



## Assignment

The assignment was to design an IT headquarters campus on the site of a former military hospital. The campus is planned for more than 1,000 employees and combines different functions such as offices, housing, retail, sports, playgrounds, and event spaces.

The program includes the ESET headquarters, offices, residential units, retail spaces, and a multipurpose hall, creating a mixed-use campus.

## Context

ESET is an international IT and cybersecurity company. With this campus, the company aims to create a modern and open working environment that supports collaboration, well-being, and innovation.

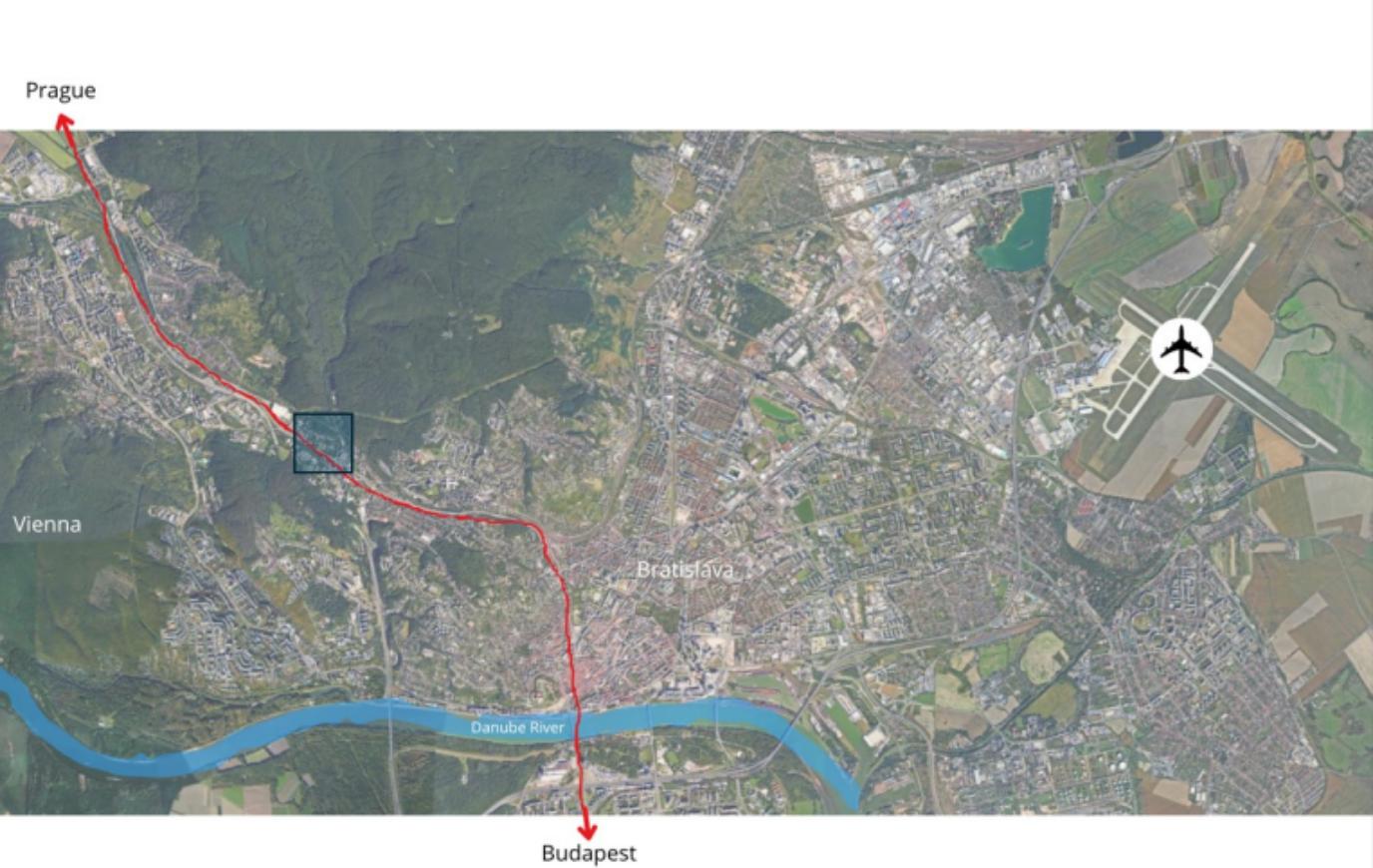
The project also aims to revitalize the site and create a campus that is connected to the city and open to the public.

## My Focus

My main aim in designing the ESET campus was to create an organic, nature-oriented campus that prioritizes pedestrian movement. The goal was to make walking and public transport the primary modes of mobility within and around the site.

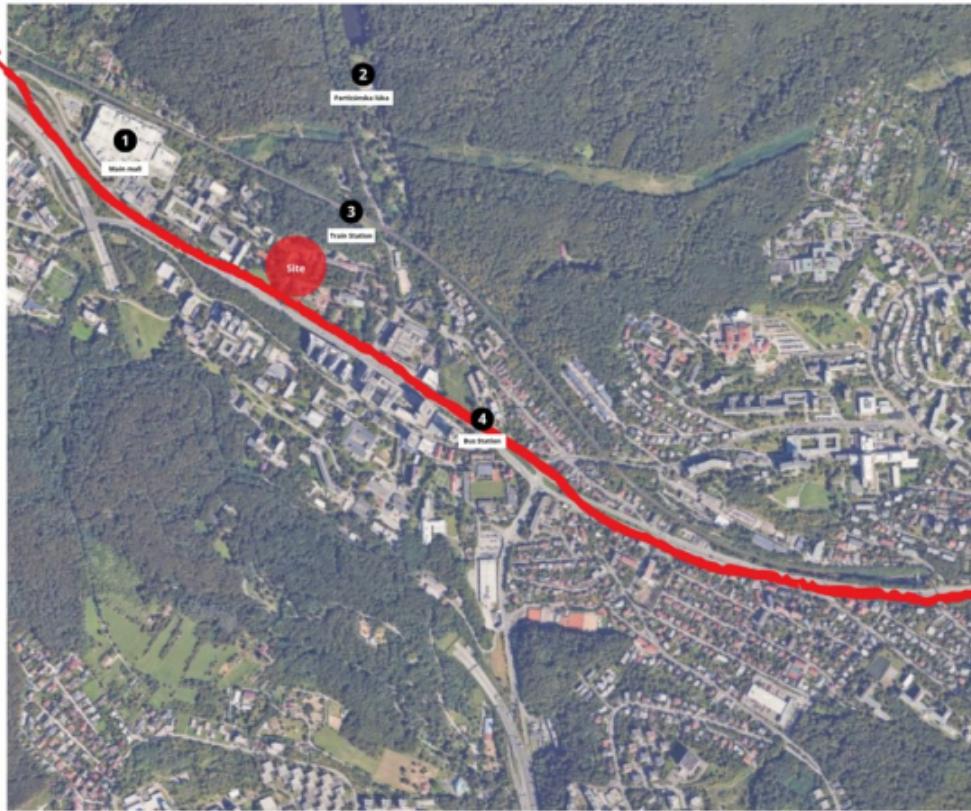
The campus is well connected to public transport, with two bus stops and a train station located around the site. In response to this, the buildings are positioned to support clear and direct pedestrian routes from these access points. All paths lead through the heart of the campus, which acts as a central public space and meeting point.

This strategy creates a campus that is easy to navigate, pedestrian-friendly, and strongly connected to nature, encouraging social interaction and everyday use of public space.



