

MASTER

Move it!

dynamica in de woningbouw

Kanters, J.H.M.

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2010

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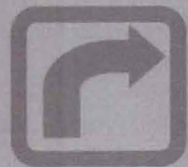
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MOVE IT!

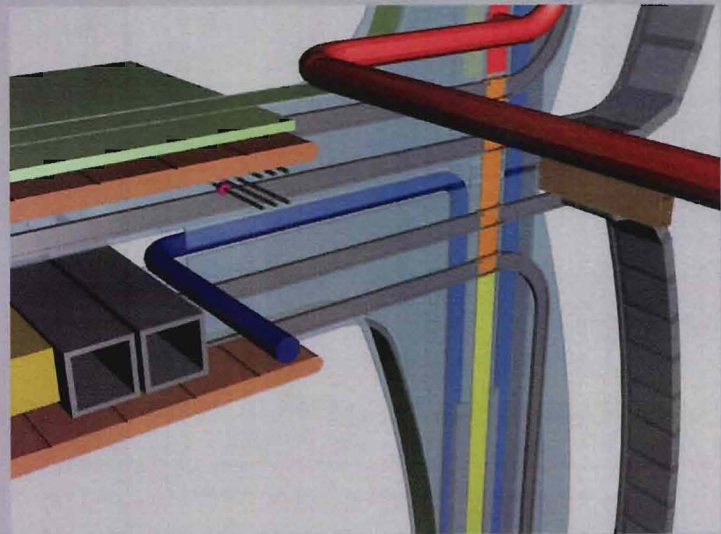
DYNAMICA IN DE WONINGBOUW

MOVE IT! DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

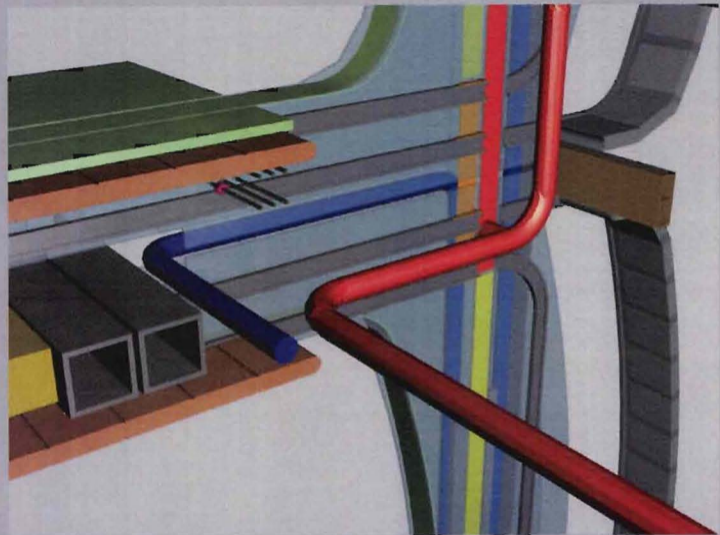


WONINGBOUW _ ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



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DYNAMICA IN DE WONINGBOUW

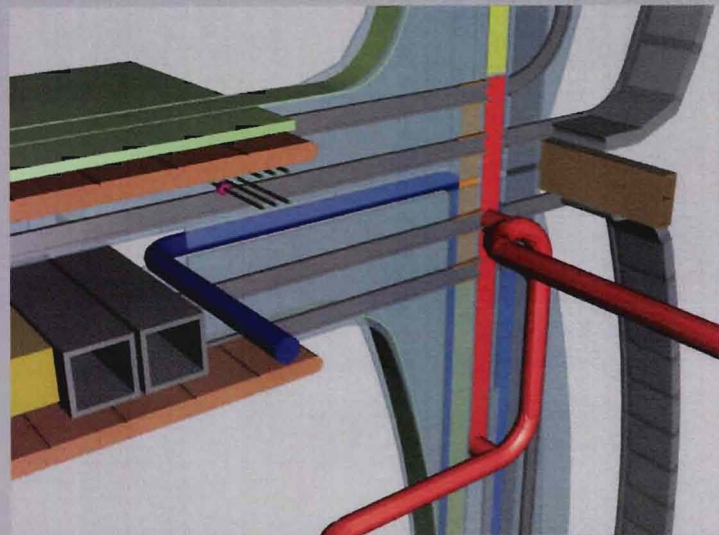


BOUW_ ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW



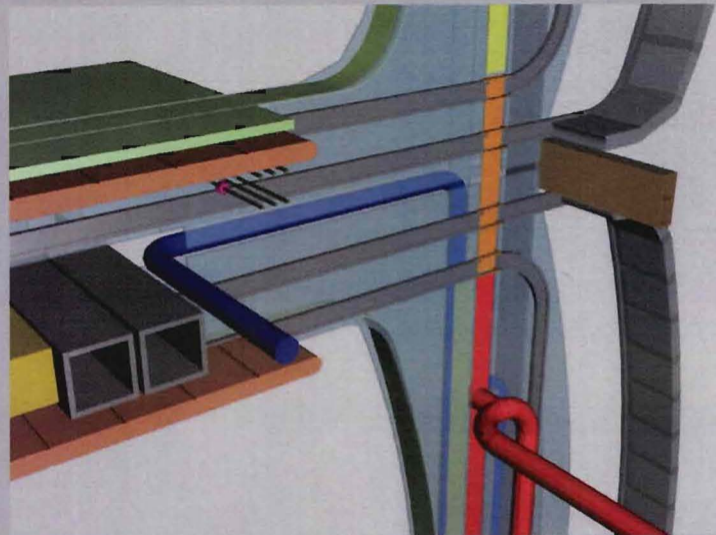
MOVE IT! | DYNAMICA IN DE WONINGBOUW

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MOVE IT!

DYNAMICA IN DE WONINGBOUW



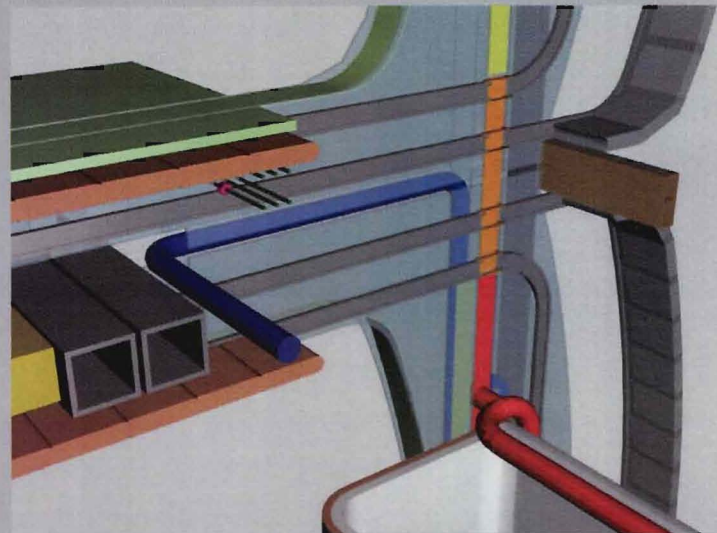
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DYNAMICA IN DE WONINGBOUW



