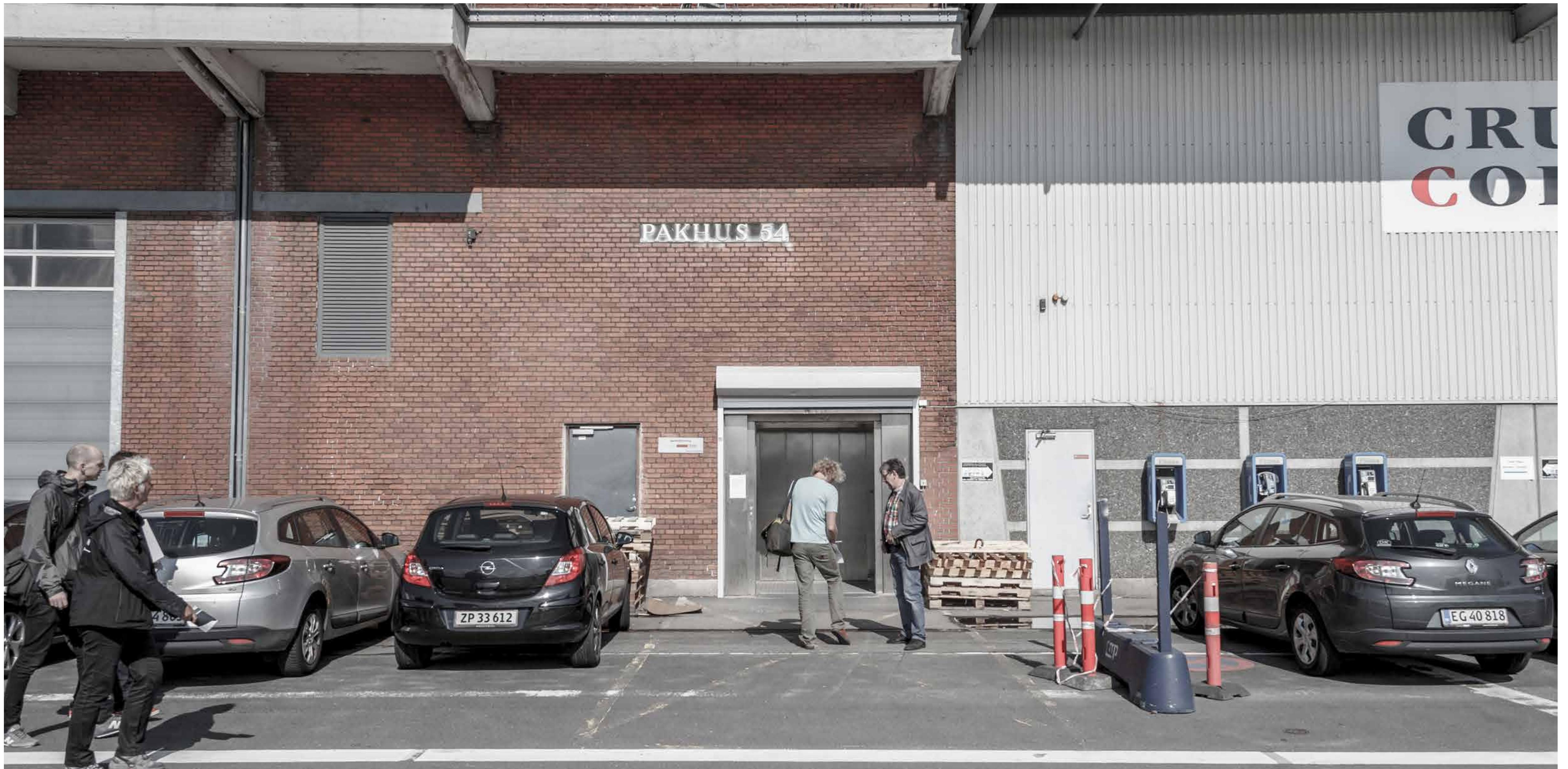


COBE office

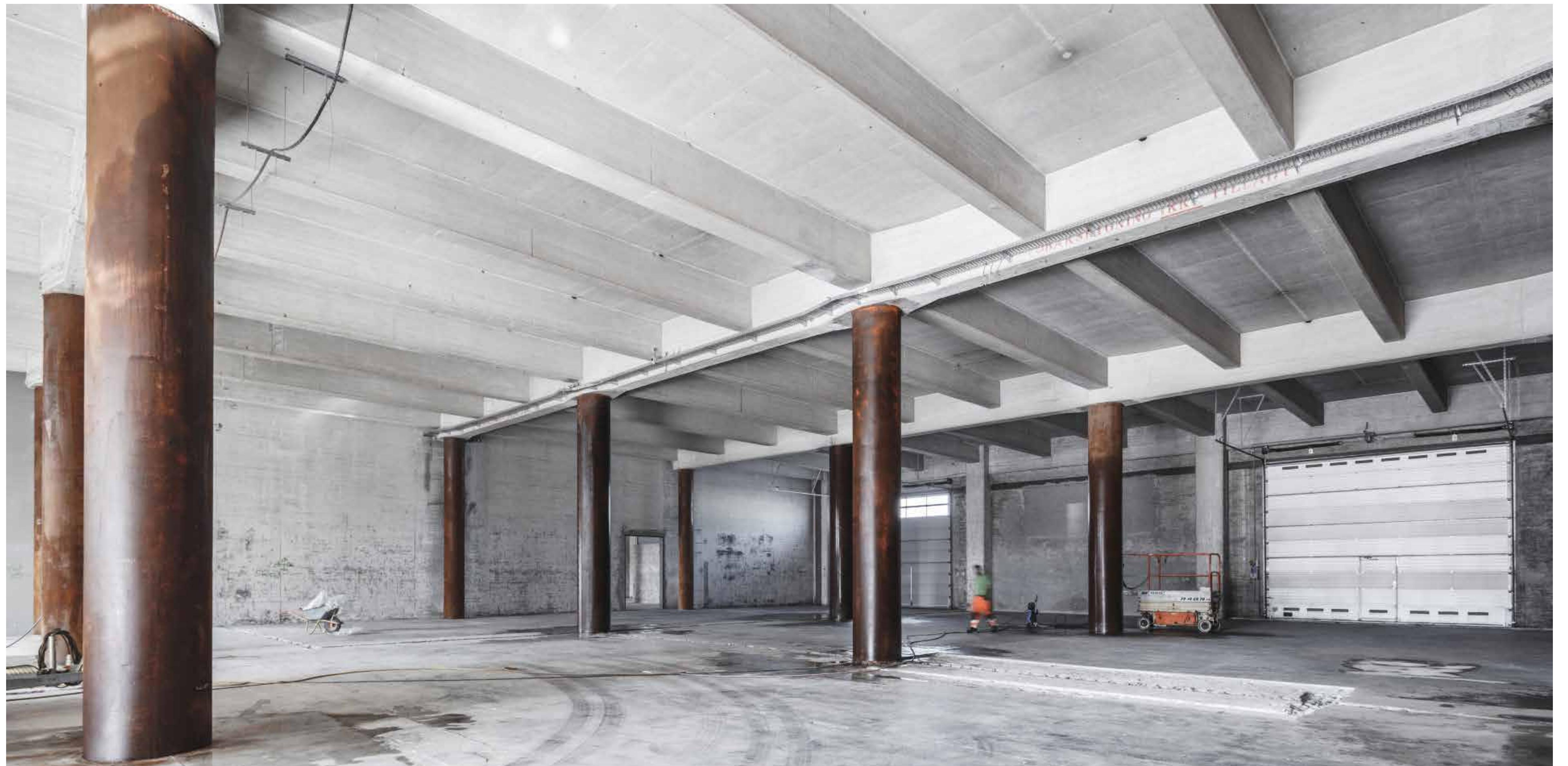


Cobe´s Büro als 1:1 Labor

Transformation vom Speicher zum Büro



Sichtbares Tragwerk & Raumhöhe



Schaufenster zur Stadt



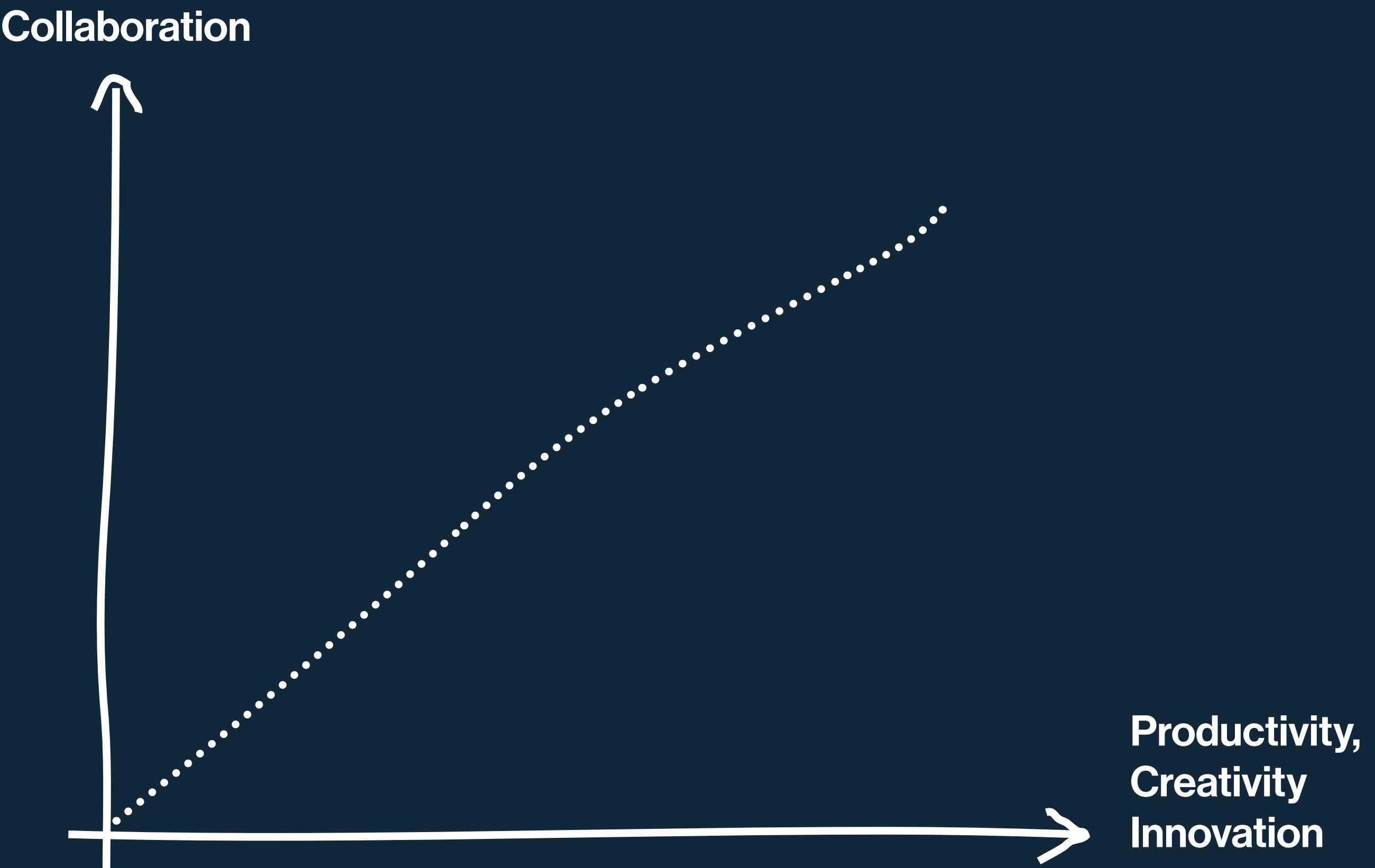
Keine Hierarchien



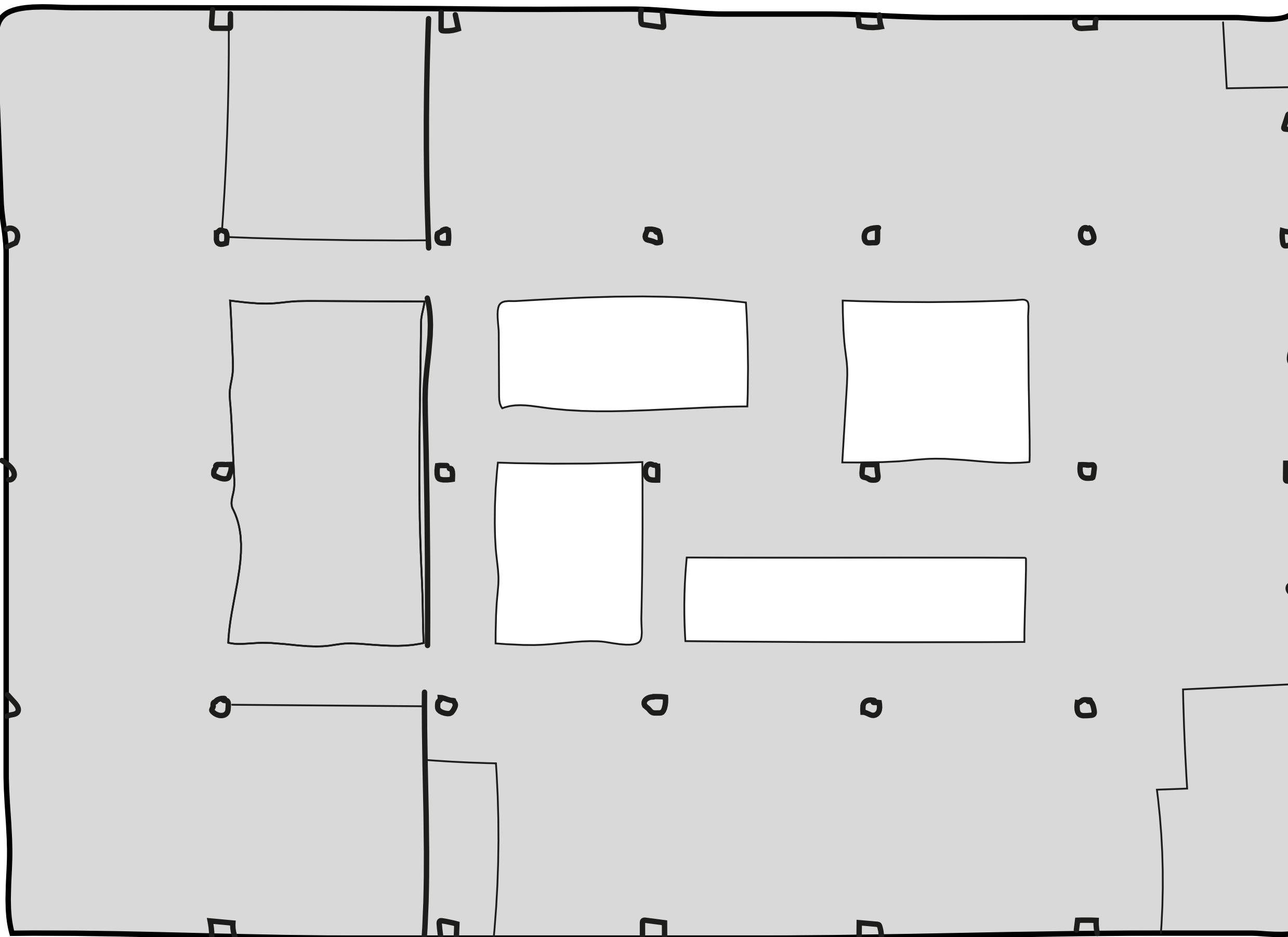
Show it - don't tell it.



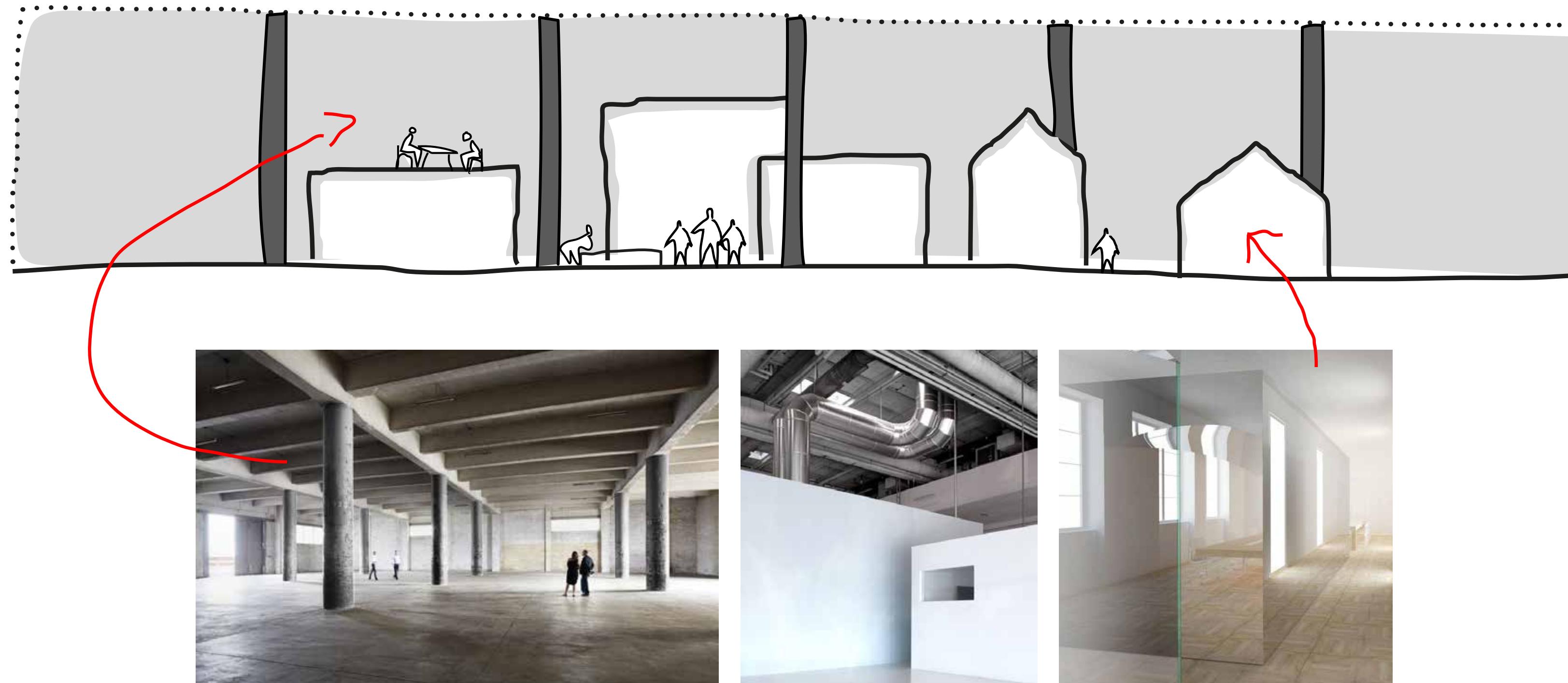
Encourage collaboration



Das Büro als Ort der Zusammenarbeit



Office as a village for collaboration



We will keep the raw warehouse look.

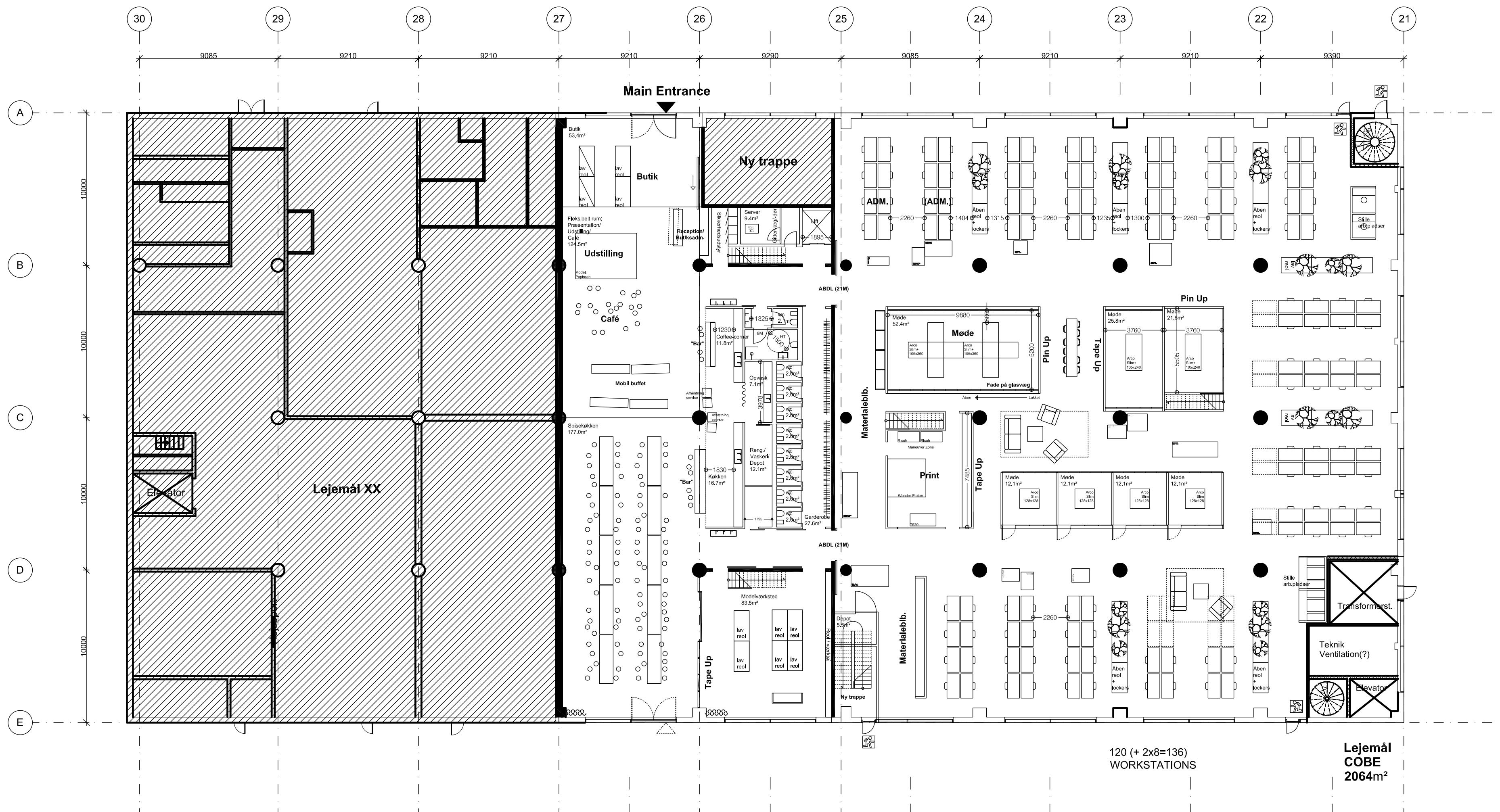
We will have visible structures and
visible installations.