## SITE ANALYSES

Prague



Budapest



2006



2015

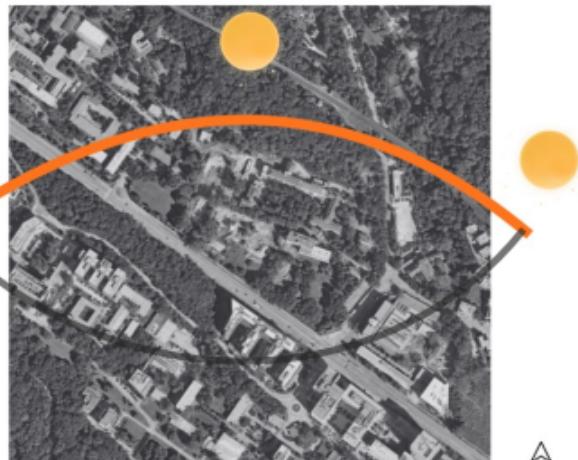


2025

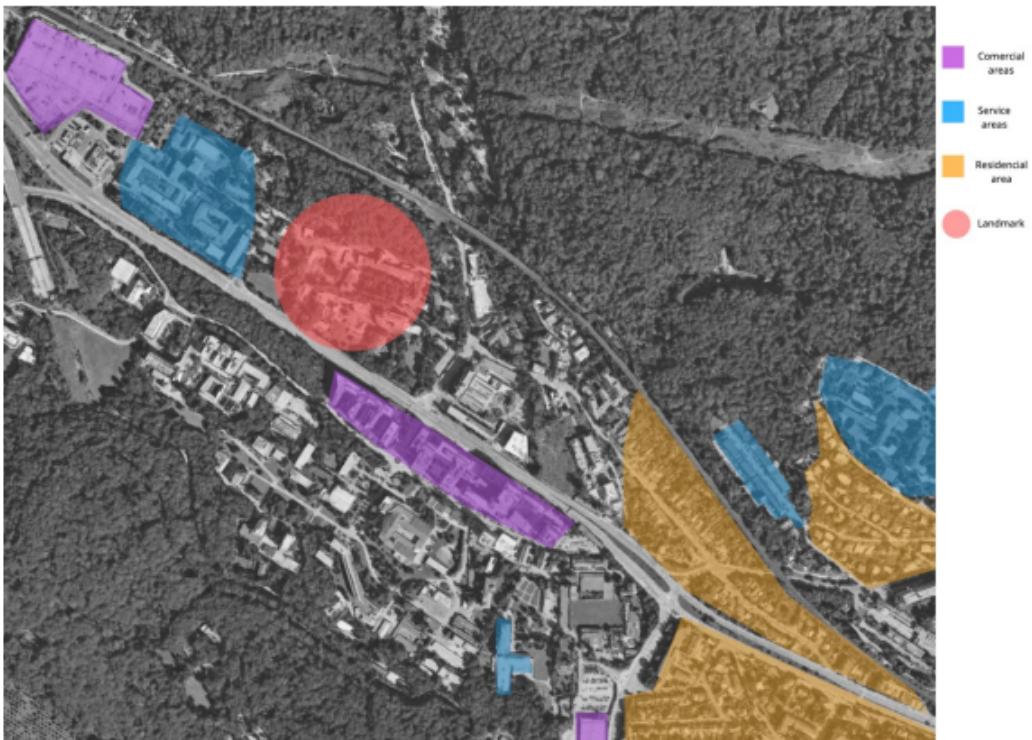
**SITE ANALYSES**  
SITE EVOLUTION



A

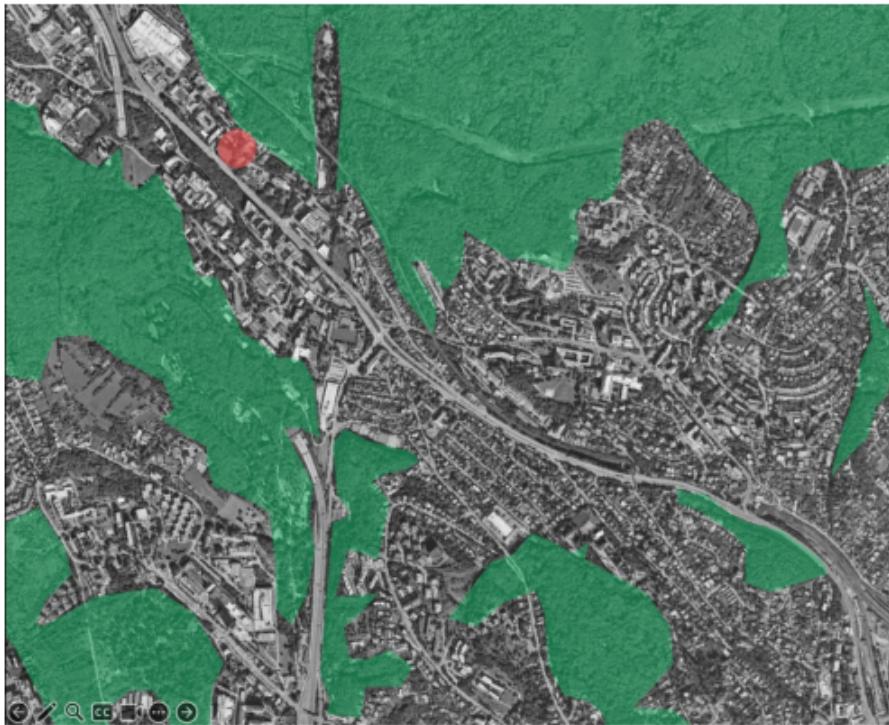


A



**SITE ANALYSES**  
FUNCTIONS ANALYSES





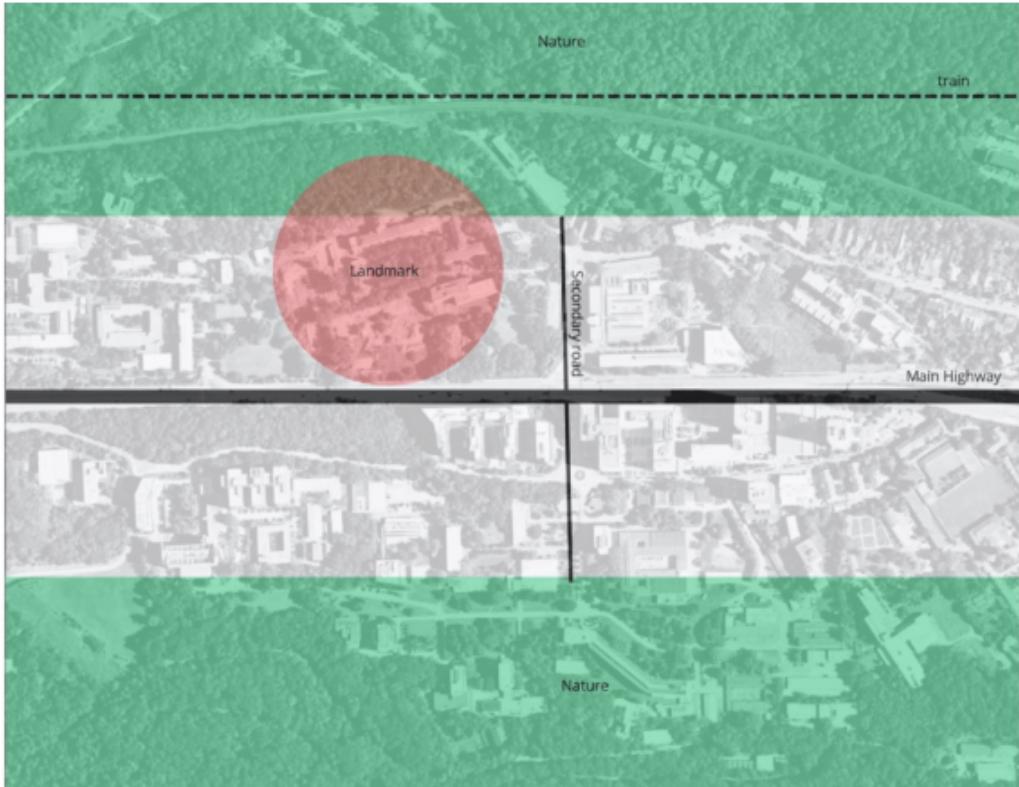
**SITE ANALYSES**  
DENSITY OF GREENERY

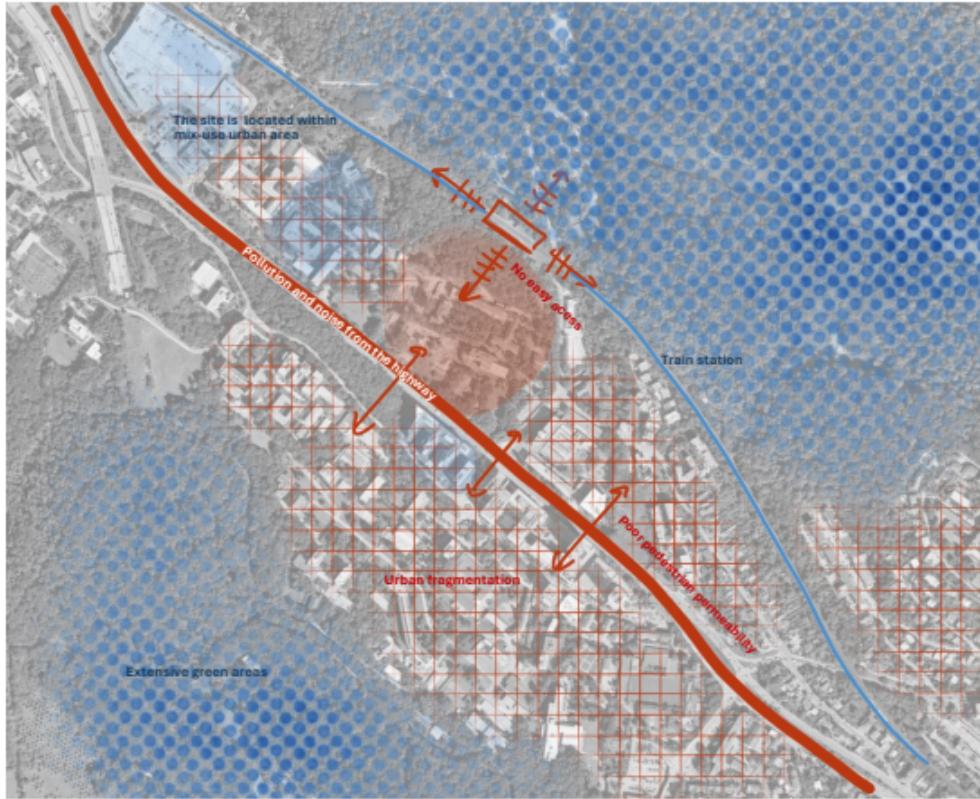




**SITE ANALYSES**  
MOVEMENT ROUTES







## SITE ANALYSES

### PROBLEMS AND POTENTIALS

# S

- Located at the gateway to Železná studnička, while other people have to drive or take a bus to get to the forest
- Walking distance to Patrónka, which is arguably the most important bus transfer point in Bratislava besides the main station.
- Train station (Železná studienka) right next to you.
- You are next to the SAV (Slovak Academy of Sciences) and the Business Zone

# W

- Noise Pollution, the trains crossing the "Červený most" and the massive traffic roar from Brnianska/Lamačská cesta (the main entry into the city).
- This area feels cut off from the rest of Karlova Ves by the forest and the hills. You don't have the local "neighborhood pub" or the walkable grocery store like in the main part of the district.

# O

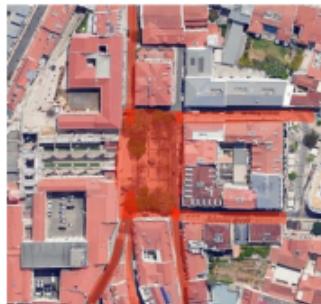
- The city has big plans to upgrade the train stop here into a proper TIOP (Terminal of Integrated Passenger Transport). If this happens, the connection between trains and buses will be seamless, increasing property value massively.
- A project here can market itself as "Forest Living in the City." You can target cyclists and eco-conscious buyers who want to commute via the forest trails rather than by car.

# T

- Patrónka is notorious. If there is a crash there, getting out of your location by car can be impossible for hours. You are sitting on the city's main artery.
- The Business Zone is constantly expanding. You might face years of construction cranes, dust, and trucks passing by your project.