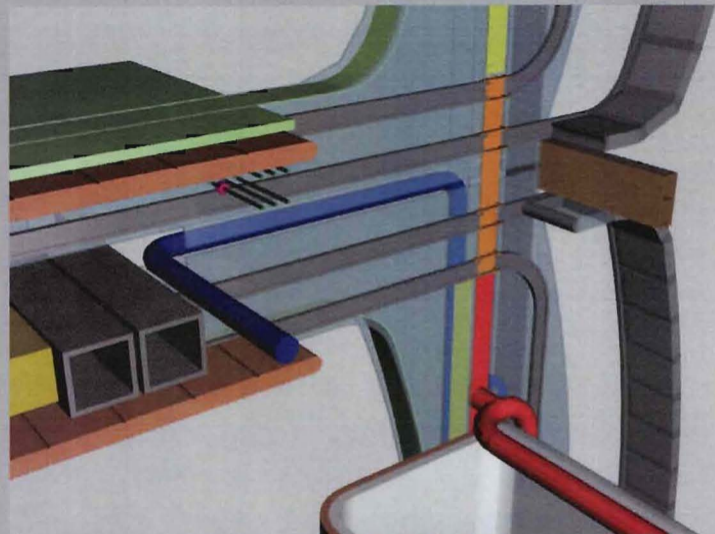
DYNAMICA IN DE WONINGBOUW

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DYNAMICA IN DE WONINGBOUW

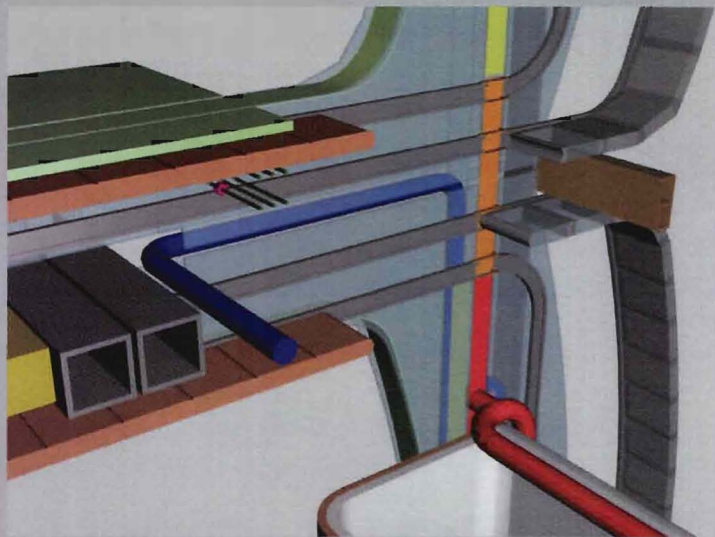


DYNAMICA IN DE WONINGBOUW **MOVE IT!** BY



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DYNAMICA IN DE WONINGBOUW

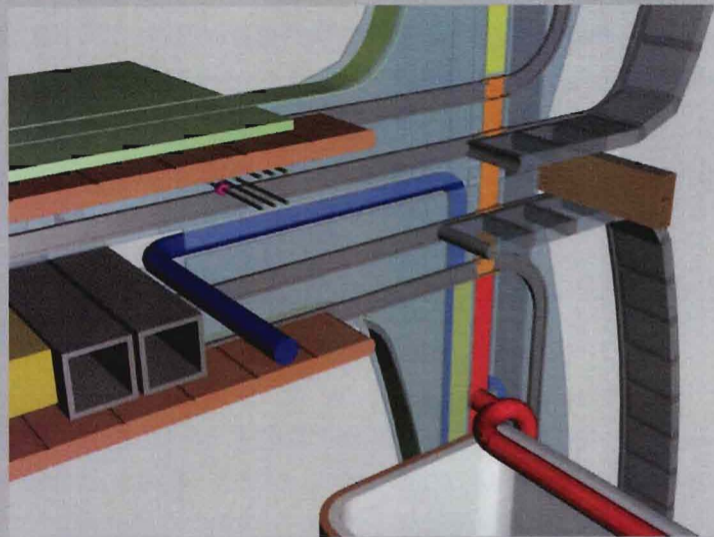


DYNAMICA IN DE WONINGBOUW **MOVE IT!** DYNAMICA



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DYNAMICA IN DE WONINGBOUW

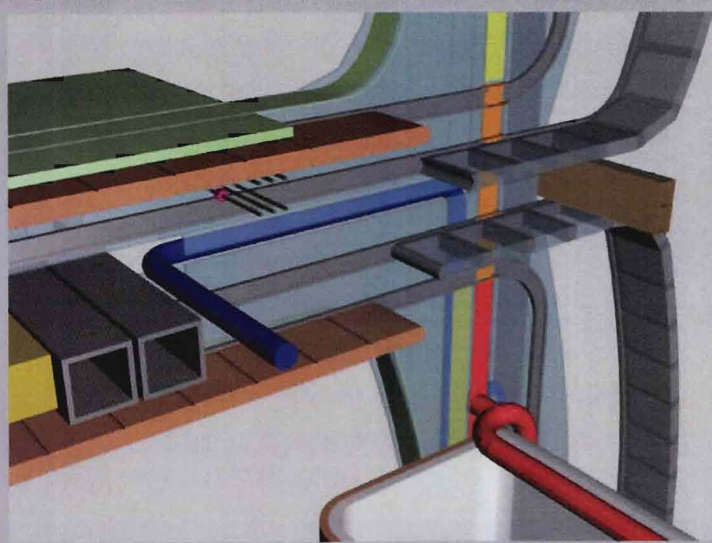


IN DE WONINGBOUW — **MOVE IT!** DYNAMICA



MOVE IT!

DYNAMICA IN DE WONINGBOUW

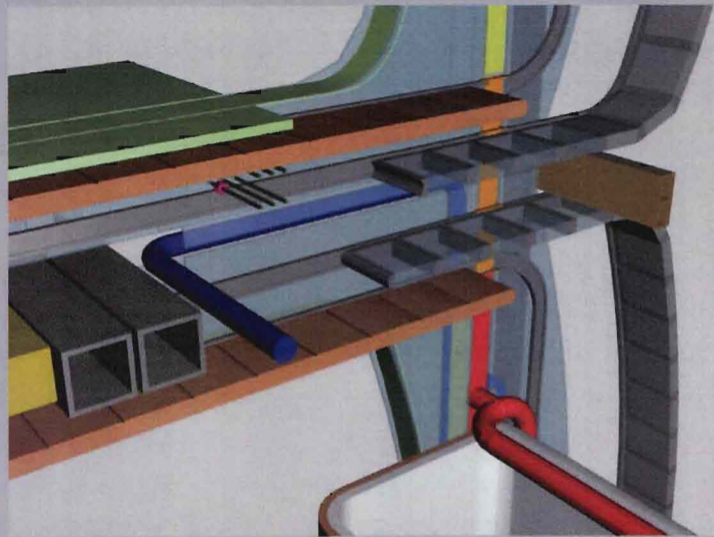


DE WONINGBOUW **MOVE IT** | DYNAMICA IN



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DYNAMICA IN DE WONINGBOUW

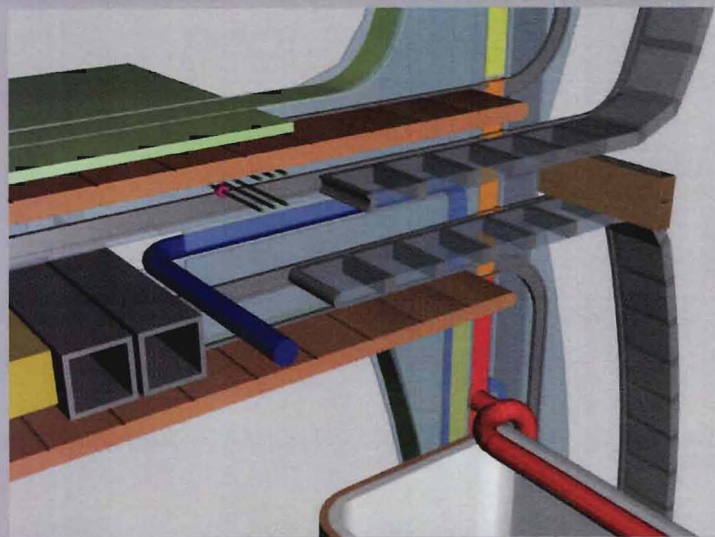


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DYNAMICA IN DE WONINGBOUW

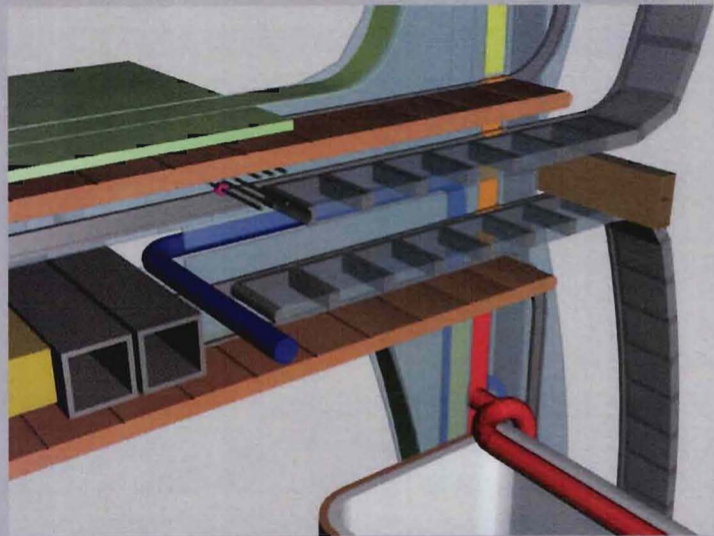


WONINGBOUW **MOVE IT!** DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW



DUW ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



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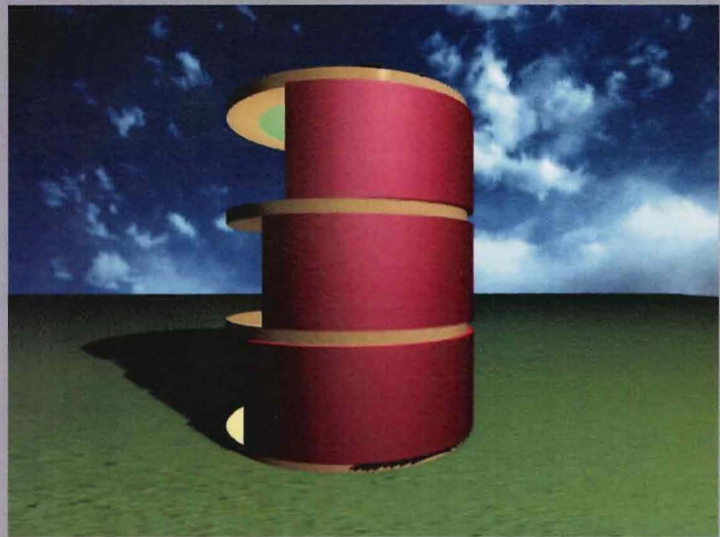
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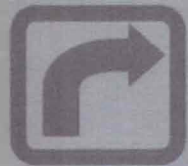


MOVE IT!

