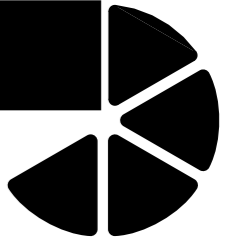


**we are the world**  
e u r o p a n t e n





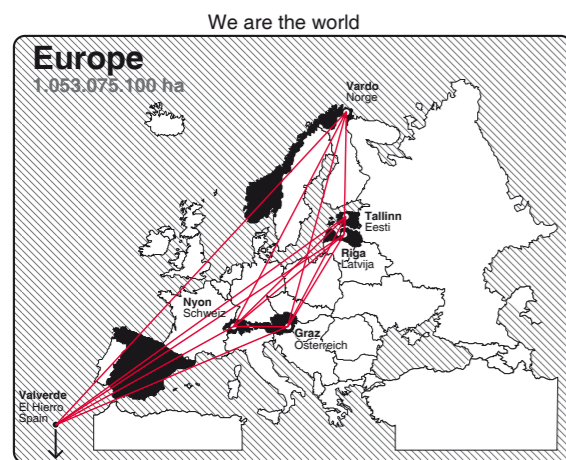
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# game board



### SIX SITES

+We see Europe as a big game board that gives us different game options. A test field to think about architecture from a global point of view, giving us the chance to test new working processes. Searching for new designing tools in architecture.

+A game board built up international and connected, that generates reflections in the big scale, and we play trying to respond in the same way. So we take **SIX plots** with different characteristics and with this common statements we look for the singularity in each one to infect the rest of the plots.

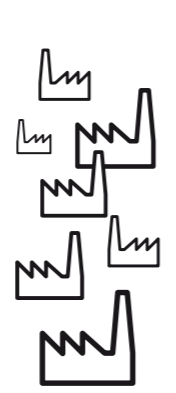
**Bad**  
**Graz**  
182,2 / 66,5

**CATEGORY** territorial/urban  
**LOCATION** Graz, Puntigam  
**POPULATION** 280.000  
**STUDY SITE** 182,2 ha  
**SITE OF PROJECT** 66,5 ha  
**SITE PROPOSED BY** Municipal utilities company of the City of Graz, Department of City Planning, Real Estate Agency of Graz



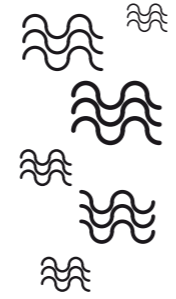
**ABC**  
**Nyon**  
8,0 / 4,0

**CATEGORY** Urban/architectural  
**LOCATION** Nyon, Les Plantaz  
**POPULATION** 17.400  
**STUDY SITE** 8,0 ha  
**SITE OF PROJECT** 4,0 ha  
**SITE PROPOSED BY** The City of Nyon



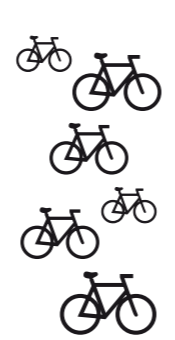
**Man in the mirror**  
**Riga**  
42,34 / 13,3

**CATEGORY** public space, along the river next to the "Green City"  
**LOCATION** Riga (Rumbula/Kengars)  
**POPULATION** 717.370  
**STUDY SITE** Approx 42,34 ha  
**SITE OF PROJECT** Approx 13,13 ha  
**SITE PROPOSED BY** The city of Riga



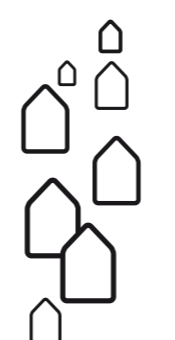
**Thriller**  
**Tallin**  
14,9 / 3,4

**CATEGORY** urban design/ landscape architecture  
**LOCATION** Tallin, city centre  
**POPULATION** 401.000  
**STUDY SITE** 14,9 ha  
**SITE OF PROJECT** 3,4 ha  
**SITE PROPOSED BY** The municipality of Tallin



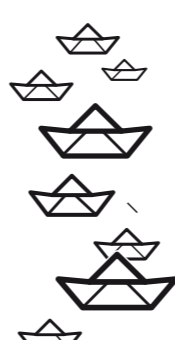
**Off the wall**  
**Valverde**  
13,135

**CATEGORY** urban  
**LOCATION** Valverde - El Hierro - Islas Canarias  
**POPULATION** 10.558 (El Hierro) 4.914 (Valverde)  
**SITE OF PROJECT** Approx 13,135 ha  
**SITE PROPOSED BY** Instituto Canario de la Vivienda - Gobierno Canario



**Smooth criminal**  
**Vardo**  
47,5 / 15

**CATEGORY** Urban/Architectural  
**LOCATION** Vardo, Norway  
**POPULATION** 2.189  
**STUDY SITE** 47,5 ha  
**SITE OF PROJECT** 15 ha  
**SITE PROPOSED BY** Owners of the site, Municipality of Vardo and private owners



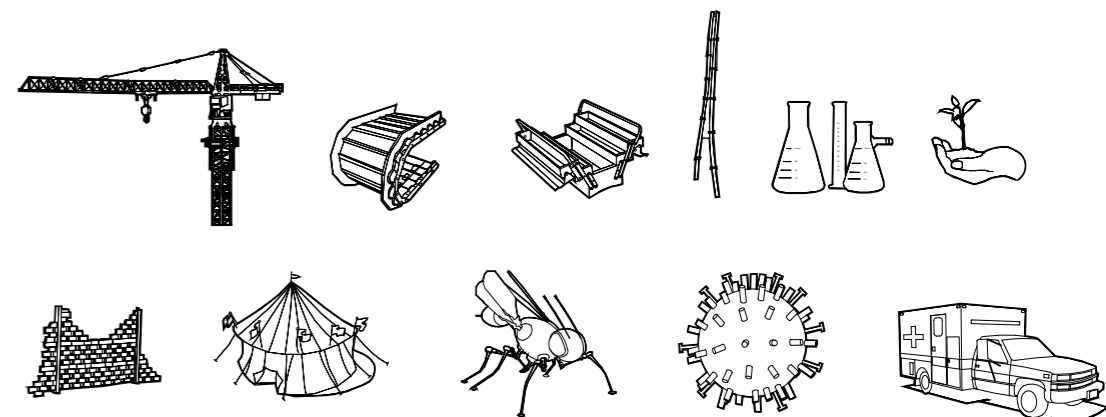
# cooperative tools

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## 01. Toward an architecture... that learns



- +References have change. According to democratization in architecture we need to set new relations between this one and the society. Architecture is not here only to respond to social necessities, neither to be before it; **contemporary architecture must be able to LEARN from society and foresee its updates necessities.**
- + Towards an architecture that learns and evolves with the use made by the agents.

## 04. Toward a new saving culture.



- + Energy saving and sustainability will not be the axis of contemporary's architecture discourse but a **TOTALLY ASSUMED PART OF IT.**
- + We must know how much we are spending in every process, from construction to use and final dismantling.
- + **We need to visualize in real time what we generate to know what we can or wcannot spend, without meaning this as a drop in our life quality.**

## 07. Toward a non-saturative dynamic regulations of the city



- + There are not definitive urban models but guidelines and management methodologies. We can simulate, make drills, freeze certain moments to explain situations. **Our guidelines are dynamic, they change and they update the compromises.**
- + We must use non-saturated regulations, that allowing transformation and urban evolution in every moment.
- + We must introduce channels that relate regulation variation with its users.
- + **We bet on prestational regulations.**

## 02. Toward an evolutional development of the projects



- +The architect is not involved anymore in the construction of contemporary city; space management and building maintenance monitoring must be an essential task in 21st century.
- +There will be no inauguration day because every day there will be something to inaugurate.
- +**The new architect's profiles and the new contracts that manage the link to their work must change symmetrically with this situation.**

## 05. Toward a density that allows negotiations

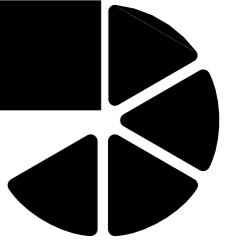


- + We must set enough density to allow the existence of street life and the triumph of public spaces.
- + We must make possible the variety of urban landscapes by constructing models onwards from the best things of others working.
- + We must permit pacts, a negotiations trough the density making **possible multiple urban typologies** in constant change. That is, to make possible urban pacts and density markets, not allowing property speculation.

## 08. Toward a commercial urbanism that captivates the citizen.



- + **Quentin Tarantino's Urbanism.** We defend that 'popular' means quality. We shall work on behalf of a non-intellectualize architecture. That's why our decisions must allow 2 things:
  - >Explicit designs, showing the reasons of the decisions they take.
  - >Make a public list of the **ADDED VALUES** we get with these designs.
- + Allowing communication with citizens. Making things public and transparent.



## 03. Toward a laboratory urbanism



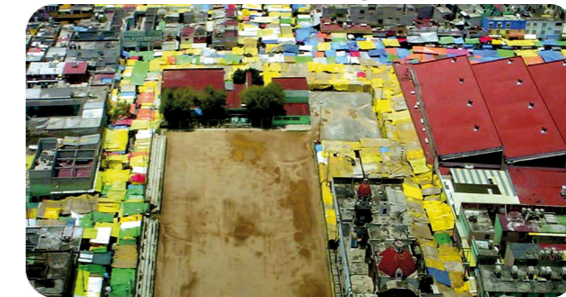
- + There are no absolute truths, and urban construction demands a **COM-PROMISE** that we must satisfy. Everything that we do must be as a test tube, analyse and investigation of its situation, to see if it really works and which are the problems. + We need to monitorize the architecture to check rights and wrongs.
- + We must learn from all this to evolve models more rapidly.
- + We shall work to find out the devices that will **give voice** to the citizen so he would be able to participate in these test tubes.

## 06. Toward a urbanism... still belonging to the infrastructure.



- + We must think in making possible situations better than designing them ourselves, this should work using a bigger scale of intervention.
- + We must generate visible **infrastructures, conforming urban space**, squares, streets; and at the same time allowing new urban phenomena.
- + We must trust in infrastructure as a big scale sustainable process, where decisions depend, for instance, on how many millions of kilowatts, and generating systems able to talk about aptitude percentages and savings.

