YY502

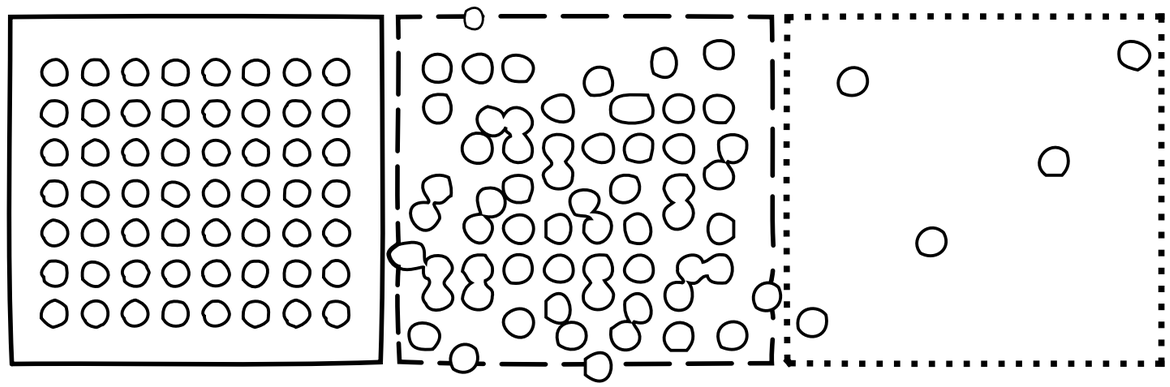
FUNCTIONS ON THE MOVE

EUROPAN 12 / ADAPTABLE CITY / ROUEN

YA502 MANIFESTO

Europan 12 announces a shift in paradigm. It is a fact that the World is constantly changing socially, politically, environmentally, economically and technologically. However, are our cities responsive to such conditions? We believe that cities nowadays are too rigid and static, and are incapable of adapting to constantly shifting conditions and needs. "On the move" provides a critique of the contemporary top-down urban planning approach and the relationship between city and user. Through rethinking and reimaging the urban development process, we provide a framework and toolkit that empowers the people the ability and opportunity to contribute to the planning and development process of cities. The toolkit consists of 3 major tools - The Cloud, The Rules and The Prototypologies. Through this set of tools, people are now able to participate in the design process, allowing them to make decisions on how their city is designed, how their city grows, and most importantly, how their city is used. While the end result might end up in chaos, it is the unexpectedness and dynamism that we are in fact, most interested in. The reconceptualized city is designed collectively, and is highly flexible and responsive to shifting conditions, while celebrating the intense, diverse and complex character of a metropolis.

Welcome to YOUR city.



SOLID / Controlled society

LIQUID / Flexible society

GAS / Anarchic society

ISSUE
THE STATIC CITY

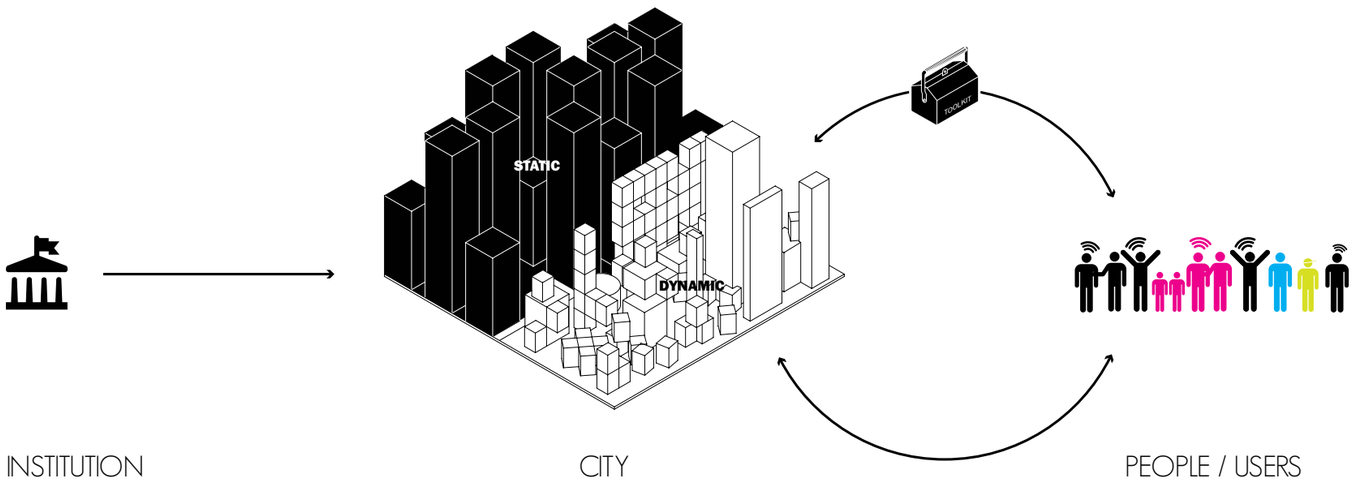
Cities nowadays are designed in a top-down approach, with the Governmental institutions dictating design decisions, hence are often not what the people want or need. Cities are now rigid and static, and are not able to adapt to the constantly changing demands and needs of the people.