The columns are concrete clad in steel

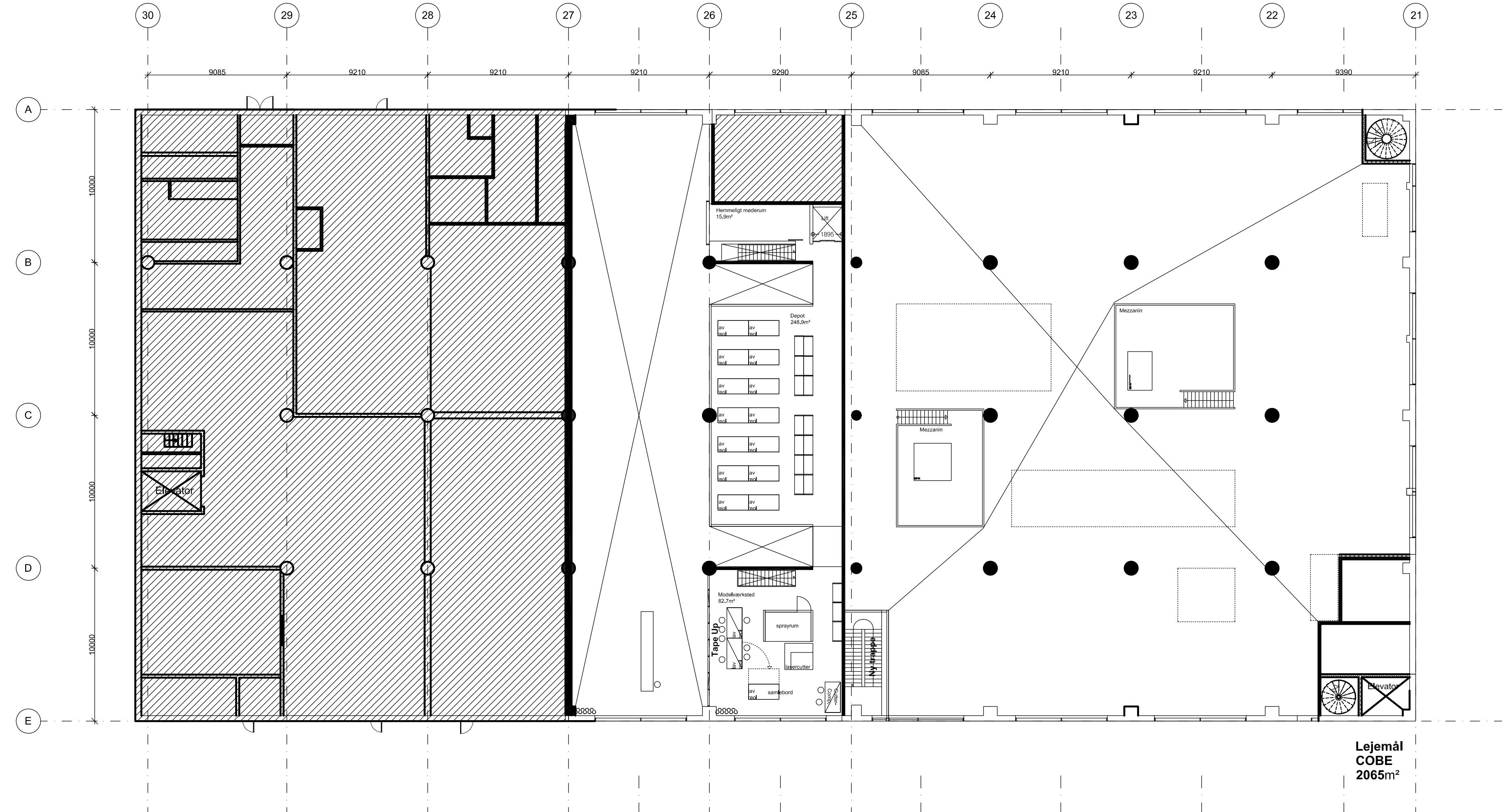
The village will look refined

- have another materiality
- and will be detailed very nicely

Erdgeschoss

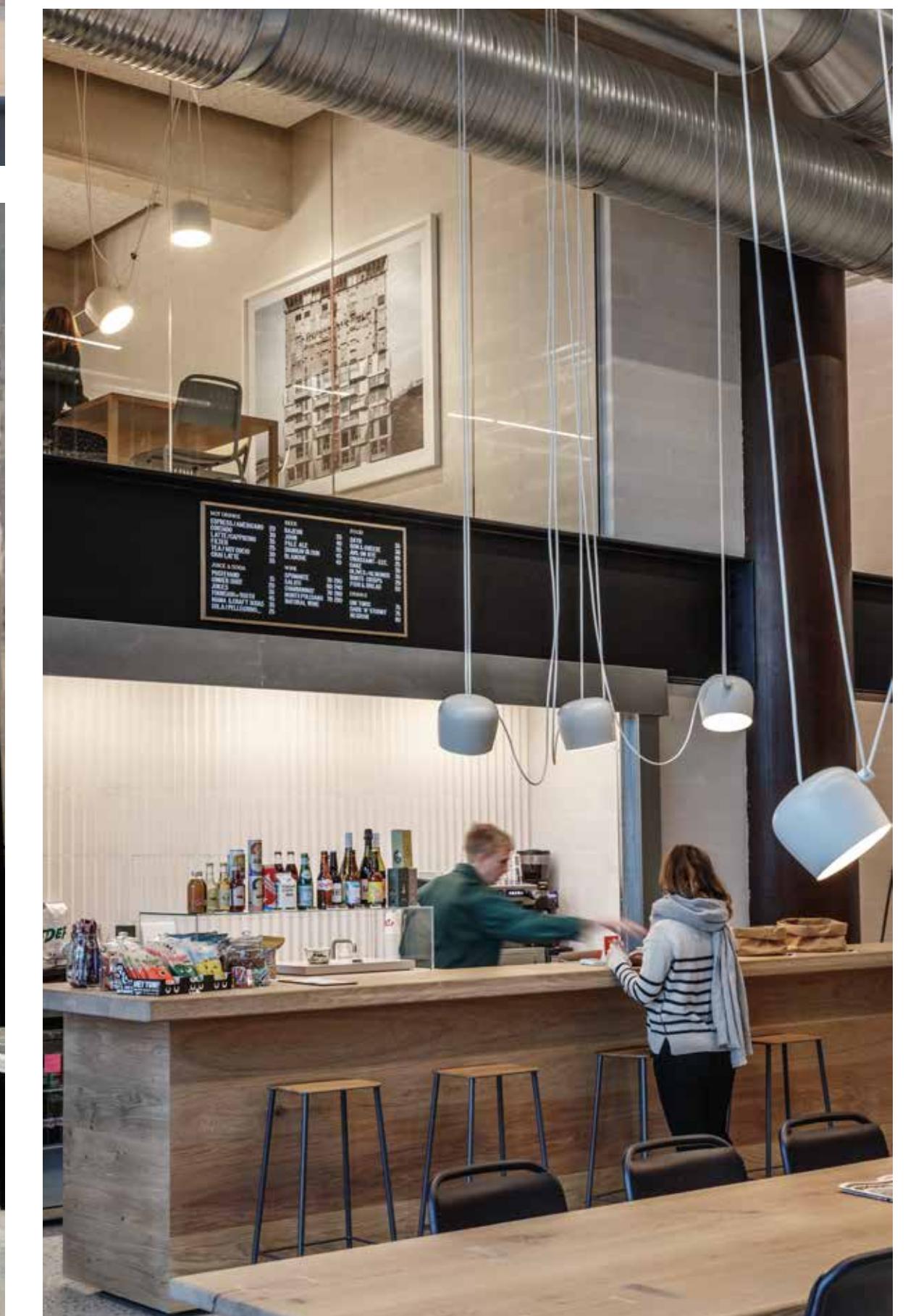


1. OG



Open office

Open invitation



Branding

Fassadenpaneel als Kunstwerk



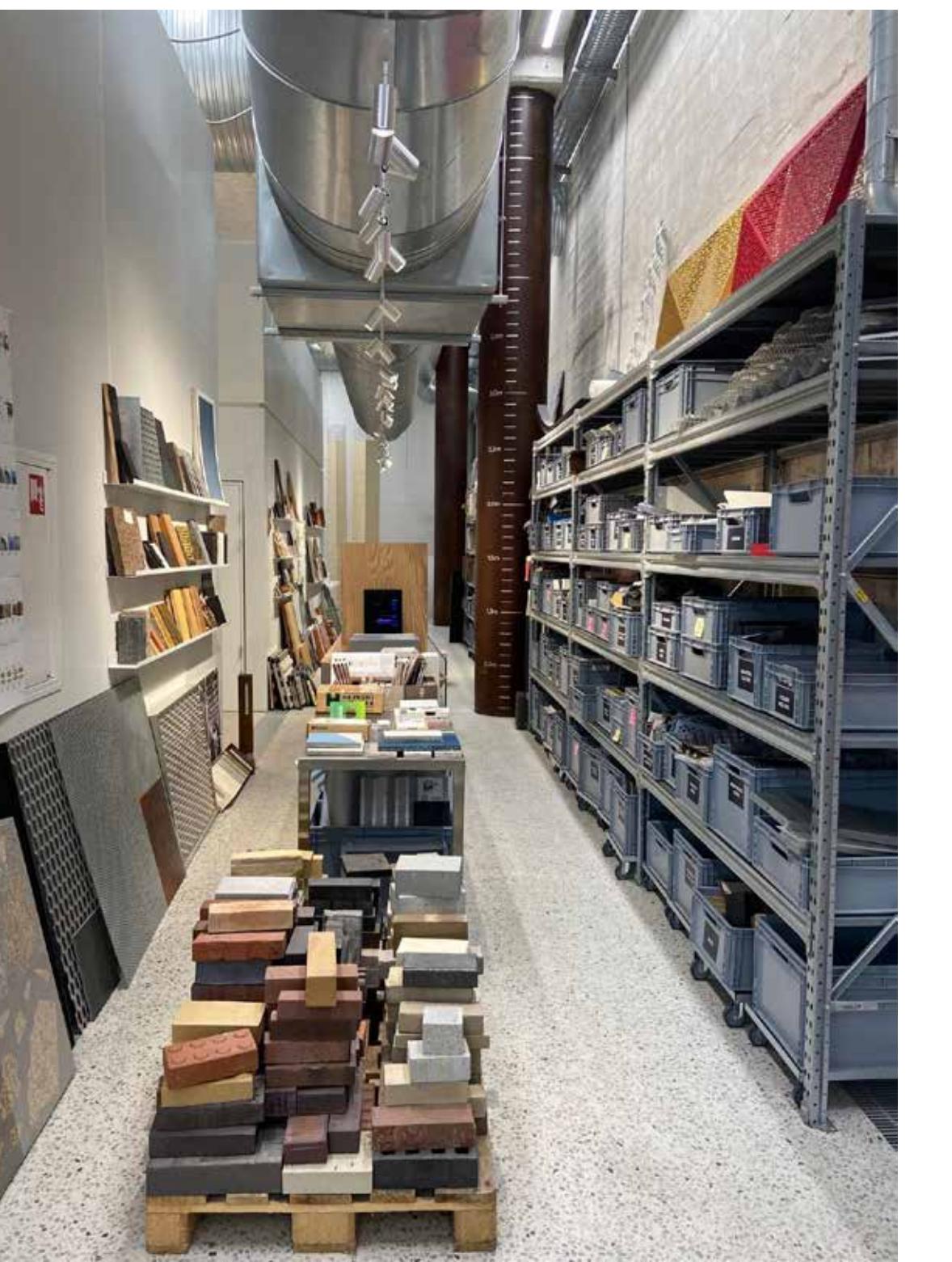
Maschinenraum

Projektbasiertes,
flexibles Arbeiten



1:1 Labor

Laufende Ausstellung neuer Ideen



Informal spaces

Meeting in the “alley”



Sharing is Caring
Open events, Urban workshops
and events



Support Interaction



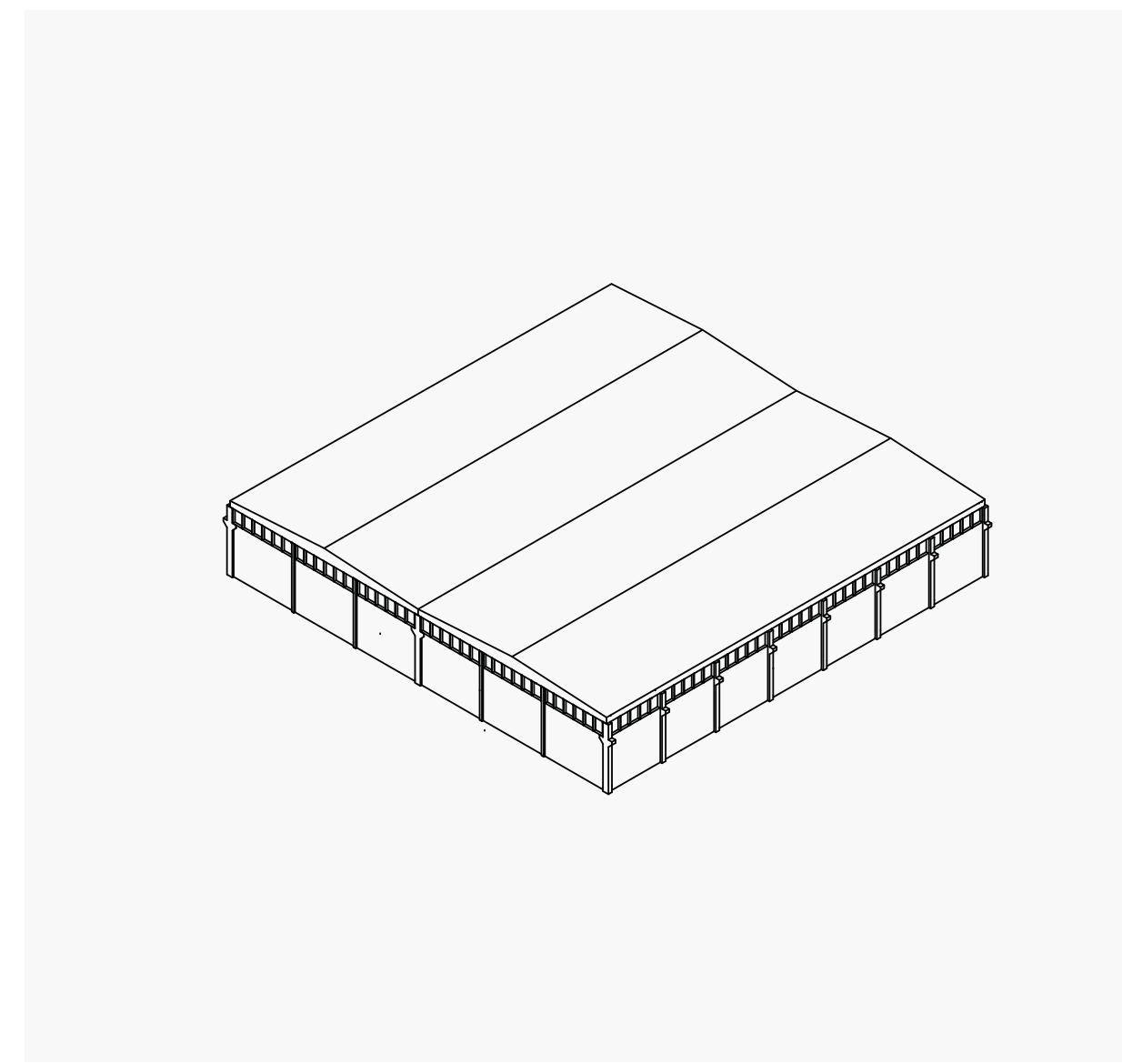
Cases

Roskilde Volkshochschule

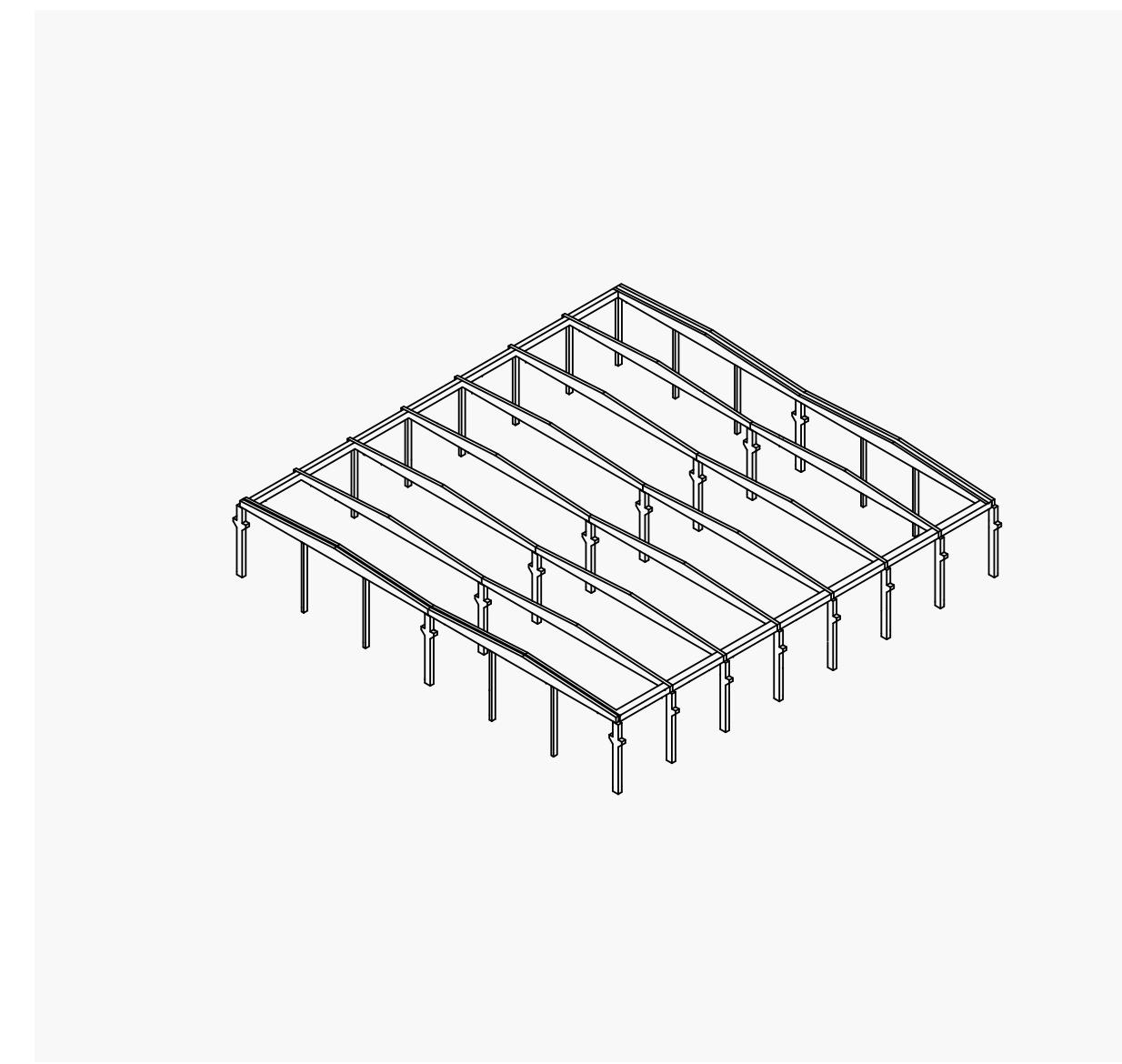
Raum für
Kreativität schaffen



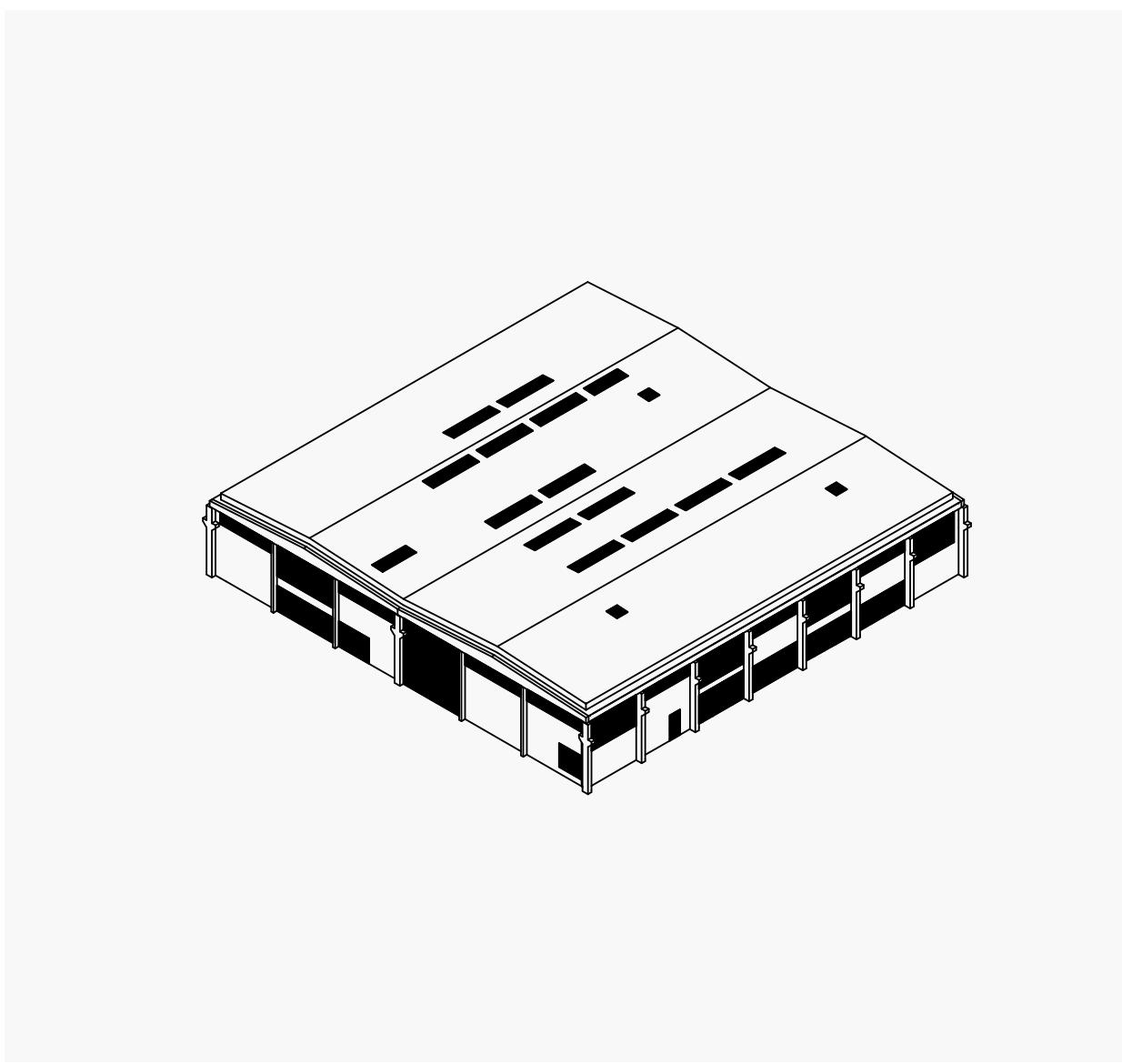




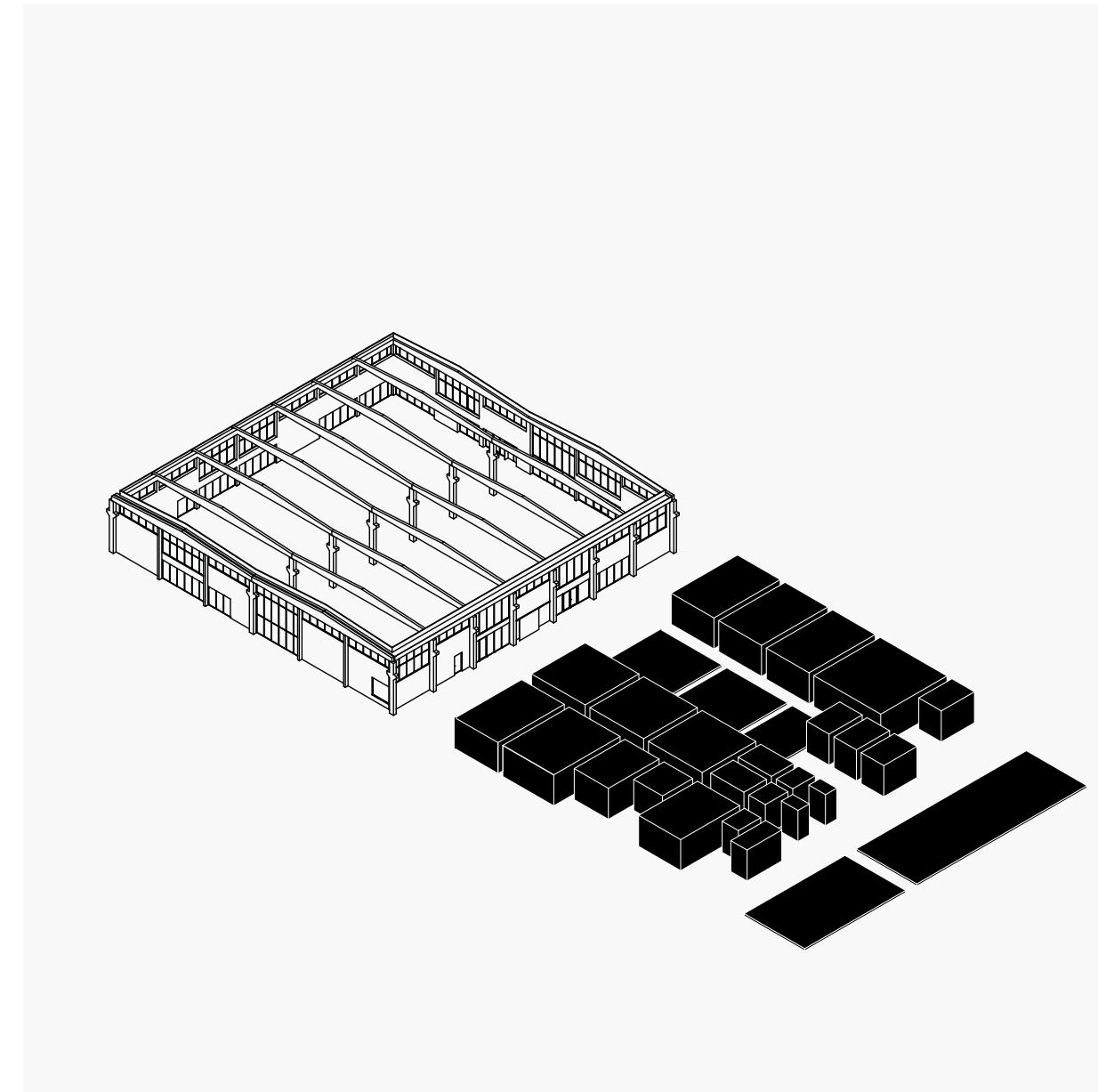
The existing hall



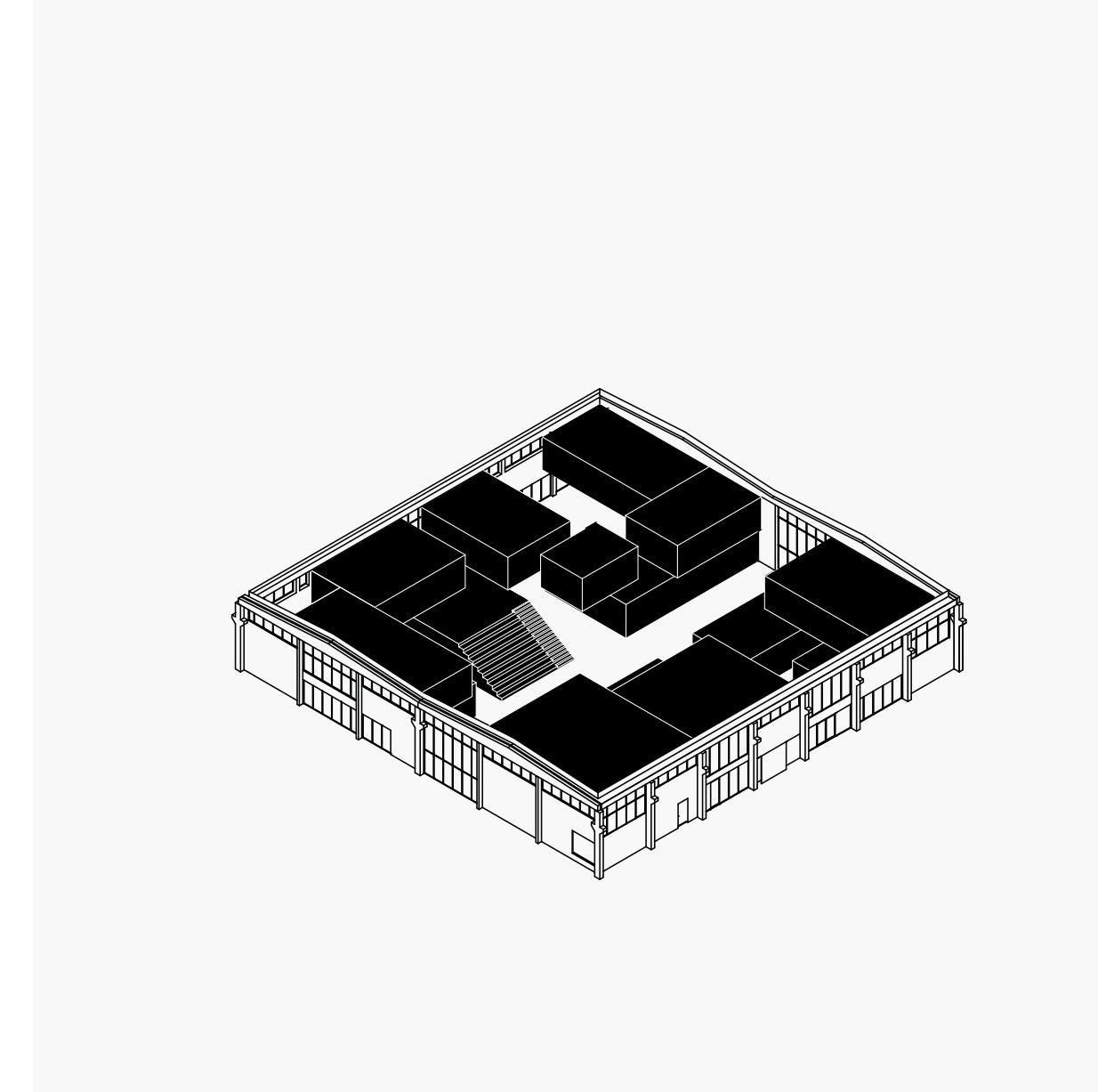
The existing raw concrete girders and pillars are maintained