Plaza de la Paja, Madrid

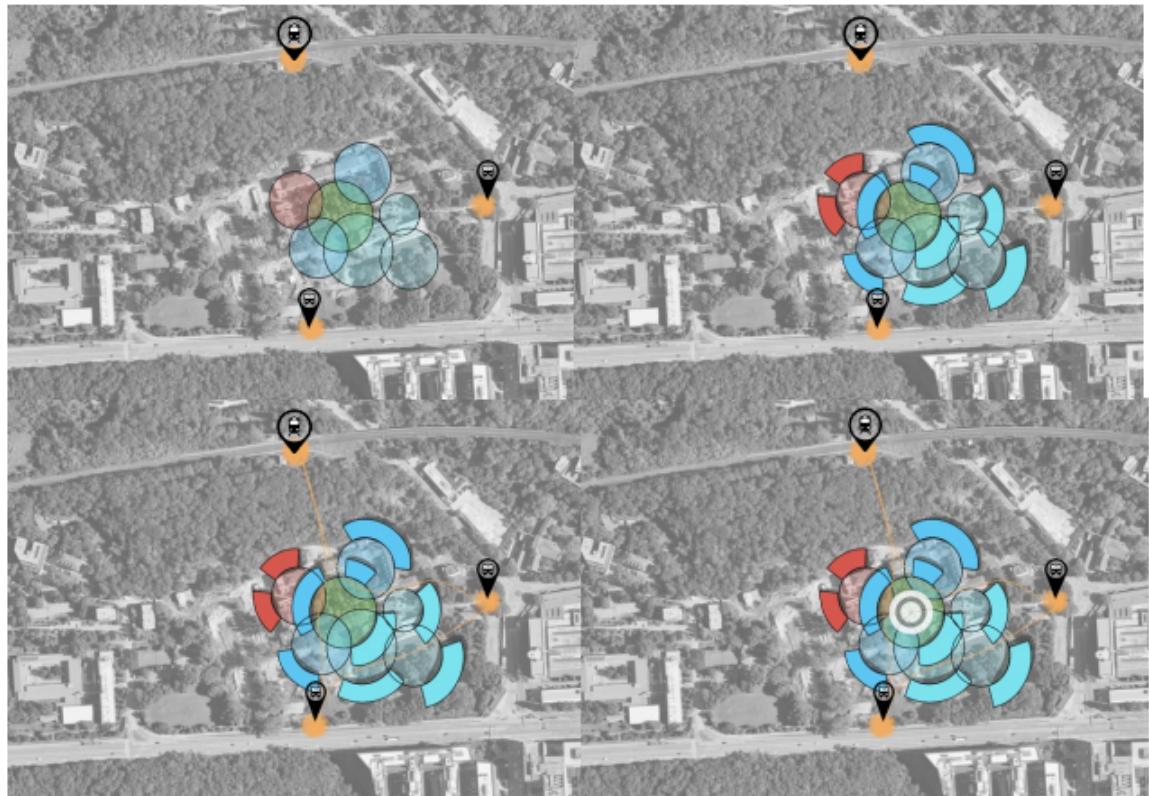


Nieuwmarkt, Amsterdam

Largo do Carmo, Lisbon

## URBAN CONCEPT

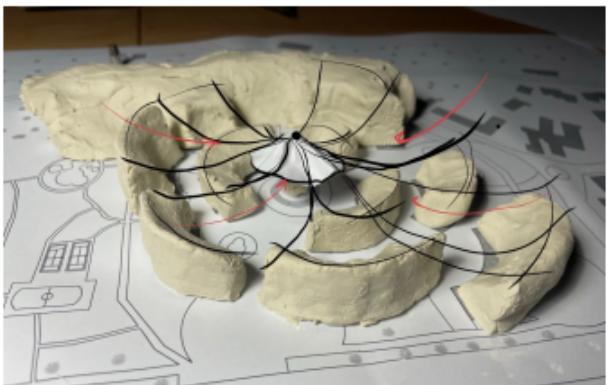
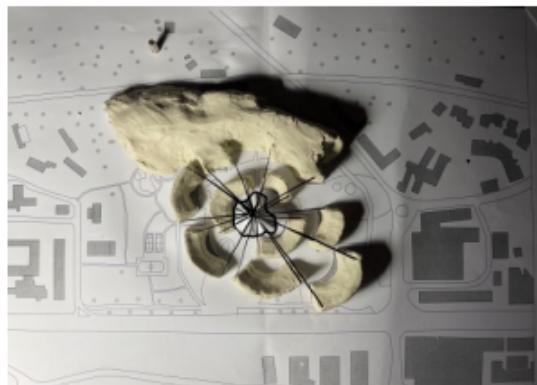
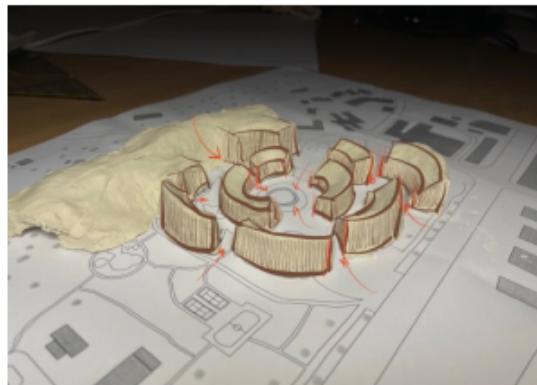
DIFFERENTS SCALES OF PLAZAS



## URBAN CONCEPT

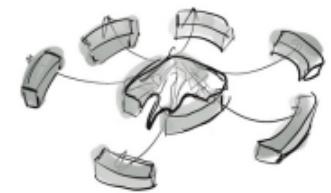
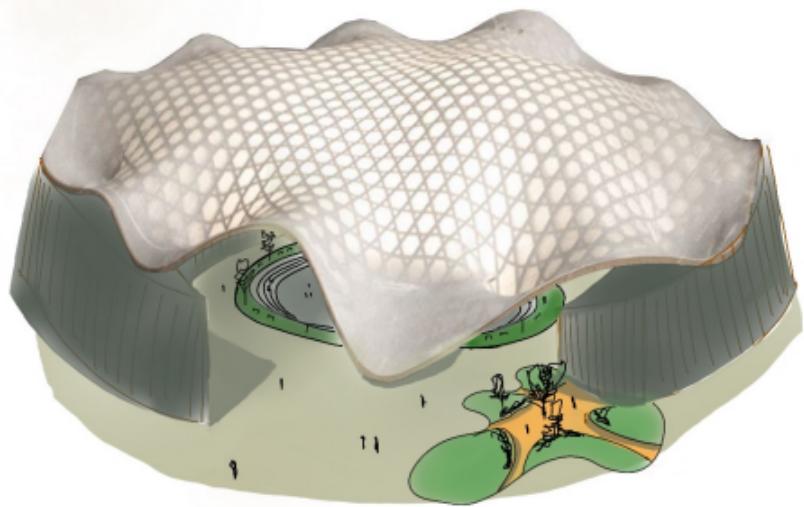
IDIOMGRAMS OF THE CONCEPT





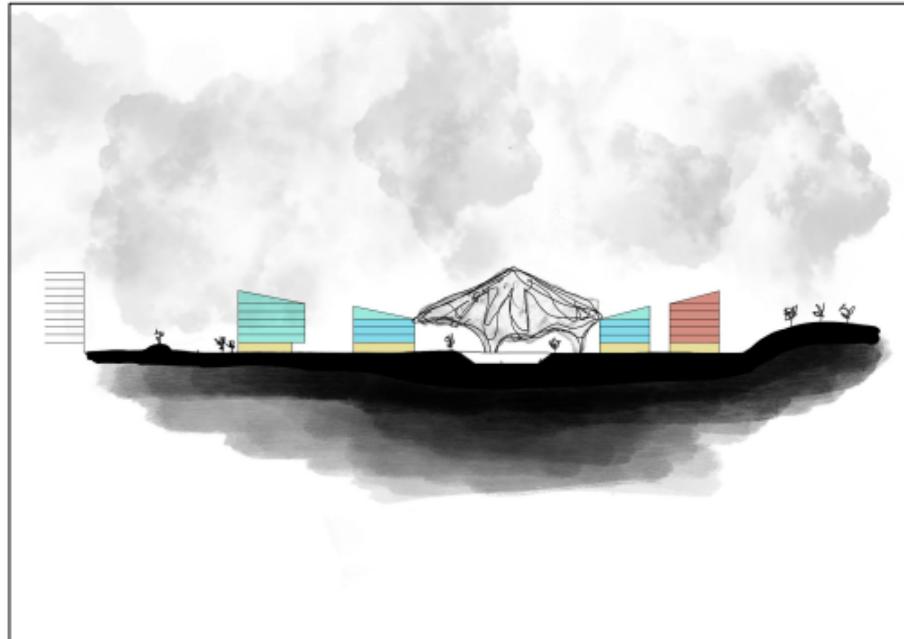
## CONCEPT

### MODELS



## CONCEPT

DRAWINGS



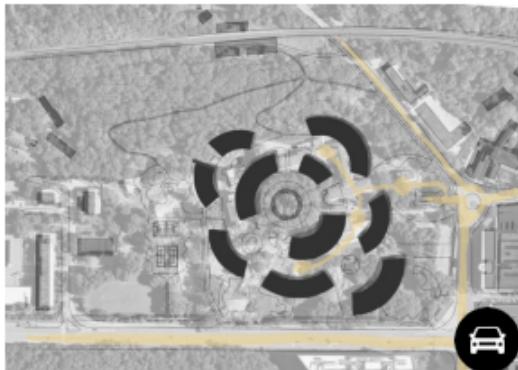
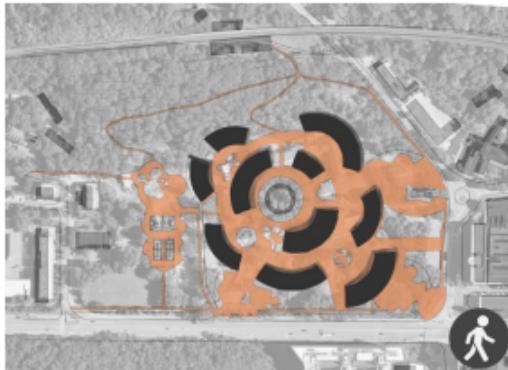
RETAIL  
RESIDENTIAL  
ESET HQ  
OFFICES