DYNAMICA IN DE WONINGBOUW

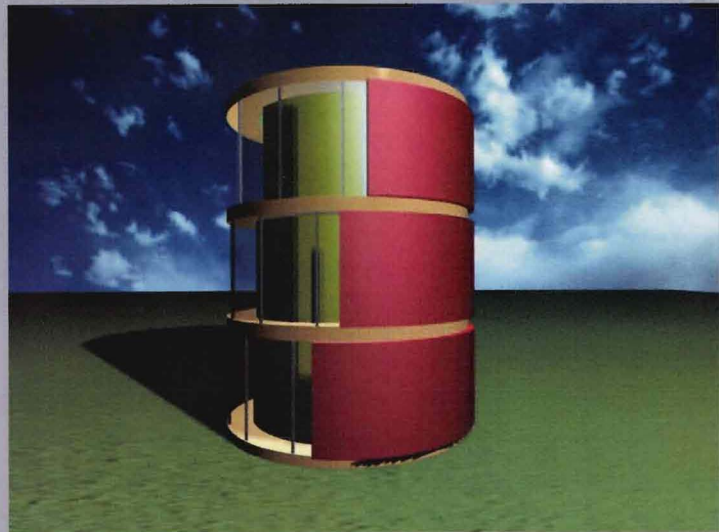


WONINGBOUW ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

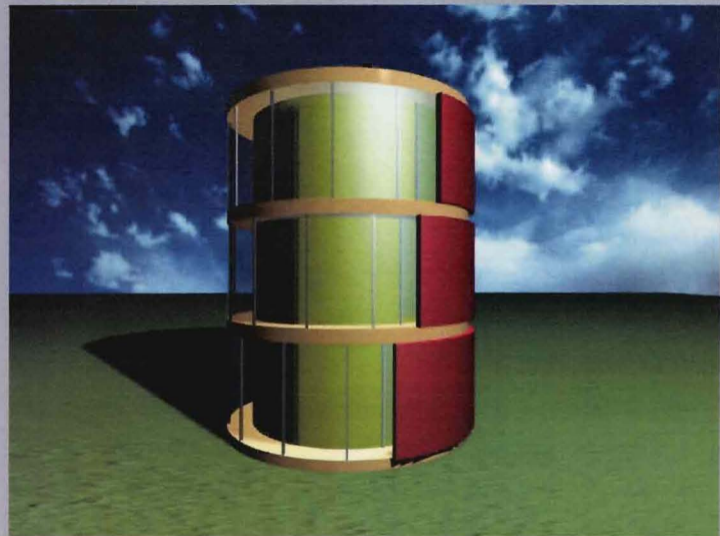


DUW ***MOVE IT!*** | DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

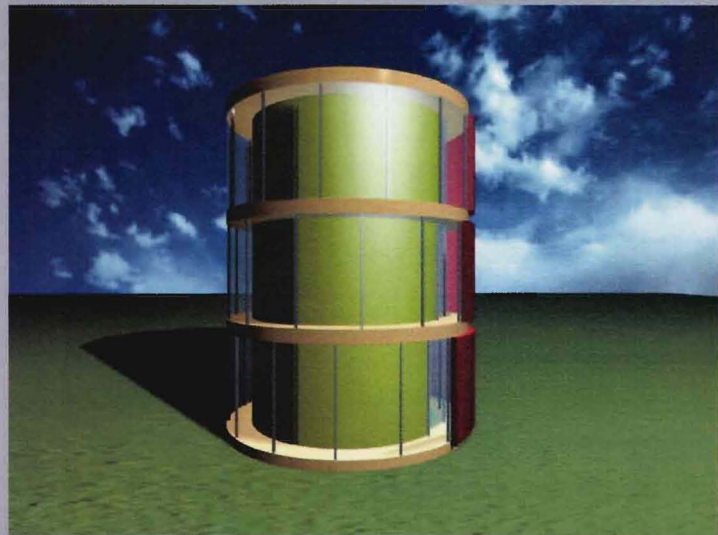


MOVE IT! DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

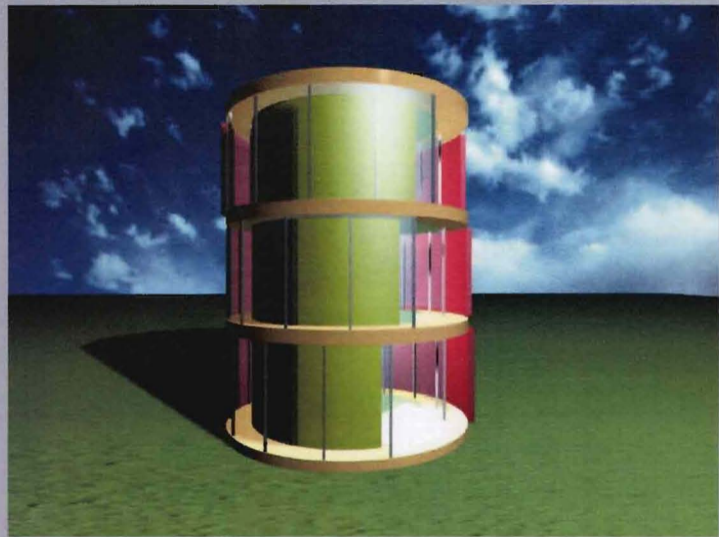


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DYNAMICA IN DE WONINGBOUW



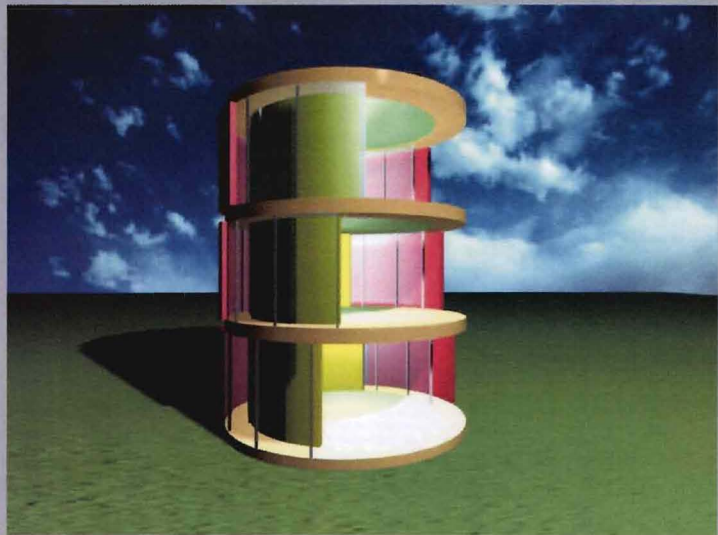
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MOVE IT!

DYNAMICA IN DE WONINGBOUW

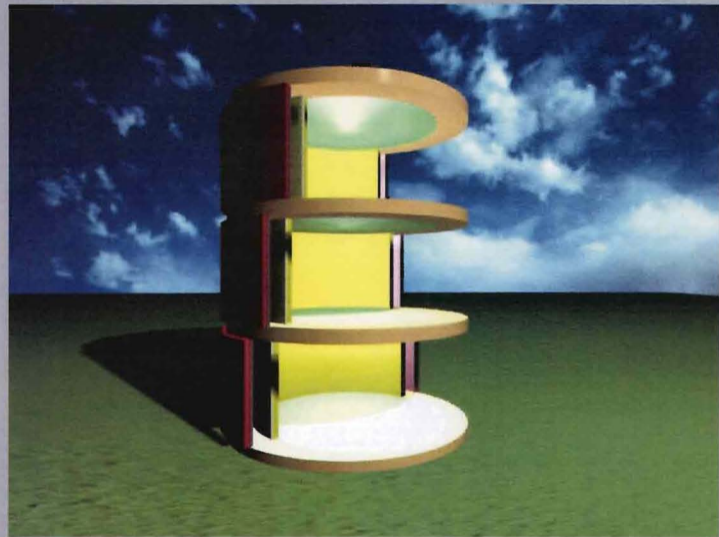


DYNAMICA IN DE WONINGBOUW ***MOVE IT!***



MOVE IT!

DYNAMICA IN DE WONINGBOUW

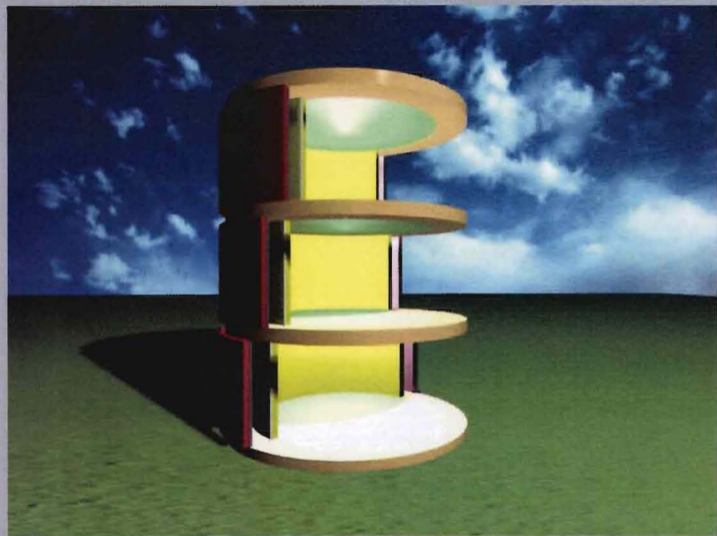


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MOVE IT!

DYNAMICA IN DE WONINGBOUW

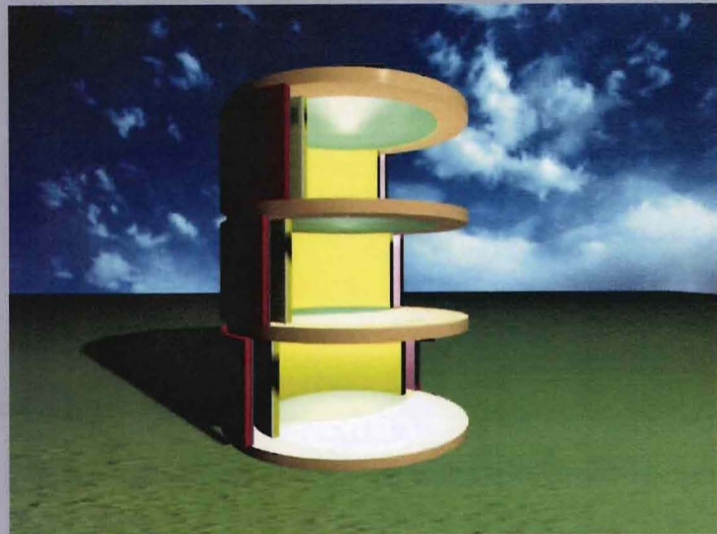


ICA IN DE WONINGBOUW ***MOVE IT!*** DYNAMICA



MOVE IT!

DYNAMICA IN DE WONINGBOUW

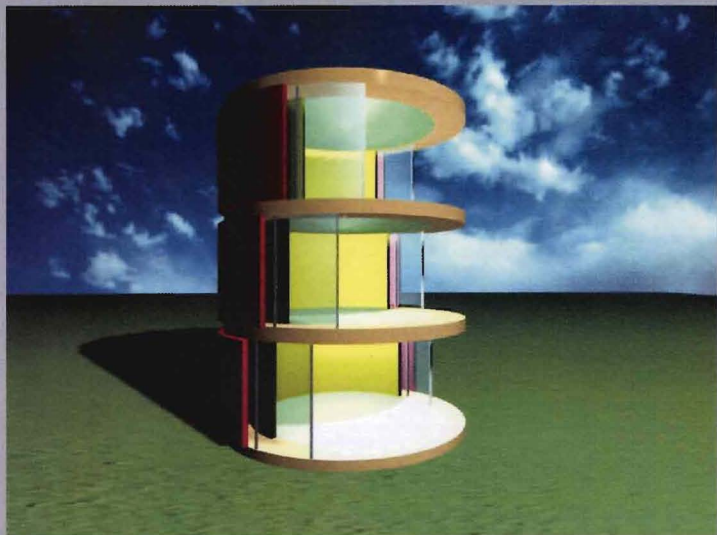


IN DE WONINGBOUW — ***MOVE IT!*** DYNAMICA



MOVE IT!

DYNAMICA IN DE WONINGBOUW



DE WONINGBOUW — ***MOVE IT!*** — DYNAMICA IN

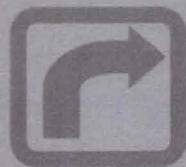


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DYNAMICA IN DE WONINGBOUW

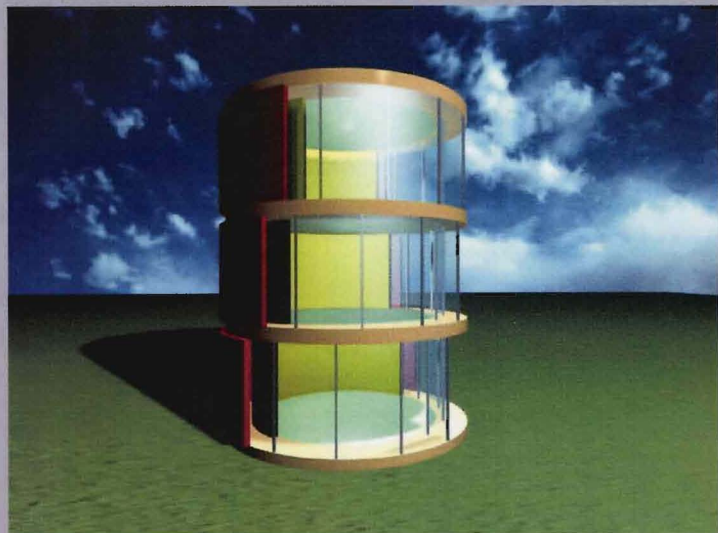


WONINGBOUW **MOVE IT!** DYNAMICA IN DE W



MOVE IT!

