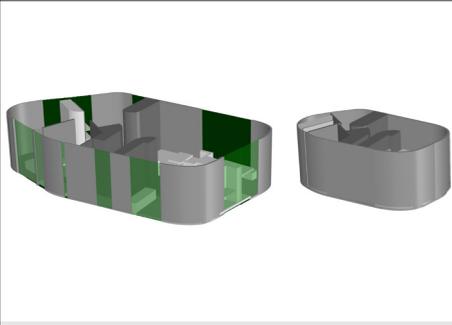
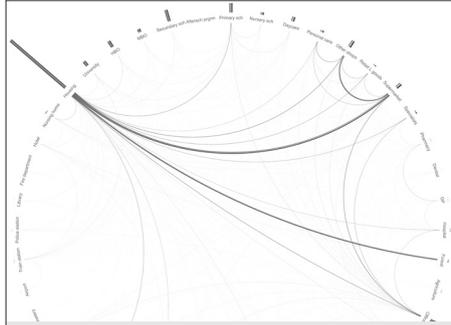


LARA TOMHOLT

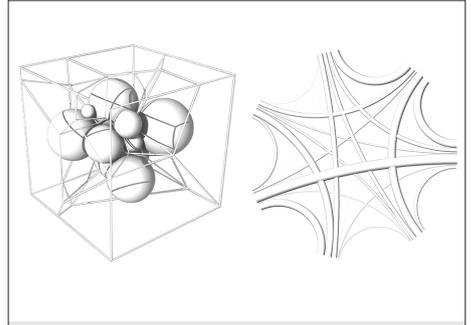
RESEARCHER FOR FUTURE BUILDINGS AND CITIES



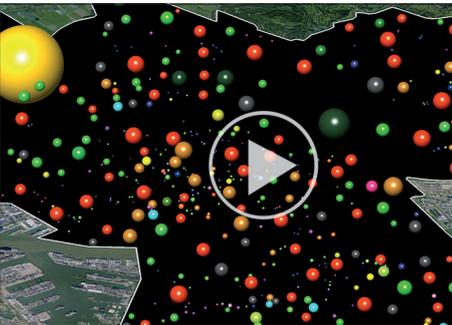
RESIZING ARCHITECTURE 06|2014 - present
What if buildings could reduce and increase in size? When and how can they change? How much space can we save and what can we use this space for? What are the advantages and disadvantages?



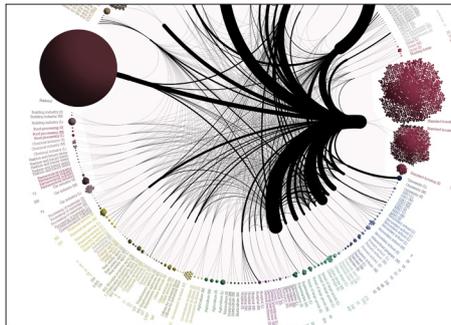
MAPPING MOBILITY 05|2015 - present
This research project investigates mobility patterns on different scales and with different visualization methods to gain knowledge and develop design solutions.



GRASSHOPPER SCRIPTS 02|2012 - 11|2014
Developed for the City Accelerator and 4 Minute city projects: weighted 2D and 3D voronoi, weighted thickness based on use, circular intensity diagram. Free to download on my website.



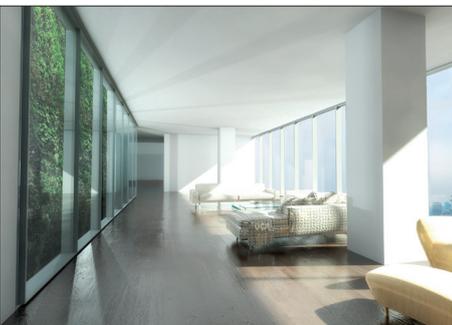
CITY ACCELERATOR 02|2013 - 11|2014
City Accelerator investigates tools to reduce travel time in the city. The main hypothesis: the more adaptable the city, the lower the travel time. What would the accelerated city and life in it look like?



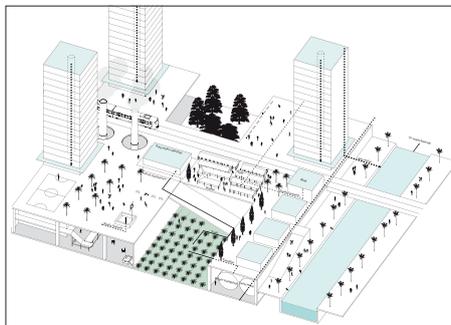
4 MINUTE CITY 02|2012 - 06|2012
Who are the people that use the city? What are their daily routines? What are the types of vehicles that can be used in the city and what are their properties?



EXPOSITION IABR 2014 05|2014 - 08|2014
Part of my research on passenger movements in Dutch railways stations conducted during my internship at Bentheim Crouwel Architects was presented at Kunsthal Rotterdam.



SUSTAINABLE HIGH RISE 09|2011 - 11|2011
Should we focus on heat loss through the building skin? Do we need to change the energy use of the residents? Do we think of reusable materials? What materials? Can we produce green electricity?



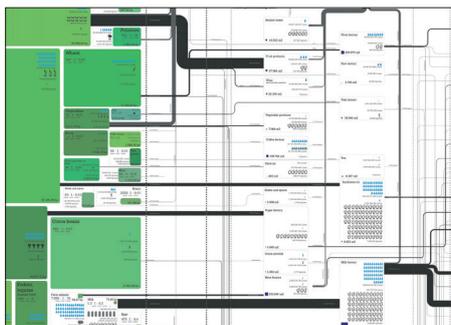
ZERO WASTE CITY 04|2012
The Zero Waste City was a result of a one week lasting workshop on Austerity. The city reduces the amount of waste to 0 cubic meters per person per day in a city of 1.000.000 inhabitants.



COPY PASTE 04|2011
A workshop in which we explored the possibilities of copy/pasting objects, buildings etc. into a new design. Is copy/pasting disrespectful towards the original designer or does it create better designs?



BIOLOGICAL FOOD CITY 02|2011 - 06|2011
A design proposal based on the Food City research. What landscape can we imagine? Do we need to change people's diets? What city design enables for food, waste and nutrient cycles?



FOOD CITY RESEARCH 02|2011 - 06|2011
What if a city of 1.000.000 inhabitants could provide itself with all the food necessary for its inhabitants? What food processes should be provided? How can we plan closed cycles?