## 09. Toward a public space that is not neutral anymore.



- + The neutral public space, a descendant from modernity, has failed. No mechanisms have been empowered to allow the assumption by users.
- +We propose activation strategies for the public space by characterizing them. Turning into public space an open air warehouse, the dark side of a market, a tax-free area, etc.
- +**Hybridation of the dynamic processes of a city to achieve the creation of this controversial spaces; so they will not be neutral anymore.**



# We Are The World

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## game board

**Europe**  
1.000.000.000 ha

**Graz**  
102.200.000

**Nyon**  
17.000

**Riga**  
400.000

**Tallin**  
140.000

**Valverde**  
10.000

**Vardo**  
400.000

**SIX SITES**

- 01. THE RIVER: Aquatic zone analysis. The river and its relation with the Study Area, as a urban barrier and a connecting channel.
- 02. GREEN AREAS: Identifying green spaces and classifying them as productive areas, public spaces and private green spaces.
- 03. CONSTRUCTIONS: Project competition analysis, identifying obstacles and new options.
- 04. WHITE SPACE: We call blank spaces to those remaining from others. Basically communication channels and apogrammatic spaces.

## towards compromises

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Is not an architectonic project...  
...it's a time management entity.



## Contemporary Archeology

**01. THE RIVER**  
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Identifying green spaces and classifying them as productive areas, public spaces and private green spaces.

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Project competition analysis, identifying obstacles and new options.

**04. WHITE SPACE**  
We call blank spaces to those remaining from others. Basically communication channels and apogrammatic spaces.

## Blank spaces

Intervention spaces catalogue

**01 Industrial Issue + starting spaces**  
n: 2  
o: 80  
i: alto

**02 Residential Issue**  
n: 0,5  
o: 15  
i: medio

**03 Industrial Issue + starting spaces**  
n: 0  
o: 2  
i: bajo

**04 Industrial Issue + Business + parking**  
n: 1,5  
o: 95  
i: alto

**05 Green spaces**  
n: 0  
o: 80  
i: medio

Legend:  
n: average height in the plot (plans)  
o: occupation (%)  
i: infrastructural level (high, medium, low)

## Strategical lines

**01 Industrial Issue + starting spaces**  
1. Industrial Issue Investigation  
2. Characterized public spaces  
3. Urbanism research

**02 Residential Issue**  
1. Investigation about contracts  
2. Including eye-view infrastructures  
3. Work with the green economy

**03 Green spaces**  
1. Investigation of the land  
2. Renewable energy infrastructure stand  
3. Red-free view

**04 Industrial Issue + Business + parking**  
1. Investigation of the enterprise  
2. Substitution of management channels  
3. Management evaluation of the commercial urbanism

## Channels in the Study Site

Dynamic tools for an architecture that learns  
Constructed examples

horizontal  
vertical  
building

## Tools. (new urban furniture)





# General Plan

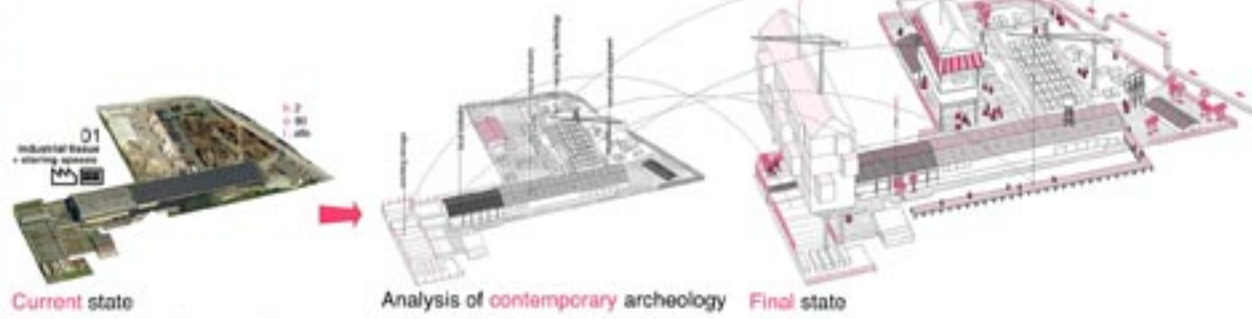
The plan is one of the urban proposals that would deal with our project. However, there are a lot of decisions, but advantages to action in the medium and long term.



E: 1/5000



## Spatial Project



## Proposed channels

<p><b>01 Environmental channel</b></p> <p>Green Regeneration Green Regeneration Expansion of the expansion Area Living machine who uses it: [diagram]</p>	<p><b>02 Recycling channel</b></p> <p>Recycling paths by companies Recycling urban infrastructure who uses it: [diagram]</p>	<p><b>03 Storage channel</b></p> <p>Bridges that are transition areas in a new park Residents (employees) can get the car in the area but the park is forest, not pavement The car is not if you get on the natural structure and is introduced in the site who uses it: [diagram]</p>	<p><b>04 Infrastructural-technological channel</b></p> <p>communication networks, internet, tv It can use any existing area and depend on the type of public space that is generated capacity 10 who uses it: [diagram]</p>	<p><b>05 Inhabiting channel</b></p> <p>who uses it: [diagram]</p>
<p><b>06 Exhibitor channel</b></p> <p>Information part of publicly activities to entrepreneurs who uses it: [diagram]</p>	<p><b>07 Experiment channel</b></p> <p>[F200 Housing Urban Cluster] - keep elements public infrastructure and equipment [F202 Housing Urban Cluster] - #300 Urban Center Housing Model) - control and administration of public infrastructure and equipment who uses it: [diagram]</p>	<p><b>08 Transport channel</b></p> <p>who uses it: [diagram]</p>	<p><b>09 Educational channel</b></p> <p>who uses it: [diagram]</p>	<p><b>10 Cultural channel</b></p> <p>who uses it: [diagram]</p>

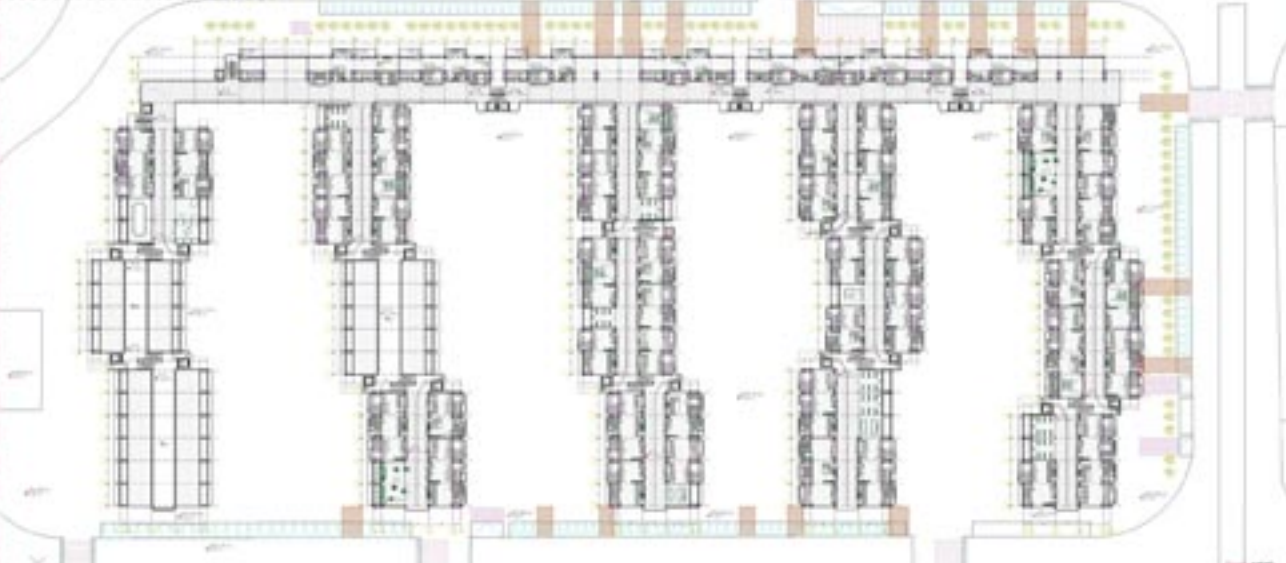
## Interchange spaces Generation



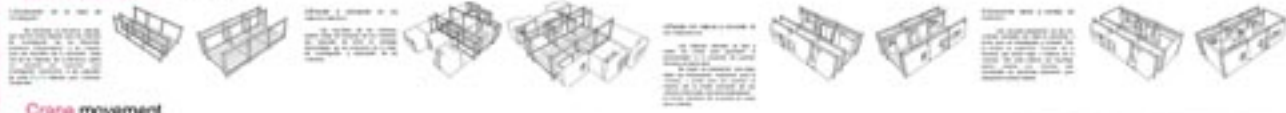
prototype of a possible elevation



## details of the project plan



## Constructive scheme



## Crane movement





## Strategical lines

is not an architectonic project...  
...it's a time management entity.

**2009** We deliver **Europan X** in Graz, where we set out a new model of management.

**2010** 'Dangerous' Project is selected as one of which will begin to work out the new city plan.

**2011** The methodologies used during the contest, are now downloaded as a working progress in the area. + The city administration is fully involved in the creative process.  
+ First participative tools for citizens are set out.  
+ Surfaces analysis, densities and primary necessities. We deliver a detailed research with an evolutive format and a time-collaborative is offered to the users and the administration.

**2012** The first technical details 'critical architecture' are published and the first sites for its implementation are selected. Meanwhile the development of other actions in the new plan has begun, new eye-view infrastructures, sustainable urban stands, characterized urban spaces, etc...

**2020** Old housing is rehabilitated following the parameters of the new plan. User involvement stations are installed, such as LED information screens. Graz network community is created on the internet. Two enterprises are investing in residential innovation using self-produced prototypes, with a positive evaluation within the 'critical architecture' parameters. The first medium scale market has open at 15 meters high over an urban vegetable garden. This self-production is delivered without middlemen and is first quality.