DYNAMICA IN DE WONINGBOUW



WONINGBOUW ***MOVE IT*** | DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

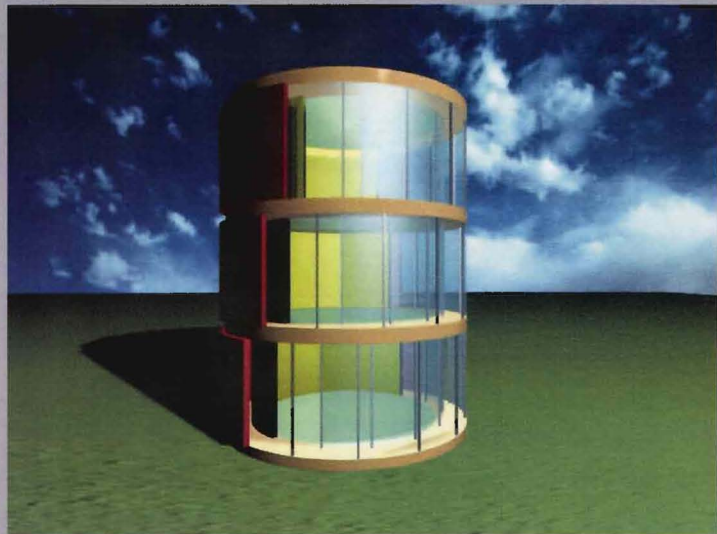


DUW_ ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

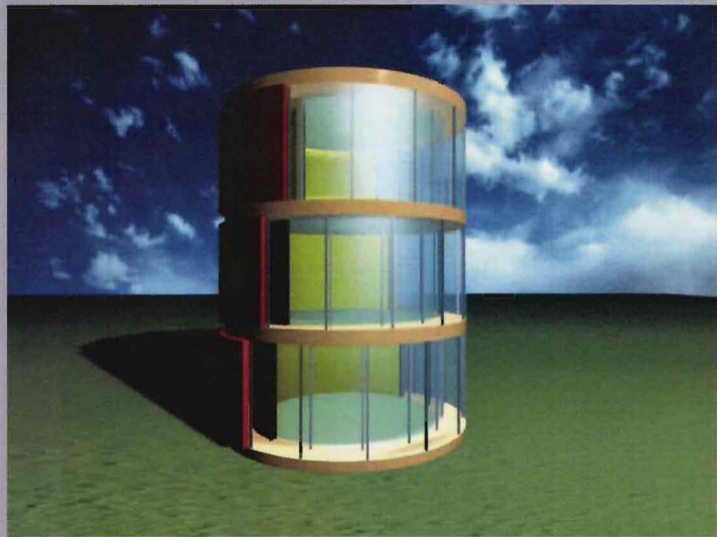


MOVE IT! DYNAMICA IN DE WONINGBOUW **MO**



MOVE IT!

DYNAMICA IN DE WONINGBOUW



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MOVE IT!

DYNAMICA IN DE WONINGBOUW

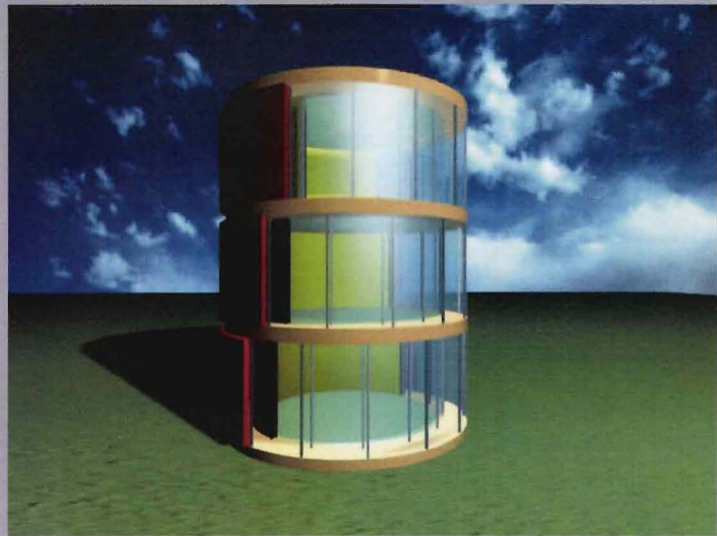


DYNAMICA IN DE WONINGBOUW ***MOVE IT!***



MOVE IT!

DYNAMICA IN DE WONINGBOUW

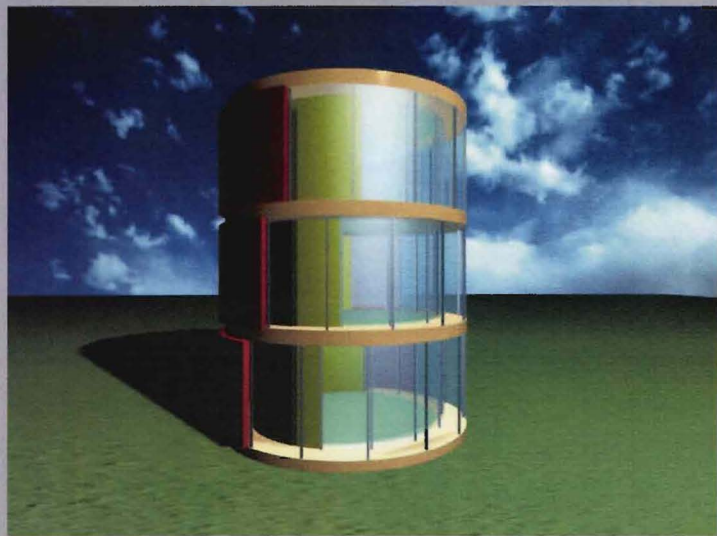


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MOVE IT!

DYNAMICA IN DE WONINGBOUW

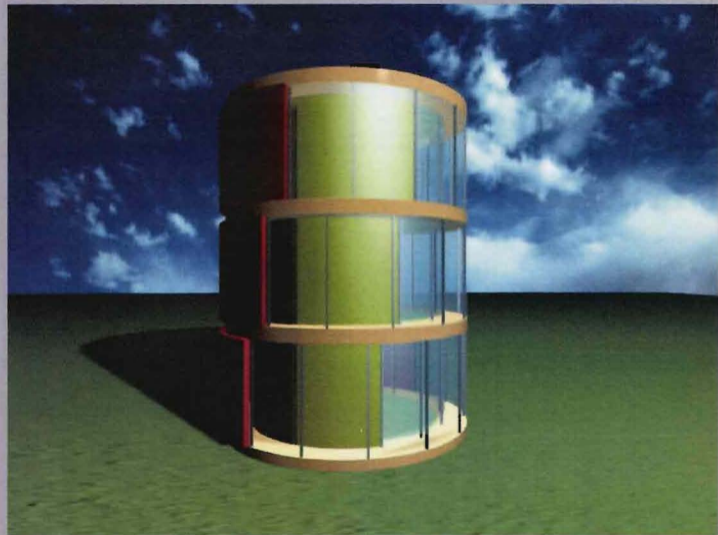


DYNAMICA IN DE WONINGBOUW ***MOVE IT!*** DYNAMICA



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DYNAMICA IN DE WONINGBOUW

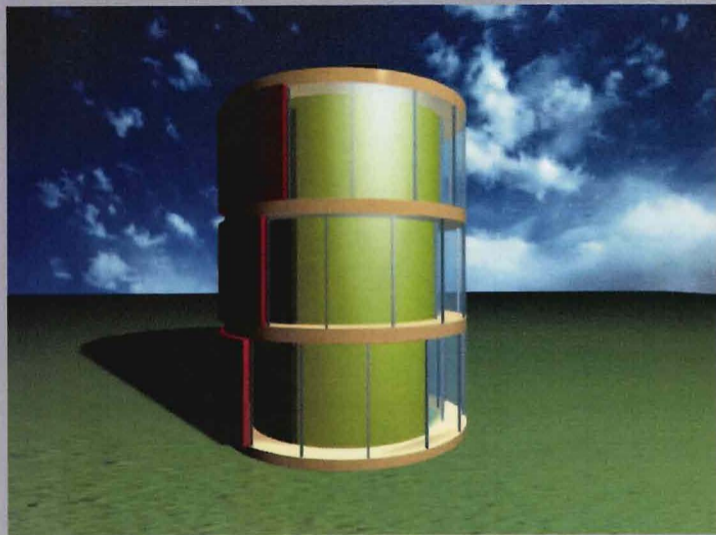


IN DE WONINGBOUW — ***MOVE IT!*** DYNAMICA



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DYNAMICA IN DE WONINGBOUW

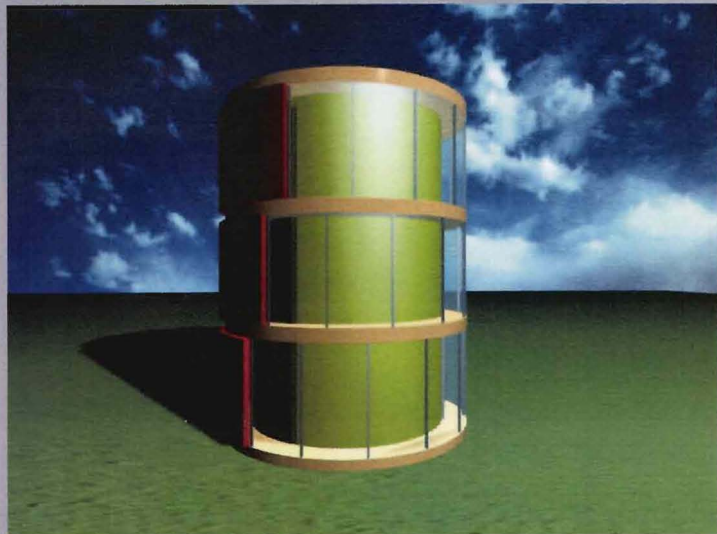


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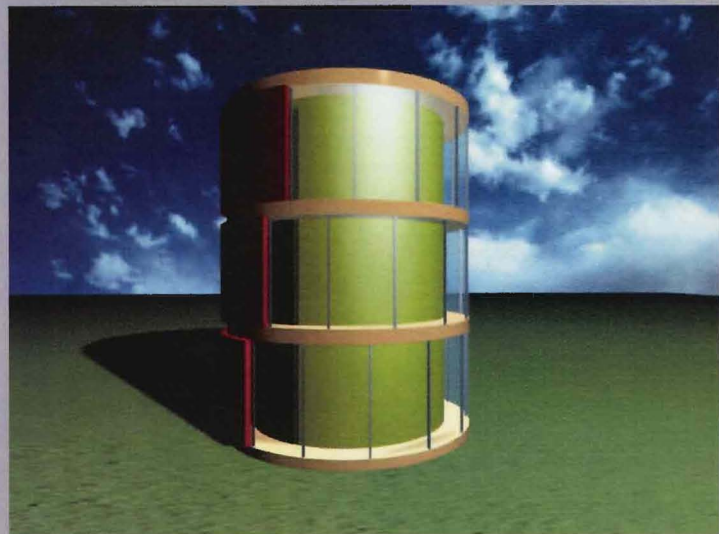