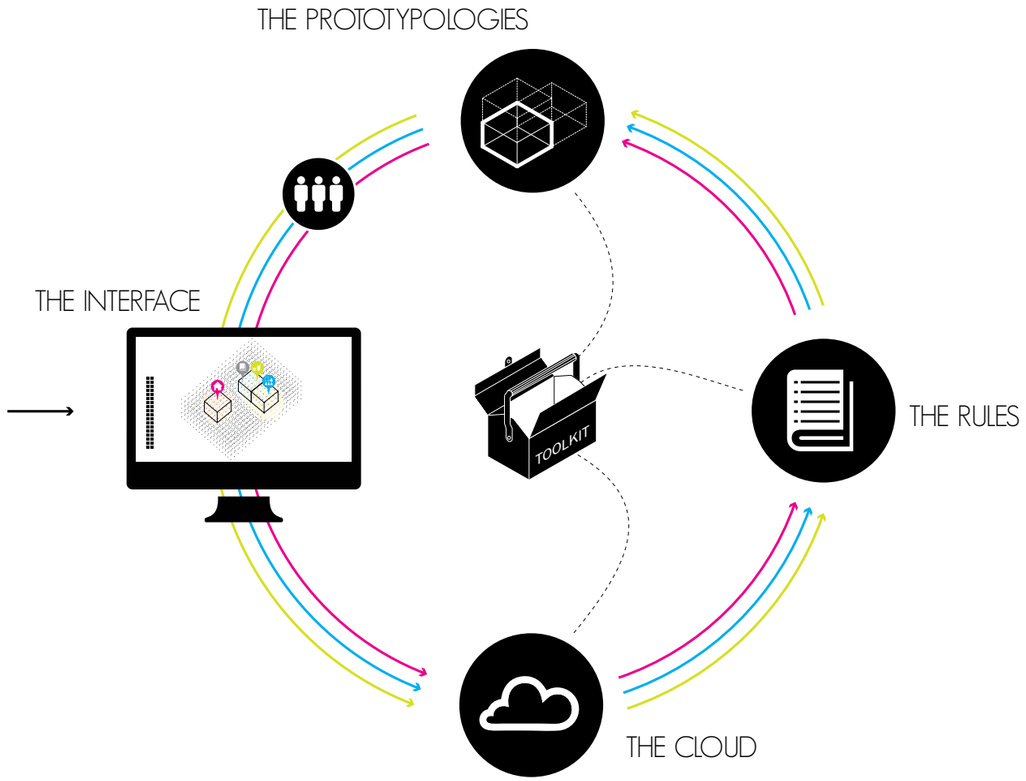
POSITION
THE DYNAMIC CITY

We believe cities should have a dynamic relationship with the people who live there. The city should be designed by a bottom-up approach, empowering the people with the ability to design and plan their own city. The city should be constantly evolving and responding to emerging needs and desires. The city and the people should have a reciprocal relationship.

MANIFESTATION
THE TOOLKIT

In order to create such a dynamic system, we provide the people with a Toolkit of planning, development instruments. Within the toolkit, there is the Cloud, the Prototypologies and the Rules. The 3 tools work together to create a city that is constantly updating itself through the needs adn desires of the people.





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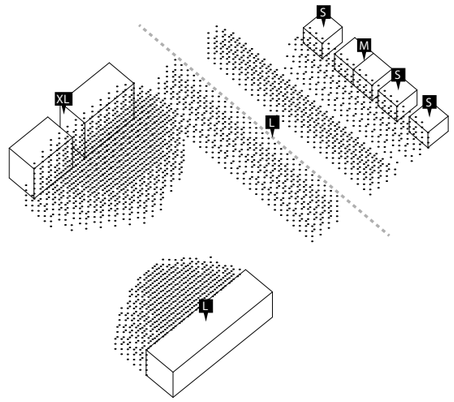
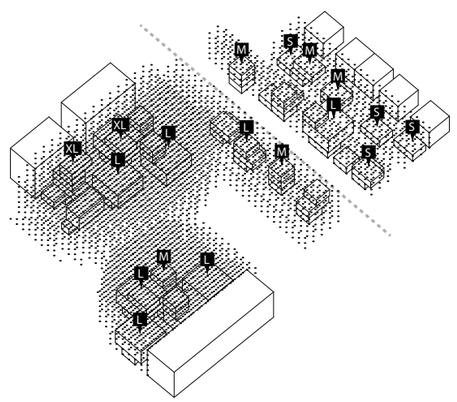
THE CLOUD
EXPANSION PROCESS