**2025** The evolution of this new plan for Graz is now obvious to the sight, the architects that once won Europen10 renew their architectonic management and maintenance contracts with the administration. There has never been anything such as an 'inaugurate day' in this urban model, because we have inaugurate something every day... 'Dangerous' Project is alive.



**re-urbanization special offers.**  
Floor area ratio extension in enterprise plots to exchange for investigation, development and innovation (+40%) in residential solutions. Using housing prototypes in constant evolution.



**light footbridge**  
superposition of management channels



introducing eye-view infrastructures

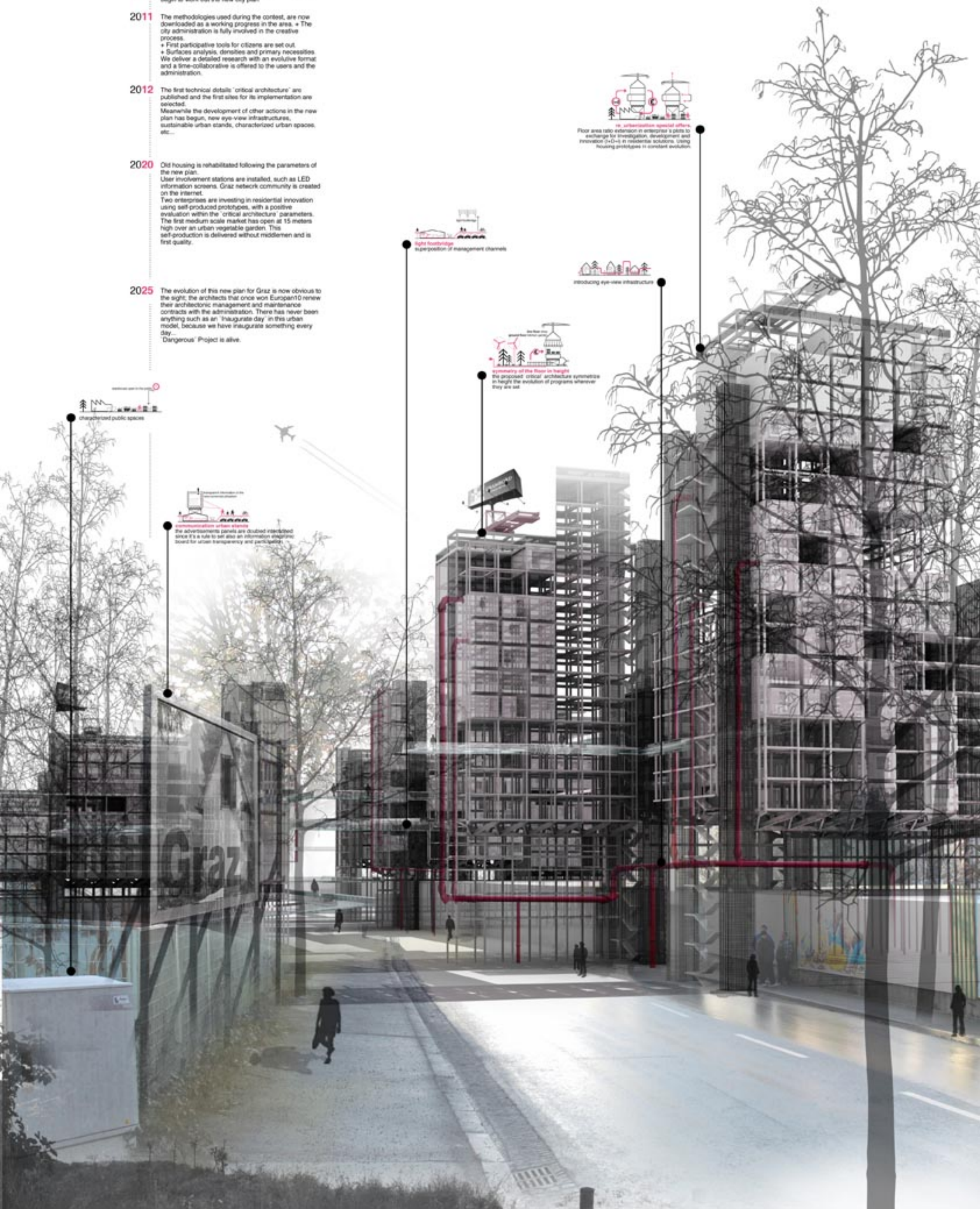


**symmetry of the floor in height**  
the proposed 'critical architecture' symmetrize in height the evolution of programs whenever they are set.

characterized public spaces



**communication urban stands**  
the advertisements panels are doublet installed since it's a rule to set also an information engaging board for urban transparency and participation.





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1,000,000,000 ha

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**Valverde**  
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**Vardo**  
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**02. Toward an evolutionary development of the projects**

**03. Toward a laboratory urbanism**

**04. Toward a new saving culture.**

**05. Toward a density that allows negotiations**

**06. Toward a urbanism... still belonging to the infrastructure.**

**07. Toward a non-saturative dynamic regulations of the city**

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• Make a public list of the ADDED VALUES we get with these designs.

• Allowing communication with citizens. Making things public and transparent.

**09. Toward a public space that is not neutral anymore.**

• The neutral public space, a descendant from modernity, has failed. No institutions have been empowered to allow the assumption by users.

• We propose activation strategies for the public space by characterizing them. Turning into public space an open air warehouse, the dark side of a market, a tea-free area, etc.

• Hybridation of the dynamic processes of a city to achieve the creation of this controversial spaces, so they will not be neutral anymore.

## cooperative tools

• A plural work team allows the evolutions of creative tools; also the use of the NET gives a quantitative increase in its repercussion. It's important for us to show some of the common tools that have been used to prepare these projects:

> **Inclusion of complex statements** in the complex reality of each plot through meetings for common evaluations. We expect to start all particular strategies from THE SUM OF ALL THE POINTS OF VIEW EVERY PARTICIPANT.

> **The acquisition of the progress that collective intelligence generates.** We create typologies, construction, strategies and solutions DATA BASES that turns into an update and suitability market for the selected plots.

> **We decide OUR OWN EVALUATION MECHANISMS** before the submission to the European jury. We activate critical processes and we establish evaluative criteria to check the efficiency of the solutions proposed. Knowing and assuming what is not working, provides for the necessary updates as a part of the dynamic network project for European10.

**0. Start point**

The start point with the aim of providing the architecture as an active element of urban regeneration.

• Example of a public space: instead of a systematic location of environmental centers which was the core of urban spaces with a great occupation of the territory. The total use of urban space must be an active regeneration element of regeneration levels: industrial, social, ecological...

• This case is here: center of the box, a clear house with a meeting circle.

**1. Tool Box**

We create a tool box, mobile and transportable, an absolute container useful in different dispersed plots with activities a RE-GENERATION process of the plot.

An absolute necessity appears in every place where the building give because of it several examples. It's with the tool box that we solve that problem using the ideas of tool box that we have inside. The programs, structure tools, materials, uses and regeneration forms.

**2. Cities Hospital**

We propose a building with maximum plasticity with active regeneration through an active process and the social participation of the citizens. It would be the last chance for a city with great working where the regeneration would be more necessary.

Active working and support from agencies providing the local participation, this across regional always regenerate plots in already space.

**3. Meeting Circuit**

The physical and social structure, pathways, services is linked to participate.

We propose a kindergarten, museum and art platform, reception, as a vibrant building of mixing for the building which leads people where, set a circuit, generating a secure and public environment around it.

**tool one** program

**tool two** structure

**tool three** skins

**tool four** recyclable

**tool five** installations





PROGRAM

- The project from a social point of view...  
Promote the village participation. A place where everyone can participate.
- The project from an ecological point of view...  
To enhance the architecture as an ecological approach element.
- The project from a technological point of view...  
Propose a renewable building, harvest and storage. Adaptability in variety of activities.

STRUCTURE

- The project from a social point of view...  
The flexible roof solutions and the corridors provide the configuration of the spaces where any use is possible and changeable.
- The project from an ecological point of view...  
The foundation system from 0.30 m (pilot foundation) in case of removal, no frame.
- The project from a technological point of view...  
Propose a light construction with steel, wood and fabric panels without any external structure.