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DYNAMICA IN DE WONINGBOUW

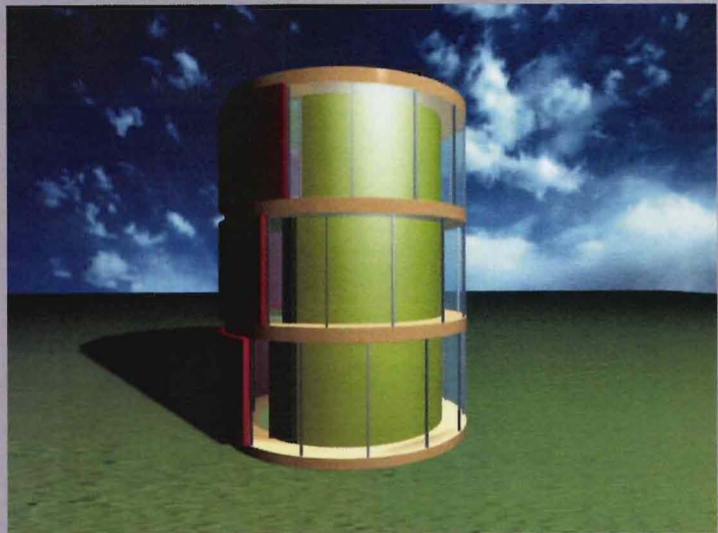


WONINGBOUW ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



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DYNAMICA IN DE WONINGBOUW



BOUW ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



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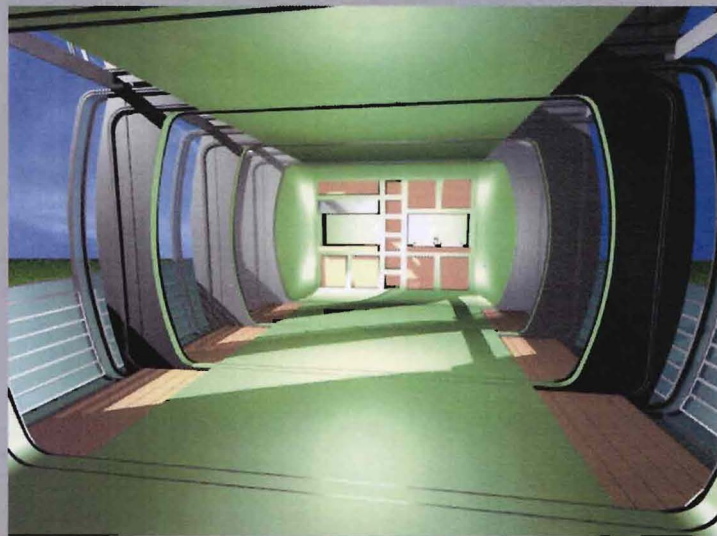
DYNAMICA IN DE WONINGBOUW

MOVE IT! DYNAMICA IN DE WONINGBOUW



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DYNAMICA IN DE WONINGBOUW

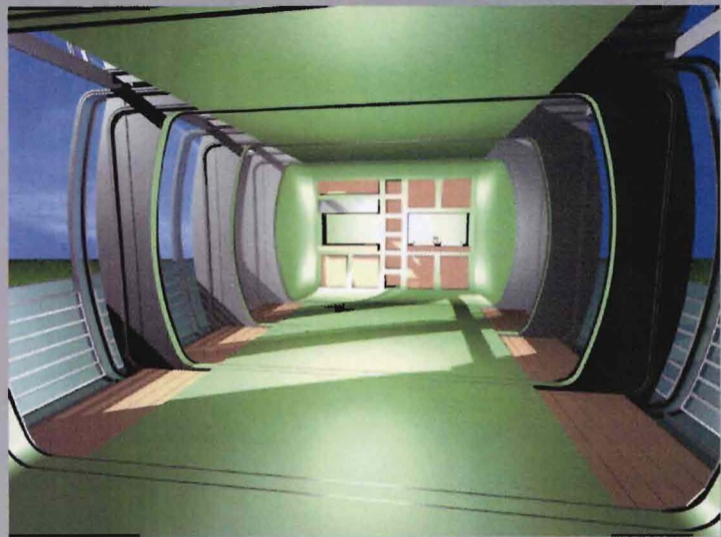


DYNAMICA IN DE WONINGBOUW ***MOVE IT!***



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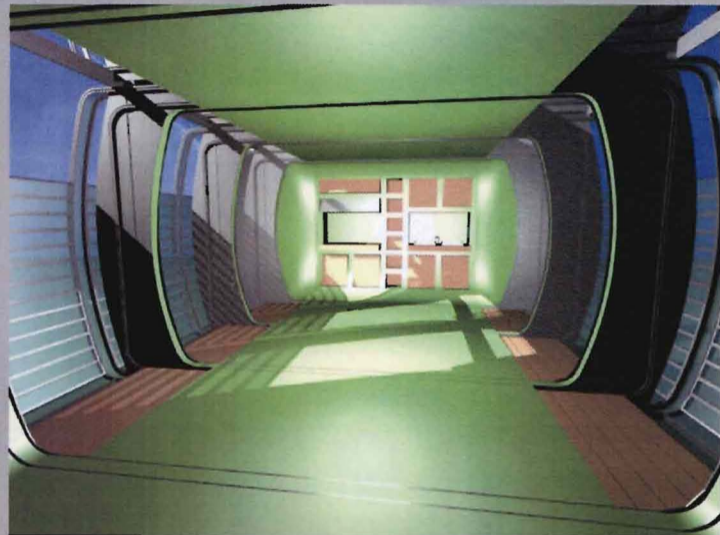


DYNAMICA IN DE WONINGBOUW ***MOVE IT!***



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DYNAMICA IN DE WONINGBOUW

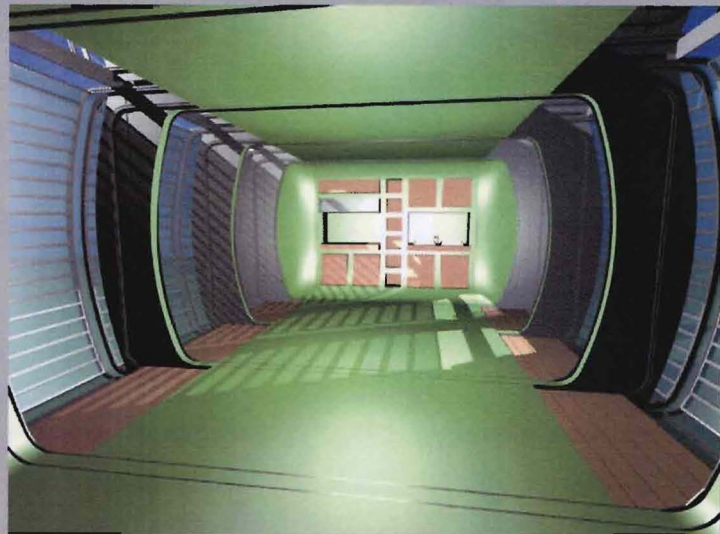


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DYNAMICA IN DE WONINGBOUW

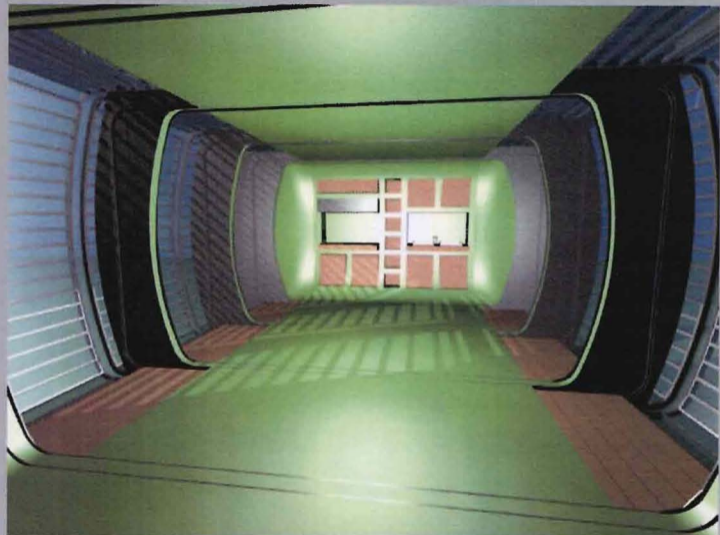


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DYNAMICA IN DE WONINGBOUW

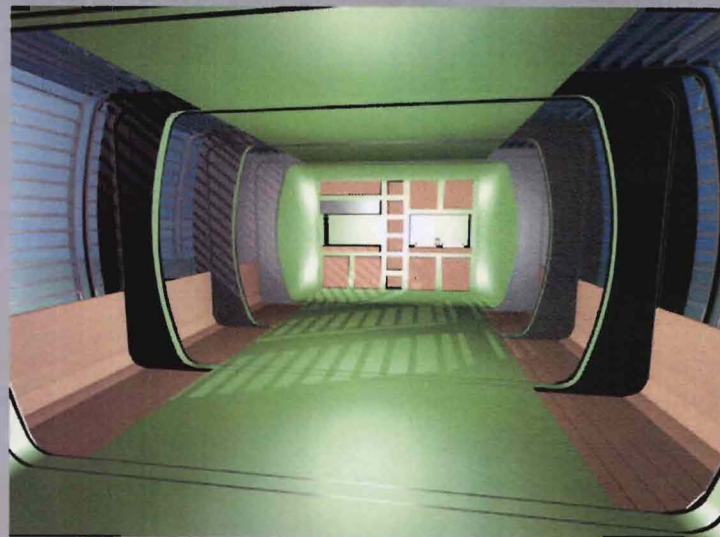


IN DE WONINGBOUW ***MOVE IT!*** DYNAMICA



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DYNAMICA IN DE WONINGBOUW



DE WONINGBOUW ***MOVE IT!*** DYNAMICA IN



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DYNAMICA IN DE WONINGBOUW

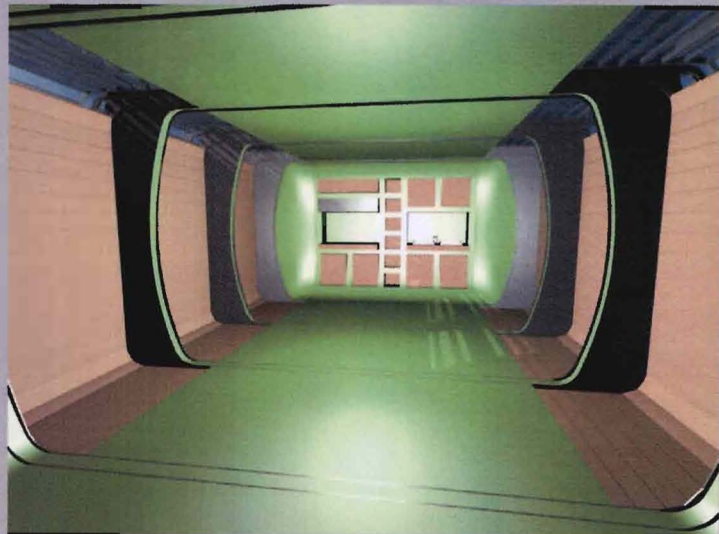


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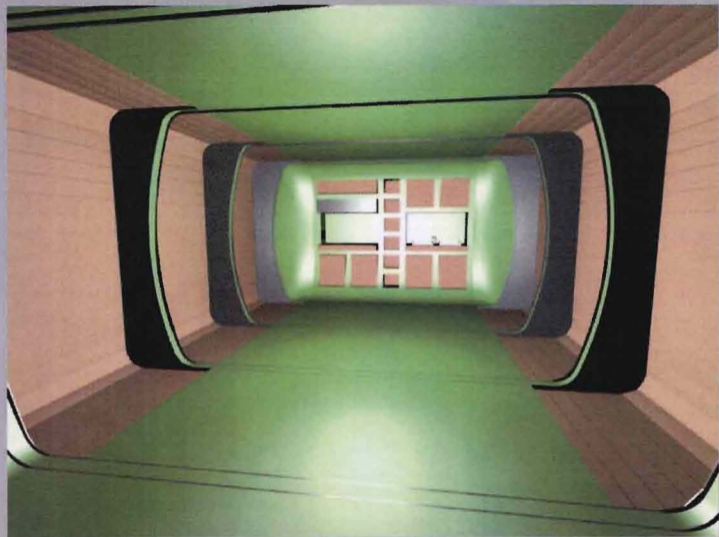