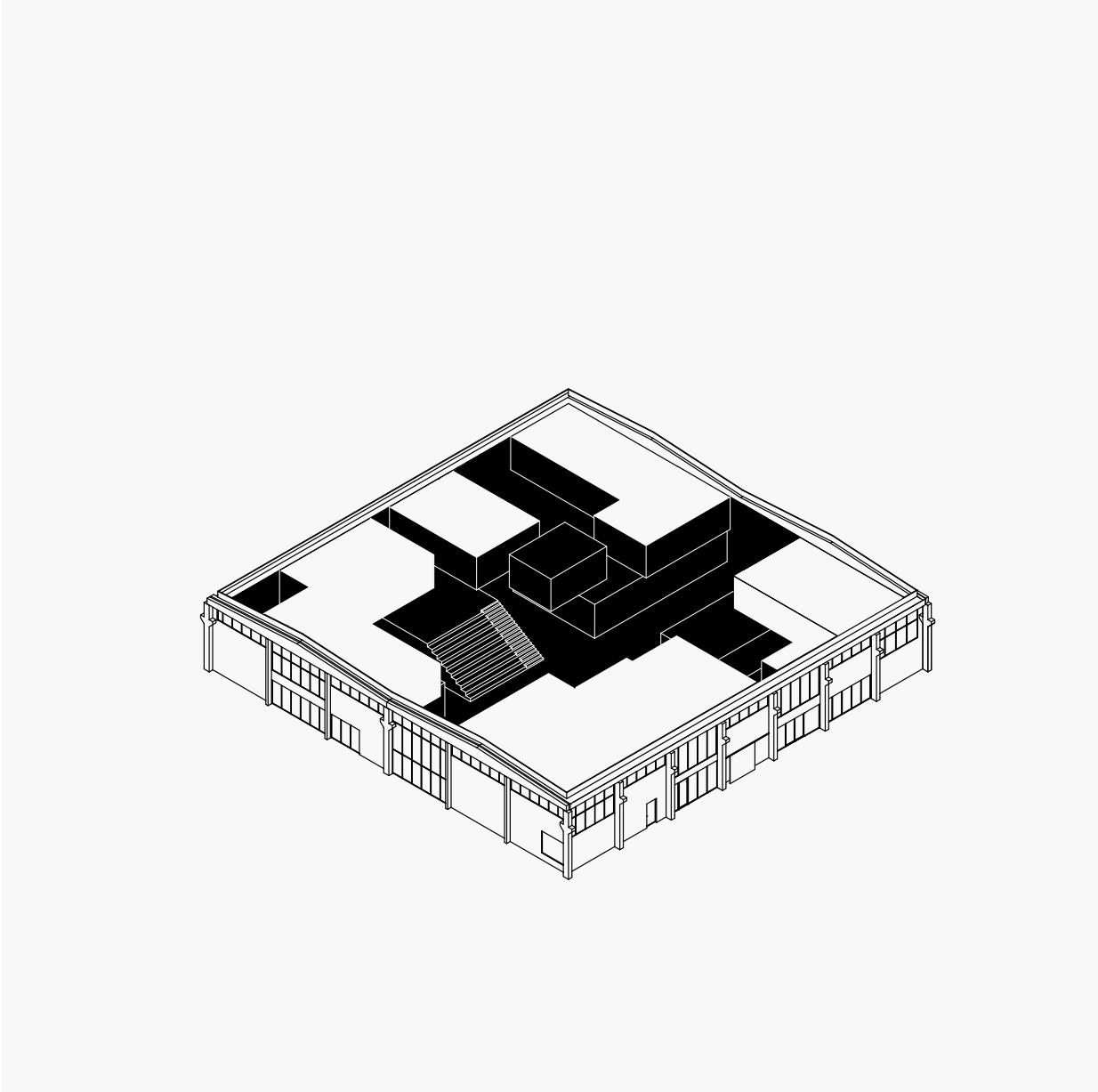
Creating a new skin with opening



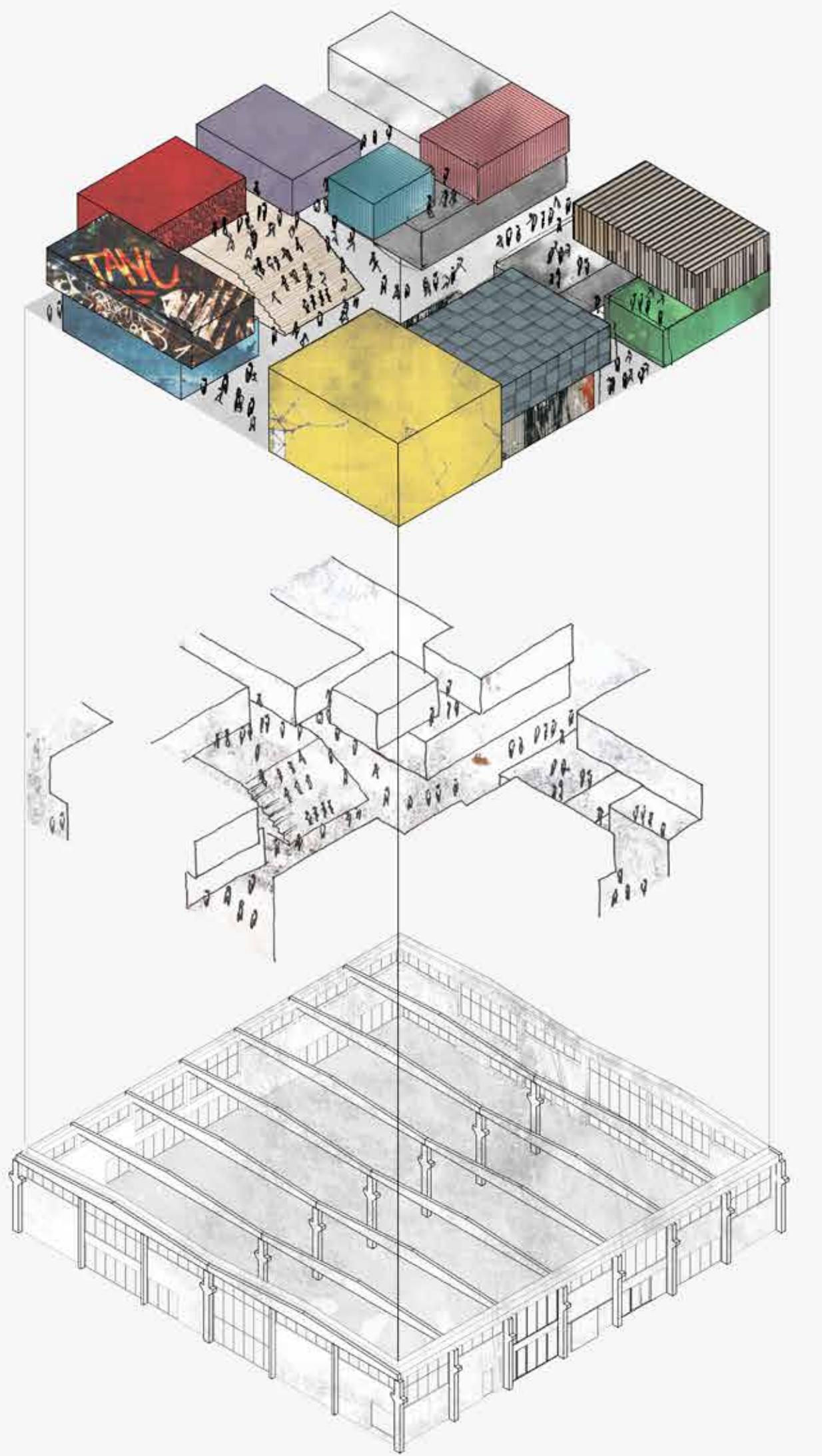
Dividing the program



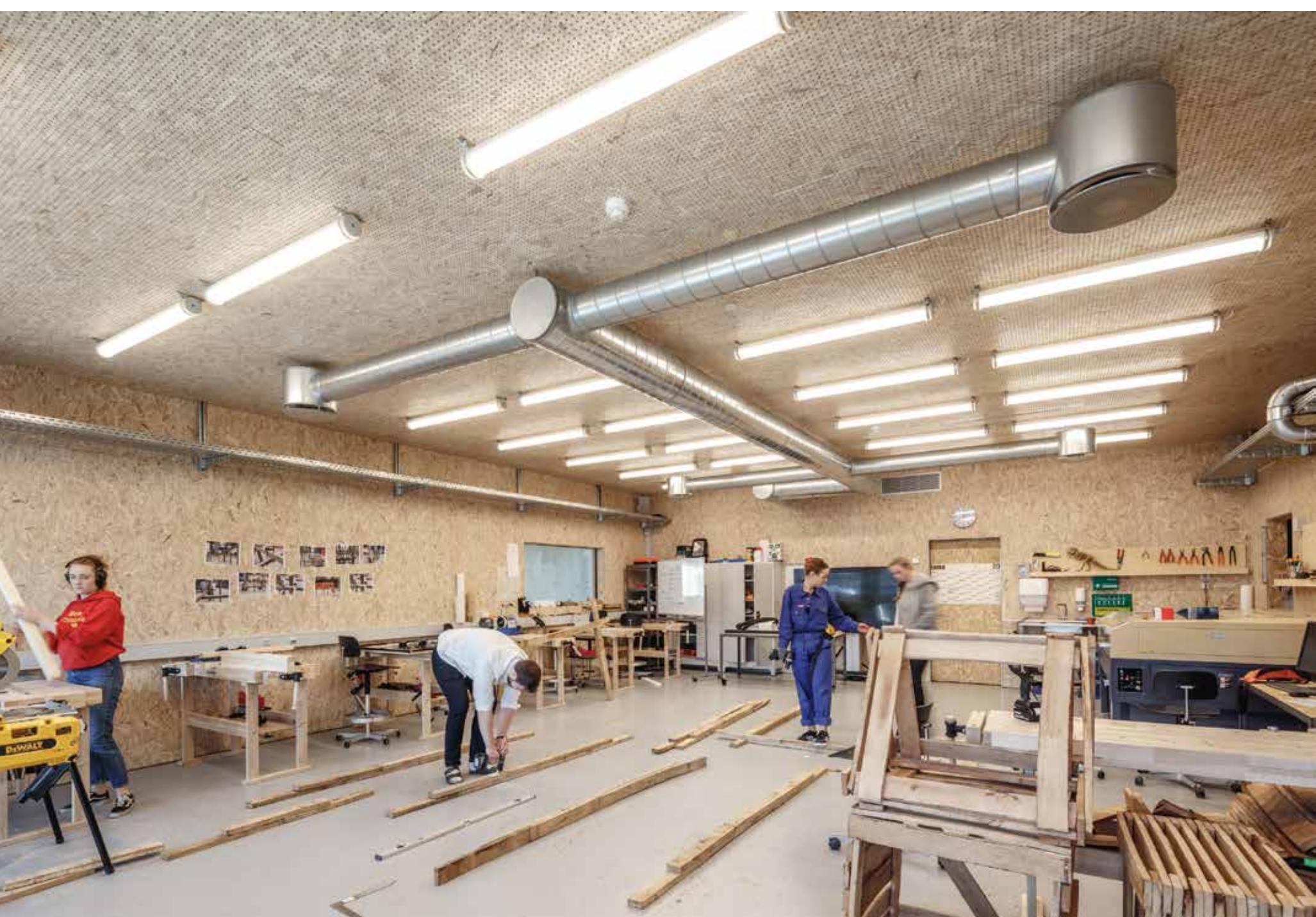
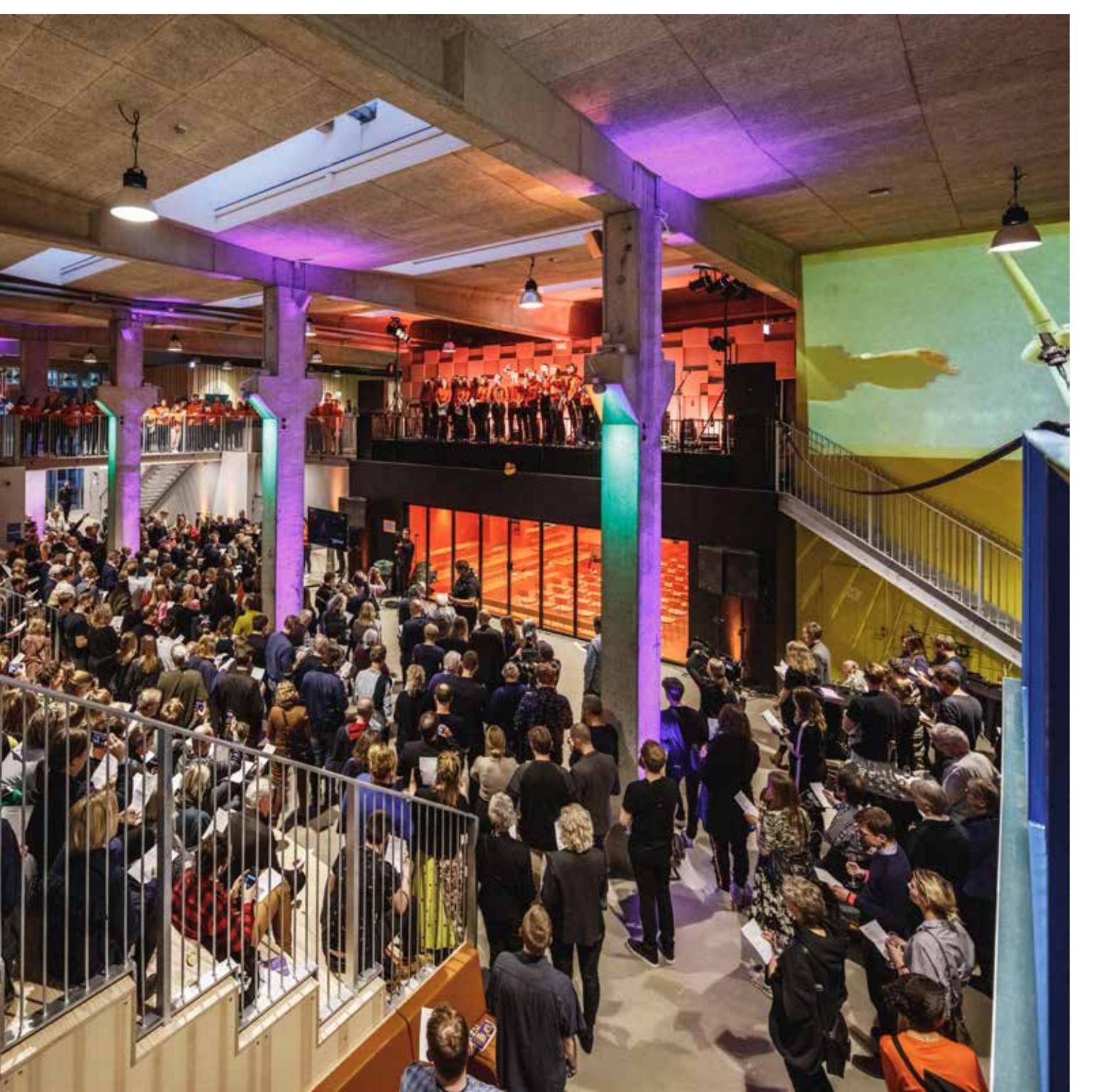
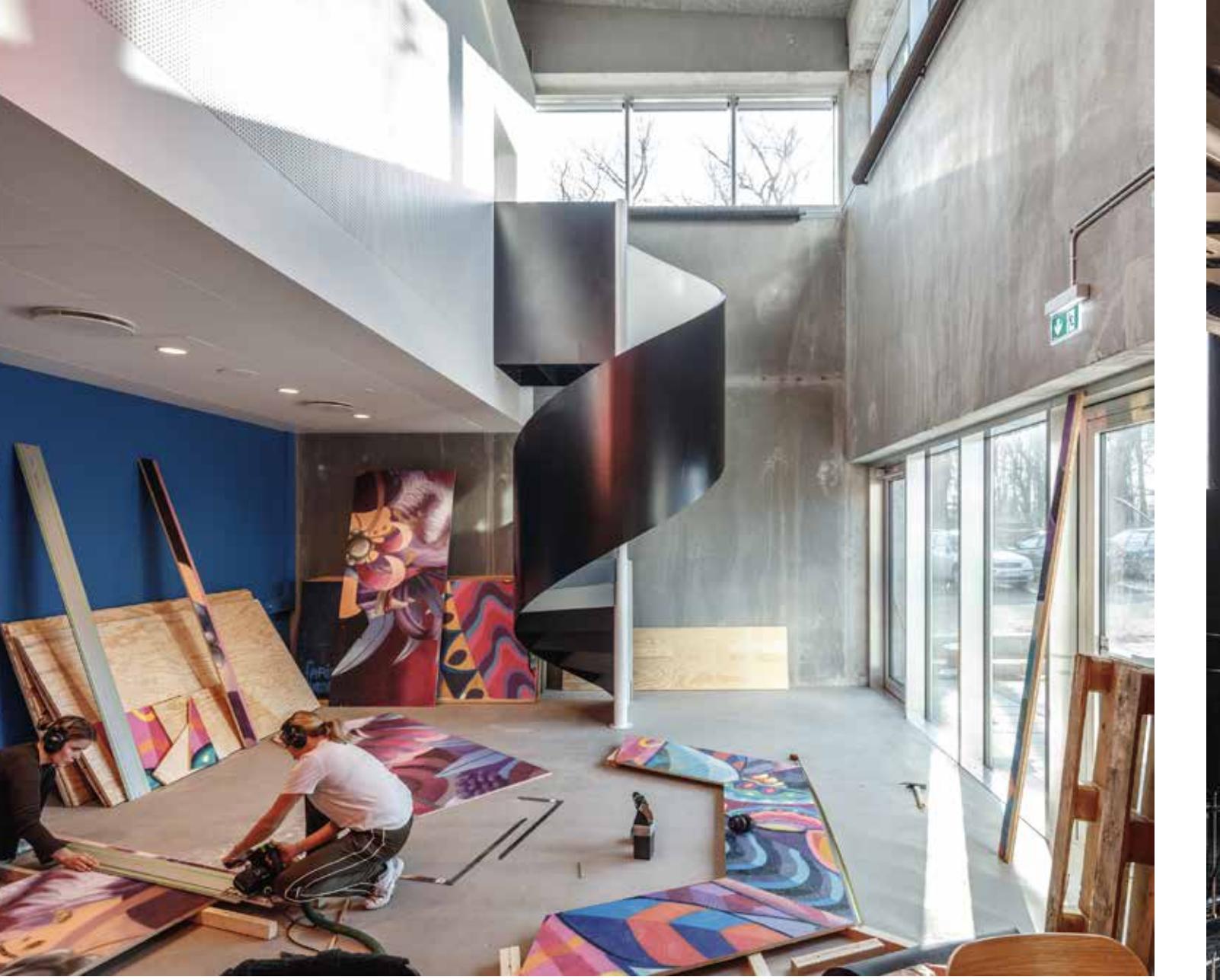
Adding new boxes with new programs