INSTALLATIONS

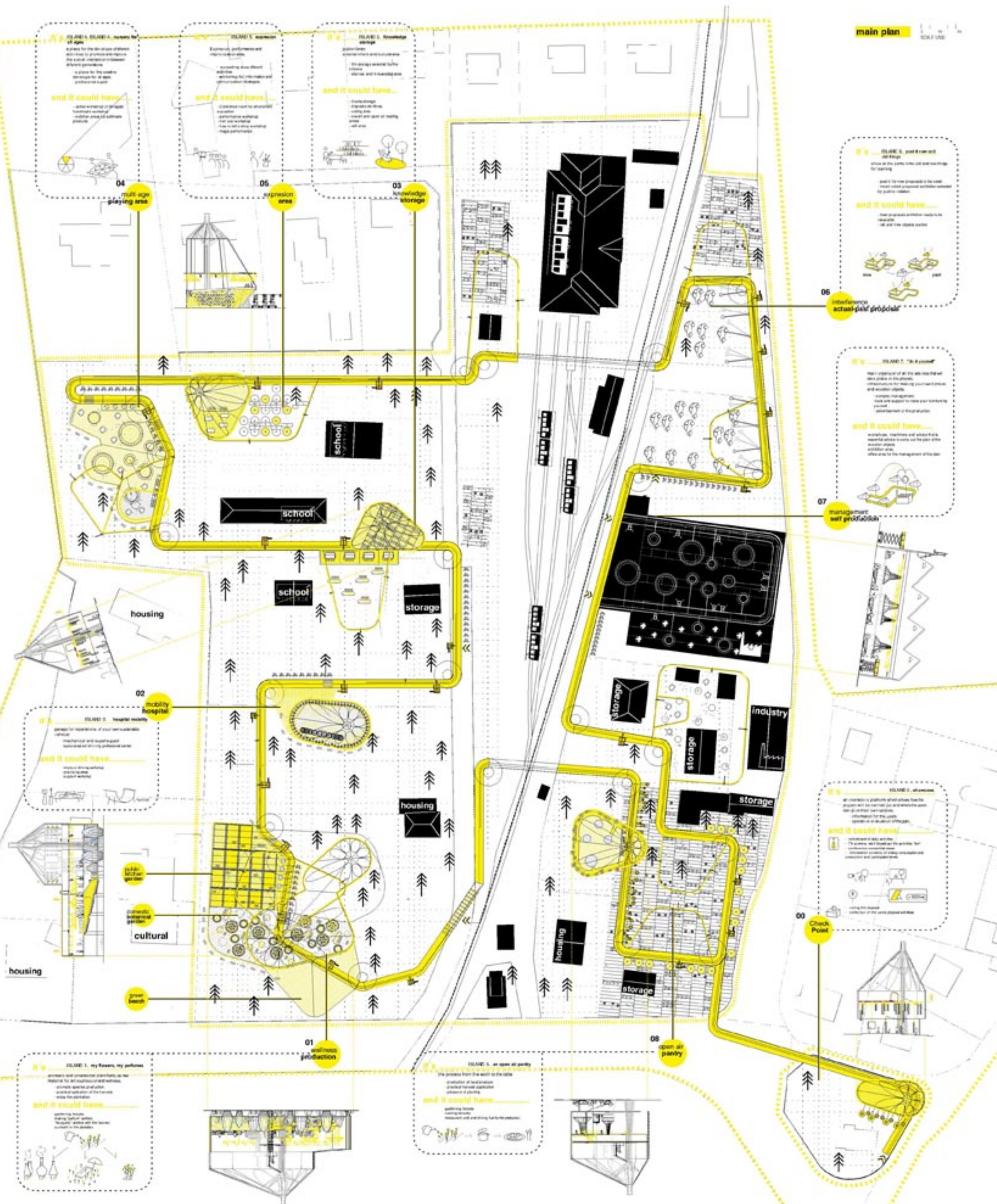
- The project from a social point of view...  
All the projects will be paid with the economical profits obtained by the sale of the energy produced by the building.
- The project from an ecological point of view...  
The building is energy self-sufficient. All the energy is provided by renewables before entering the urban ecological strategy.
- The project from a technological point of view...  
All the installations are entering into the main costs what will be the first element to be built.

RECYCABLES SKINS

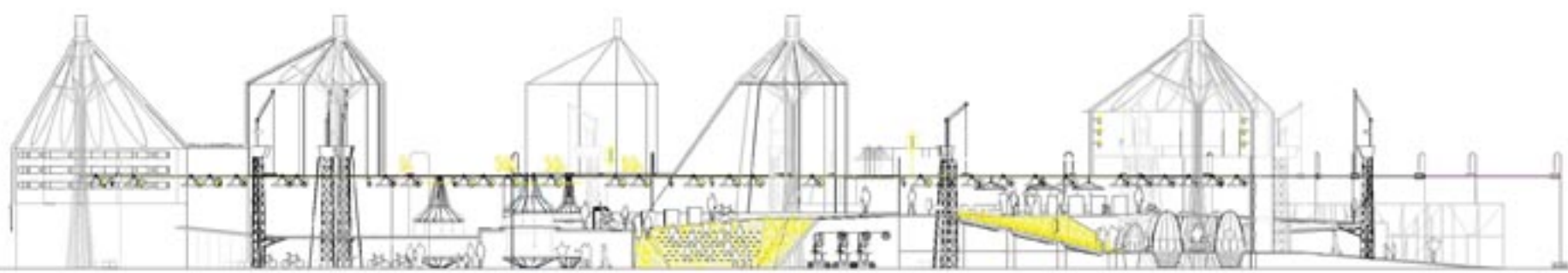
- The project from a social point of view...  
The coding of recyclable materials open each citizen to choose different solutions to improve the final result of the system.
- The project from an ecological point of view...  
The recyclables are active regeneration instruments of the site and include a social participation and a ecological management. These active instruments are concrete and visible in the building where are distributed. After that these instruments are entering into the urban design of the city.
- The project from a technological point of view...  
The development of simple and controlled areas, and the possibility of multiple functions in controlled, facilities around, allow the activation of the pieces of the program to the closest these programs and the chronology of the site.

main plan

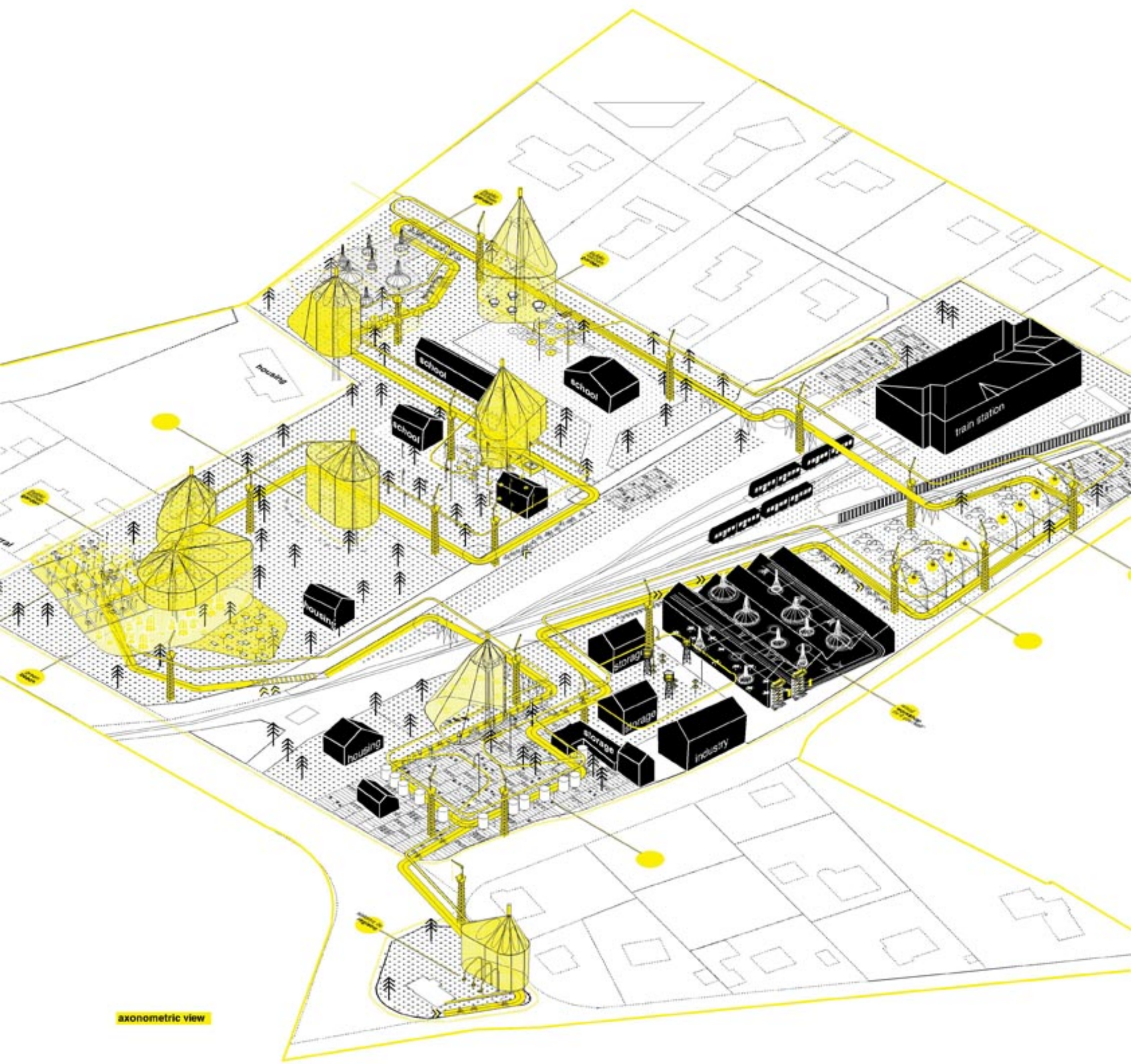
SCALE 1:200







section across the bicycle lane



axonometric view



# We Are The World

## europan x

+ 10 years of European as a setting of ideas and a platform for a European contemporary urbanism and architecture debate. With the ambition of becoming a research network, connecting every concern and interest of every plot and every country participating. A global statement, **that's the European**, includes all the statements of each plot. A platform that come together guarantees in common problematics turning them into exercises, generating an more interesting and realistic debate. European also turns into a nexus between creatives and administrations that allows discussion and negotiations, bringing them to professional constructive processes that can be tested in real-time.

+ In view of this, we propose a symmetric response in coming to the problem and in the developments. We respond from a common and global propose, that involves a generic approachment about contemporary architecture and urbanism, to acquire certain compromises, to use certain tools and to generate creative possibilities from the net. And from that common stand, we discuss and develop new statements for the plots we chose. We become coordinators of different networking teams, sharing tools and articulating a **common proposal**.

## game board

**We are the world**

Site	Category	Location	Population	Study Site	Site of Project	Site Proposed By
Europe	Urbanism	1.653.075, 100 ha				Municipalities of the City of Graz, Government of City Planning, Real Estate Agency of Graz
Graz	Urbanism	160.200, 100 ha				The City of Graz
Nyon	Urbanism	42.000, 100 ha				The City of Nyon
Riga	Urbanism	42.000, 100 ha				The City of Riga
Tallinn	Urbanism	140.000, 100 ha				The Municipality of Tallinn
Valverde	Urbanism	13.000, 100 ha				Municipality of Valverde
Vardo	Urbanism	47.000, 100 ha				Municipality of Vardo

**SIX SITES**

+ We use Europe as a big game board that gives us different game options. A test field to think about architecture from a global point of view, giving us the chance to test new working processes. Searching for new designing tools in architecture.