Centre Pompidou-Metz — Shigeru Ban & Jean de Gastines

## CONCEPT

SECTION

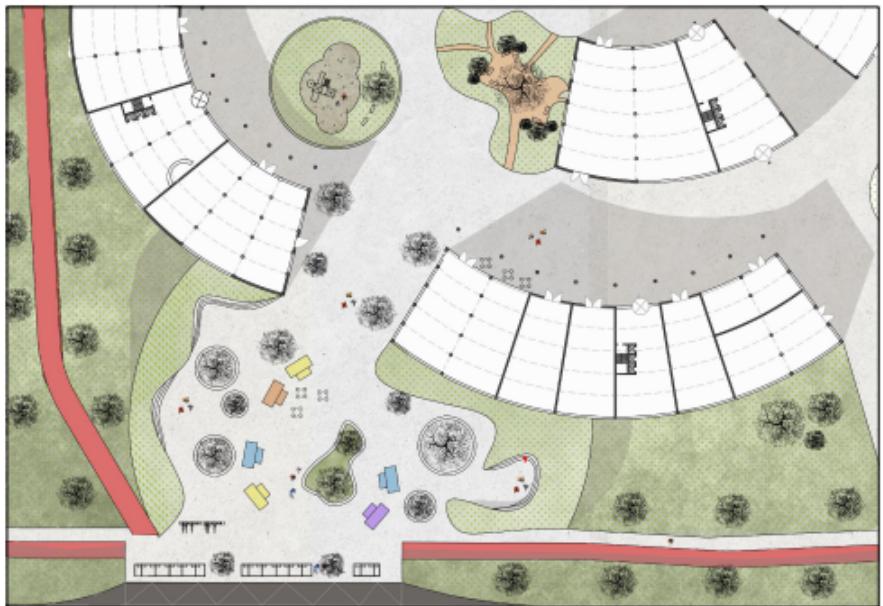


## CONCEPT

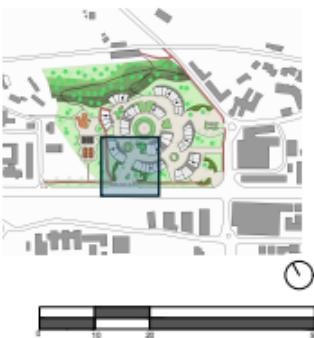
DIFFERENT MODES OF MOBILITY

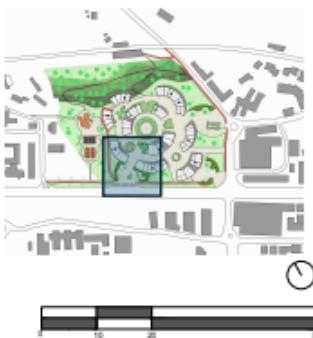
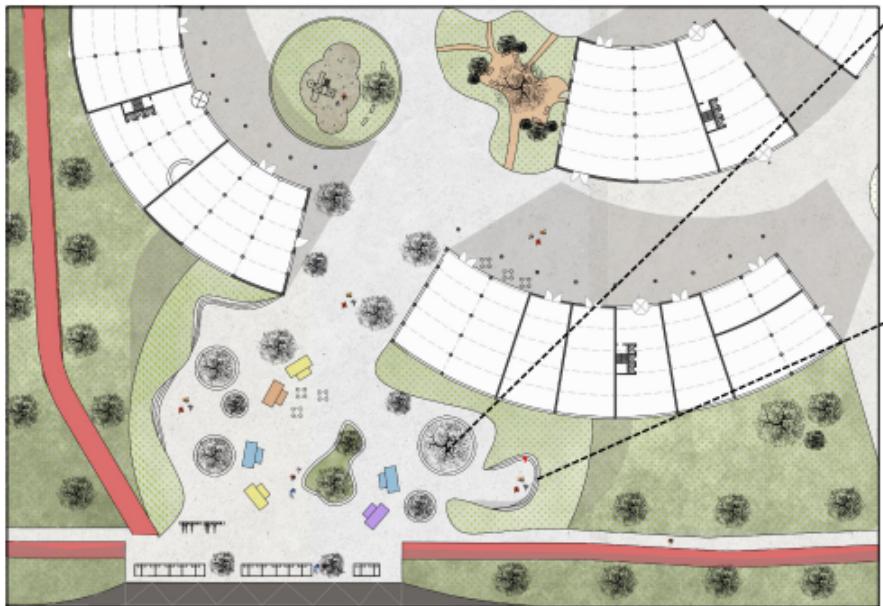


MASTERPLAN



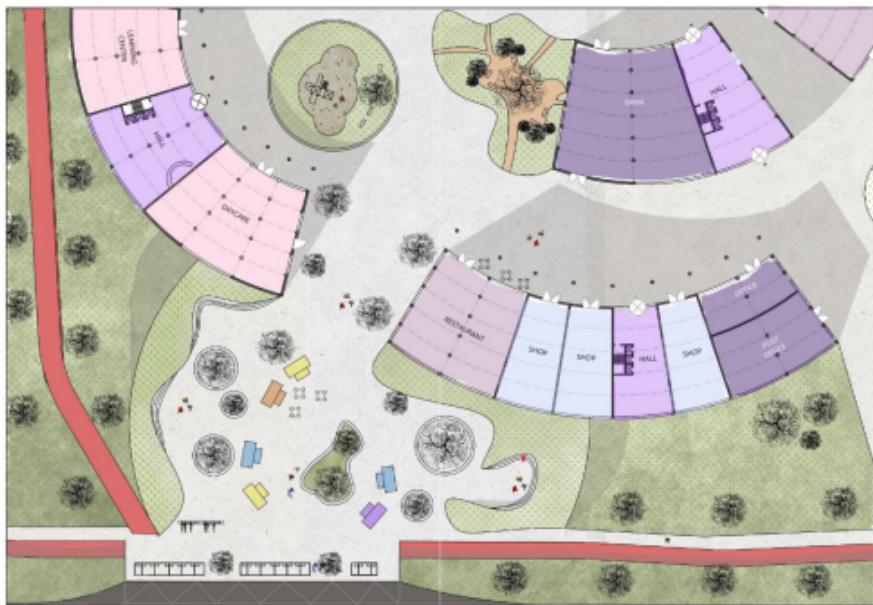
DETAIL 1





DETAIL 1

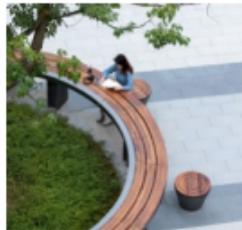
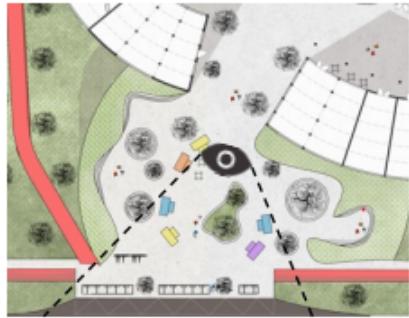
STU  
FAD