In between space becomes common area









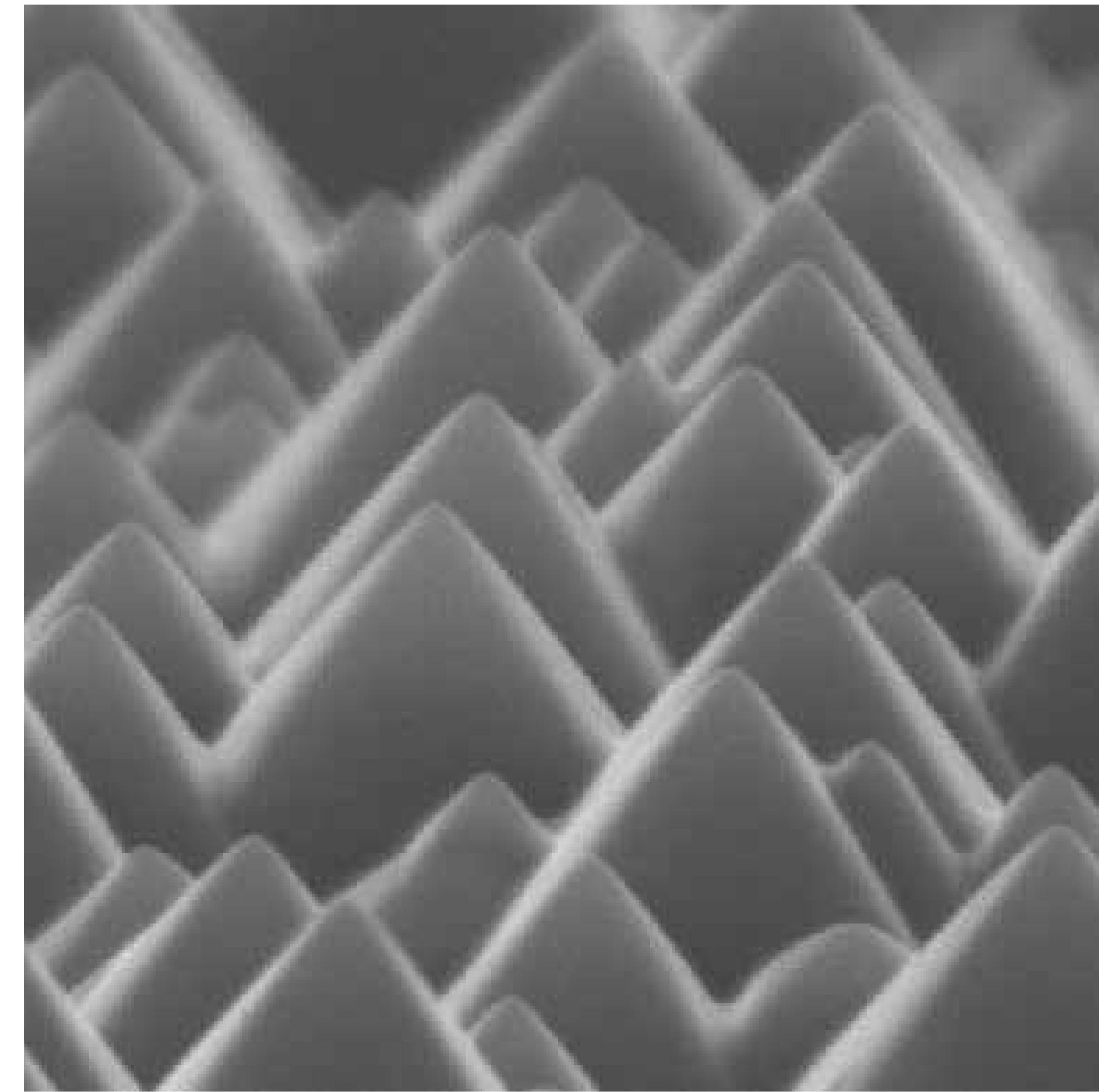
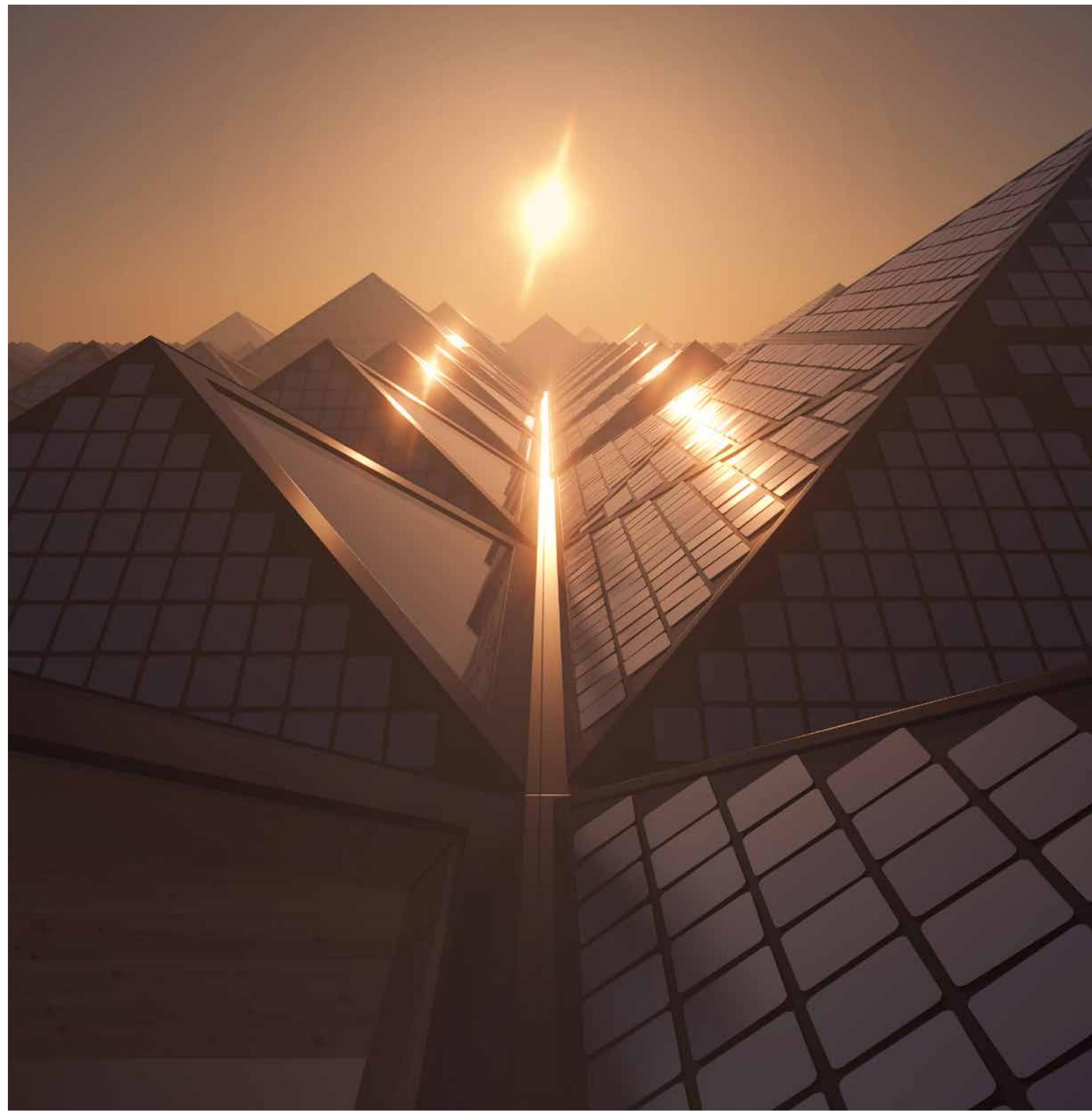
EU Joint Research Center



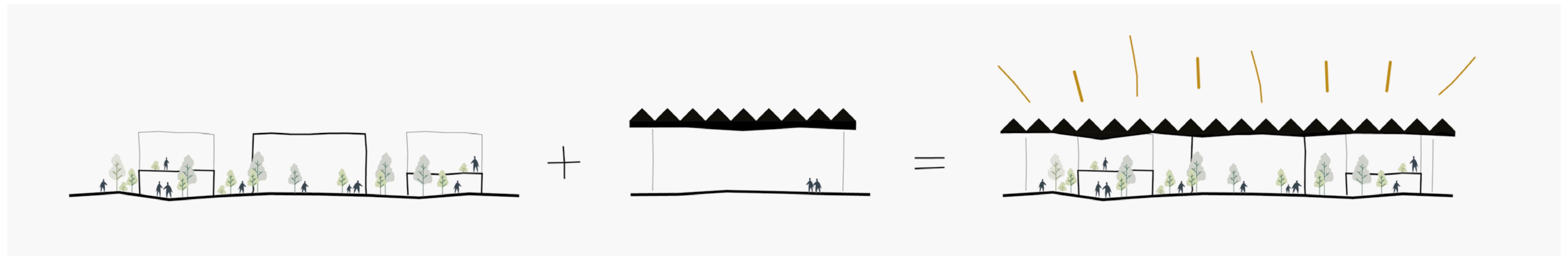


Learning from the traditional urban fabric of the historic city center of Seville

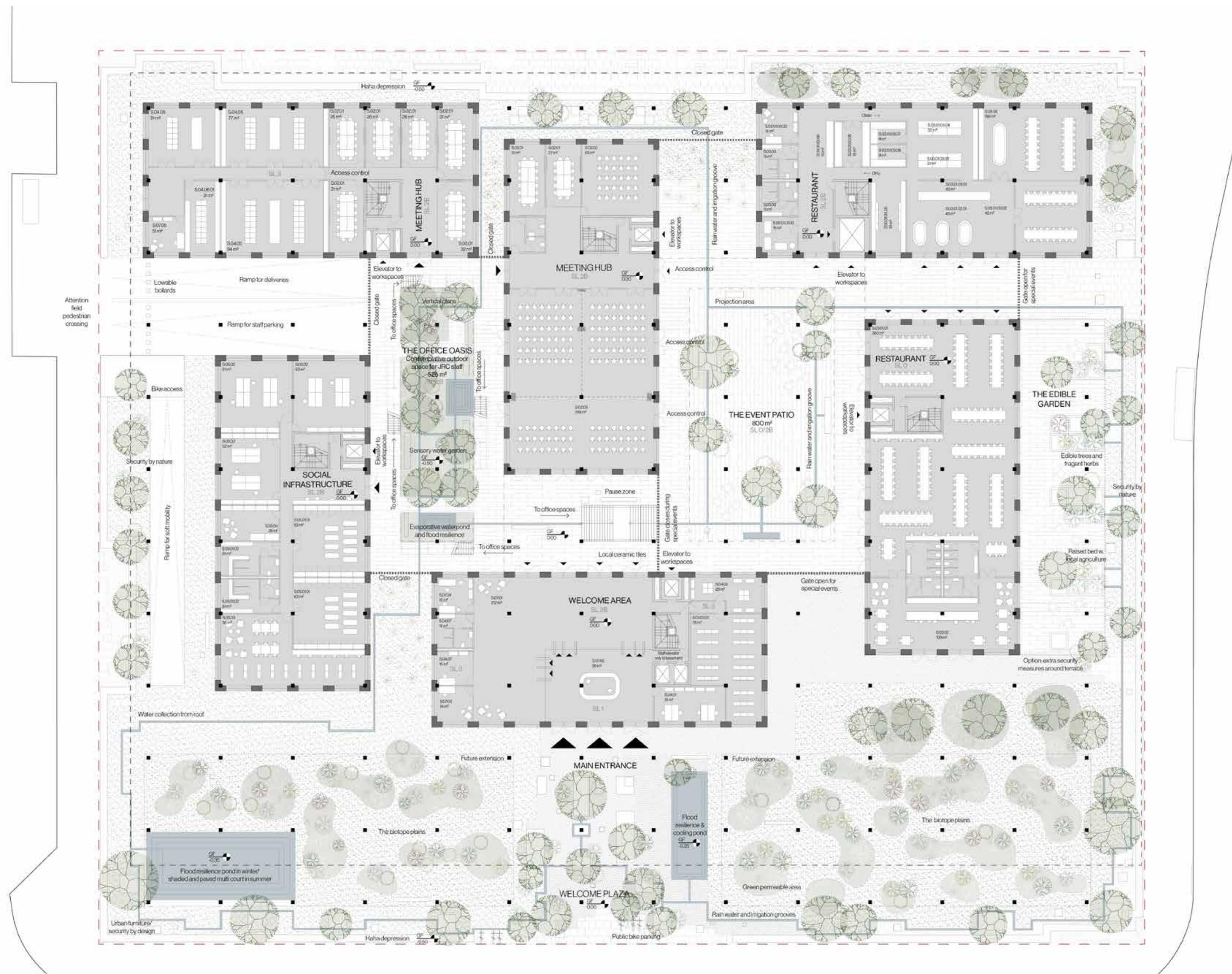




Neuinterpretation der Tradition für eine nachhaltige Zukunft



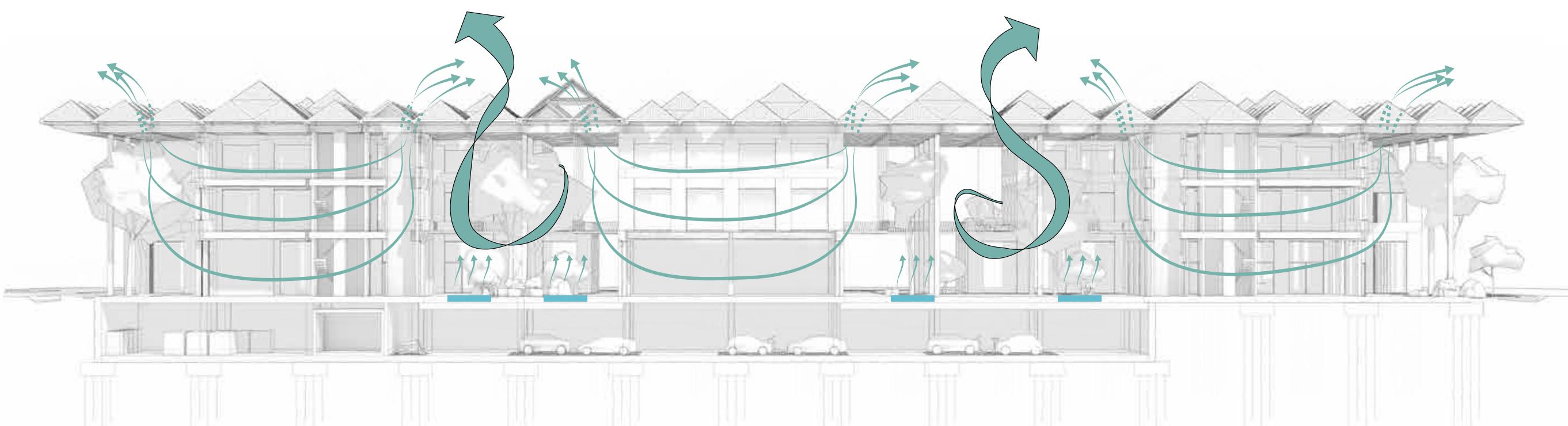
The JRC as a village under one roof



Ground floor plan of the six buildings, their courtyards and event spaces, with vegetation and water collectors distributed throughout



The JRC's structure is designed using sustainable construction materials for a low carbon building, minimizing material waste and optimizing material efficiency



Systems for passive cooling

Flexible & Robust

Promoting new ways of working &
meeting current and future needs





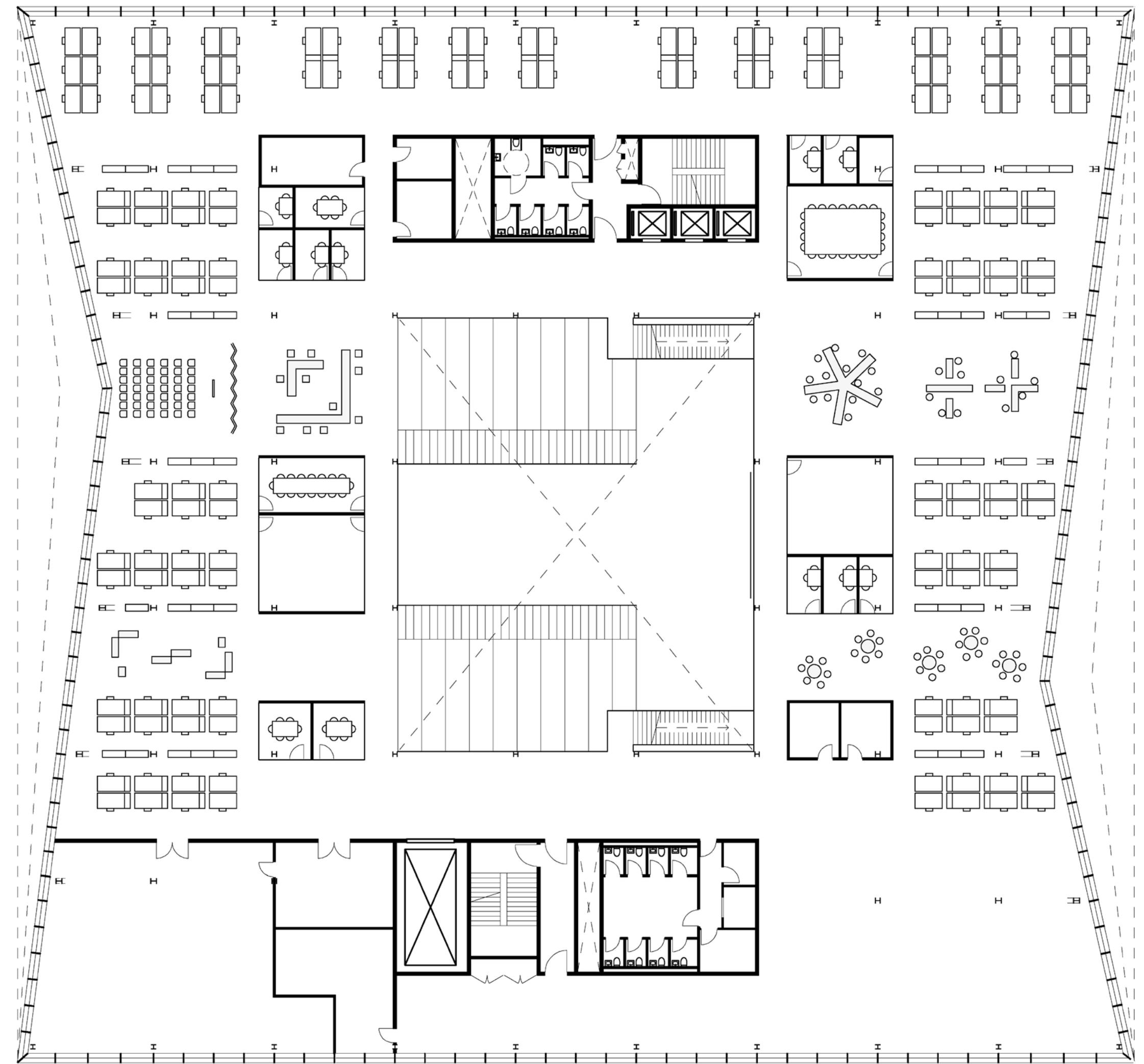
View of a typical dynamic workspace



View of the restaurant's dining room towards the courtyard

Geely Design Center



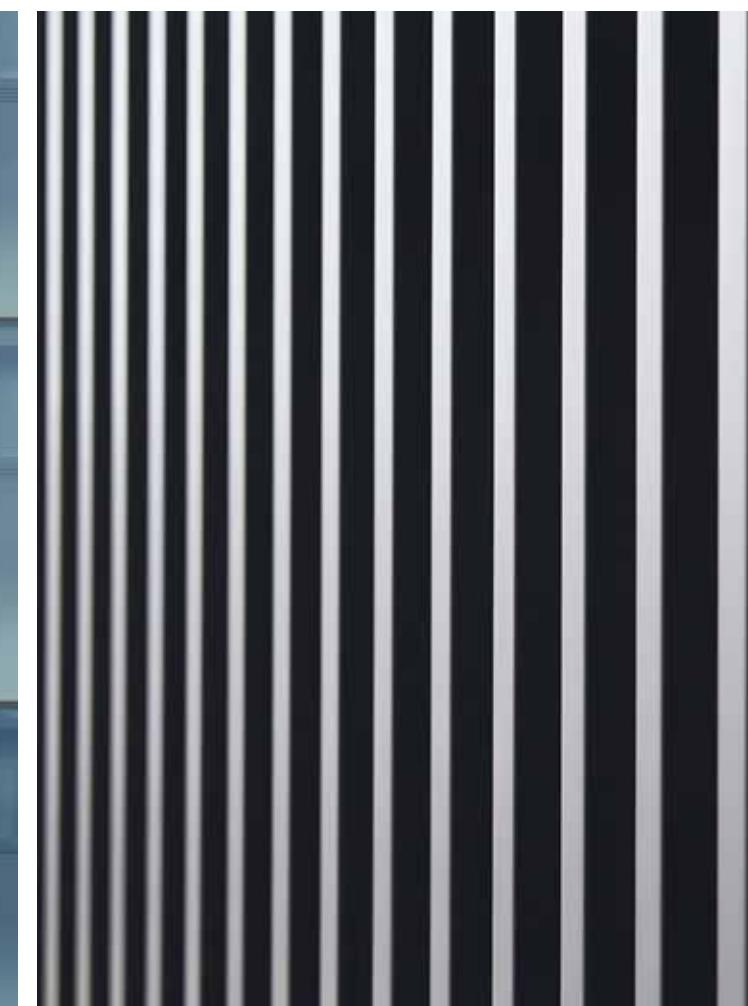
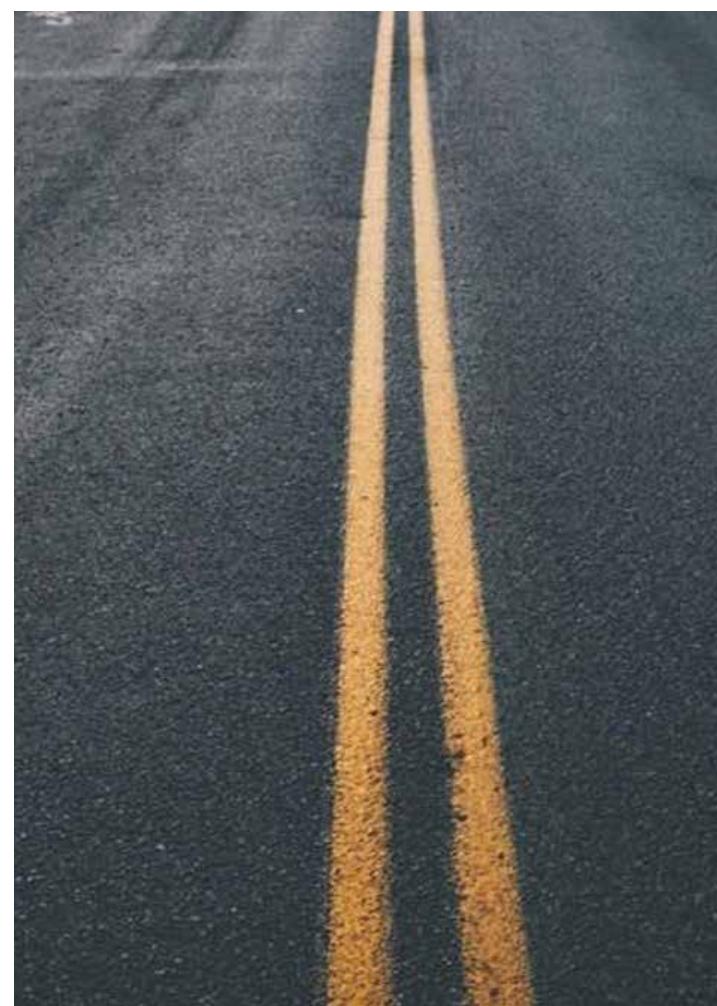




Materiality

Exterior strength

The exterior materiality of the Design Building is inspired by the outer strong and solid materials of a car and its surroundings. By using glass and metal in the facade and concrete on the ground, the Design Centre seeks a relationship with the cars that are designed inside the building and the streets they are going to conquer.



CONCRETE

ASPHALT

METAL

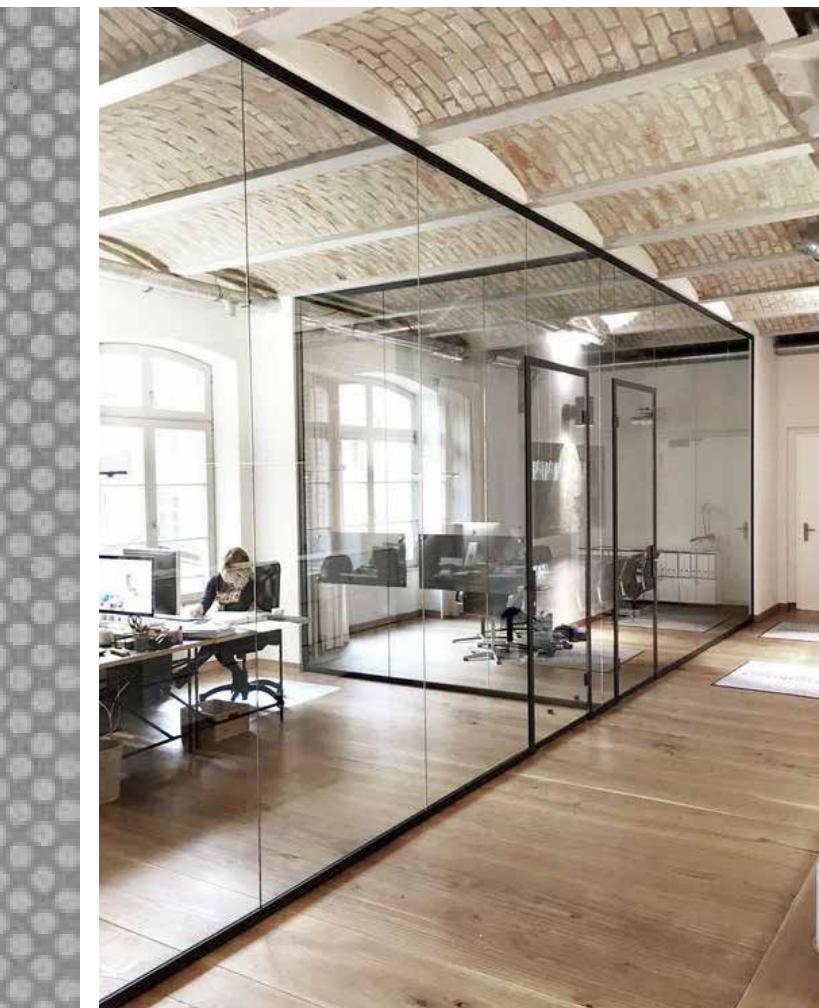
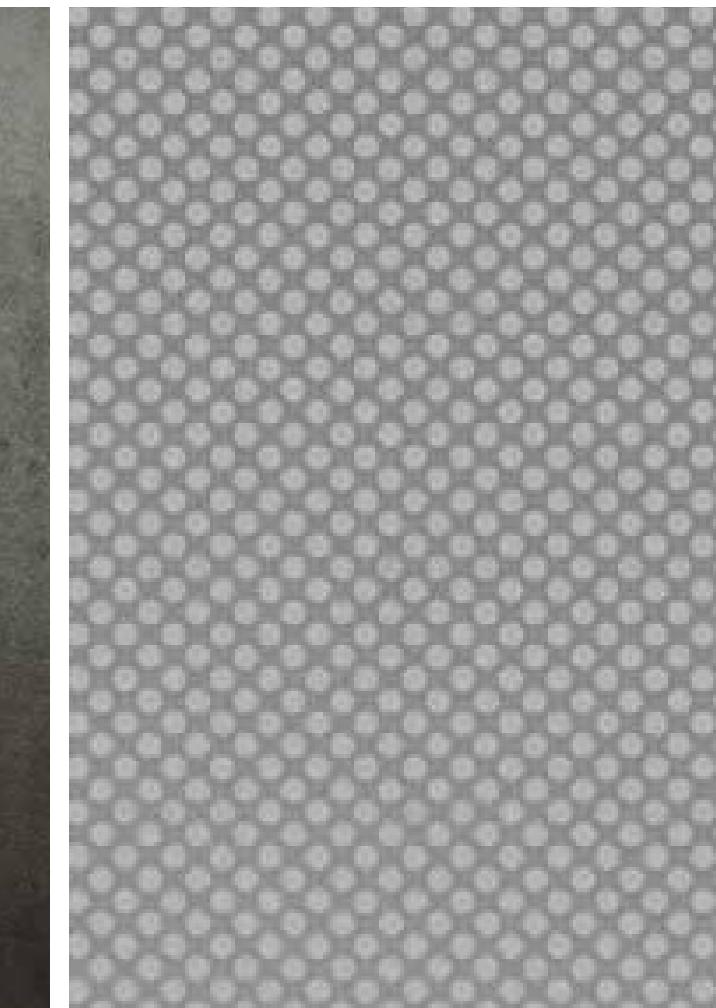
GLASS

BLACK ALUMINUM

Materiality

Interior softness

The interior materiality of the Design Building is inspired by the inner more soft materials of a car, that are designed to meet the human body. Glass, steel and aluminium are mixed with light curtains, soft upholstery and selected refined details.