+ A game board built up, interconnected and connected, that generates reflections in the big scale, and we play trying to respond in the same way. So we take six plots with different characteristics and with their common statements we look for the singularity in each one to select the rest of the plots.

## towards compromises

**01. Toward an architecture... that learns**

+ Hierarchies have change. According to democratization in architecture we need to test new relations between this one and the society. Architecture is not here only to respond to social necessities, neither to be before it. Contemporary architecture must be able to LEARN from society and foresee its updates necessities.

+ Towards an architecture that learns and evolves with the use made by the agents.

**02. Toward an evolutionary development of the projects**

+ The architect is not involved anymore in the construction of contemporary city space management and building maintenance monitoring must be an essential task in 21st century.

+ There will be no inauguration day because every day there will be something to inaugurate.

+ The new architect's profiles and the new contracts that manage the link to their work must change symmetrically with this situation.

**03. Toward a laboratory urbanism**

+ There are no absolute truths, and urban construction demands a COMPROMISE that we must safety. Everything that we do must be as a test, analyze and investigation of its situation, to see if it really works and which are the problems.

+ We need to monitorize the architecture to check rights and wrongs.

+ We must learn from all this to evolve models more rapidly.

+ We shall work to find out the devices that will give voice to the citizen so he would be able to participate in these test tables.

**04. Toward a new saving culture.**

+ Energy saving and sustainability will not be the axis of contemporary's architecture discourse but a TOTALLY ASSUMED PART OF IT.

+ We must know how much we are spending in every process, from construction to use and final demolition.

+ We need to visualize in real time what we generate to know what we can or we cannot spend, without meaning this as a drop in our life quality.

**05. Toward a density that allows negotiations**

+ We must set enough density to allow the existence of street life and the triumph of public spaces.

+ We must make possible the variety of urban landscapes by constructing models onwards from the best things of others working.

+ We must permit pacts, a negotiations through the density making possible multiple urban typologies in constant change. That is, to make possible urban pacts and density markers, not allowing property speculation.

**06. Toward a commercial urbanism that captivates the citizen.**

+ Quentin Tarantino's urbanism. We defend that popular means quality. We shall work on behalf of a non-intellectualize architecture. That's why our decisions must allow 2 things:

+ Explicit designs, showing the reasons of the decisions they take.

+ Obtain a public list of the ADDED VALUES we get with their designs.

+ Allowing communication with citizens. Making things public and transparent.

**07. Toward a non-saturative dynamic regulations of the city**

+ There are not definitive urban models but guidelines and management methodologies. We can simulate, make drills, freeze certain moments to explain situations. Our guidelines are dynamic, they change and they update the compromises.

+ We must use non-saturative regulations, that allowing transformation and urban evolution in every moment.

+ We must establish channels that relate regulation variation with its users.

+ We bet on prestatinal regulations.

**08. Toward a public space that is not neutral anymore.**

+ The neutral public space, a descendant from modernity, has failed. No mechanisms have been empowered to allow the assumption by users.

+ We propose activation strategies for the public space by characterizing them. Turning into public spaces an open air warehouse, the dark side of a market, a taxi-free area, etc.

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## man in the mirror TP000 european ten 1/3

**0. Starting point**

**DESIRABLE URBAN PRODUCT**

Urban characteristics that help to a territory located about its occupation and generate a high standard of life.

The Desirable urban product is legal and transitable.

The Desirable urban product is a flexible containing agent; it can be used to be able to contain fragments and pull to defend life essentially, creating and maintaining stability and at the other to be able to cover the people needs.

The Desirable urban product is composed of stability and diversity of densities.

The Desirable urban product is based on a balance between traditions and modernities.

The Desirable urban product has transitable possibilities because of the composition of multiple phases.

The Desirable urban product has a single or efficient access and an internal exit.

The Desirable urban product will be defined by its composition, as the historical urban reality that we obtain by their own.

The Desirable urban product is able profitable for the construction as for the used activities.

**MAIN STRUCTURE**

Through the definition of different phases, a different densities, the composition as with a figure or a puzzle, getting a range of densities and situations.

### 1. Tool Box

We create a tool box, mobile and transposable. An adaptable container useful in different segregated places which achieve a PRO-GRAU/REGISTRATION processes of the place.

An adaptable necessity appears in every place where the building moves because of its inherent character.

We can solve the problem using the different tools of tools inside the tool box. The programs, structural types, installations, skins and recyclable items.

### 2. Cities Hospita

We propose a typology which receives phases with extreme degradation through an urban proposal and the social implication of the projects. It would be like a first crises hospital which starts working where the regeneration would be more necessary.

Mobile recycling and support tools appear promoting the social participation. These actions regenerate different degraded phases in different scales.

### 3. Meeting Circles

The ambient and leisure character, pedestrian, everyone is invited to participate.

We propose a transposable, mobile and dismountable, recyclable, do it yourself building, a moving tool box building which travels everywhere, like a circus, generating a leisure and positive environment around it.

- tool one
- tool two
- tool three
- tool four
- tool five

### program

a*	programs	Uses developed inside regeneration process	workshop	work	workshop	workshop	workshop	workshop	workshop
b*	action areas	Regeneration areas and surfaces							
c*	users	Type of users according to programs and social participation							
d*	enrollment conditions	Connections with local administrations							

### structure

a*	Foundations and counterweight	Cars full of lake water or sand	b*	Installations corridor	the cranes	c*	New topography	Flie and mobile scaffolds
d*	High spaces	The umbrellas	e*	Vertical blinds	steel structure	f*	Pavils	Tentacle and tentile

### skins

### recyclable

a*	Light	Light	d*	Light	Light
b*	Light	Light	e*	Light	Light
c*	Light	Light	f*	Light	Light

### installations

1	Photovoltaic solar energy	2	Wind power
3	Photovoltaic solar energy, hot water	4	Hot water storage system



**game rules**

the city is a set of situations that should be negotiated. we are not in the control of the city but through mapping, the development of urban model, cultural and economic conditions in terms, images and experience, will be the focus.

area and conditions are based on the game. in the case, 3 categories were identified as: low density (medium density, high density). each of these categories will have specific conditions, as well as compromises. it will only be able to be determined frequency and density and the use of space will have to be changed if other uses - compromises.

**LOW DENSITY: 30 vha/m<sup>2</sup> PLOT SIZE: +300 m<sup>2</sup> OCCUPANCY RATE: +30%**



**compromise**

Plot sharing	Plantation	Swapped for next	Small shop
a percentage of the use ground will be assigned for sports, basketball, tennis courts, will be added to the community.	a percentage of the use ground will be assigned for sports, basketball, tennis courts, will be added to the community.	a percentage of the use ground will be assigned for sports, basketball, tennis courts, will be added to the community.	a percentage of the use ground will be assigned for sports, basketball, tennis courts, will be added to the community.

**legend of different uses**



**MEDIUM DENSITY: 50 vha/m<sup>2</sup> PLOT SIZE: +1000 m<sup>2</sup> OCCUPANCY RATE: +30%**



**compromise**

small sport use	small commercial use	green area	cultural area
a percentage of the use ground will be assigned for sports, basketball, tennis courts, will be added to the community.	a percentage of the use ground will be assigned for the commercial area, small shops will be the typology.	a percentage of the use ground will be assigned for green area. These areas could be gardens, small woods or parks, will be public.	a percentage of the use ground will be assigned for cultural area. Shops, library, etc.

**puzzle pieces**



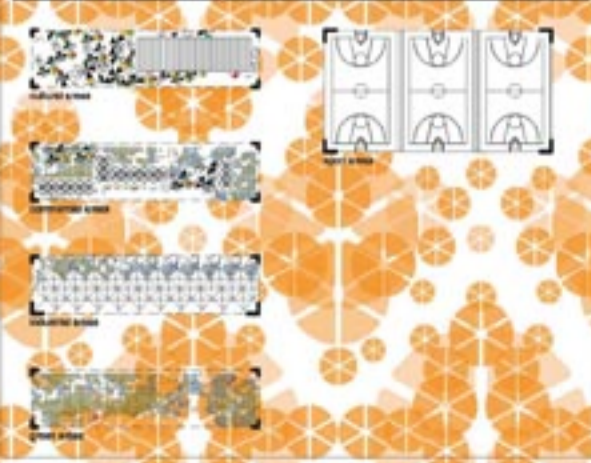
**HIGH DENSITY: 80 vha/m<sup>2</sup> PLOT SIZE: +2000 m<sup>2</sup> OCCUPANCY RATE: +10%**



**compromise**

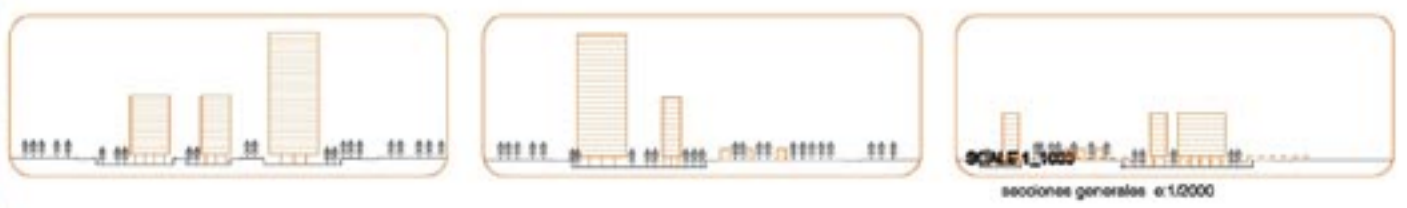
sport use	Industrial use	commercial use	green area
a percentage of the use ground will be assigned for sports, swimming pool, tennis courts, golf area will be added to the community.	a percentage of the use ground will be assigned for industrial use, any kind of non-dangerous activity for the future could be well role.	a percentage of the use ground will be assigned for the commercial area, medium shops will be the typology.	a percentage of the use ground will be assigned for green area. These areas could be gardens, small woods or parks will be public.