The cloud is a critique of the rigid zoning method of contemporary urban planning and is the generator of this dynamic city. The cloud extracts data such as attractions and pedestrian flows from the surrounding context, and generates a 3D map of points that highlight the context's influences. According to these "attractors", the mapping of points suggest where different scales or typologies could be built to maximize interaction and integration. The Cloud itself is an evolving master plan, and it constantly updates when new projects and flows are introduced.

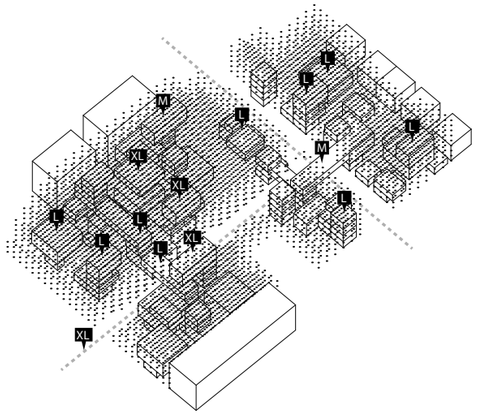
01 / QUANTITATIVE
MEASURING CITY GROWTH + DENSITY



01 / The points which constitute the cloud show the context's influence for the site thanks to the thickness of the points. This density of points show where the users can build. for the low density part, it is just a matter of time!

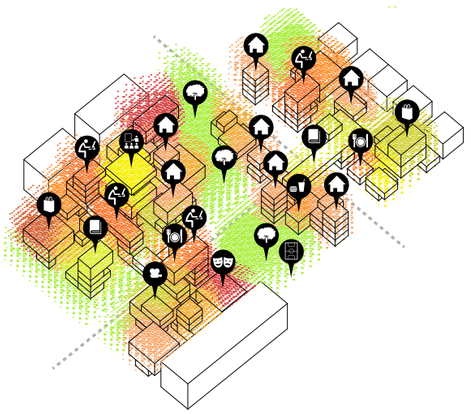


02 / Then, the first typologies come to the site according to the cloud density. Each new typologie, bringing its own influence to the site, increase the cloud's density allowing more constructions arround.



03 / The new city get densifying and new flows are generates by the users stopping the construction on this new axe but bringing also new point's density on the borders.

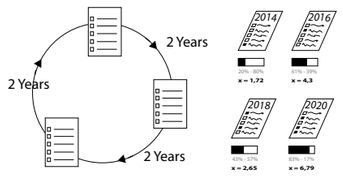
02 / QUALITATIVE CLOUD
FUNCTIONS + INTERACTIONS



This cloud is also a data base for the quality of the built spaces. It shows the family of function in use at the instant "t" for each typology built. With this process, the users can interact each other and debate about another function for the neighborhood or replace one. In the built areas, the cloud's points turn from black (to build) to the colour of the tyopology introduced in order to indicate which typologie is where.

THE RULES
HOW TO BUILD ?

The Rules indicate and regulate how the user builds in the site. The set of rules ensures the livelihood of the city and its users in terms of social and environmental. Once that the idea is created and the cloud showed up all opportunities that exist within the city, a designer has to be consulted. He makes sure that the overall rules, which change every other year according to the people opinion, are followed throughout the project. They are the guidline for a living-together which reacts on the needs of the people. Reacting on existing condition as well as on future desires keeps the city and its provided space in balance and ensures a dynamic growth.