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DYNAMICA IN DE WONINGBOUW

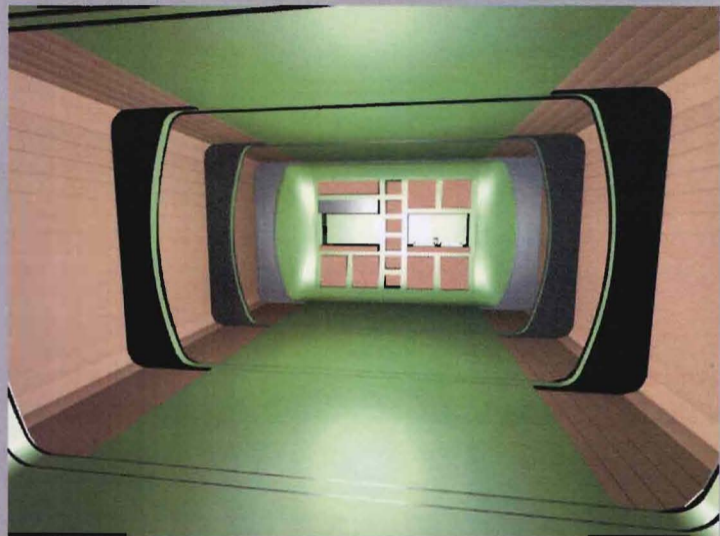


DUW_ ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



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DYNAMICA IN DE WONINGBOUW



DYNAMICA IN DE WONINGBOUW — ***MOVE IT!*** BY



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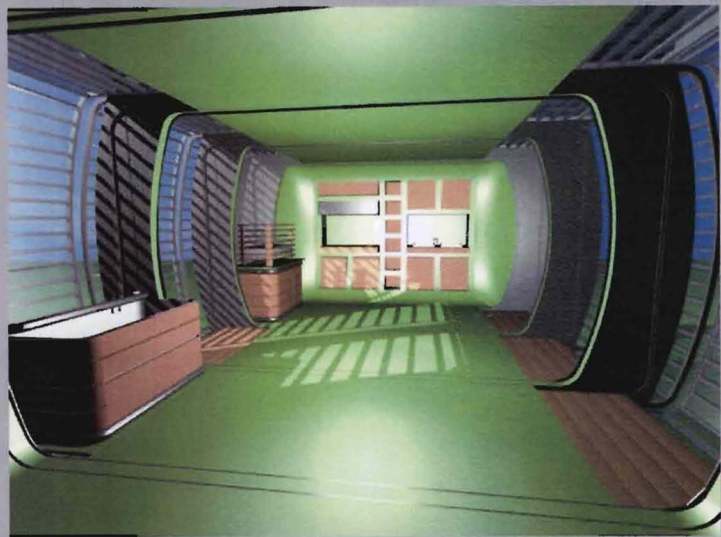
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MOVE IT! DYNAMICA IN DE WONINGBOUW



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DYNAMICA IN DE WONINGBOUW

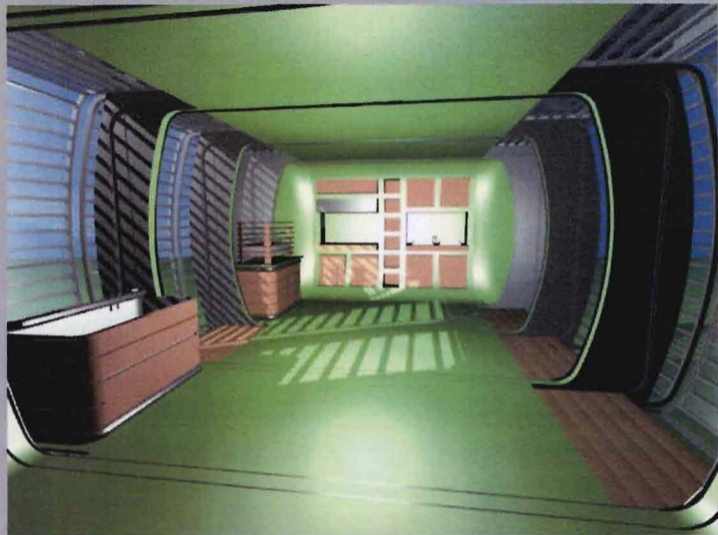


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DYNAMICA IN DE WONINGBOUW



MOVE IT! DYNAMICA IN DE WONINGBOUW



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DYNAMICA IN DE WONINGBOUW

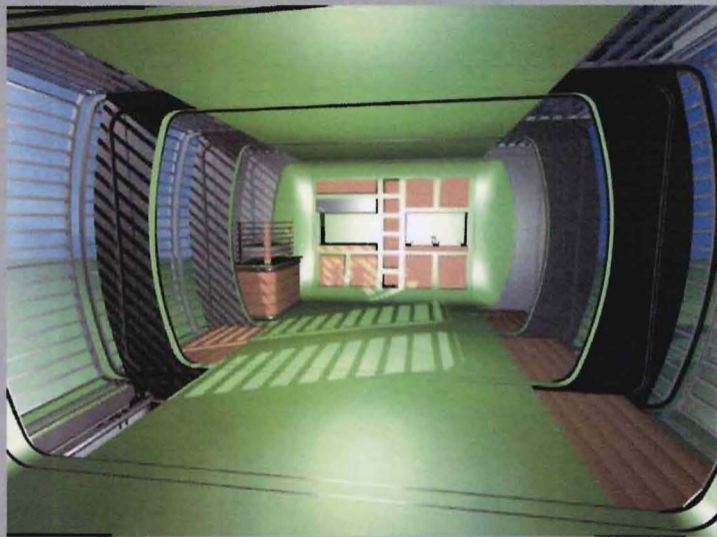


MOVE IT! DYNAMICA IN DE WONINGBOUW **M**



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DYNAMICA IN DE WONINGBOUW



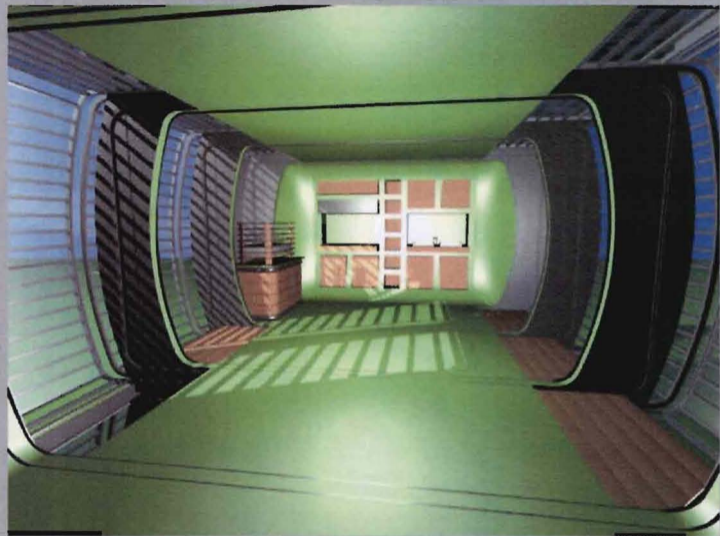
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MOVE IT!

DYNAMICA IN DE WONINGBOUW



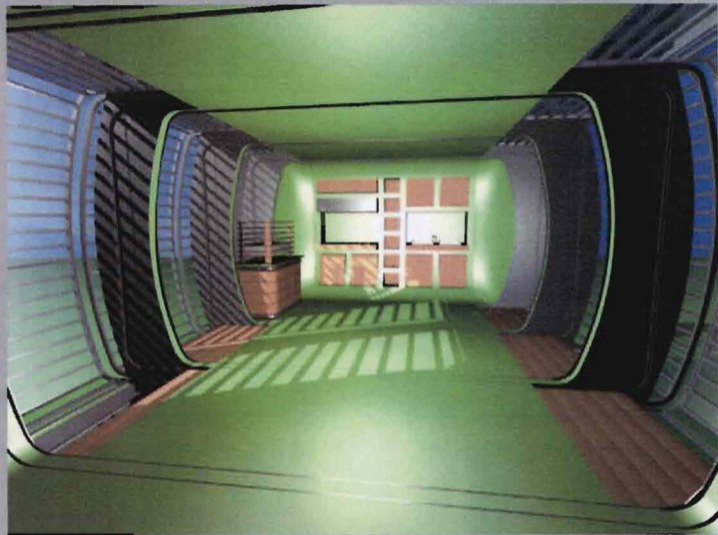
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DYNAMICA IN DE WONINGBOUW