**legend of different uses**

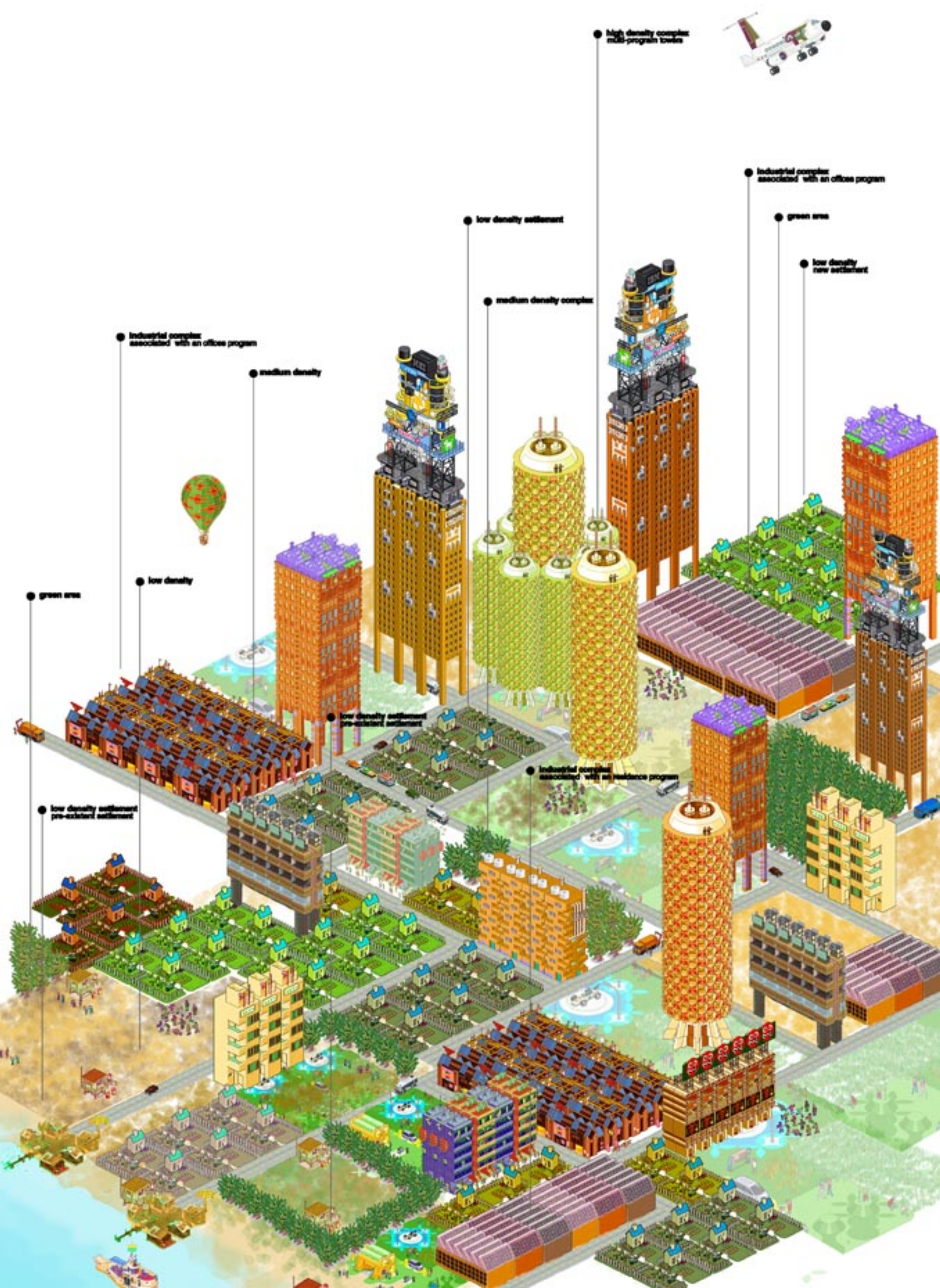
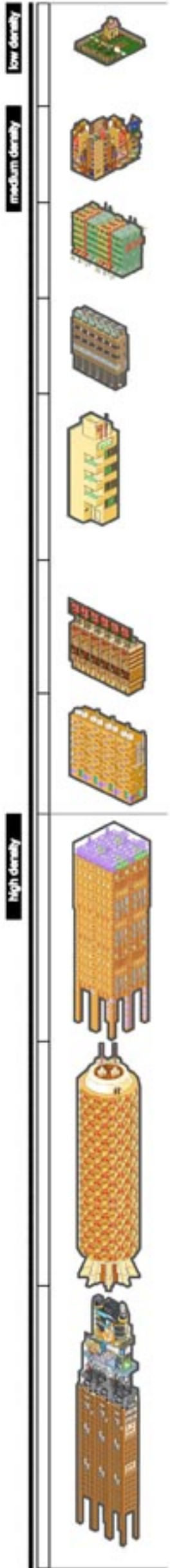


- ROADS:** The high density roads go around the perimeter of the plot.
- INDUSTRIAL:** Industrial use, any kind of non-dangerous activity for the future.
- STORING:** Storing spaces related to high density zones and near to the industry.
- CULTURAL AREA:** The cultural areas are linked to the high density plots. It will exist different uses like libraries, school, etc.
- COMMERCIAL USE:** The commercial area associated to medium density covers basically small shops.
- CULTIVATION:** Spaces dedicated to community cultivation in medium density areas.
- HIGH DENSITY OFFICE:** The high density zones will contain mainly offices.
- GREEN AREAS:** Spaces encouraging the river traffic. The river become in one of the main connector lines with the city center.
- LOW DENSITY NEW BUILDINGS:**
- LOW DENSITY EXISTING HOUSES:** The existing buildings to keep. This housing will be the same size garden. For the new low density housing.
- FOOT BRIDGE:**
- PEDESTRIAN AND CYCLING WAY:**
- WHARF:** Spaces for encouraging river traffic. The river connects into a main communication highway.

MAIN ORIENTATION E:1/1000









plan de acción  
off the wall

El barrio, es la isla más joven y pequeña del archipiélago canario. La mayoría de su territorio pertenece a la reserva natural, por tanto catalogando a ese terreno como un espacio protegido, entendiendo que un estudio de impacto ambiental no agotaría grandes construcciones y mucho menos un desarrollo urbano excesivo.

Desde la búsqueda del equilibrio y la armonía, sin aferrar al ritmo o ciclo natural proponemos actuaciones blandas y no agresivas, tratando de entablar un diálogo con la naturaleza que habitamos y vivir con un desarrollo sostenible.

El estudio de la historia del pueblo, nos hace comprender que hay un patrimonio a conservar y recuperar, devolver a la naturaleza y a los habitantes lo que es suyo, evitando la privatización de un territorio que es de todos, de dominio público, planteando así el aprovechamiento de la zona baja para otros fines.

Objetivos

La propuesta pone de manifiesto que el mismo espacio genera demandas distintas, depositado en las manos de los que lo van a habitar. Estos se apropian del lugar y personalizan sus viviendas que nacen en el marco de las circunstancias y necesidades de sus usuarios. El urbanismo y la arquitectura apelan a ser configurados por los agentes que interactúan con él.

Estrategia

Mediante un conocimiento de la construcción de la ciudad se establecen reglas específicas que ayuden a mantener el desarrollo y conservar la variedad. Se plantea una renovación o fertilización que nos ayude a distribuir adecuadamente la construcción y planear una buena organización de lo que está por construir.

La trama urbana de Valverde está organizada principalmente por el viento, sus carreteras forman bloques estancos y las edificaciones se sitúan perpendicularmente, siguiendo la alineación de las calles, de esta manera el interior del ámbito conserva el tejido natural. Proponemos partir de este modelo, manteniendo el viento perpendicular de la parcela y el corazón verde, pero respetemos la linealidad, estableciendo un límite más difuso y complejo.

Se define un ámbito de convivencia entre el viento y los muros perimetrales, en esta zona se apuran los coches y hace la red de caminos que relacionan las edificaciones y el espacio público, en un mundo en el que lo público y lo privado se entremezcla. La intención es plantear una mayor flexibilidad frente al estancamiento urbano y programático. Se exponen modelos con perspectivas futuras, que tengan en cuenta el crecimiento espontáneo.

Elementos / Herramientas

Nos encontramos con una ciudad desvirtuada, en la que los vecinos aún no están encajados y que se rige por reglas tradicionales. El carácter del barrio se basa en la ayuda vecinal y la "Comunidad". Contando con ellos, se podrán desarrollar proyectos para mejorar la calidad de vida y participación en la construcción de una ciudad, que atienda a sus deseos y limitaciones.

En el proyecto que planteamos, contamos con varias vías posibles, unas estables y predecibles y otras absolutamente incógnitas, pero todas ellas crean la posibilidad de que el habitante pueda manifestarse.

Exponemos configuraciones modulares para poder crecer, estructurar o poner que se puedan fácilmente manejar y que también se puedan transformar, potenciar e intervenir para activar la ciudad.

plan de acción  
desplegable del  
modulo urbano

03 COMUNICACIÓN  
acequias

Los elementos de conexión definen, mediante la unión de los módulos el espacio de la vivienda. Este mecanismo de articulación de volúmenes vitales permite múltiples configuraciones domésticas.

02 PROGRAMA  
semillas

El módulo es fundamentalmente una estructura: un elemento flexible, configurable, divisible y apilable, que configura por abstracción los espacios vitales.