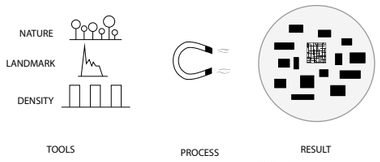


01/ USER'S OPINIONS

Surveys are conducted periodically (monthly, yearly...) to enable users to voice out their opinions

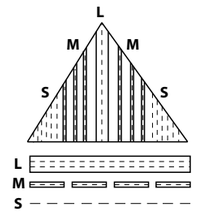
02 / SOCIAL RESPONSIBILTY

Since land is given to users for free, in exchage, the users has to contribute



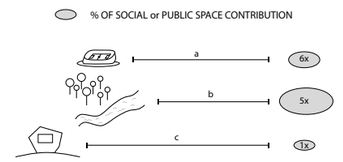
03 / ATTRACTORS

Attractors, such as public space and landmarks foster density growth



04 / TRAVEL DISTANCE

Less long distance and more local links

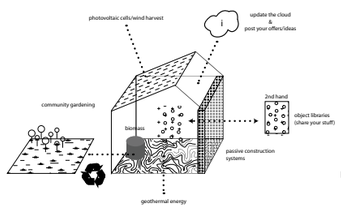


05 / PROXIMITY TO ATTRACTOR

The less distance to the attractor, the more contribution to public

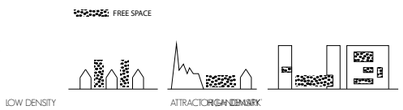
06/ NODAL DISTRIBUTION

The distibution of nodes should be even



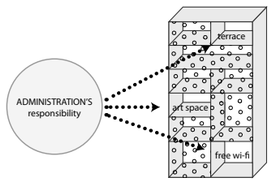
07 / ECOSOPHICAL CITY

Individuals can provide for their own recources



08 / INTERSTITIAL SPACE

More attractors, higher density results in more interstitial space



09 / ABANDONED SPACES

Administrators are responsible for the reusage of abandoned spaces

10 / SIZES REMAIN, FUNCTIONS VARY

Reusing existing structures and implementing new functions

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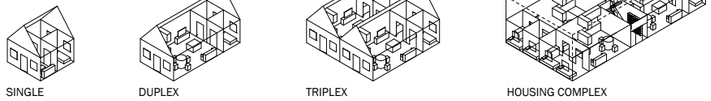
THE PROTOTYPOLOGIES

WHAT TO ADD?

The Prototypologies are model types that are constantly evolving. The Prototypologies represent a process of evolution, as they have the possibility to transform and evolve as a response to the information they receive from their surrounding context. The catalogue represent a series of commonly used typologies, and the potential scenarios of how a prototypology can evolve over time, either in scale or function. The prototypologies do not suggest a shape or form; instead, what is emphasized is their performance - highly flexible and capable of being reused for new functions.