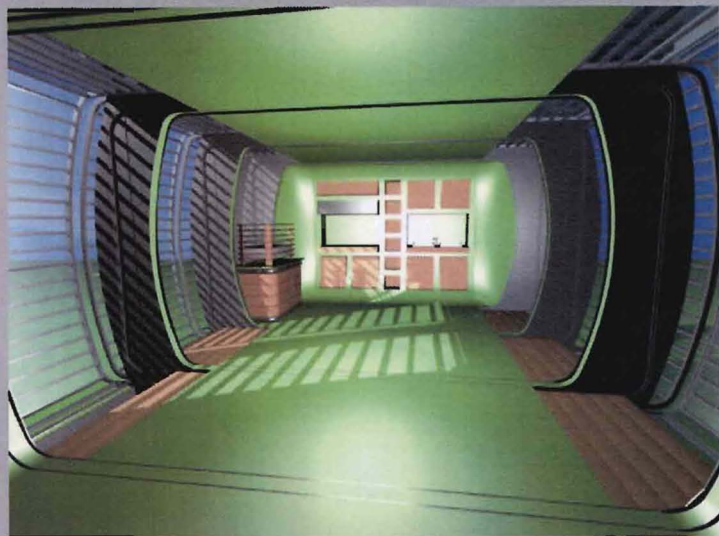


DYNAMICA IN DE WONINGBOUW **MOVE IT!** BY



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DYNAMICA IN DE WONINGBOUW

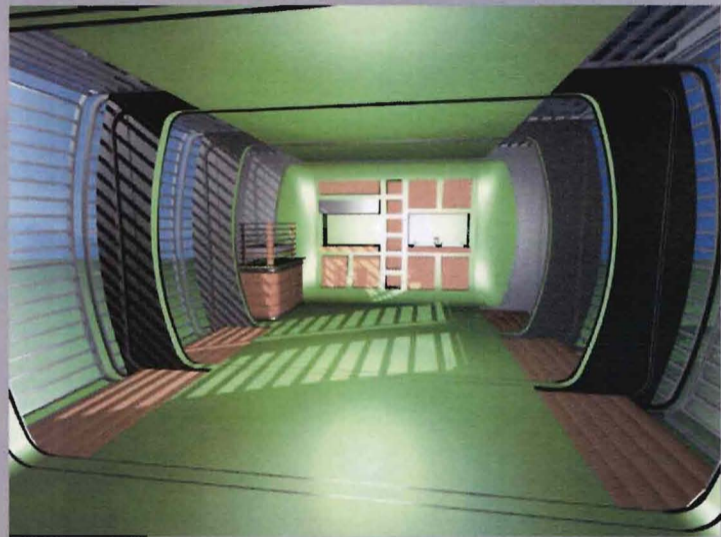


DYNAMICA IN DE WONINGBOUW — ***MOVE IT!*** DYNAMICA



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DYNAMICA IN DE WONINGBOUW

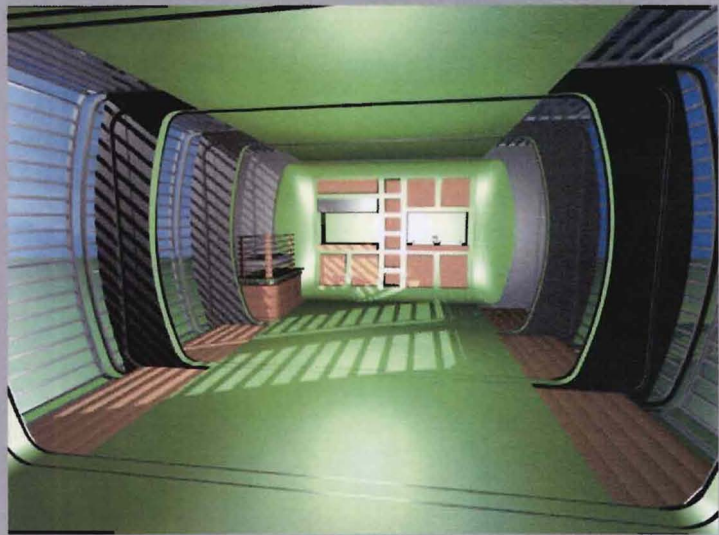


IN DE WONINGBOUW — ***MOVE IT!*** DYNAMICA



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DYNAMICA IN DE WONINGBOUW

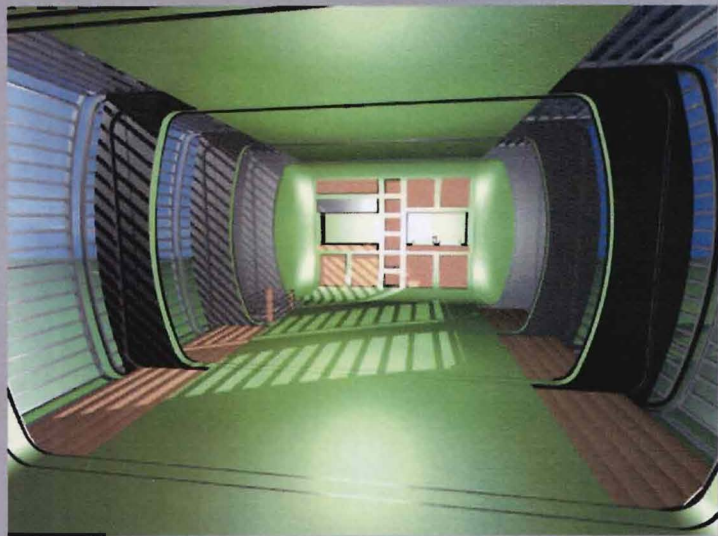


DE WONINGBOUW — ***MOVE IT!*** DYNAMICA IN



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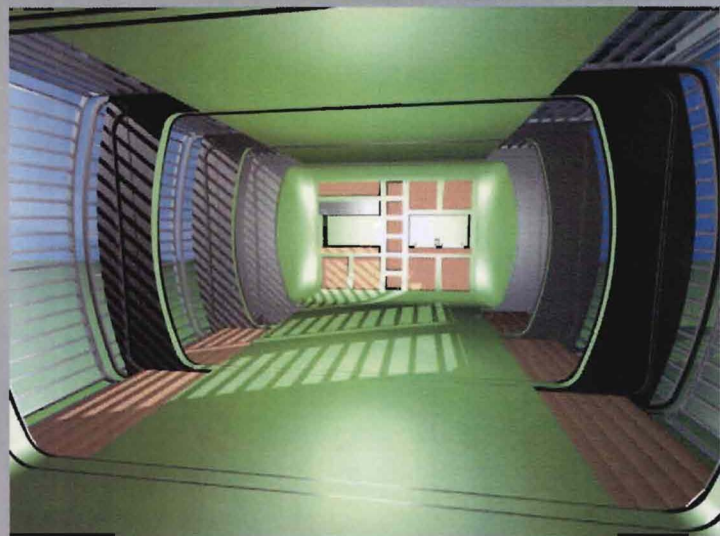


ONINGBOUW **MOVE IT!** DYNAMICA IN DE W



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DYNAMICA IN DE WONINGBOUW

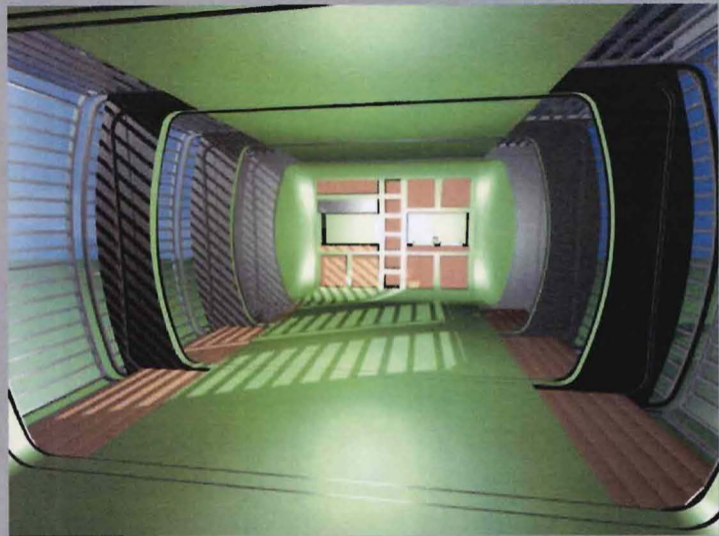


WONINGBOUW ***MOVE IT!*** DYNAMICA IN DE WONT

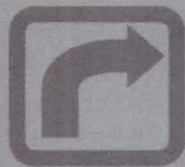


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DYNAMICA IN DE WONINGBOUW

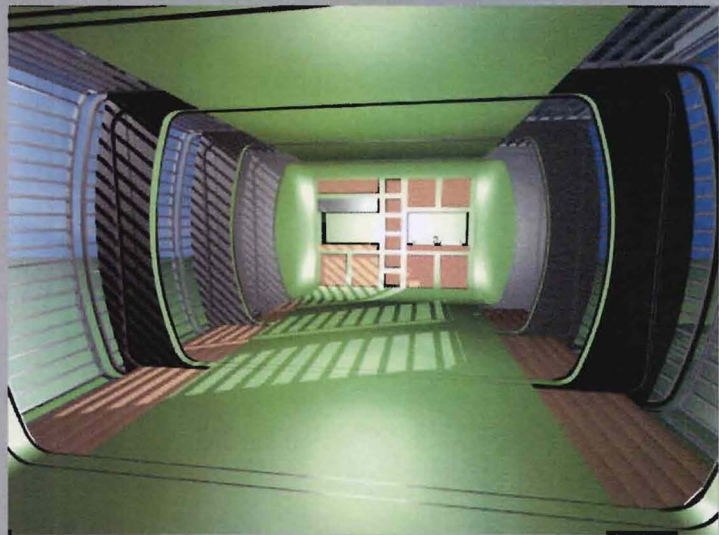


DUW_ **MOVE IT** | DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW

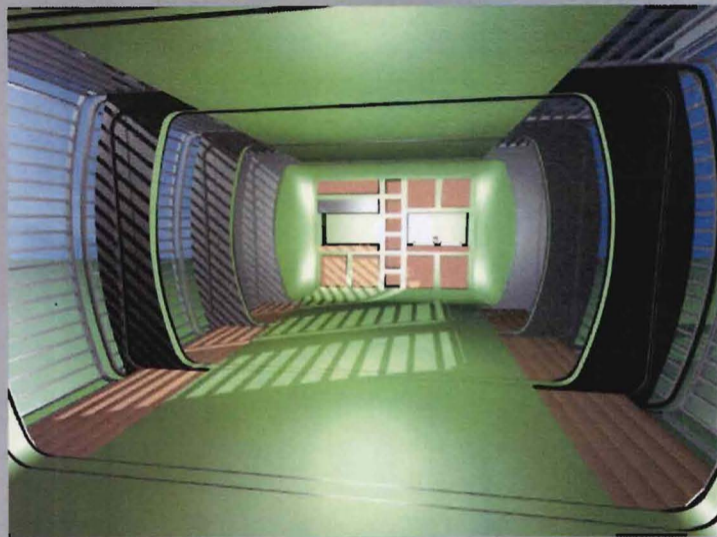


VE IT | DYNAMICA IN DE WONINGBOUW **MO**



MOVE IT!