01 MURO  
cortavientos

El muro, contiene el espacio. Define un ámbito donde la división del espacio público y el privado se diluye. Permite además generar un espacio urbano de escala doméstica con una identidad significativa.



plan de acción  
imagen del conjunto





TIPOLOGÍA  
01 unidad urbana tipo e1/200



+01.  
PLANTA BAJA 1/400



+02.  
PLANTA PRIMERA 1/400



+03.  
PLANTA SEGUNDA 1/400

planta primera - alzado desplegado  
ESCALA 1/200



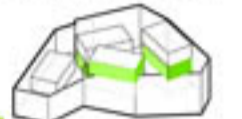
las combinaciones

	tipología vivienda				tipología dotación en módulo		
	10	20	30	40	40m <sup>2</sup>	80m <sup>2</sup>	120m <sup>2</sup> +160m <sup>2</sup>
(EST)	03	05	07	09	01	02	03
(LAV)	01	01	01	01	01	02	03
(PVG)	01	01	02	02	01	02	03
(BAÑ)	01	01	01	02	—	—	—
(COC)	01	01	01	01	01	01	02
(PLA)	—	01	01	01	—	—	—

\* las dotaciones que exceden de 160 m<sup>2</sup> (apartamento, zonas verdes...) no venían los módulos.

el módulo - estancia

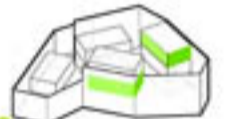
EL CONTENEDOR. Es preferencial, está acortado su colocación y montaje y la estandarización de las piezas durante su fabricación.  
Los contenedores están conectados por pasarelas que atraviesan el patio en el interior del suelo. Mediante este sistema se define la versatilidad.  
VERSATILIDAD. Con el menor número de piezas se generan infinitas situaciones.



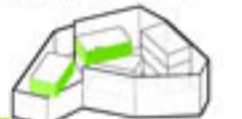
A.  
VIVIENDA 4D / DOTACIÓN 120 m<sup>2</sup>  
+111 Módulo 40 m<sup>2</sup> + Jardín exterior  
+112 Módulo 20 m<sup>2</sup> + Jardín exterior  
+113 Módulo 40 m<sup>2</sup>



B.  
VIVIENDA 1D / DOTACIÓN 80 m<sup>2</sup>  
+111 Módulo 40m<sup>2</sup> + Jardín exterior



C.  
VIVIENDA 2D / 3D / DOTACIÓN 80 m<sup>2</sup>  
+111 Jardín exterior  
+112 Módulo 40 m<sup>2</sup>  
+113 Módulo 20 m<sup>2</sup> + Jardín exterior



D.  
VIVIENDA 2D / 3D / DOTACIÓN 80 m<sup>2</sup>  
+111 Jardín exterior  
+112 Módulo 40 m<sup>2</sup>  
+113 Módulo 40 m<sup>2</sup>

ORDENACIÓN  
02 la planta 1/400



- **Cubierta de celosía**  
Intensifica del lugar ambiente con fines arquitectónicos. El celosía usado como elemento de la luz.
- **Paseo de conexión**  
Pasarelas elevadas, que los módulos conformando la planta / dotación.
- **Módulo servicio**  
Piezas que se sitúan al exterior de la vivienda. La idea de los servicios.
- **Jardines en altura**  
Espacios en módulos que crean la vegetación a la vivienda / dotación.
- **Exterior del vaso**  
El exterior de la vivienda hay recorridos y espacios de mayor amplitud donde se debe crear un jardín de vegetación exterior de forma espontánea.
- **Recuperación de superficies en celosía**  
Mediante el empleo del sistema de trazo arquitectónico como fachada se genera un nuevo espacio exterior para viviendas.

ORDENACIÓN  
03 la sección 1/300



- **Paseo de conexión**  
Pasarelas elevadas, que los módulos conformando la vivienda / dotación.
- **Módulo servicio**  
Piezas que se sitúan al exterior de la vivienda. La idea de los servicios.
- **Alzado exterior del vaso**  
Espacios del suelo conformando zonas exteriores de fachada. Exterior de una planta fachada que acompaña la relación de los espacios con el exterior.
- **Soporte de conexiones**  
Las conexiones apoyan sobre pilares, de esta forma se libera el terreno obteniendo un mayor aprovechamiento del espacio.
- **Fachada de celosía**  
Intensifica del lugar ambiente con fines arquitectónicos. El celosía usado como elemento de la luz.
- **Exterior del vaso**  
El exterior de la vivienda hay recorridos y espacios de mayor amplitud donde se debe crear un jardín de vegetación exterior de forma espontánea.
- **Jardines en altura**  
Espacios en módulos que crean la vegetación a la vivienda / dotación.
- **Alzado exterior del vaso**  
El muro se perfila con los huecos de los ventanales que hay dentro, que abren al exterior.



plan de acción  
off the wall

El diseño de la vivienda para y gracias al prototipo urbano. La vivienda se sitúa dentro del espacio público y se integra con el entorno urbano. El espacio público se convierte en un espacio de vida y de convivencia.

Desde la estructura del edificio y la planta, se define el ritmo urbano y se genera un espacio público que se integra con el entorno urbano.

El espacio de la vivienda se define por su forma y su función. El espacio público se define por su forma y su función. El espacio público se define por su forma y su función.

**- Espacios**  
La vivienda para de vivienda que el diseño espacio genera espacios públicos. El espacio público se define por su forma y su función. El espacio público se define por su forma y su función.

**- Estrategia**  
El diseño de la vivienda se define por su forma y su función. El espacio público se define por su forma y su función. El espacio público se define por su forma y su función.

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plan de acción  
imagen del conjunto



plan de acción  
desplegable del  
módulo urbano

03  
COMUNICACIÓN  
acequias

Un sistema de canales de agua, mediante la unión de los canales de agua de la vivienda. Este sistema de canales de agua se integra con el entorno urbano.

02  
PROGRAMA  
semillas

El sistema de comunicación se define por su forma y su función. El espacio público se define por su forma y su función.

MUNO  
01  
cortavientos

El MUNO, sistema de viento. Define un espacio público y se integra con el entorno urbano. El espacio público se define por su forma y su función.





# We Are The World

## europan x

+10 years of European as a setting of ideas and a platform for a European contemporary urbanism and architecture debate. With the ambition of becoming a research network, connecting every concern and interest of every plot and every country participating. A global statement, **that's the European**, includes all the statements of each plot. A platform that come together guarantees in common problematics turning them into exercises, generating an more interesting and realistic debate. European also turns into a nexus between creatives and administrations that allows discussion and negotiations, bringing them to professional constructive processes that can be tested in real-time.

+In view of this, we propose a symmetric response in coming to the problem and in the developments. We respond from a common and global propose, that involves a generic approachment about contemporary architecture and urbanism, to acquire certain compromises, to use certain tools and to generate creative possibilities from the net. And from that common stand, we discuss and develop new statements for the plots we chose. We become coordinators of different networking teams, sharing tools and articulating a **common proposal**.

## game board

**Europe**  
1,000,000,000 ha

**Gratz**  
102,200.0

**Nyon**  
57,400

**Riga**  
420,000.0

**Tallin**  
110,000.0

**Valverde**  
10,000

**Vardo**  
47,000.0

**SIX SITES**

- We use Europe as a big game board that gives us different game options. A first level to think about architecture from a global point of view, giving us the chance to test new working processes, searching for new designing tools in architecture.
- A game board built up international and connected, that generates reflections in the big scale, and we play trying to respond in the same way. So we take SIX plots with different characteristics and with this common statements we look for the singularity in each one to infect the rest of the plots.

**PRODEN**  
Infectious agent that infects all forms of life. It spreads from area by insects.

**MUTATION**  
After a infectious period evolution of the virus will begin to appear. The elements will be followed by "MUTATION". Always under medical control, the virus will be breeding all parts and the inhabitants will be able to enjoy its disease effects.

**INFECTION RISK MAP**

## towards compromises

**01. Toward an architecture... that learns**

References have change. According to deconstruction in architecture we need to set new relations between this one and the society. Architecture is not here only to respond to social necessities, neither to be before it; **contemporary architecture must be able to LEARN from society and foresee its updates necessities.**

Towards an architecture that learns and evolves with the use made by the agents.

**02. Toward an evolutionary development of the projects**

The architect is not involved anymore in the construction of contemporary city: space management and building maintenance monitoring must be an essential task in 21st century.

There will be no inauguration day because every day there will be something to inaugurate.

The new architect's profiles and the new contracts that manage the link to their work must change symmetrically with this situation.

**03. Toward a laboratory urbanism**

There are no absolute truths, and urban construction demands a **COMPROMISE** that we must solve. Everything that we do must be as a test tube, analyze and investigate of its situation. In see if it really works and which are the problems.

We need to **biologize** the architecture to check rights and wrongs.

We must learn from all this to arrive models more rapidly.

We shall work to find out the devices that will give voice to the citizen so he would be able to participate in these test tubes.

**04. Toward a new saving culture.**

Energy saving and sustainability will not be the aim of contemporary's architecture because that a **TOTALLY ASSUMED PART OF IT**.

We must know how much we are spending in every process, from construction to use and final dismantling.

We need to visualize in real time what we generate to know what we can or we cannot spend, without meaning this as a drop in our life quality.

**05. Toward a density that allows negotiations**

We must set enough density to allow the existence of shared life and the triumph of public spaces.

We must make possible the variety of urban landscapes by constructing models onwards from the best things of others working.

We must permit pacts, a negotiations tough the density making possible multiple urban typologies in constant change. That is, to make possible urban pacts and density markets, not allowing property speculation.

**06. Toward a urbanism... still belonging to the infrastructure.**

We must think in making possible situations better than designing their ourselves. This should work using a bigger scale of intervention.

We must generate visible infrastructures, conforming urban space, squares, streets; and at the same time allowing new urban phenomena.

We must build in infrastructure as a big scale sustainable process, where decisions depend, for instance, on how many millions of keywords, and generating systems able to talk about aptitude percentages and savings.

**07. Toward a non-saturative dynamic regulations of the city**

There are not definitive urban models, but guidelines and management methodologies. We can create, make crisis, leave certain moments to action situations. Our guidelines are dynamic, they change and they update the compromises.

We must use non-saturative regulations, that allowing transformation and urban evolution in every moment.

We must introduce channels that mean regulation variable with its users.

We bet on presential regulations.

**08. Toward a commercial urbanism that captivates the citizen.**

Quentin Tarantino's urbanism. We defend that "popular" means quality. We shall work on behalf of a non-intellectual architecture. That's why our decisions must allow 2 things:

- Explicit design, showing the reasons of the decisions they take.
- Make a public list of the **ADDED VALUES** we get with these designs.
- Allowing communication with citizens. Making things public and transparent.