HOUSING

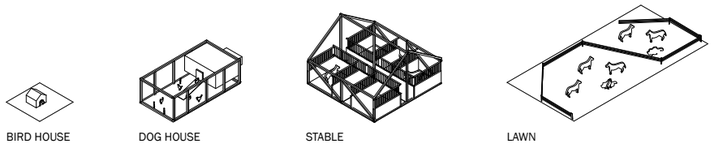


SINGLE DUPLEX TRIPLEX HOUSING COMPLEX

HOSTEL/HOTEL

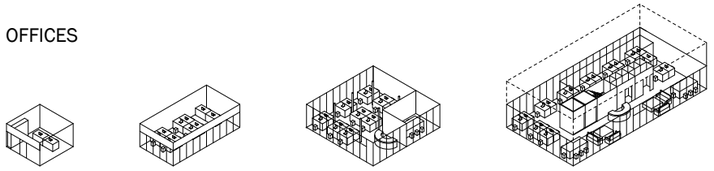
PENSION HOSTEL SMALL HOTEL LARGE HOTEL

ANIMAL HOUSING



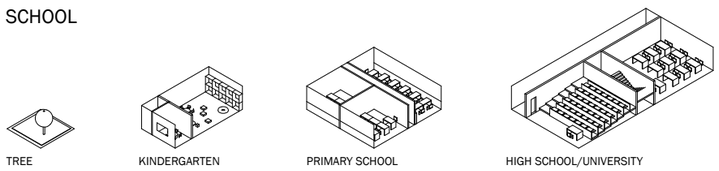
BIRD HOUSE DOG HOUSE STABLE LAWN

OFFICES



SMALL OFFICE MEDIUM OFFICE LARGE OFFICE CORPORATION

SCHOOL

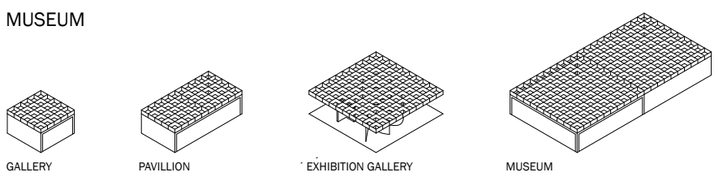


TREE KINDERGARTEN PRIMARY SCHOOL HIGH SCHOOL/UNIVERSITY

LIBRARY

PERSONAL LIBRARY SCHOOL LIBRARY COMMUNITY LIBRARY CITY LIBRARY

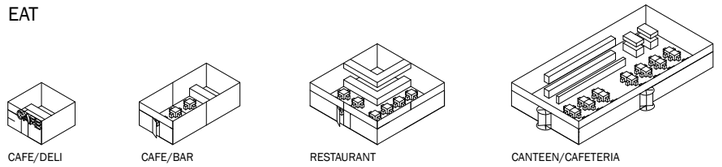
MUSEUM



GALLERY PAVILLION EXHIBITION GALLERY MUSEUM

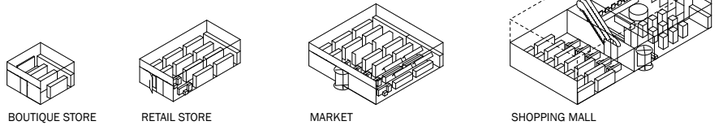
SPIRITUAL

EAT



CAFE/DELI CAFE/BAR RESTAURANT CANTEEN/CAFETERIA

SHOP (INDOOR)

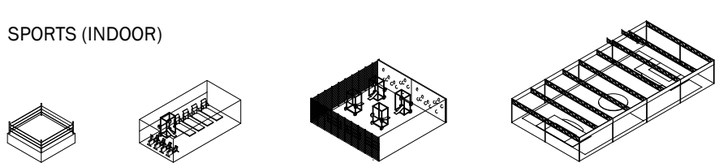


BOUTIQUE STORE RETAIL STORE MARKET SHOPPING MALL

SHOP (OUTDOOR)

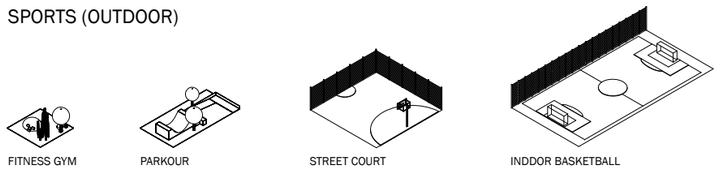
STREET VENDORS COMMUNITY MARKET OUTDOOR MARKET MARKET HALL

SPORTS (INDOOR)



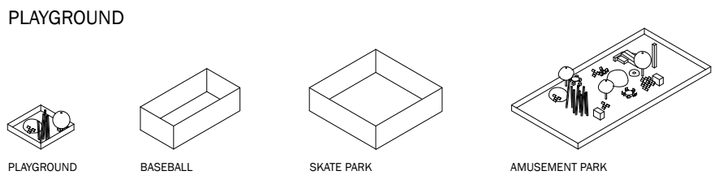
BOXING RING FITNESS CENTER GYMNASIUM SPORTS HALL

SPORTS (OUTDOOR)



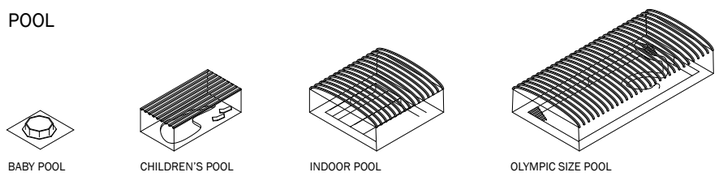
FITNESS GYM PARKOUR STREET COURT INDDOR BASKETBALL

PLAYGROUND



PLAYGROUND BASEBALL TRAINING SKATE PARK AMUSEMENT PARK

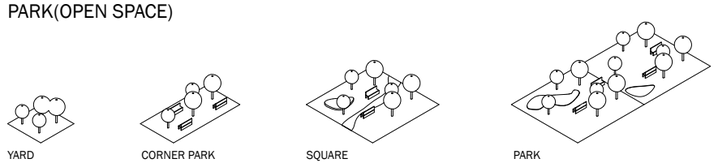
POOL



BABY POOL CHILDREN'S POOL INDOOR POOL OLYMPIC SIZE POOL

????