CONCRETE

STEEL

PREFORATED METAL PLATES

GLASS

FABRIC

Materials

Colors and light

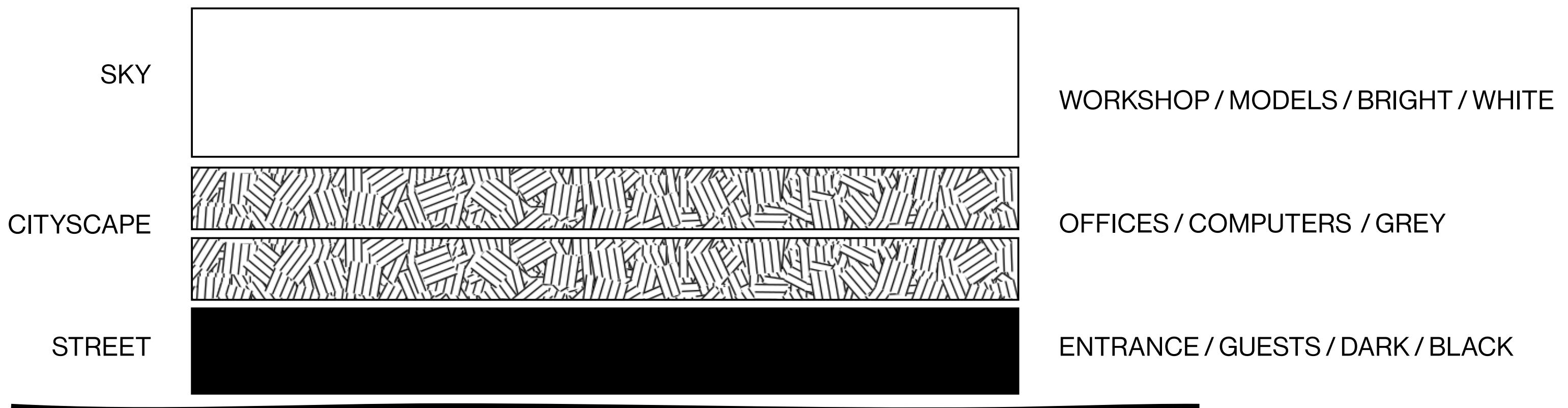
As for the facade, the interior is graded up through the building - from dark to bright.

'A place where light and darkness meets'.

In the ground floor, where we have the show room, entrance hall and atrium, the Design Center meets the world. This is where the Lynk&Co feeling should stick out the most with darkness and vivid lights. A dark background is also the optimal setting for a car show.

On 2 & 3 floor the contrasts will meet, and it is where the highest demand of flexibility is needed. Here the floors, ceilings and walls are black, white and in-between.

On the top floor are the studios. Here we need as bright conditions as possible for the working conditions, so here the surfaces is primarily white.

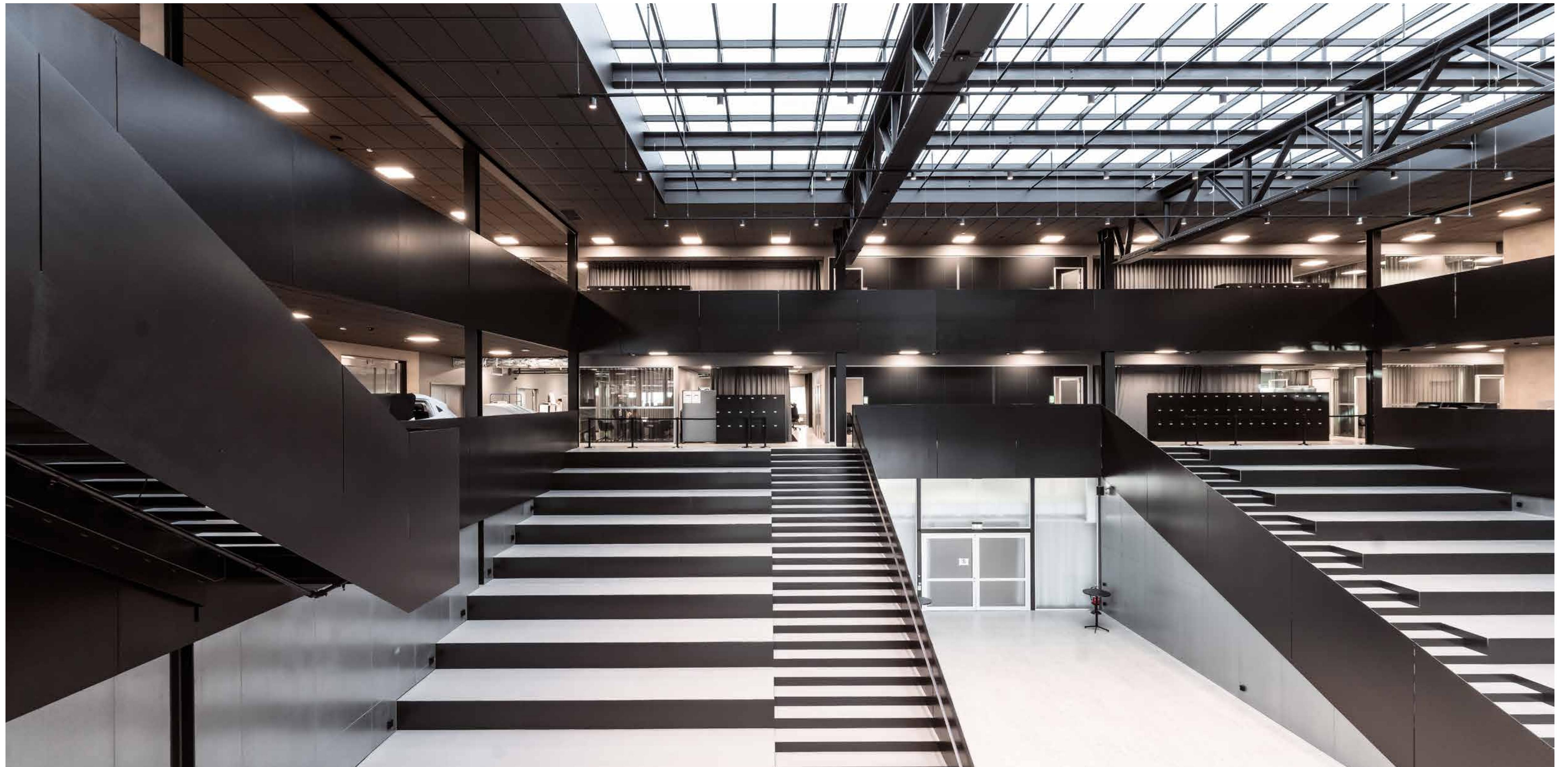


Process Theatre

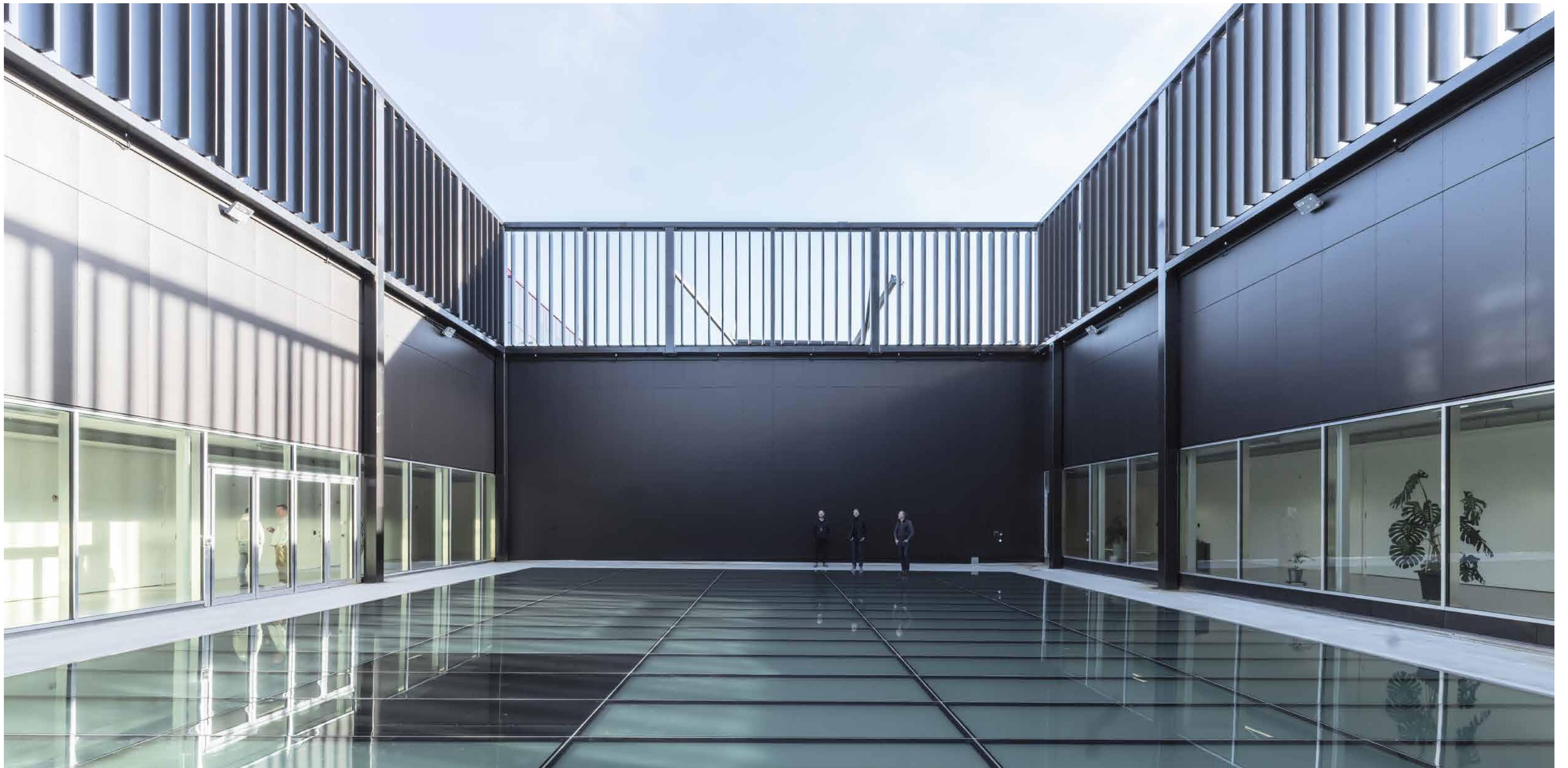
Strategies



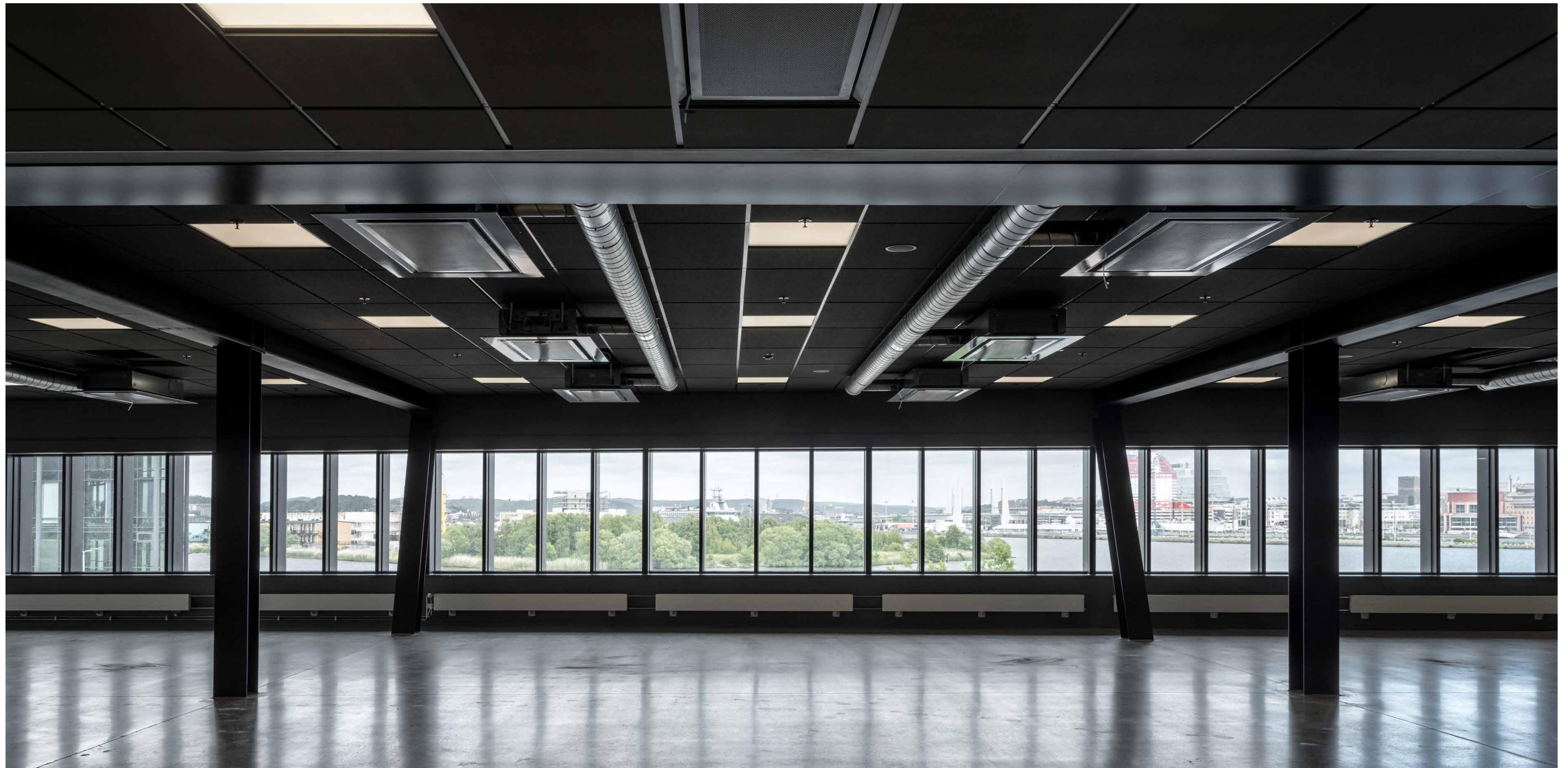
Foyer



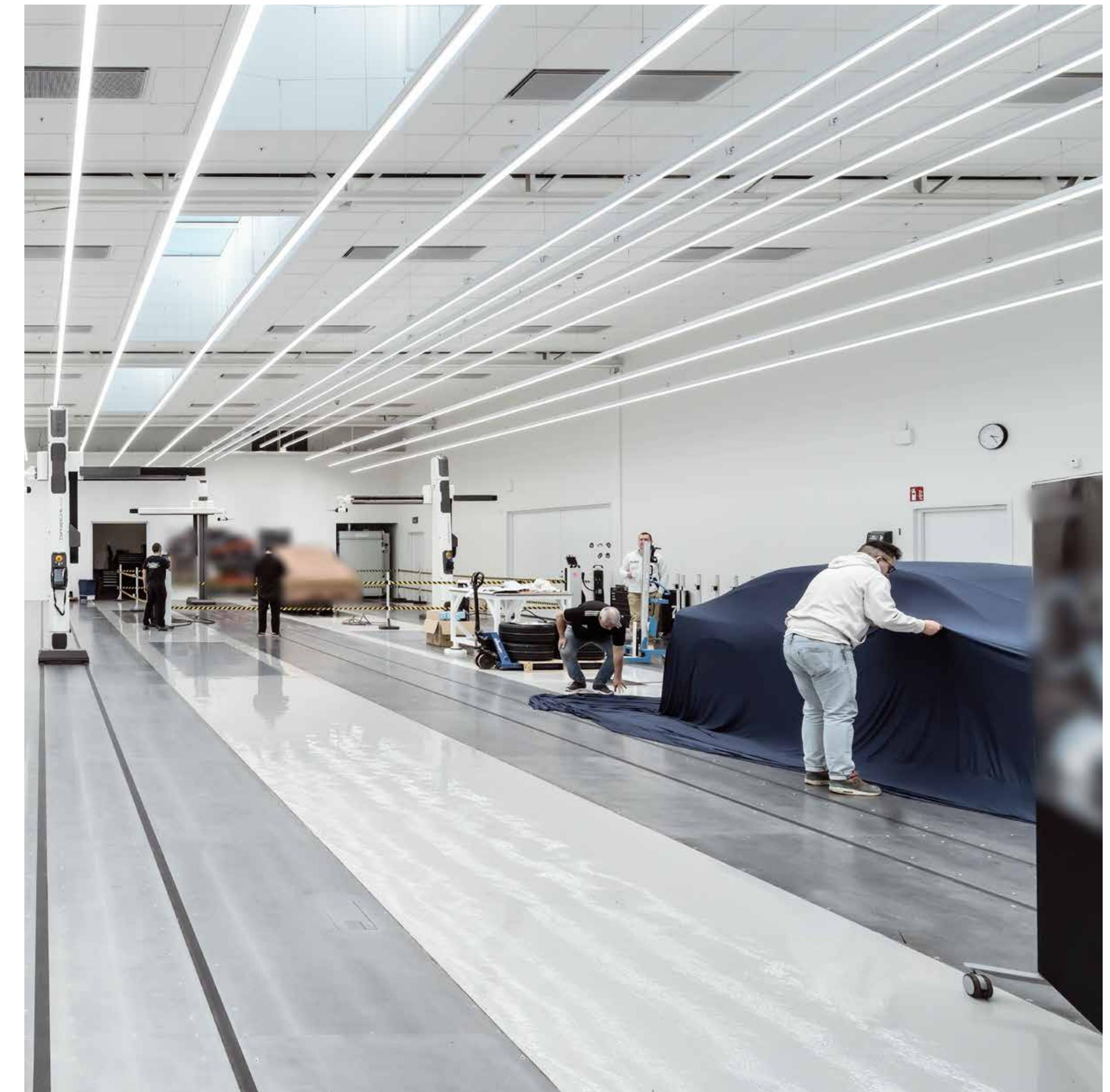
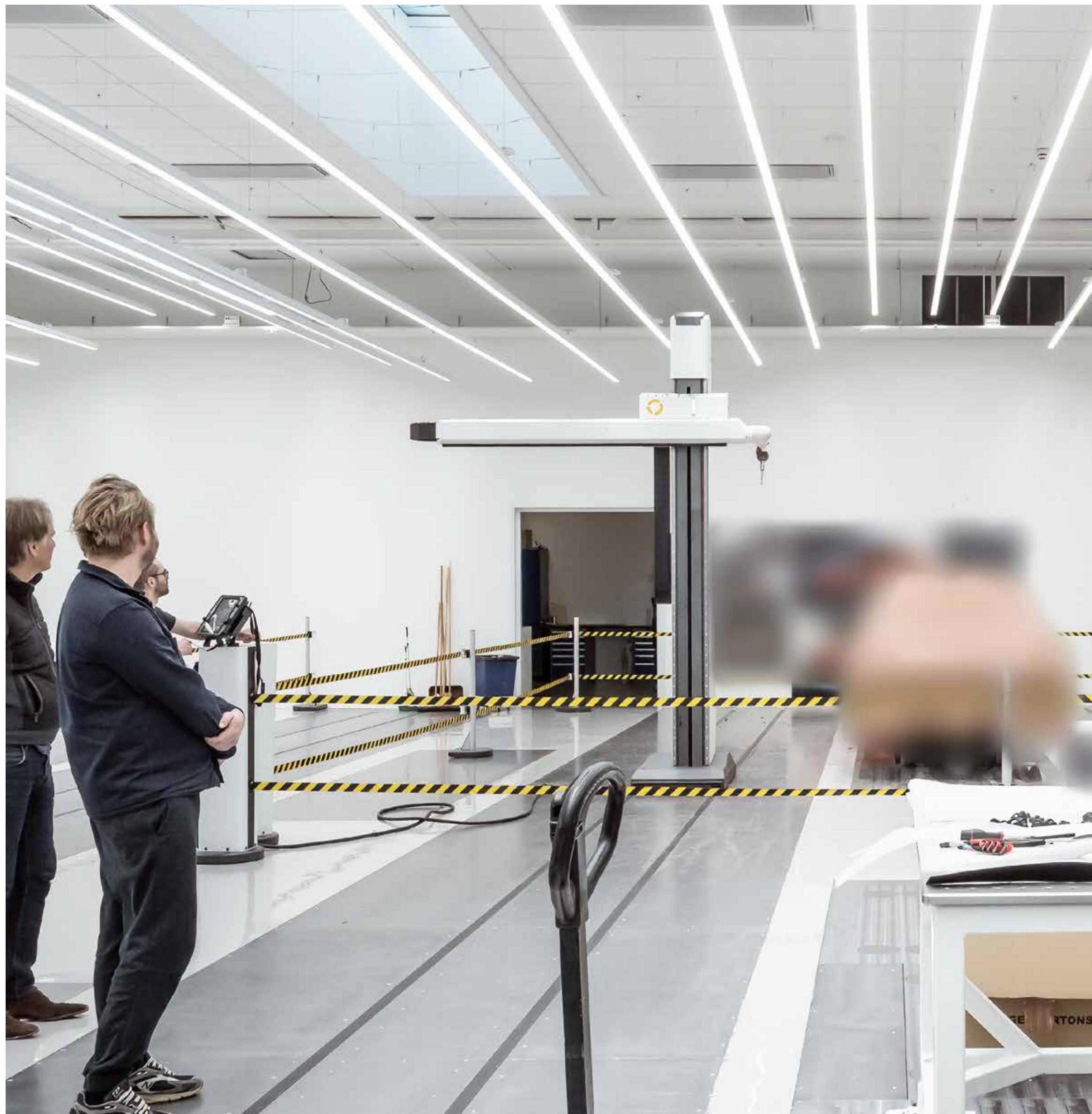
Glasdach