DYNAMICA IN DE WONINGBOUW



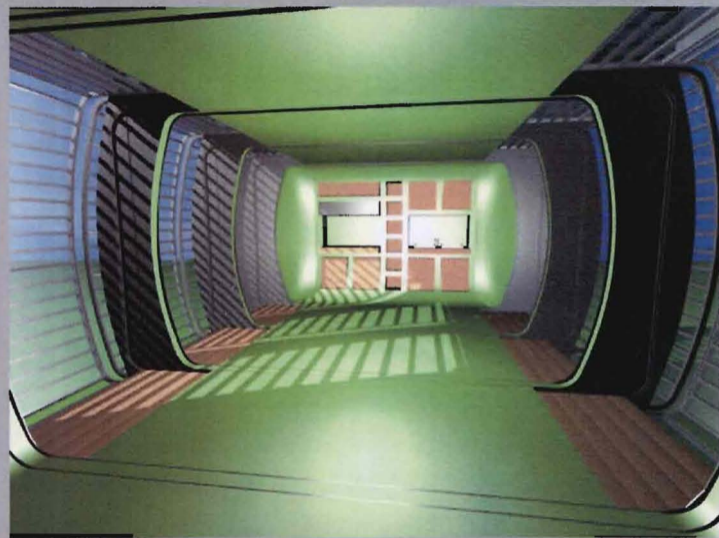
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DYNAMICA IN DE WONINGBOUW



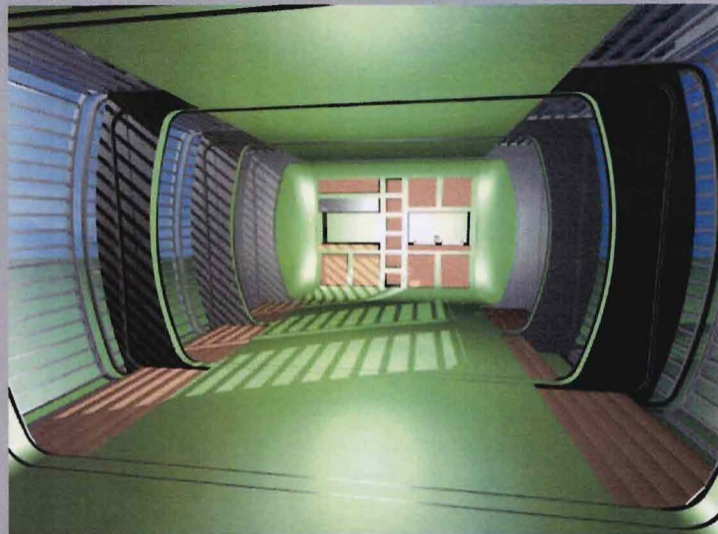
DYNAMICA IN DE WONINGBOUW

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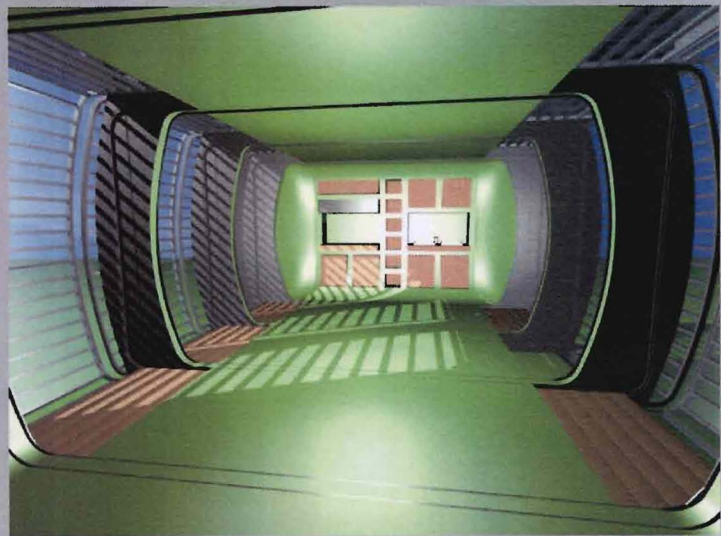


DYNAMICA IN DE WONINGBOUW — ***MOVE IT!*** | DY



MOVE IT!

DYNAMICA IN DE WONINGBOUW

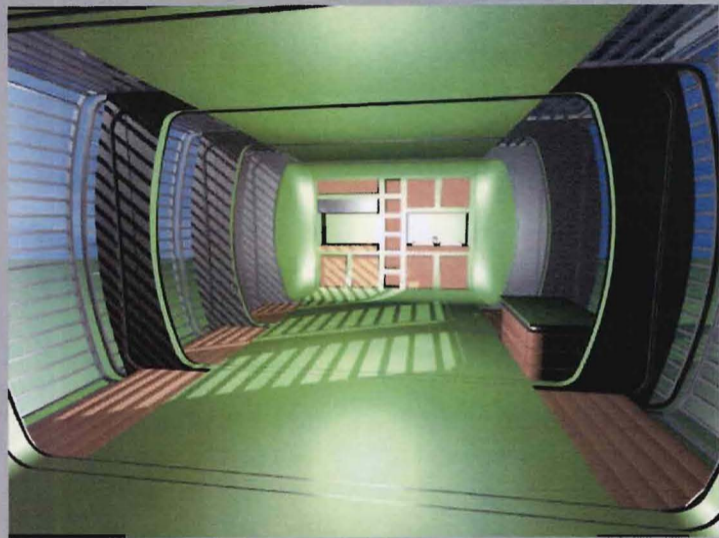


DYNAMICA IN DE WONINGBOUW — **MOVE IT!** | DYNAMICA



MOVE IT!

DYNAMICA IN DE WONINGBOUW

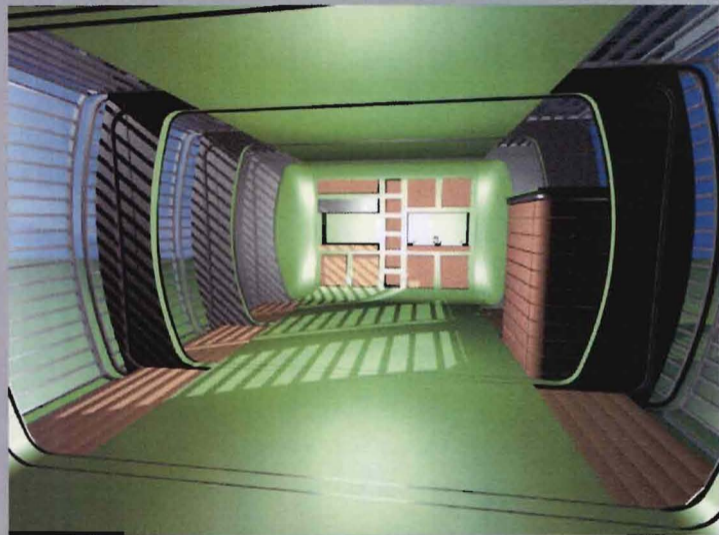


IN DE WONINGBOUW — ***MOVE IT!*** | DYNAMICA



MOVE IT!

DYNAMICA IN DE WONINGBOUW

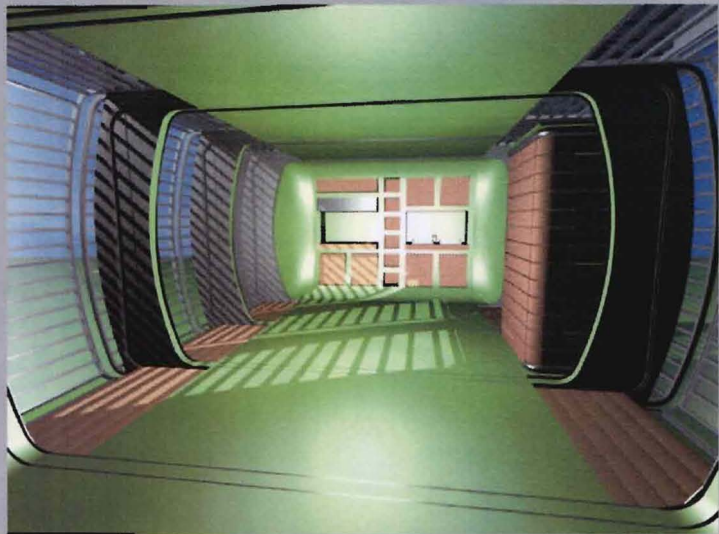


DE WONINGBOUW ***MOVE IT!*** DYNAMICA IN



MOVE IT!

DYNAMICA IN DE WONINGBOUW

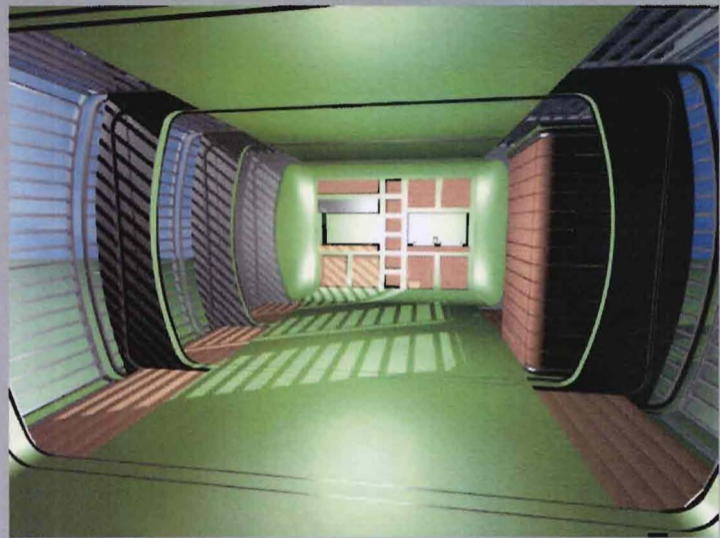


ONINGBOUW ***MOVE IT!*** DYNAMICA IN DE W



MOVE IT!

DYNAMICA IN DE WONINGBOUW

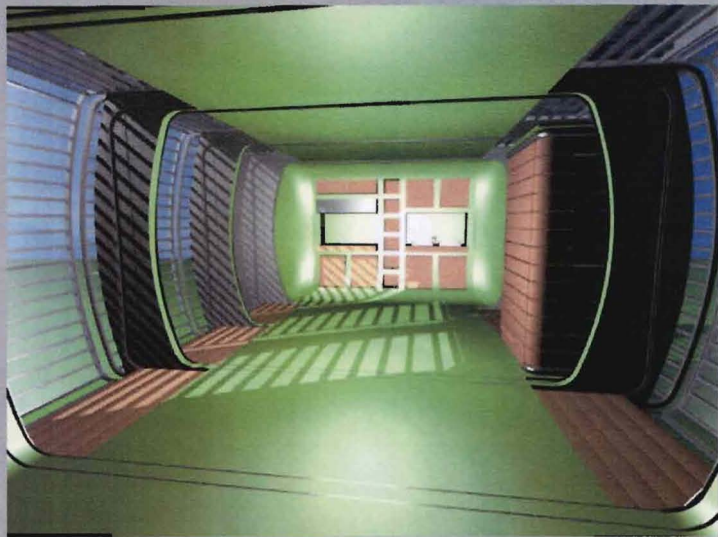


WONINGBOUW ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW



MOVE IT!

DYNAMICA IN DE WONINGBOUW



DUW ***MOVE IT!*** DYNAMICA IN DE WONINGBOUW