■ SERVICES  
■ FOOD SERVICES  
■ EDUCATION  
■ ACCESS AREA  
■ SHOPS

DETAIL 1  
FUNCTIONS OF RETAILS

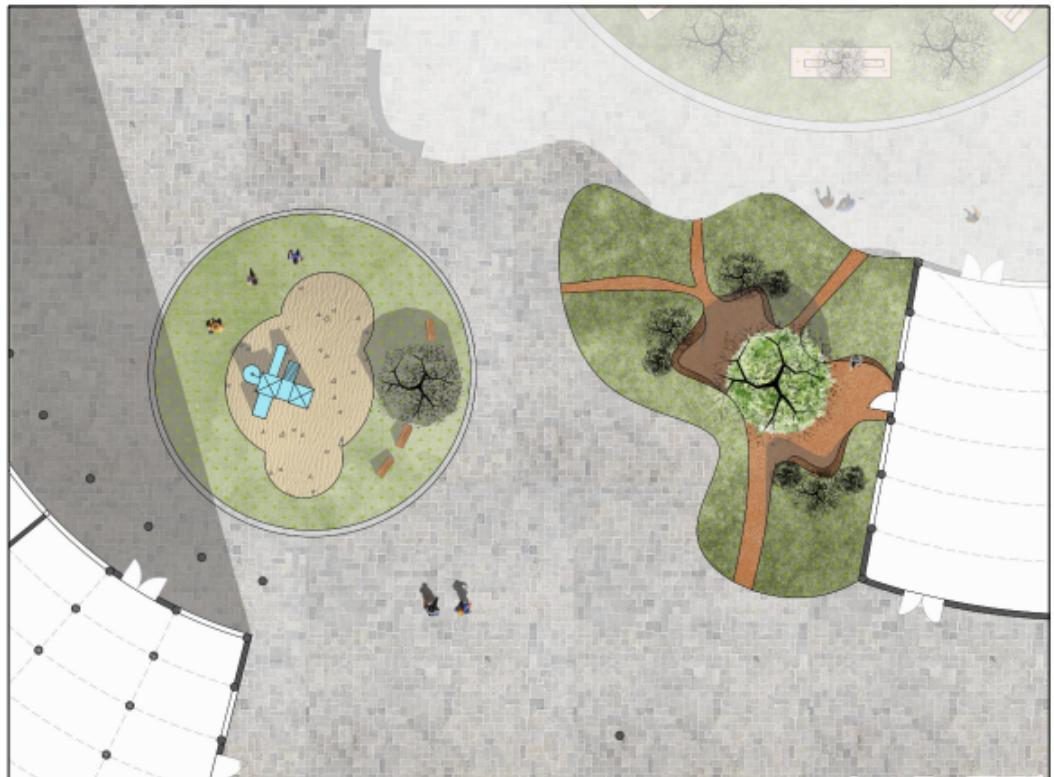




Multifunctional urban square featuring shaded areas provided by trees and built elements, cafes and food trucks, generous seating for eating and resting, pedestrian-friendly