PARK(OPEN SPACE)

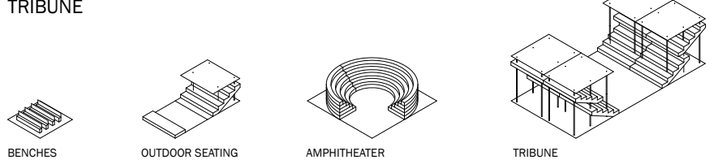


YARD CORNER PARK SQUARE PARK

URBAN FARMING

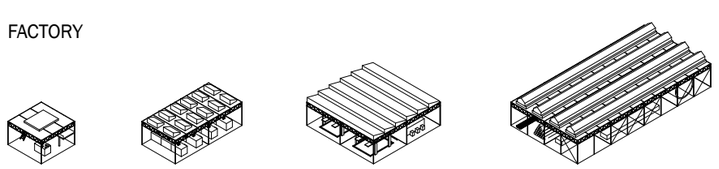
PERSONAL GARDEN COMMUNITY GARDEN COMMUNITY GARDEN AGRICULTURAL PLOT

TRIBUNE



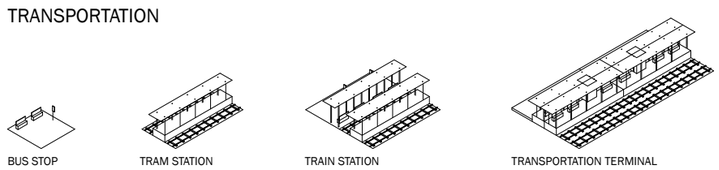
BENCHES OUTDOOR SEATING AMPHITHEATER TRIBUNE