Open office



R & D

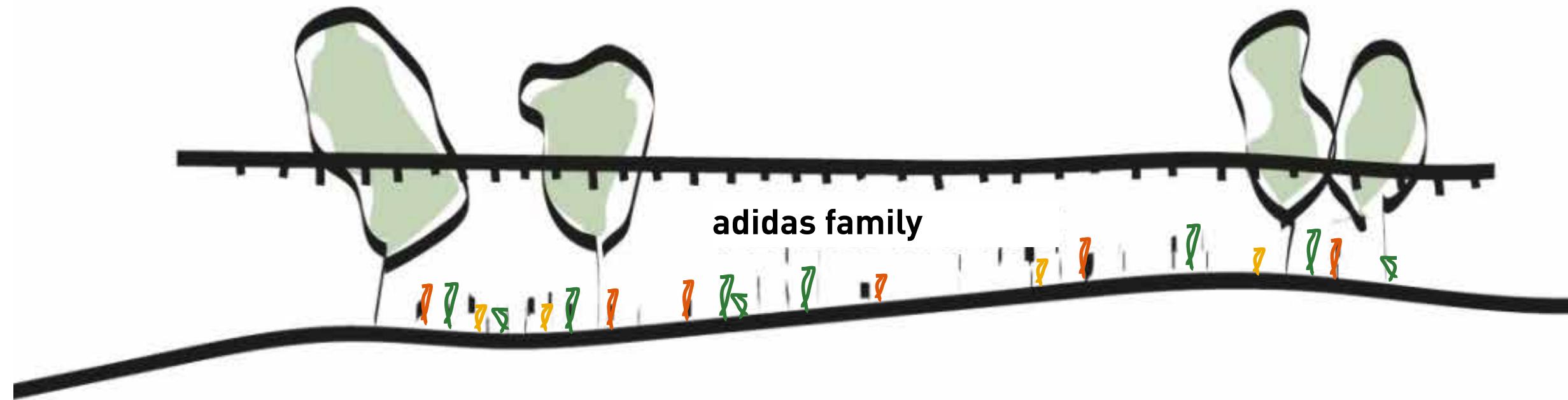


adidas HALFTIME

**How to create a building, that
functions as the natural meeting
point for adidas – the employee,
stars and guests?**



All under one roof

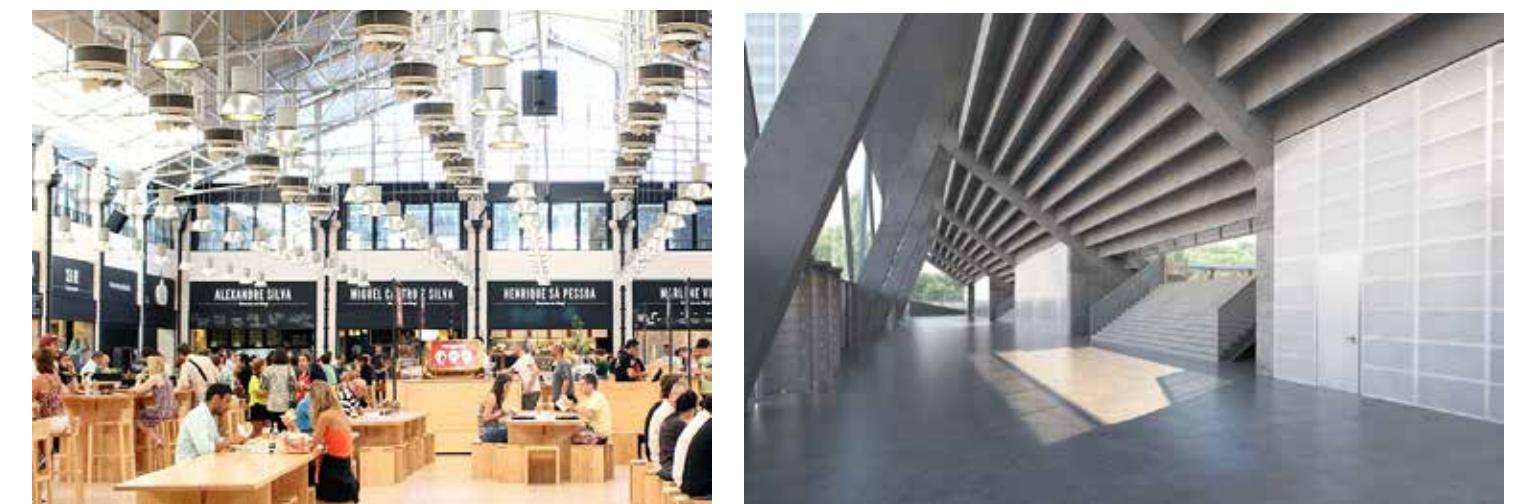
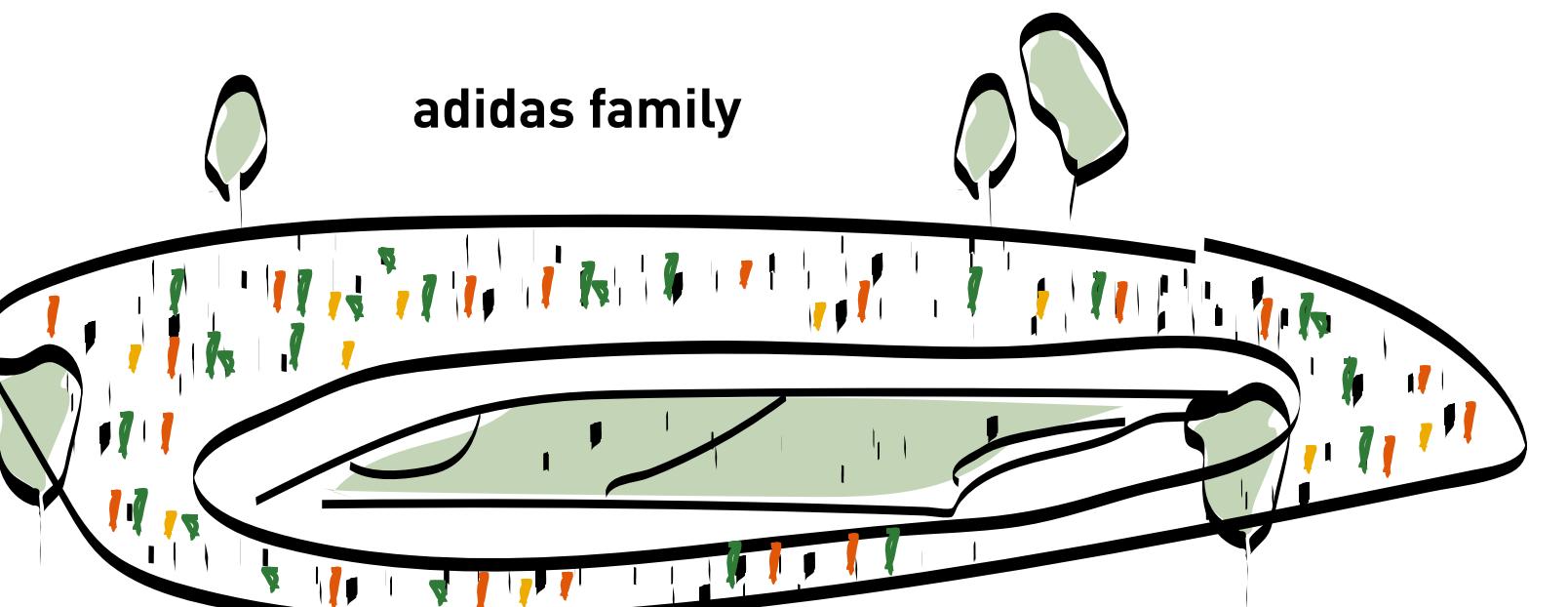
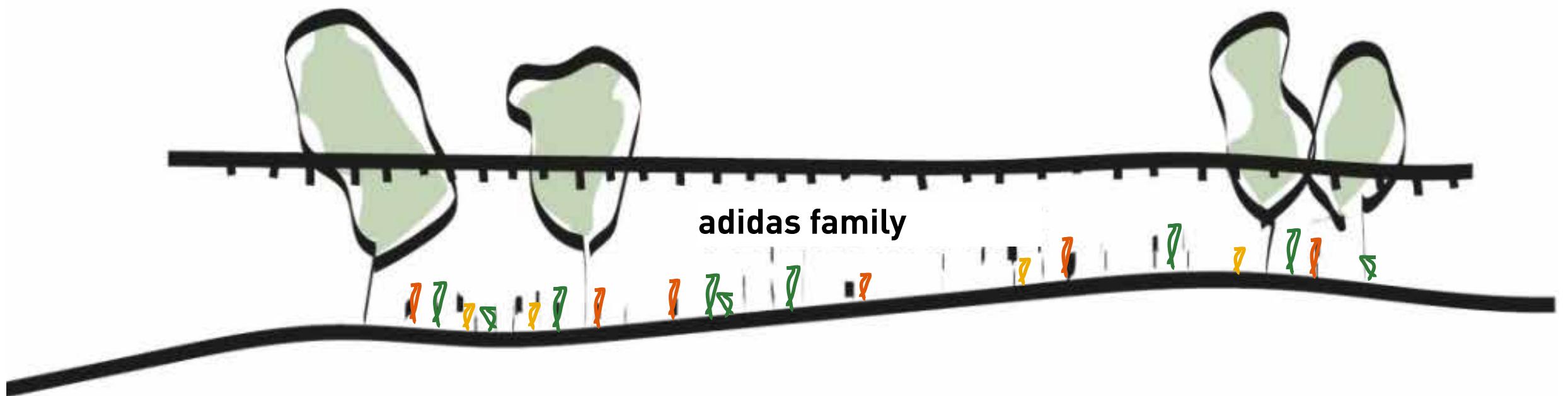




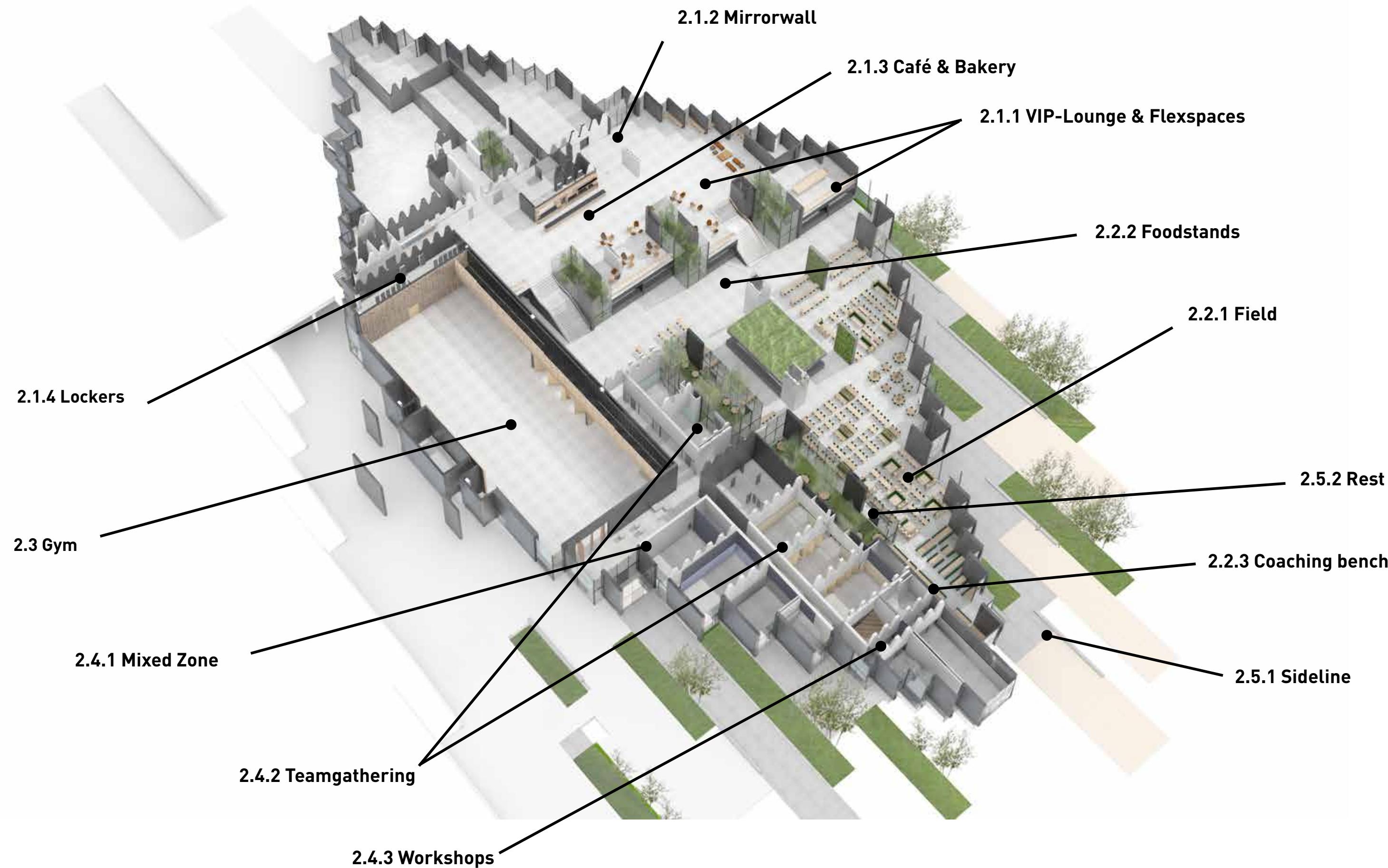


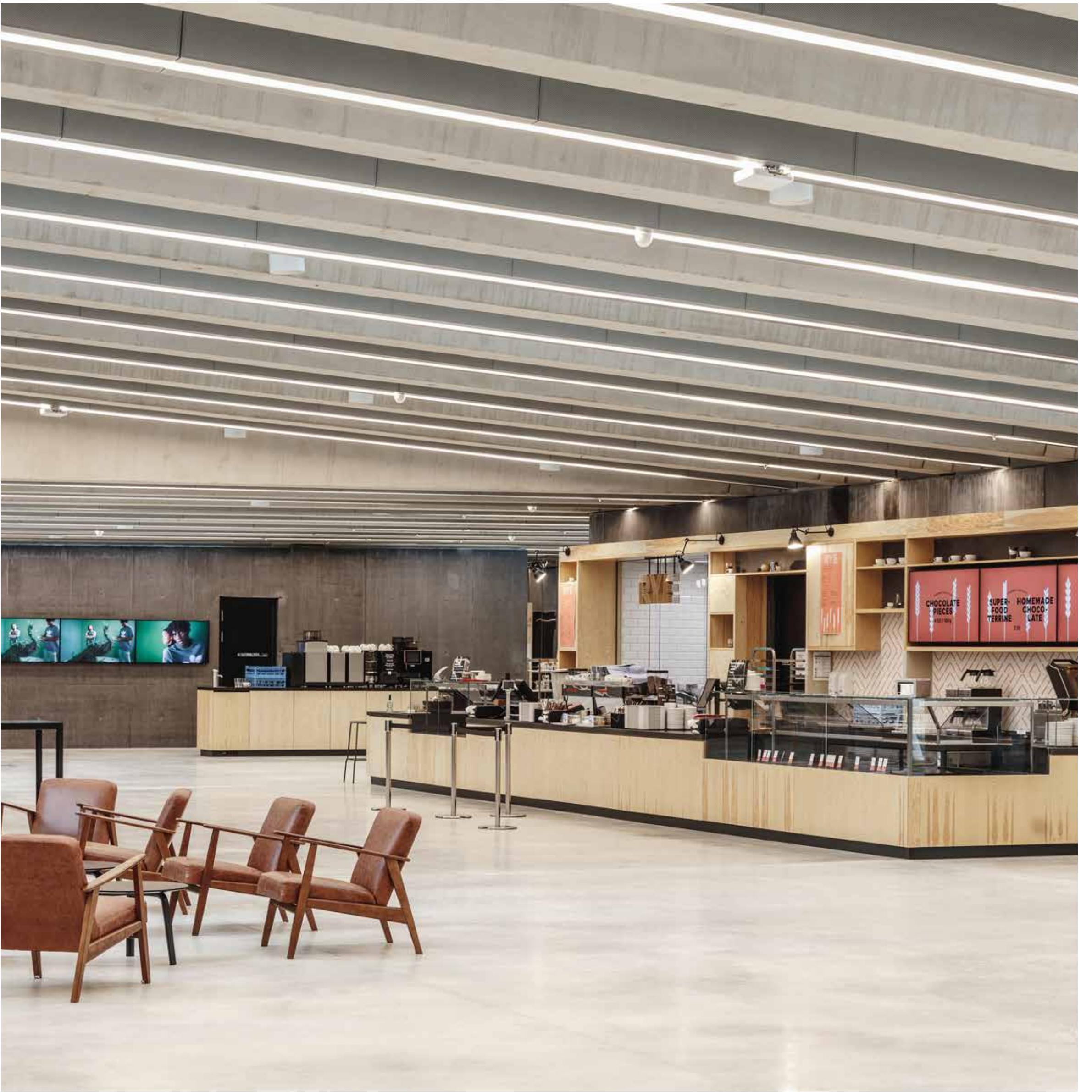
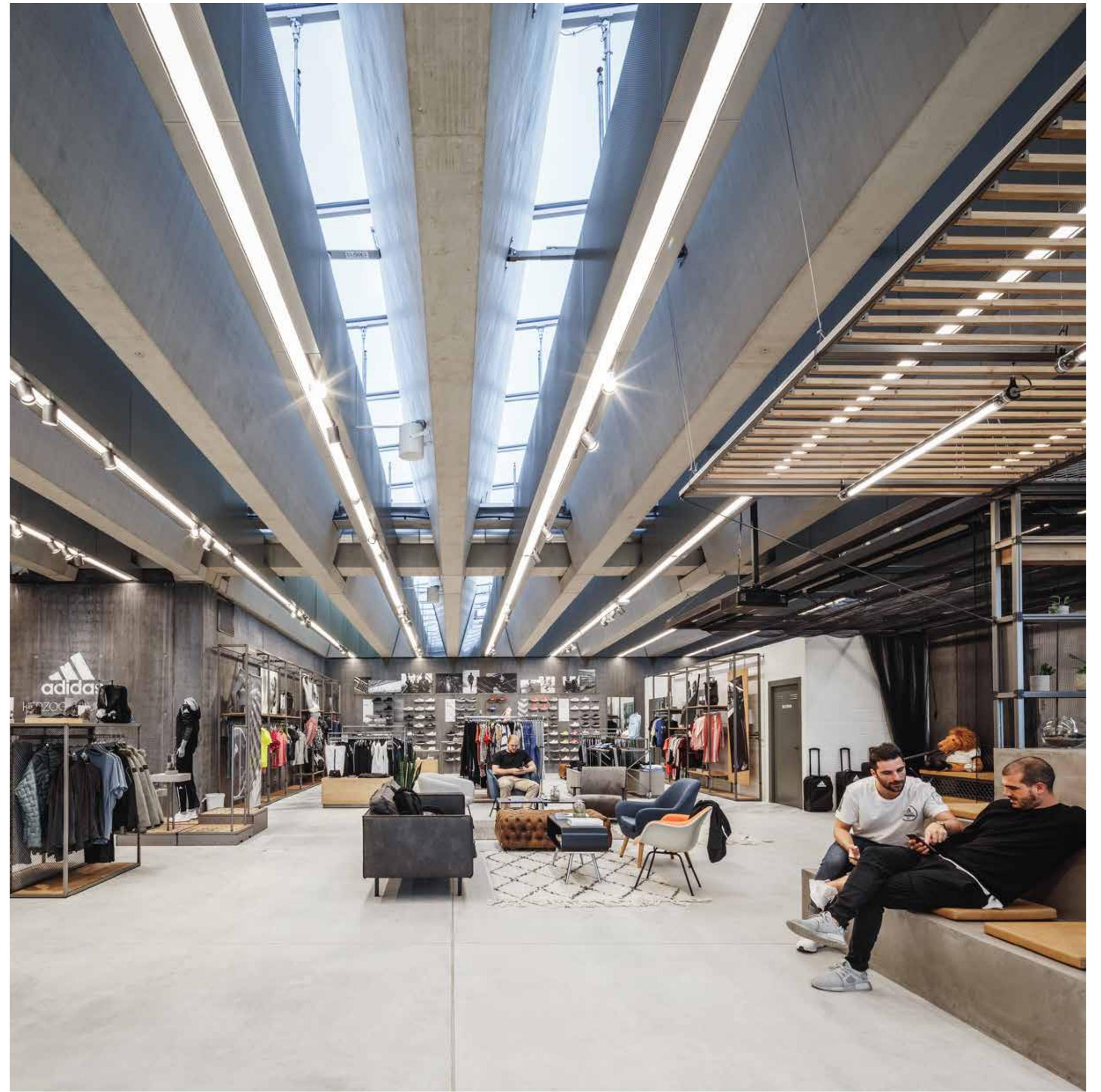