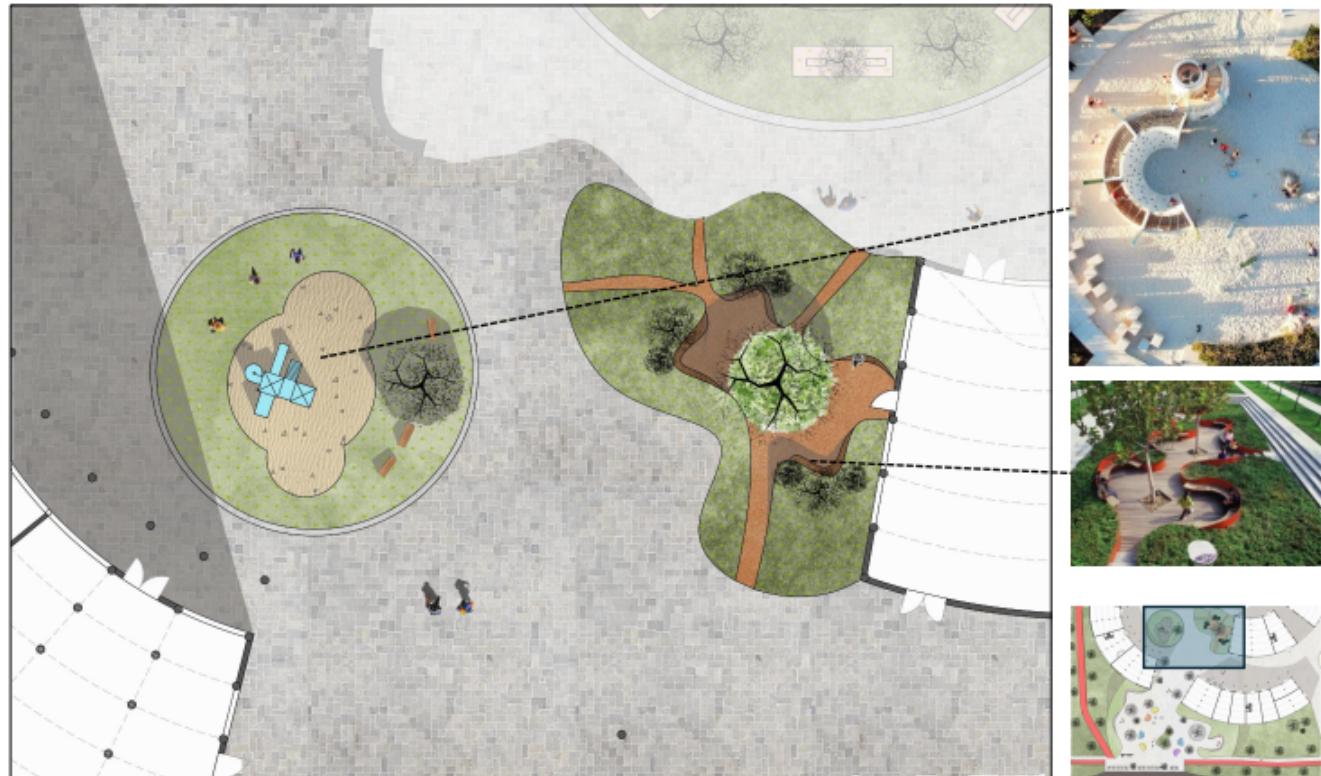


**DETAIL 1**  
EYE LEVEL VIEW



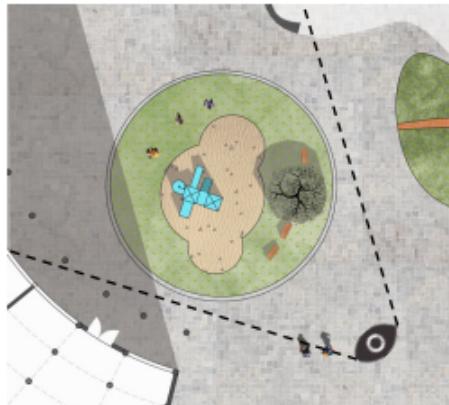
DETAIL 2





DETAIL 2



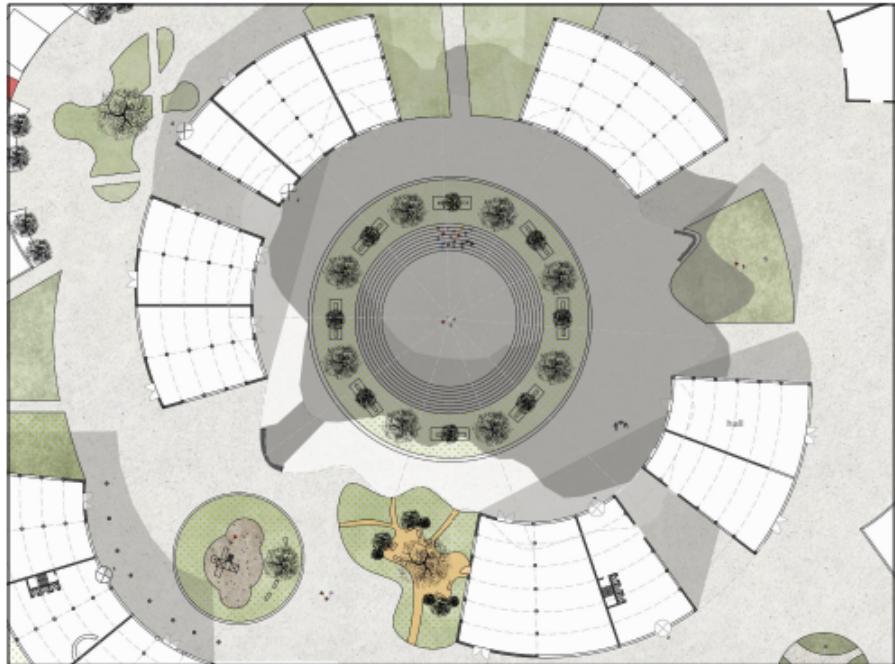


A children's playground with sand for safe falls, combined with seating benches for adults