FACTORY



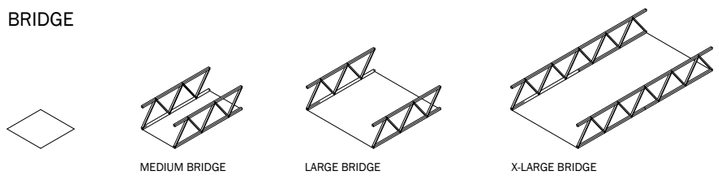
FACTORY FACTORY FACTORY FACTORY

TRANSPORTATION



BUS STOP TRAM STATION TRAIN STATION TRANSPORTATION TERMINAL

BRIDGE



MEDIUM BRIDGE LARGE BRIDGE X-LARGE BRIDGE

PARKING

BIKE STORAGE GARAGE OUTDOOR PARKING PUBLIC PARKING CARAGE

FLOATING

YY502

CONSOLIDATION

2013 - 2040

Sleep and Work

Public equipment

Commercial

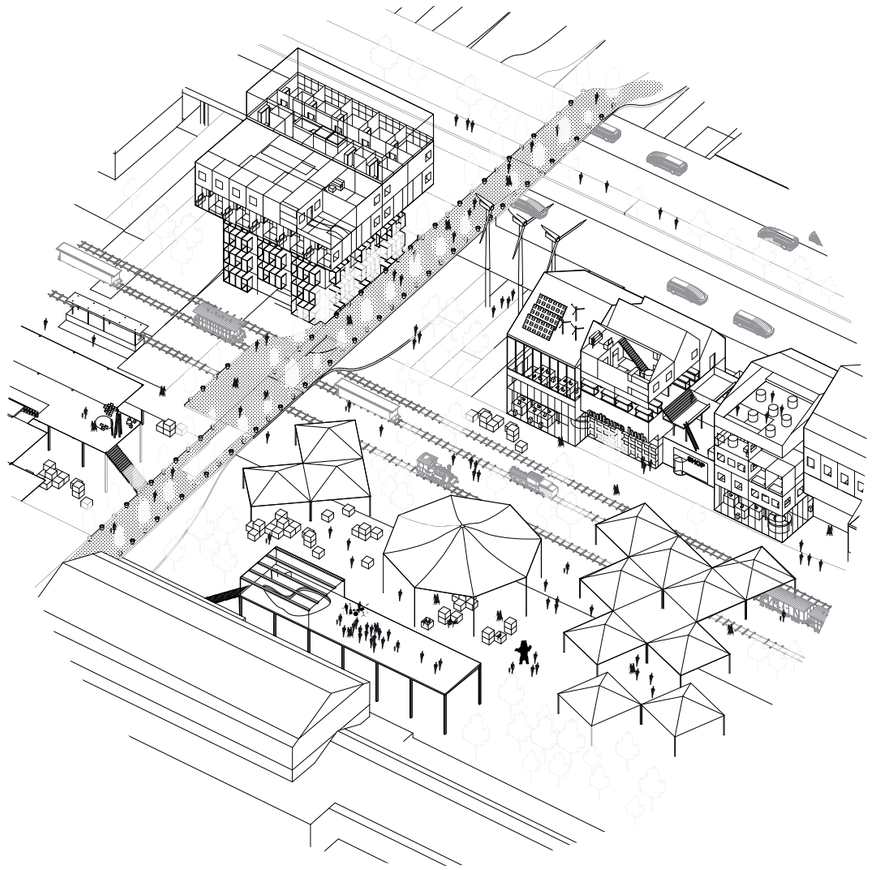
Open space and sport

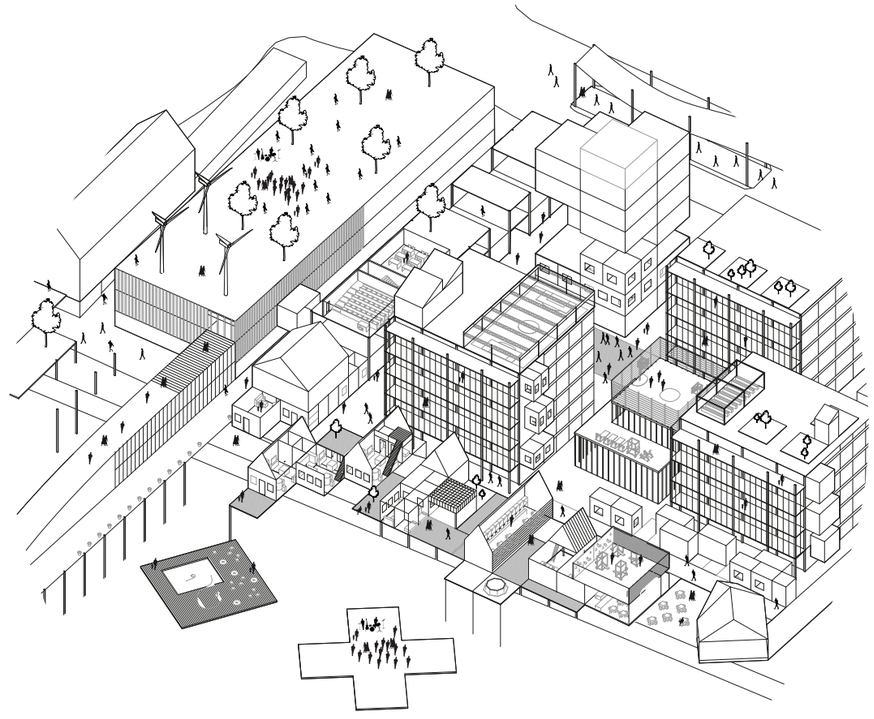
YY502 COLONISATION

2013 - 2040

The virtual cloud is in essence an analysis of each site and is therefore a generic tool for urban planning. In the Saint-Sever area, the actual station and the archive tower are the main XL attractors. According to the rules previously presented (the script of the cloud), big attractors bring in big density, therefore a high-rise center emerges between both. Re-using the fret station and turn it into the new Saint Sever main train station with a new entrance hall is one of the main issues to solve. Around it, new functions will appear re using the existing entrepot, creating new sidewalks and pedestrian intense activities and flows. The docks in front of the Seine reconfigure the existing hangars again into a new cultural area with theaters, museums, exhibition centers, a really open public space with tertiary amenities and a strong connection with the landscape.

A newly creeated pedestrian and bike bridge crosses the whole site to link the universitary campus and the city center to with the island, the station and the south of Rouen. This new flow brings a new dynamic densifiable influence (cf