Interior Konzept

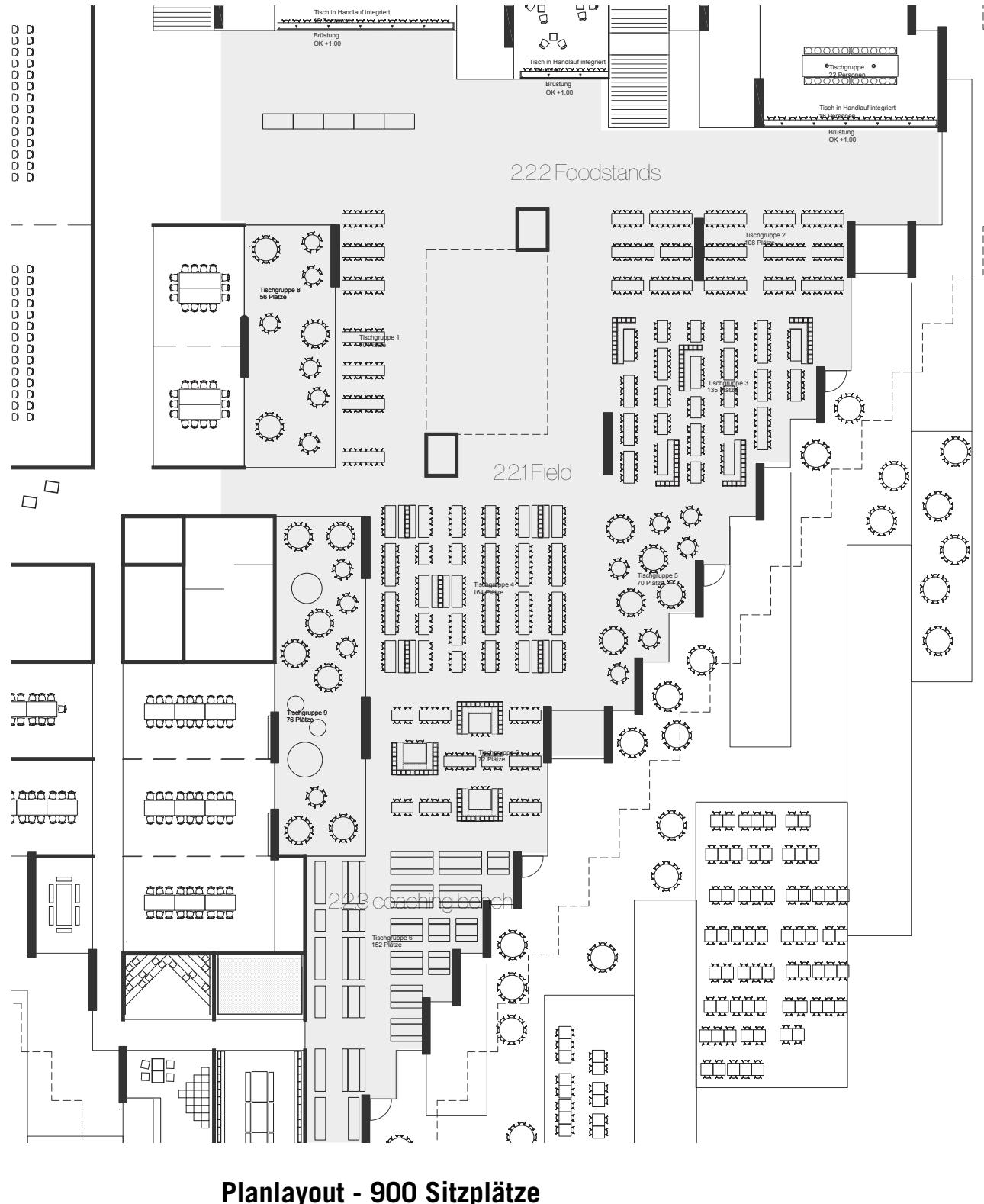


Übersicht Sportwelten

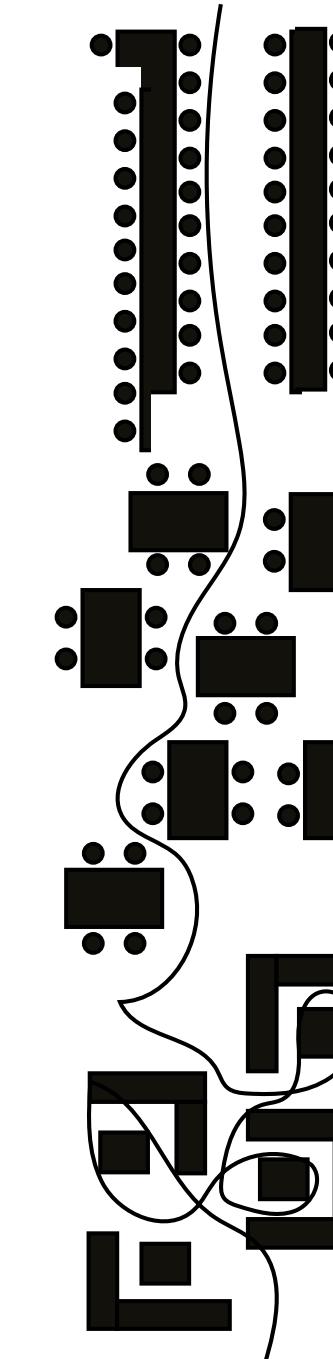




The field



Typologie



Hohe Tische und
Hocker

Zeit

kurzer Aufenthalt

Funktion

eat & meet
neue Kollegen treffen
kurzweilige Unterhaltung

Atmosphäre

dynamisch
“Bar”-Typologie

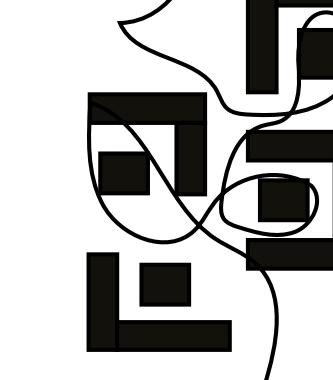


kleine Gruppen von
Tischen und Stühlen

normaler Aufen-
thal

eat & work
das Essen genießen
Essen und Meeting kombi-
nieren

robust
“Café”-Typologie



Nischen mit Bän-
ken und Tischen

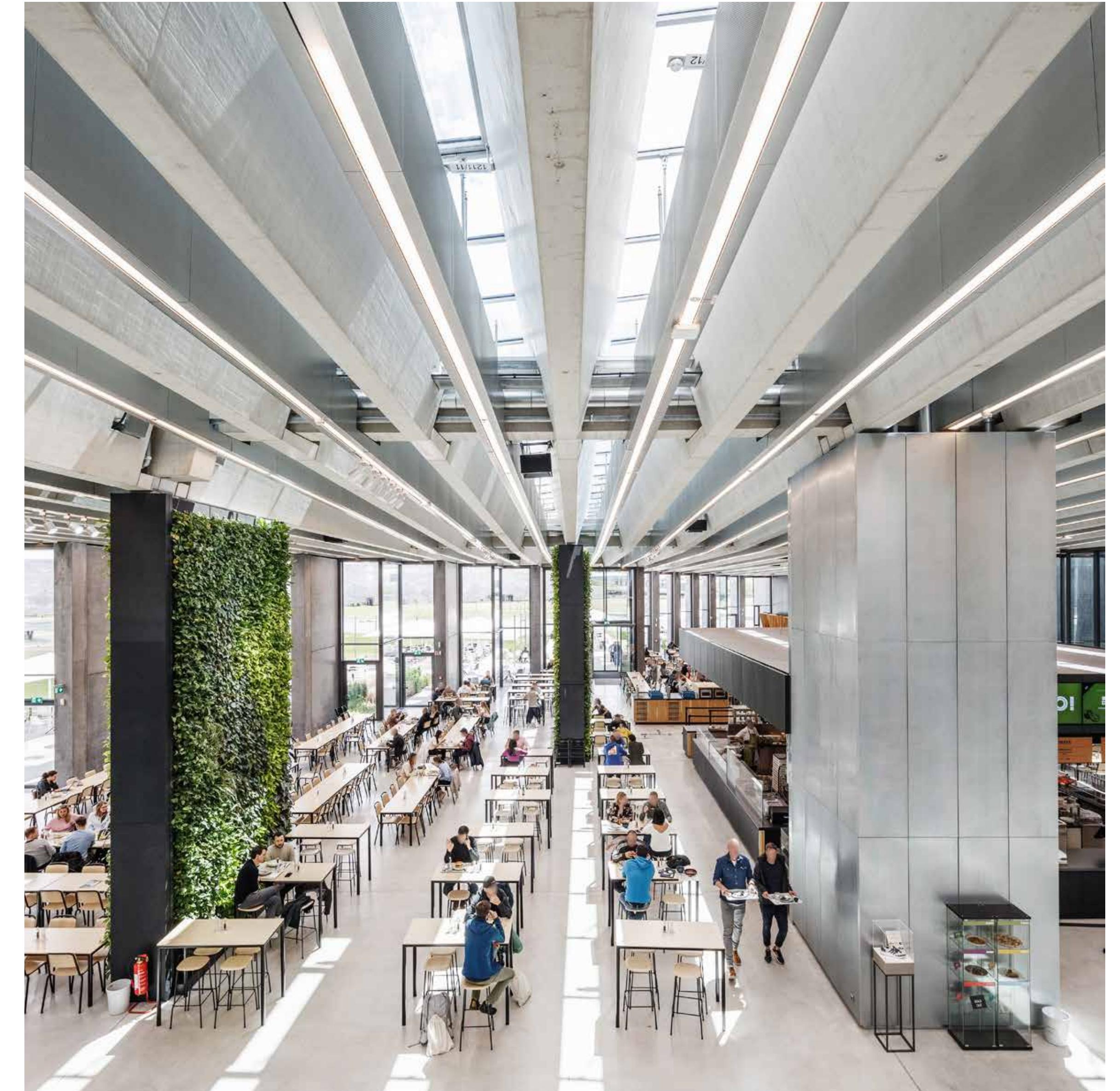
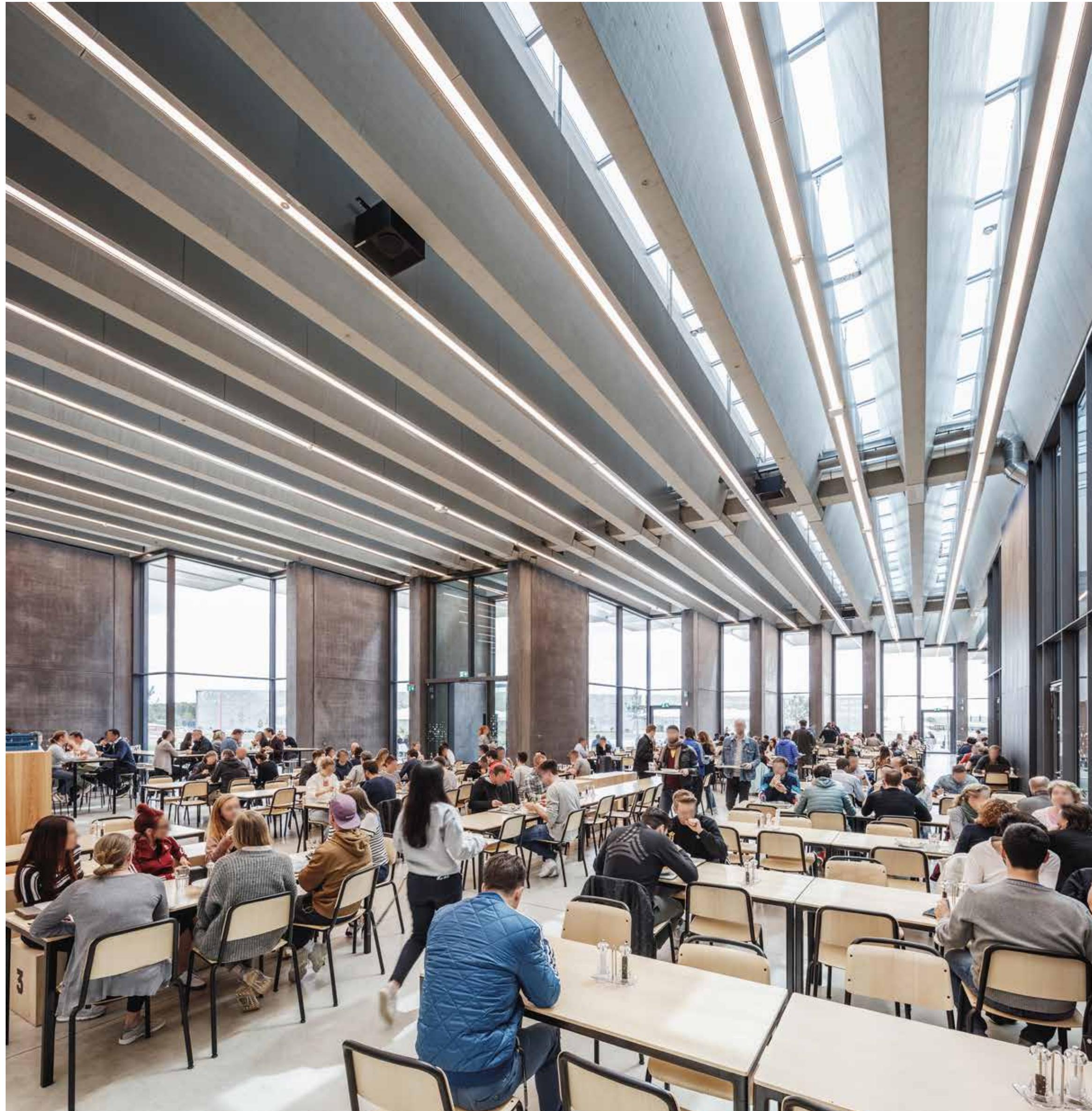
längerer Aufen-
thal

eat & relax
längere Gespräche
Teamlunch
Atempause

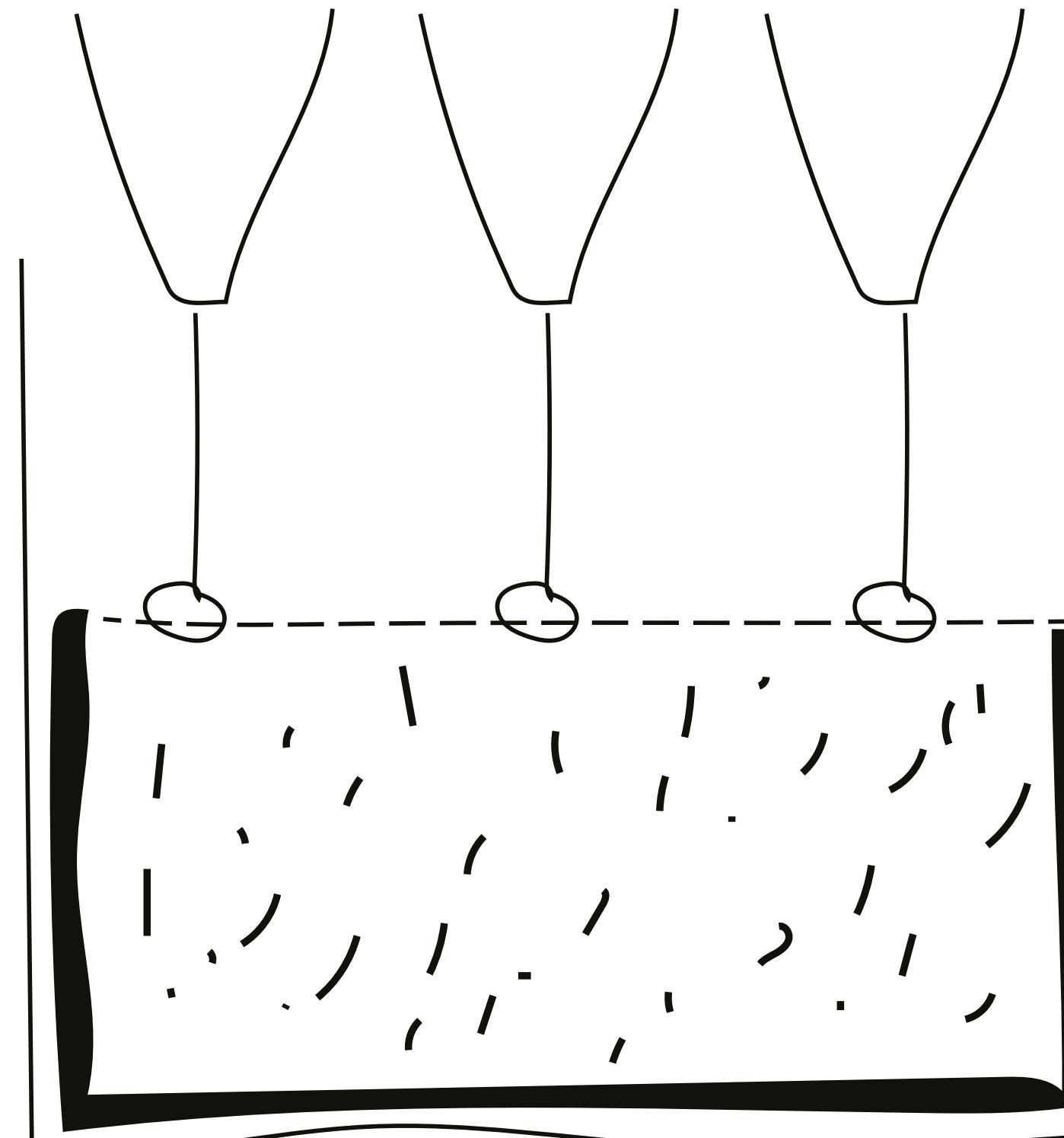
fokussiert
still
“Diner”-Typologie



Gastronomie



Konsistenz



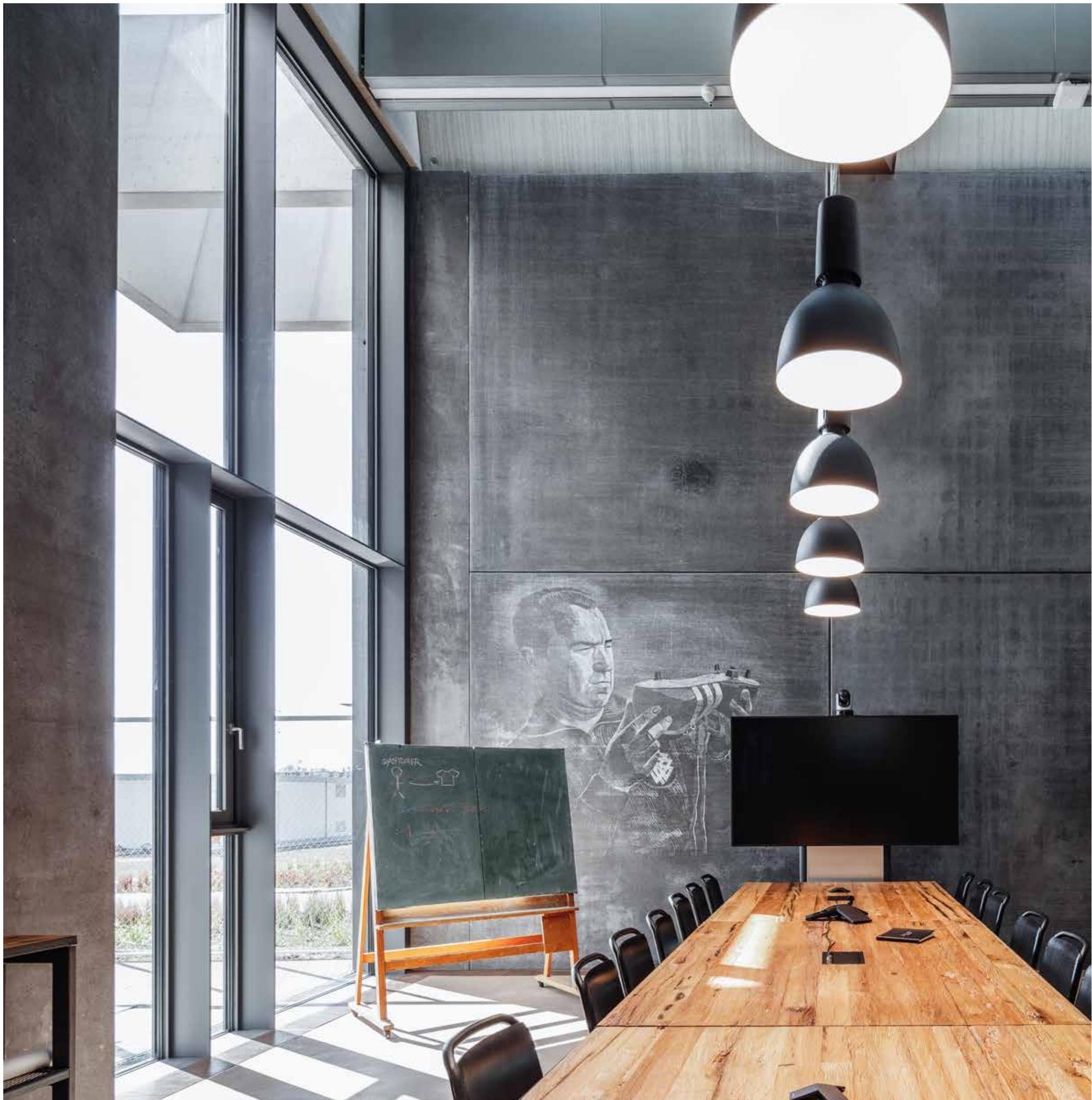
SPORT UPCYCLING CONSISTENCY

BELEUCHTUNG

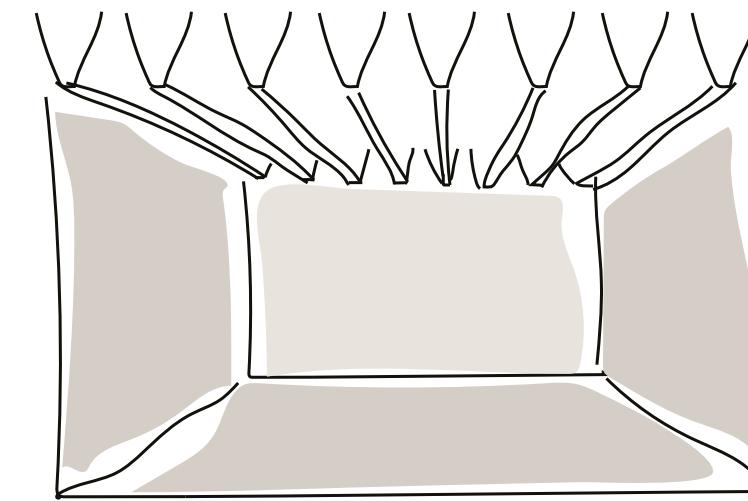
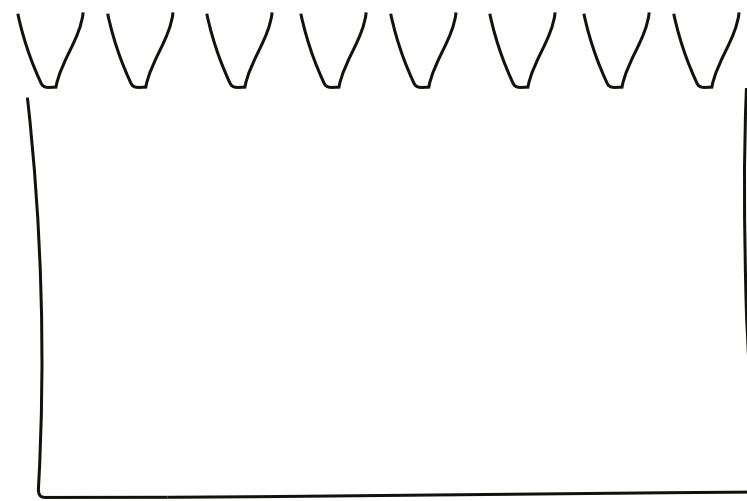
WANDVERKLEIDUNG/BODEN

MÖBILIAR

Besprechungsräume



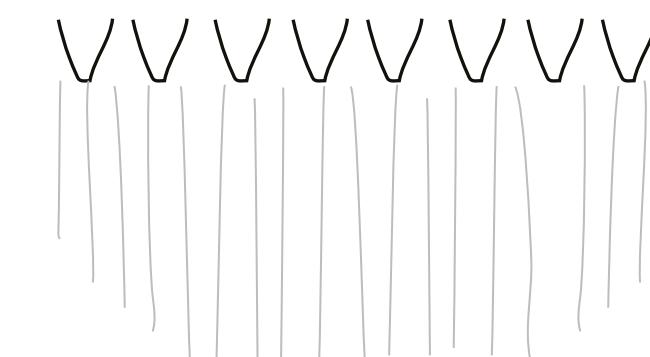
Dreidimensionale Nutzbarkeit



TRIBUNE



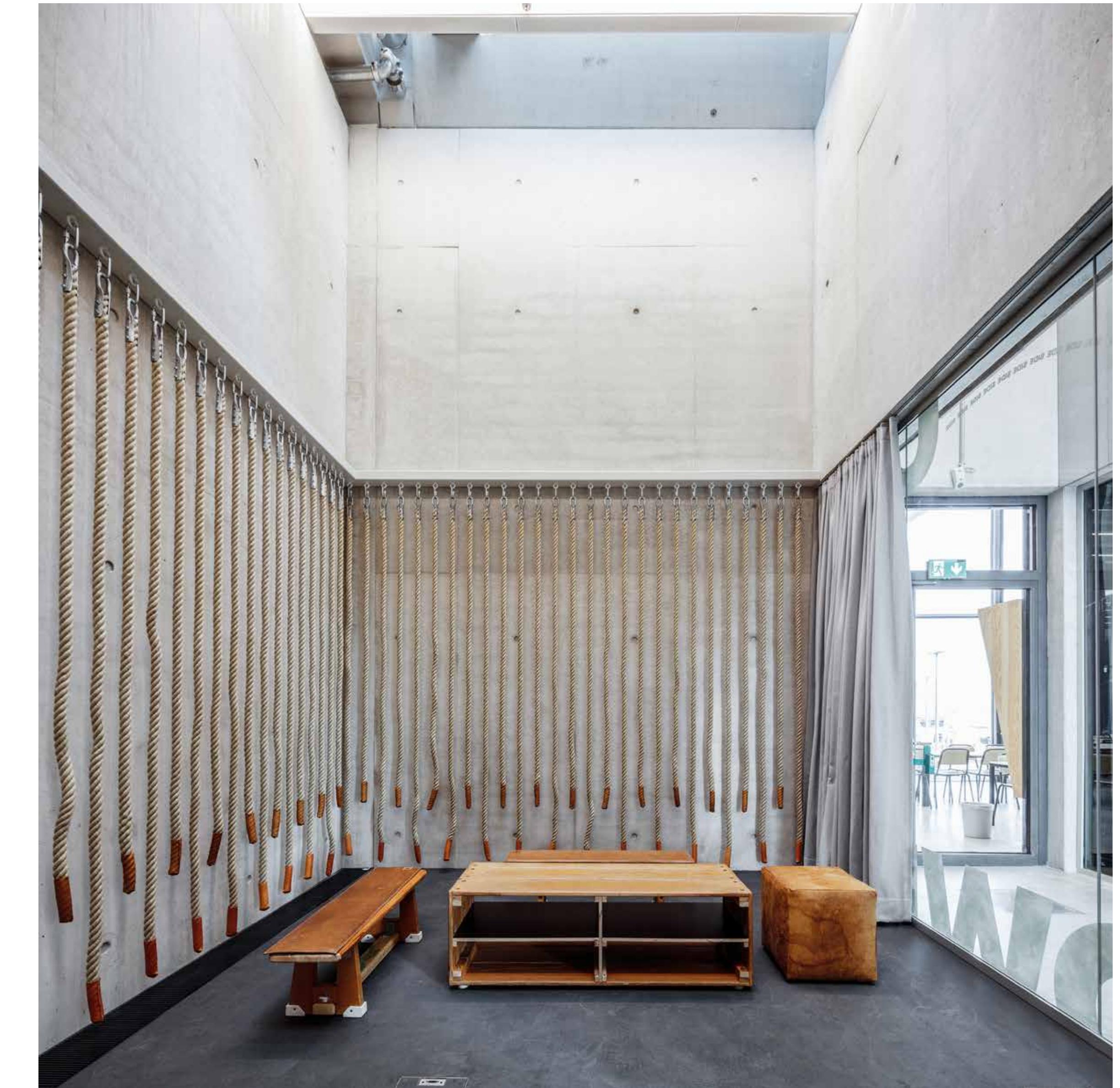
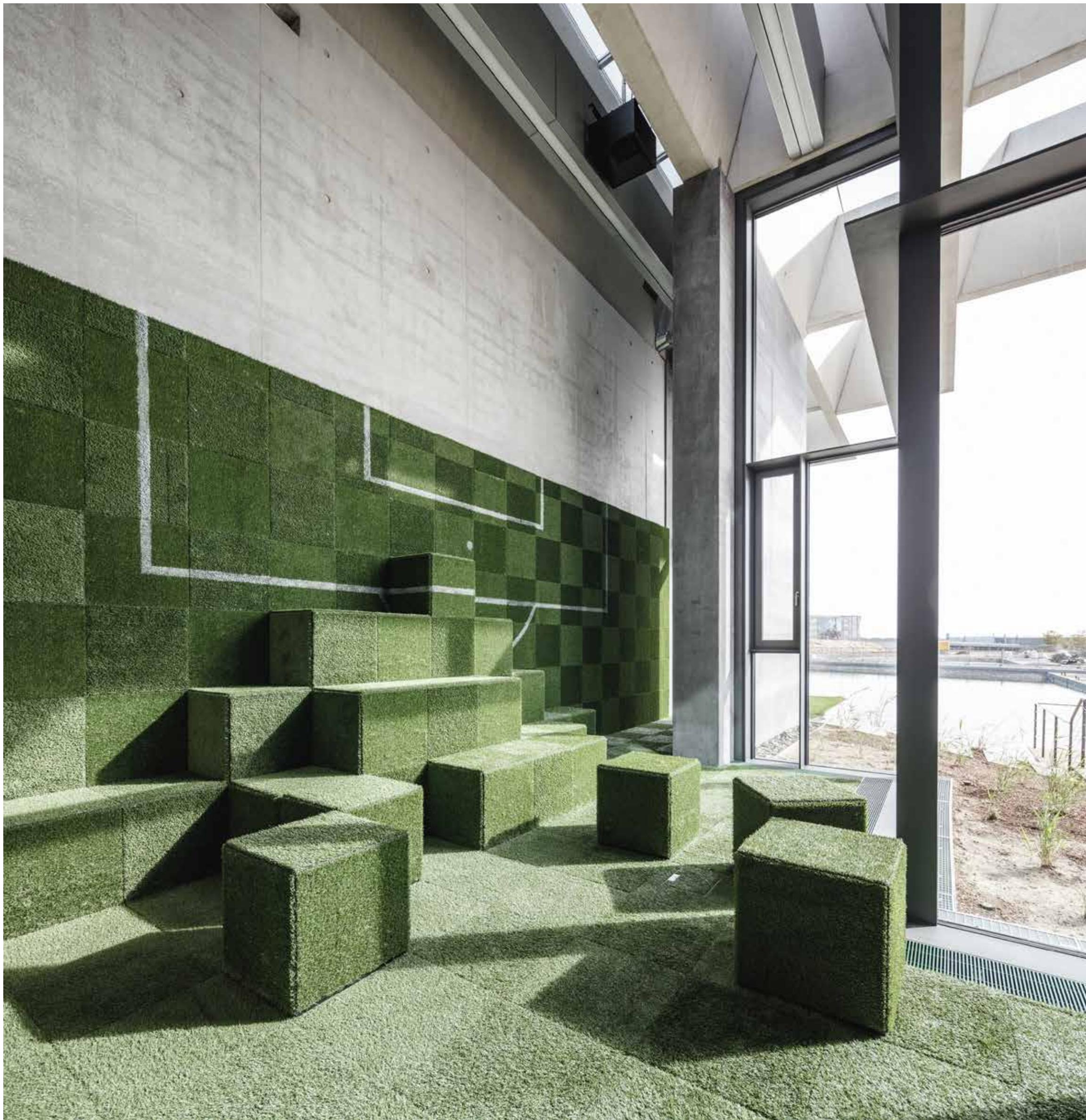
MINI PITCH