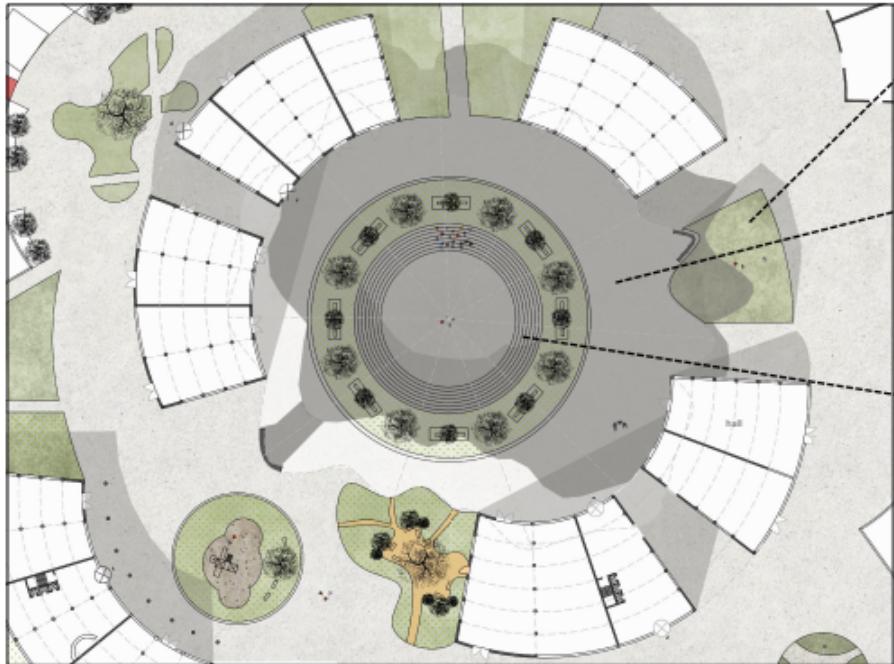
**DETAIL 2**  
EYE LEVEL VIEW



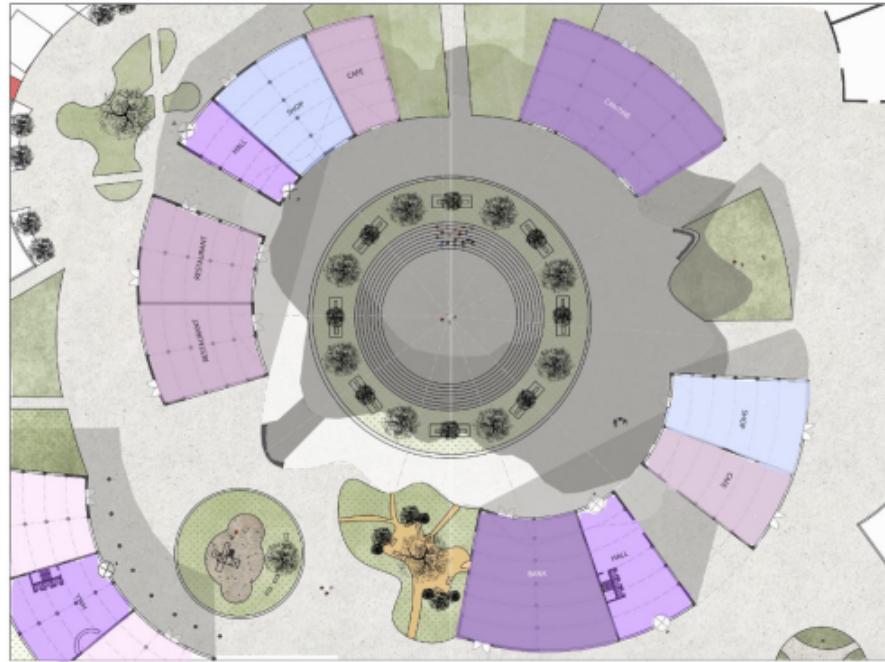


DETAIL 3

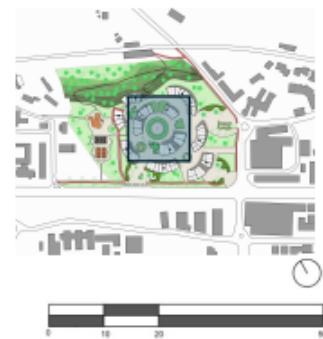




DETAIL 3



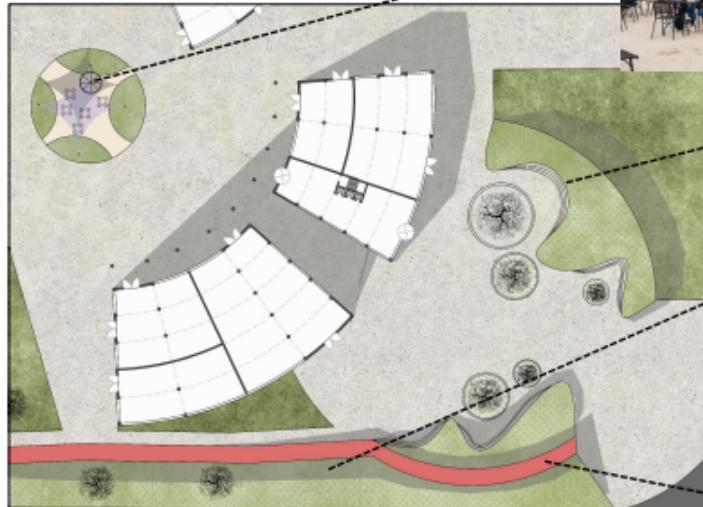
- SERVICES
- FOOD SERVICES
- EDUCATION
- ACCESS AREA
- SHOPS



**DETAIL 3**  
FUNCTIONS OF RETAILS



DETAIL 4



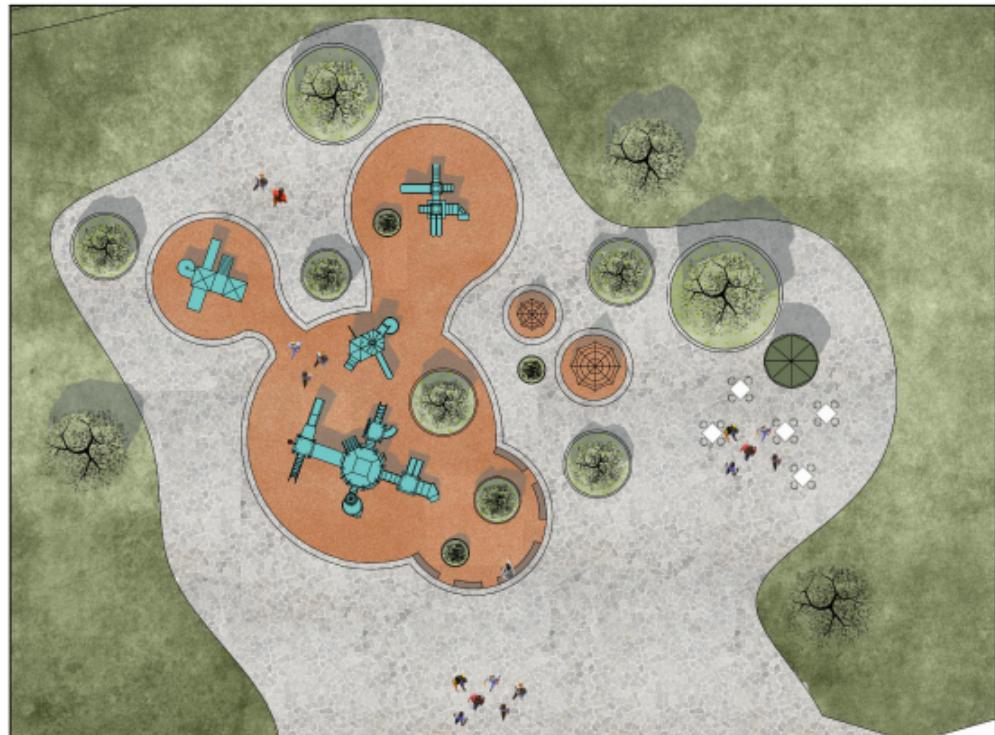
DETAIL 4



- FOOD SERVICES
- ACCESS AREA
- CULTURE

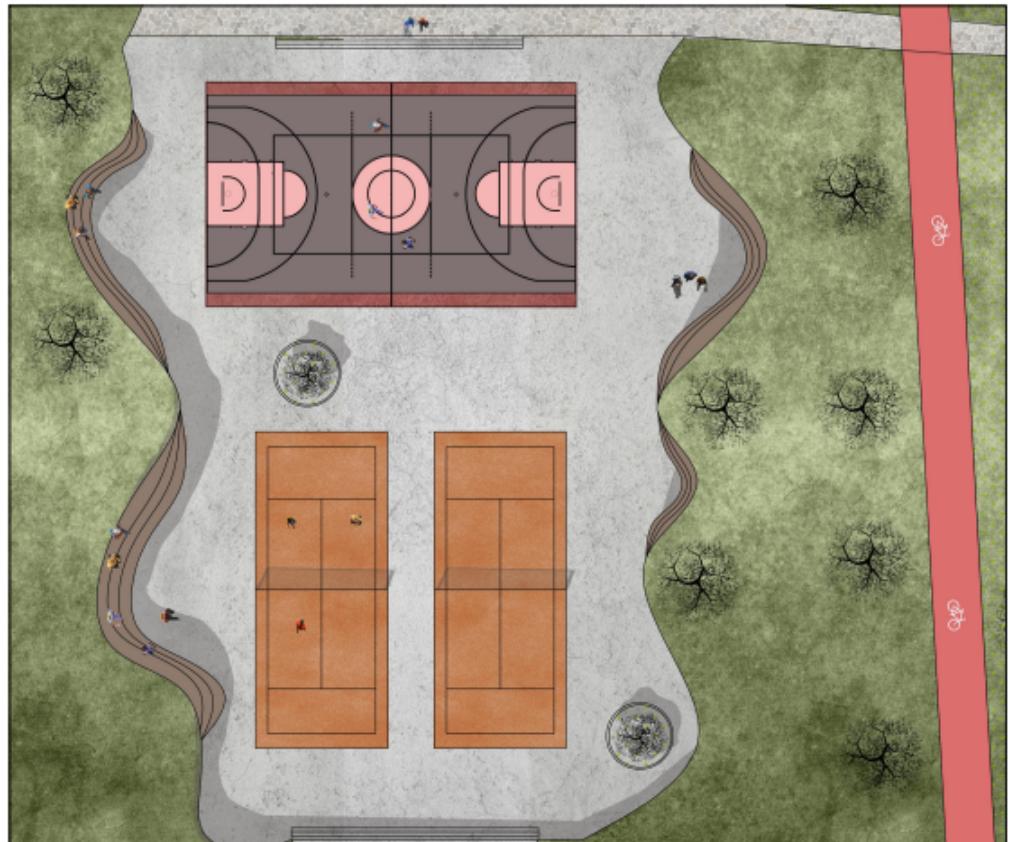
DETAIL 4  
FUNCTIONS OF RETAILS