**09. Toward a public space that is not neutral anymore.**

The neutral public space, a descendant from modernity, has failed. No mechanisms have been engineered to allow the assumption by users.

We propose activation strategies for the public space by characterizing them: turning into public space an open air warehouse, the dark side of a market, a car-free area, etc.

Hybridation of the dynamic processes of a city to achieve the creation of this controversial spaces; so they will not be neutral anymore.

## cooperative tools

+ A plural work team allows the evolutions of creative tools; also the use of the NET gives a quantitative increase in its repercussion. It's important for us to show some of the common tools that have been used to prepare these projects:

- > **Inclusion of complex statements** in the complex reality of each plot through meetings for common evaluations. We expect to start all particular strategies from **THE SUM OF ALL THE POINTS OF VIEW EVERY PARTICIPANT**.
- > **The acquisition of the progress that collective intelligence generates.** We create typologies, construction, strategies and solutions **DATA BASES** that turns into an update and suitability market for the selected plots.
- > **We decide OUR OWN EVALUATION MECHANISMS** before the submission to the European jury. We activate critical processes and we establish evaluative criteria to check the efficiency of the solutions proposed. Knowing and assuming what is not working, provides for the necessary updates as a part of the dynamic network project for European10.



## action plan about viral vectors

**01 the virus**

PROGEN. Infectious agent that infects all forms of life. It spreads from area by insects.

**02 infection risk**

MOSQUITOES. Vectors are often transmitted by them. These disease-bearing organisms are known as VECTORS. Once a building public space is contaminated by the disease, the process will be totally irreversible. The VECTORS will be transferred to reality by means of the element "BOAT".

**03 mutation**

After a infectious period evolution of the virus will begin to appear. The elements will be followed by "MUTATION". Always under medical control, the virus will be breeding all parts and the inhabitants will be able to enjoy its disease effects.

**INFECTION RISK MAP**

1-14: TOWN HALL, STUDENT HOUSING, SWIMMING POOL, PORCH MUSEUM, UPPER SECONDARY SCHOOL, MUSEUM PATH, TOURIST OFFICE, SHOPPING, GAS STATION, PRODEN, VOORSTADT, HROMSKVIK, MARTIN OLSEN STRAET, NORTHERN EXPRESS CLAY

## action plan participative development process

**PRODEN**

**01 the virus**

**N+01 RE\_COVER**

- 101. Capture of information
- 102. Structure construction
- 103. Access recurrent elements
- 104. Recovery of sign components such as windows
- 105. Prototype creation

**N+02 RE\_EQUIP**

- 201. Incorporation of facilities of electricity, hydraulics, sewage, heating, starting, computer science
- 202. generation of environments, furniture and accessories
- 203. experiment and construction of things, painting and areas
- 204. incorporation of visitors

**N+03 RE\_INVENT**

- 301. generation of processes
- 302. flexibility
- 303. creation
- 304. creation of a program

**proden**

It is the **ORGANISM** that manages all the actions of the city.

**02 THE MOSQUITO-BOAT**

**infection risk**

**mosquito boat**

The **BOAT** will be the fast activity to take place.

**THE MOSQUITO-BOAT**

Possible evolutions of the MOSQUITO-BOAT:

- 101. ORGANIZATION VISITS
- 102. MARKET
- 103. CAPITAL TRADING

This will be the first thing to estimate the city by means of the sea. A floating alien relation that aims to give support to threatened events, thereby prevent market fall. Essential space in this context will be built. On one side of water, an evolution that the alien culture will be built at the sea. This will be one of the environments that will allow nature to finally, use the artificial structure for saving the humans soul.

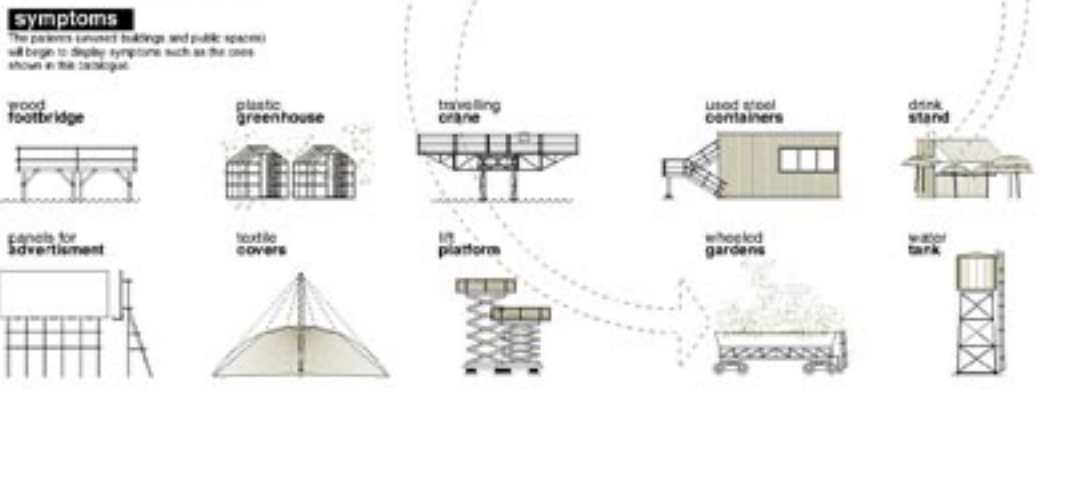
**03 PUBLIC SPACE**

**mutation**

**symptoms**

The pattern (united buildings and public spaces) will begin to display symptoms such as the ones shown in this catalogue:

- wood footbridge
- plastic greenhouse
- travelling crane
- used steel containers
- drink stand
- benches for advertisement
- textile covers
- lift platform
- wheeled gardens
- water tank





**About dealing with new urban strategies.**

A proposal that grows from the unused buildings in the harbour area. Proden now is to be recognized as an important and distinctive asset to the city: an urban event operation that provides a new way of living to the city, connecting urban areas, public spaces and abandoned [adjective, f. Forsaken or deserted] buildings by the shore, and more important, sea and nature.

**About RE-activating harbors and cities.**

The basis for the re-inventing of these buildings would be in old factories and industrial equipments being restored nowadays in Brooklyn area, NY. As in Varde, unused huge spaces that are now focusing cultural events and, somehow, developing these surrounding areas. Young people feel attracted by the mayor quality leisure and culture activity and, of course, lower costs. Contained programs such as: concerts and jam sessions; workshops for arts, cuisine, clothing; geographic, Artic and sustainability courses; restaurants; temporal lodging for young people; magic and dance spectacles; story teller and maionettes. As an authority commitment, the management of these historical trace can be the opportunity of bringing the youth back to Varde. Strategic lines that for example, may arrange temporal free spaces transfer to Norwegian artist. It will finally suppose the re-imagination of these industrial relics as a unique chance.

By means of low cost-vernacular materials-simple construction elements, died spaces will be re-connected to the town and will be re-converted into urban stages. Stages that will house permanent activities or ephemeral events. These elements are known as symptoms.

Symptoms promote: 1. Social-public participation for Varde inhabitants [creating community gardens and green houses, summer stands, new indoors warmed spaces to be used during winter periods, and improving public space infrastructures] and 2. Tourism focused new programs. [ice sports, yukigassen and base camps for arctic expeditions, emphasizing and powering both peculiar climate and strategic geographical position]

**About RE-generation.**

How to emphasize that place that could be easily converted in a magical stage. Re-invent city behaviors. One island, the sea, abandoned buildings, and the determination to reach a programmatic conversion. The new identity of Varde is just a re-adjustment of the existing elements. Adaptation process is immediate.



**VARDO**  
**04 catalysts**

**taiga reforestation**

The taiga taiga, characterized by the wooded formations of coniferous, is a suitable forest for this work with a treatment of regeneration by means of greenhouses and mobile oak-wood stages.



**viewing-point**

With this view point, people will be able to see, not only the Varde's beauty and landscape, but also all the new activities/symptoms created in the area. This agent will contribute to generate new actions and cooperation from users, exhibitors and tourists, and consequently a faster development of the symptoms of the city. We also propose a theme and a planetarium inside, as new places to be mutated in the future.



**thermometer**

This thermometer will be the activities/symptoms indicator. With color-coded levels, we will residents and occasional tourists know where and what they could visit or do at the area. It is another essential agent for the creation of mutations and symptoms strategy.



**station wifi**

We think, the internet is essential to create all kind of social exchange. At the moment, it is the agent that informs and unifies everyone. With this tower, everyone could know what is going on at the harbor, all the activities and events in real time, to develop all the same time new symptoms/activities.



**wind and wave station**

The symptoms will need energy to achieve all kind of mutations. We propose these wind and wave stations to contribute with renewable energy.

Turbine weight: 136 tonnes  
Turbine height: 65m  
Rotor diameter: 82.4m  
Total height: 100m  
Displacement: 5300t  
Diameter at water line: 6m  
Diameter submerged body: 6.3m  
water depth: 120-700m  
moving: 3lines



**03 WORLD pandemic**

**interaction**

This idea is not a closed and local proposal. The project is exportable and would interact across the world. It will create a cultural exchange that encourage Varde's expansion and at the same time tourists integration. The municipality will be in charge of searching new patients (tourists) to display symptoms/activities in new conditions.







**FIELD OF WIND ENERGY**  
It gives the energy necessary for the transformations of the city

**VIEWING POINT AND CENTER OF INTERPRETATION**

**MAPPE ALOR BILUMINESCENCE CULTURE**  
Pioneer replication. Generation of public use facilitated by the new light conditions

**WIND TOWER**  
Electronification of the public space by means of wind of energy

**ARTIC'S LIGHT HOUSE**  
milestone of the action, reinforcement of the local lighting in special situations

**MOQUETO BOAT**  
Tool that studies the different spaces providing its transformation. Corner of the genetic information. Its configuration changes as it is specializing itself

**TEMPORARY RESIDENCE FOR RESEARCHERS OF THE ARTIC ECOSYSTEM**  
private funding, private application, transformation in social housing after 10 years. associate programs, laboratories, workshops, study rooms

**PRODECO (VPLUS)**  
It is the organization/organization that manages all the activities/management of the city