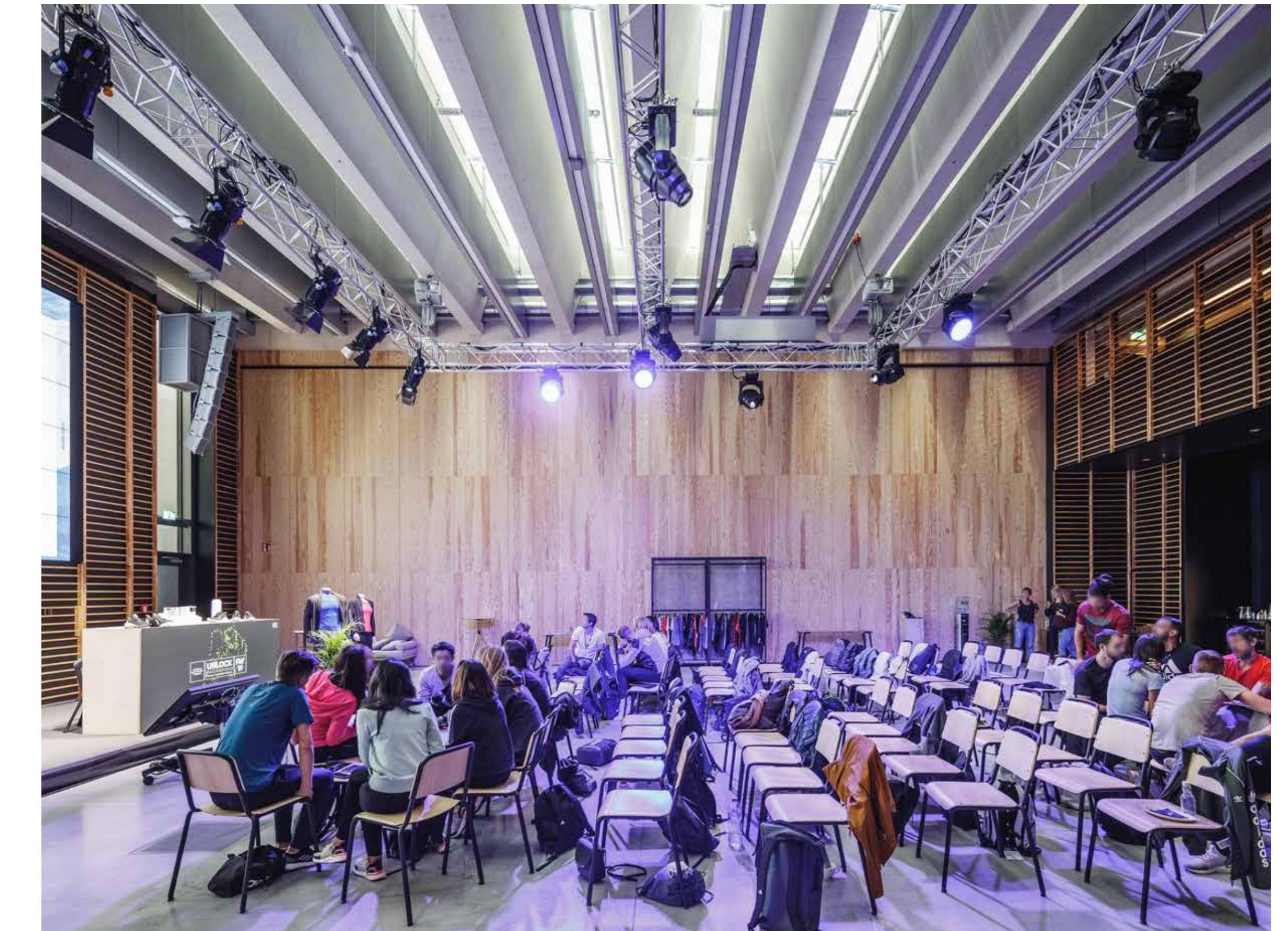
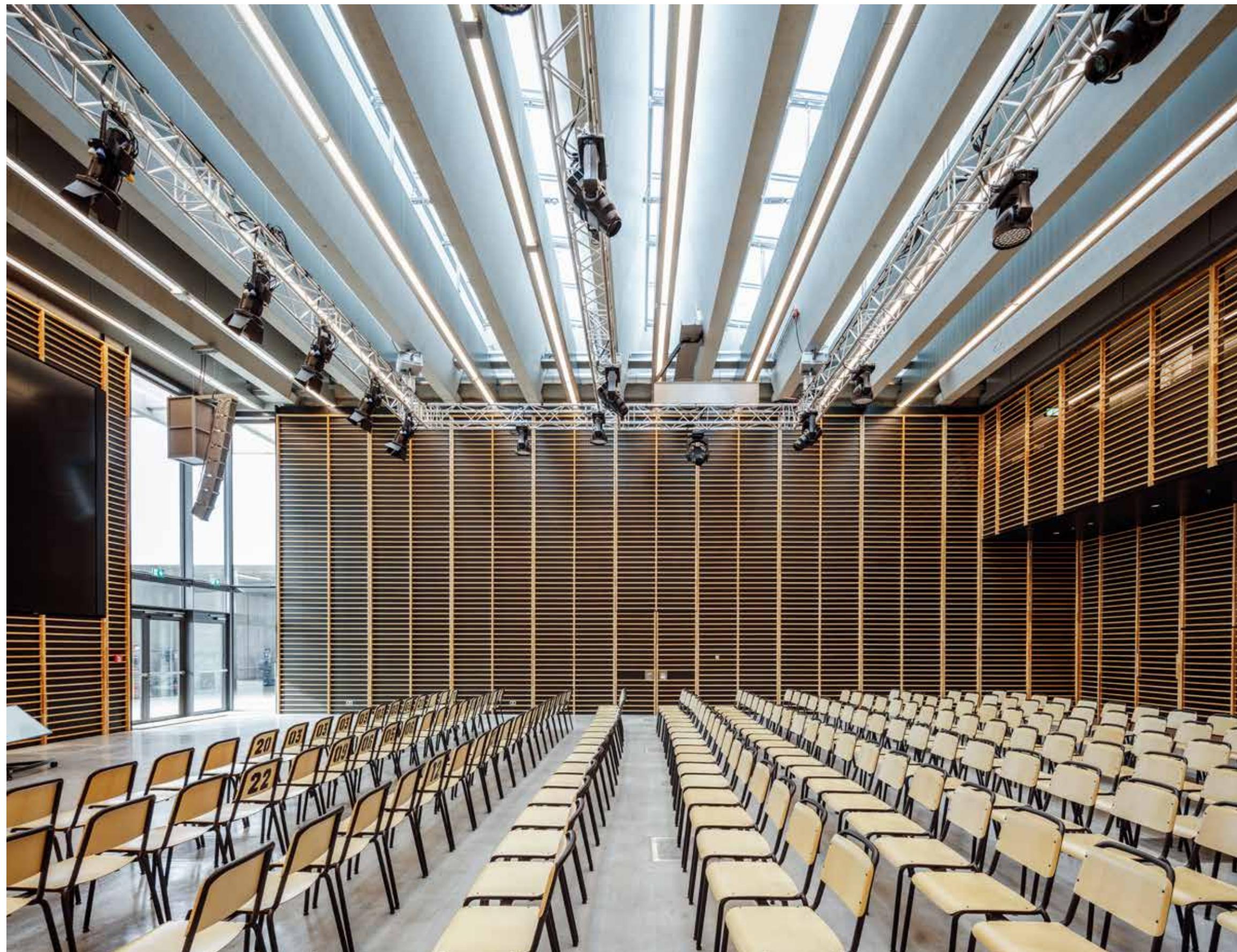
ROPE



Workshopräume



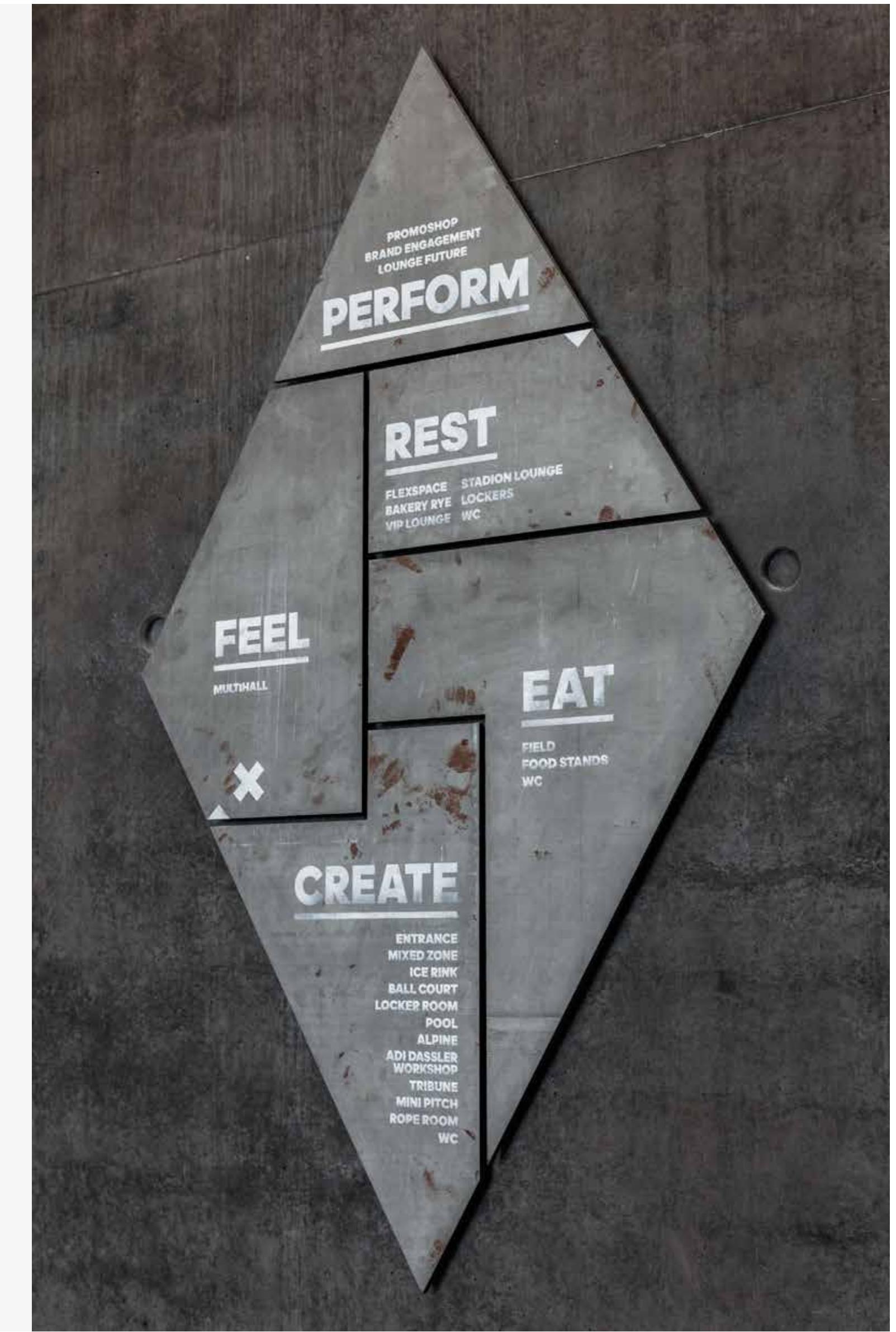
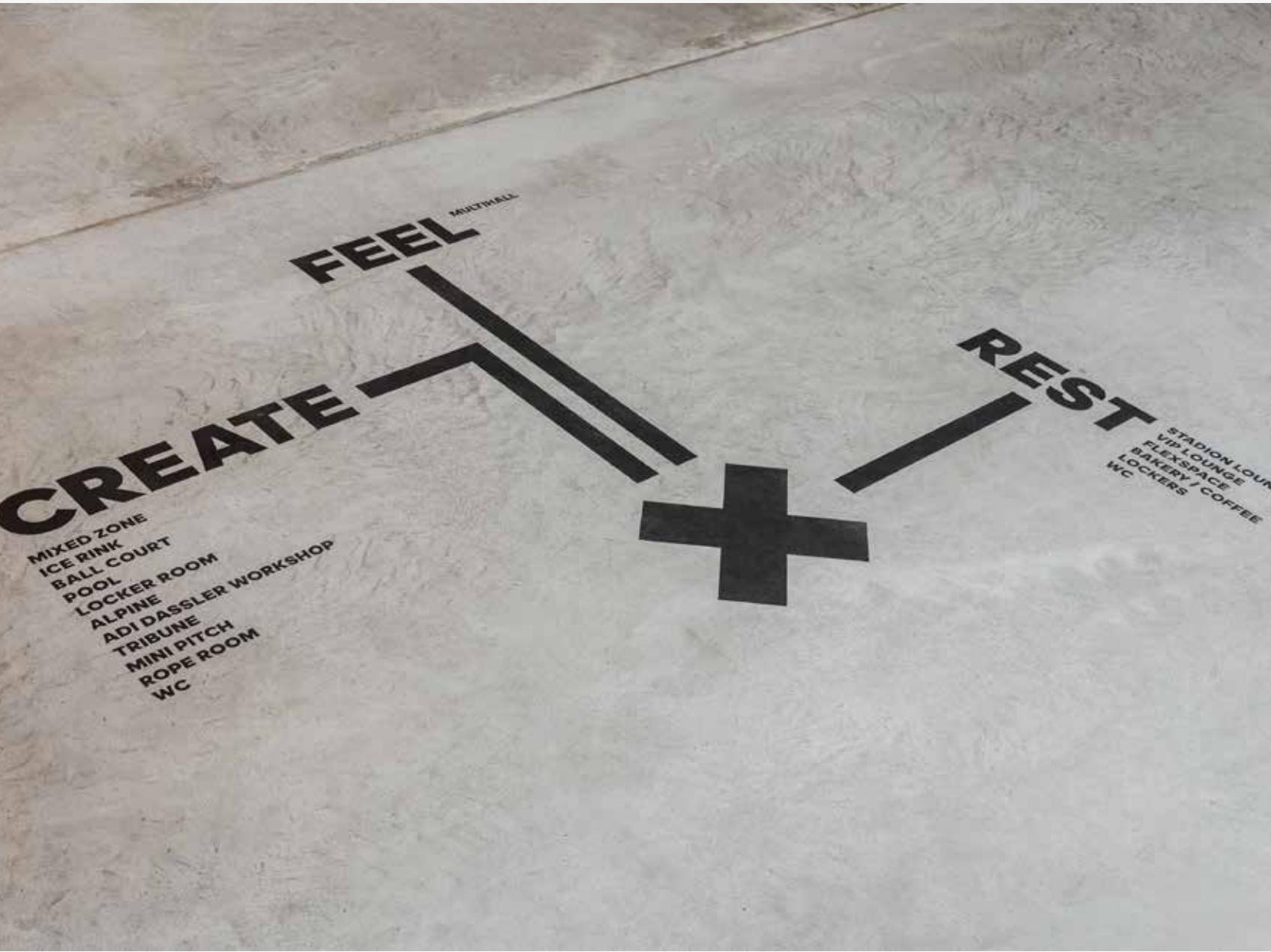
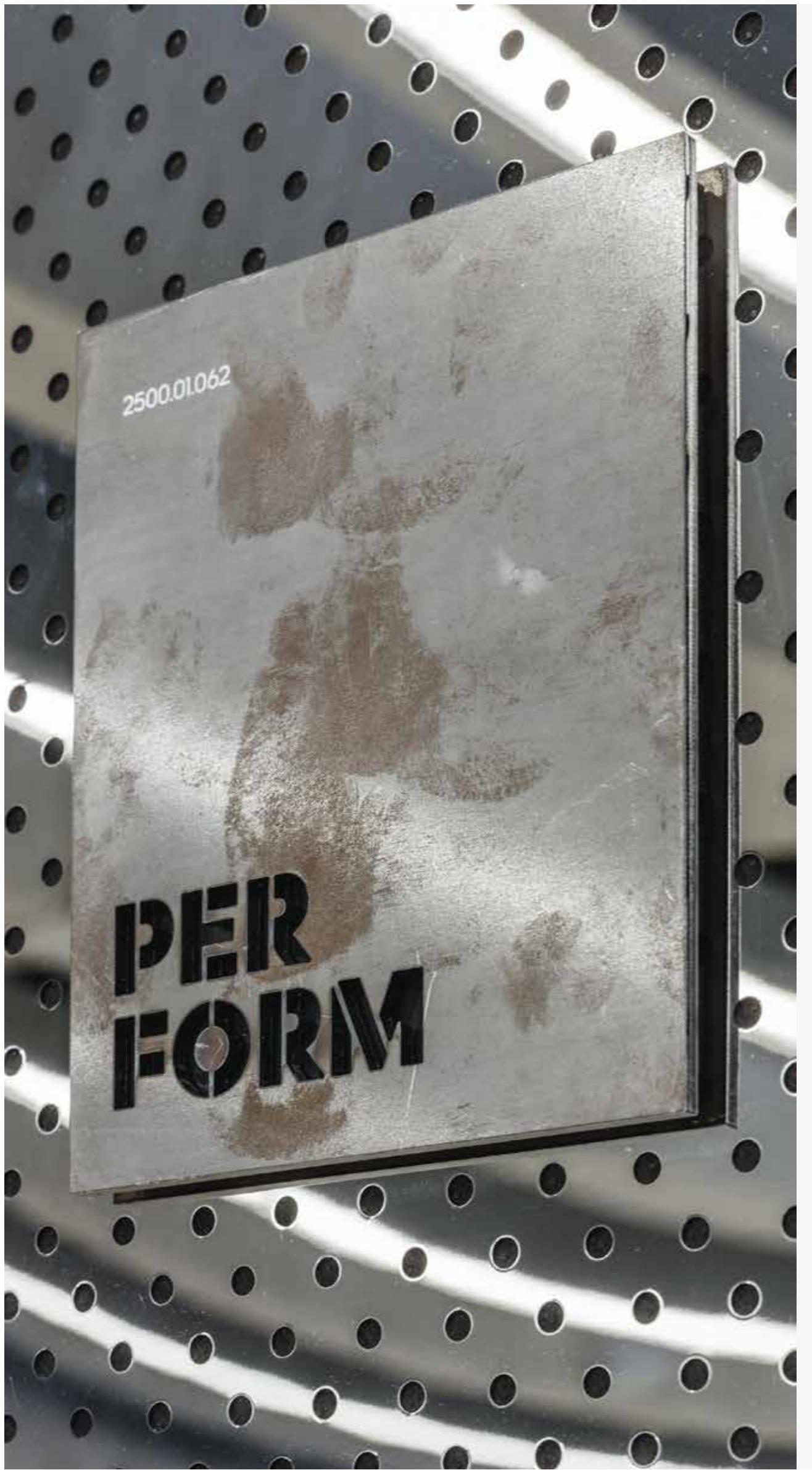
Multifunktionshalle



cobe x adidas x hay



signaletik & branding



gesamtkunstwerk



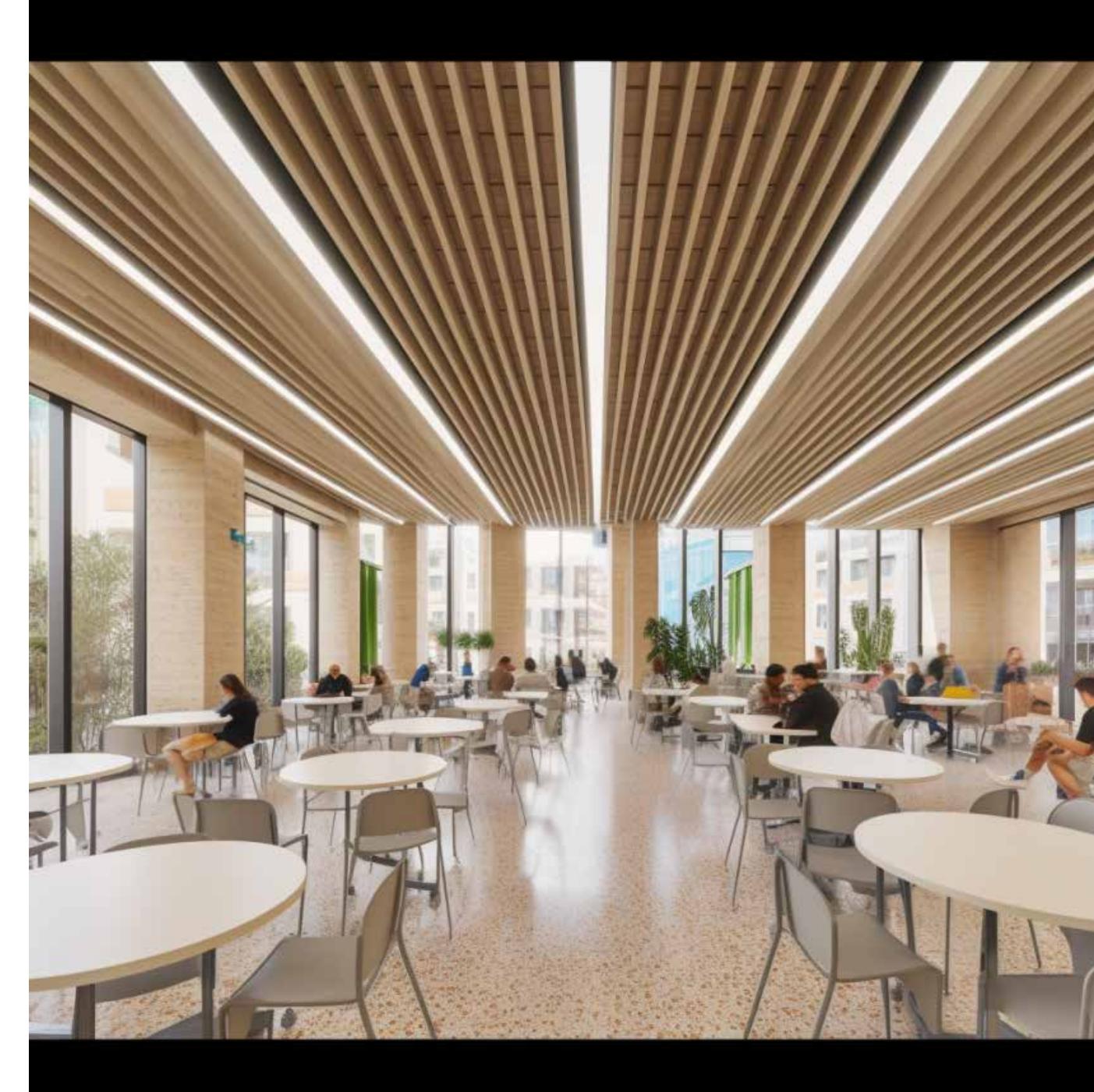
der /merge befehl



+

->

/imagine prompt: A large office canteen with linear skylights tall clt walls and timber beam roof structure, minimalist wood construction, architectural photography, httpss.mj.runxb-JYP_2WtDg





Vielen Dank

Cobe
Orientkaj 4,
DK-2150 Nordhavn
www.cobe.dk