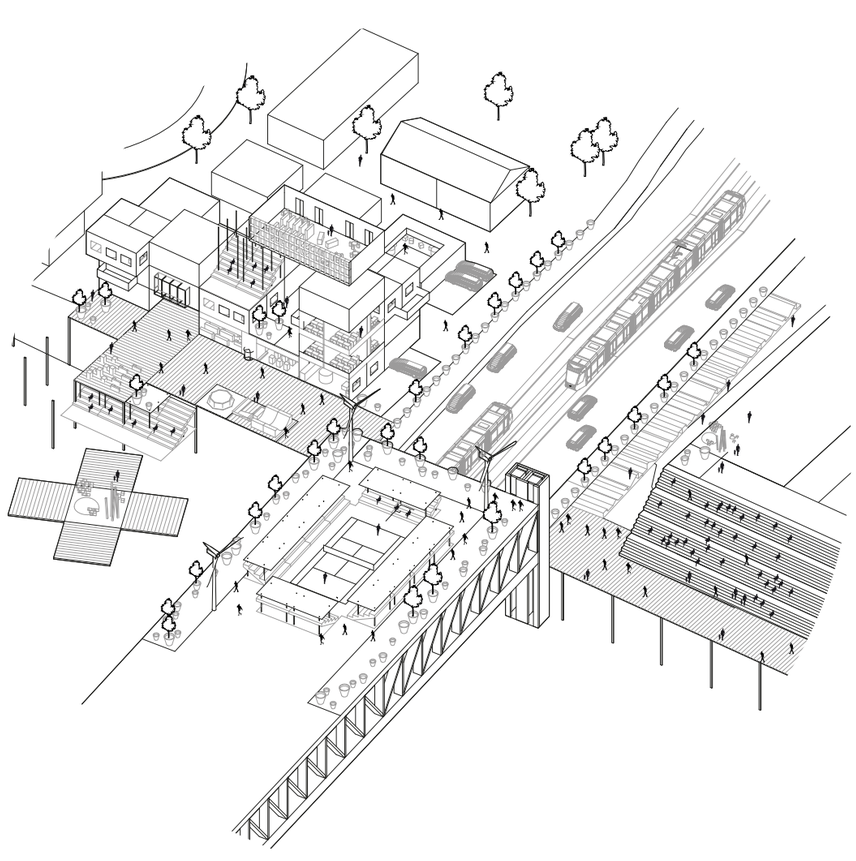


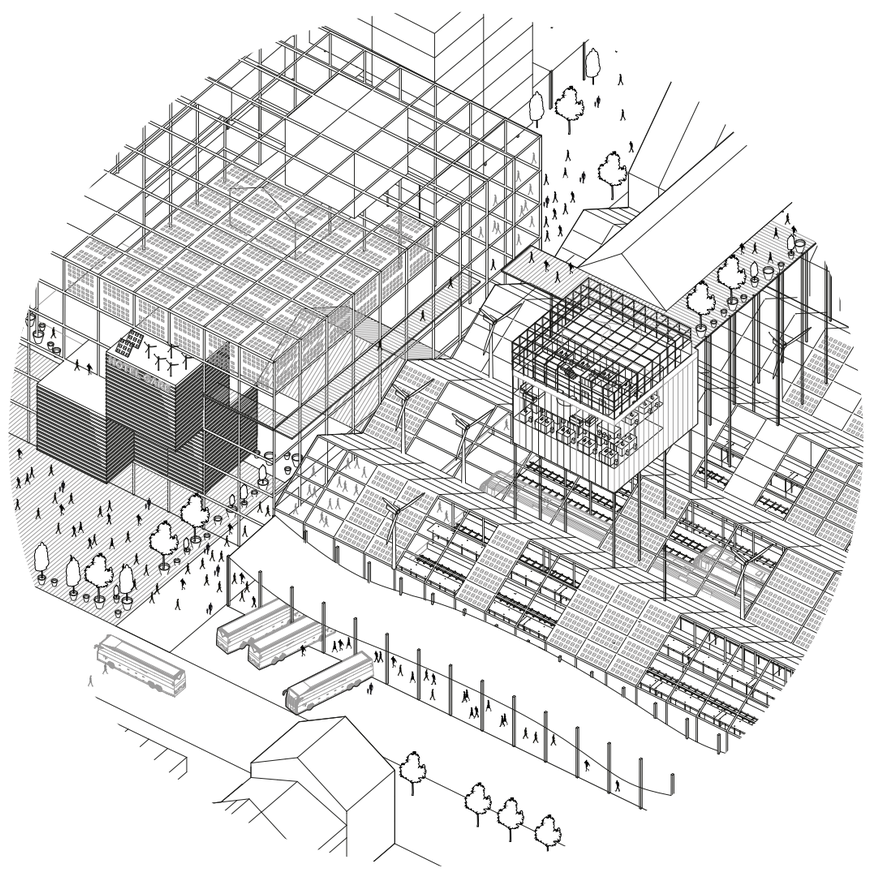
ADAPTABILITY

2040 - >

The city grows up and has colonised the empty space because of the new density influence brought by the new typologies, density and activities. The Saint Sever Station turns into the main multimodal node for Rouen connecting all the city from this new center. The roof of the station is also colonized and adapts its quality for new typologies. From the existing entrepot and the long park, the city has been developed in stripes creating main urban paths either for pedestrian only or even for cars. In the the centre of the island the crossing point between the new pedestrian path and the actual street turn into a vertical mixed node as a new icon for Rouen.

Many previous typologies changed into new functions 30 years after. The people claimed for more sport in the backside of the site, more cultural equipments on the docks and more housing. The almost fulfilled total area of the cloud indicates a new verticality based on reconquering the inviable real estate (roofs, tracks...) and updating the already built ones. This process turned the city really adaptable for the users and the "Rouennais".





YY502 SUSTAINABILITY

2040 ->