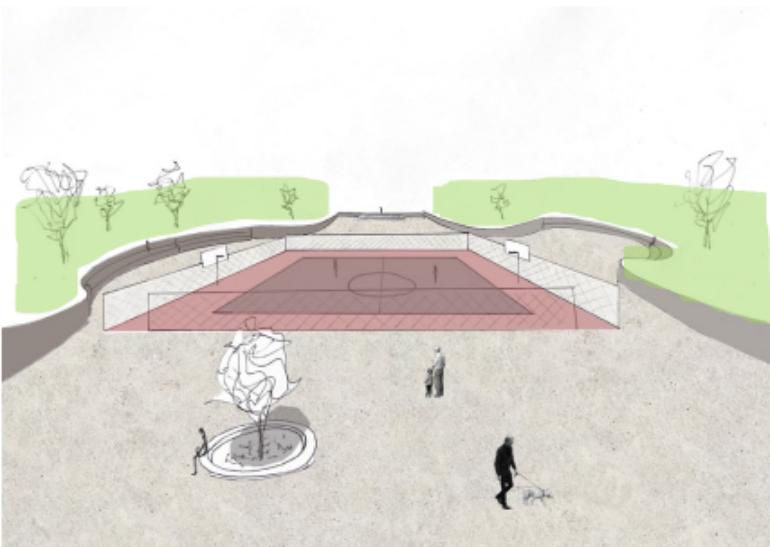
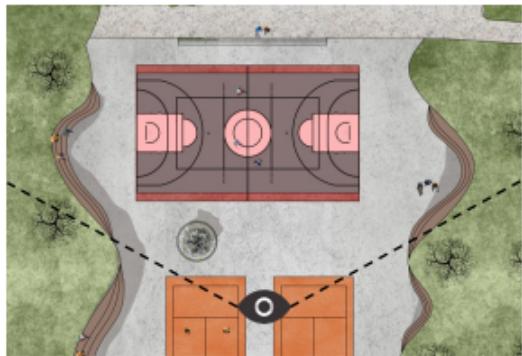
DETAIL 6

STU  
FAD



DETAIL 7





Seating integrated around trees,  
creating shaded resting areas.  
Landscape-integrated seating  
providing visual connection to the  
sports area



**DETAIL 3**  
EYE LEVEL VIEW

Program	Minimum required area	Area of the project
ESET HQ	25000 m2	30227 m2
Retail	5000 m2	13820 m2
Residencial	5000 - 7000 m2	11052 m2
Mulit purpose hall	2000 people	2000 - 2250 people
Offices	10000 m2	25276 m2



#### FUNCTIONAL AREA BREAKDOWN

