



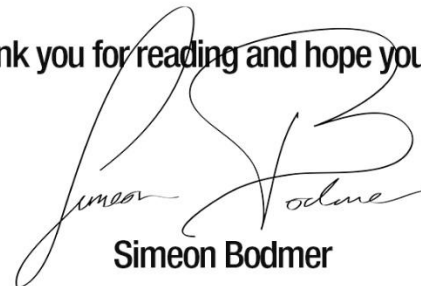
cities are the most complex **common**

The following thesis tries to analyse the area of the Zurichberg in Zurich and to propose the **architecture of the common** for this area.

We will talk about the **common**, what it is, why we need to do something at this area, how we can achieve the desired effect and what exact architectural interventions are needed.

Subsequently I hope that this thesis can be used as an example of how to tackle cities and bring back the **common spirit**.

I thank you for reading and hope you enjoy

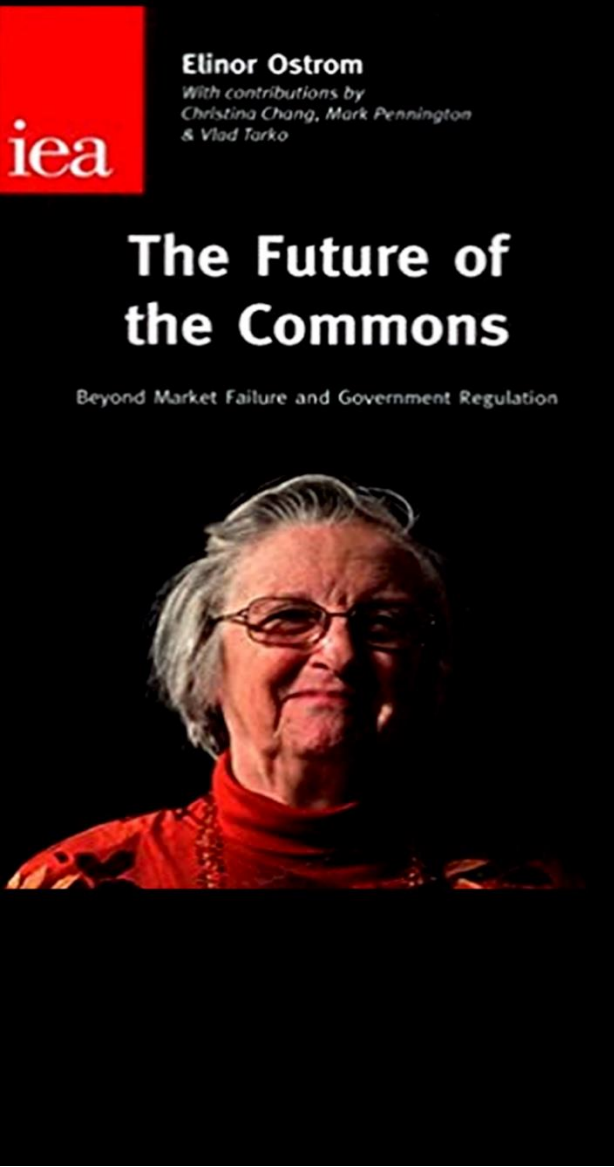
A handwritten signature in black ink, appearing to read 'Simeon Bodmer', is positioned above the printed name. The signature is stylized with large, flowing loops.

Simeon Bodmer

**„An oak tree might be in the **commons**,  
its shade in summer for the sheperd,  
its acorns for the pigs of the peasants,  
its dry branches serve as fuel in winter,  
its fresh twigs are used as ornaments  
and at sunset it might be the place for  
the village assembly.“**

IVAN ILLICH





# COMMON POOL RESOURCES

*excludable*

*non-excludable*

*rivalrous*

## **private goods (market)**

food, clothing, cars, parking spaces

## **common pool resource**

fish stocks, timber, coal, ground

*non rivalrous*

## **club goods**

cinemas, private parks, satellite TV

## **public goods (government)**

air, national defense, open access parks

the „**common** thing“  
water, land, ground,  
fish stocks  
the resource itself.

*res communis*

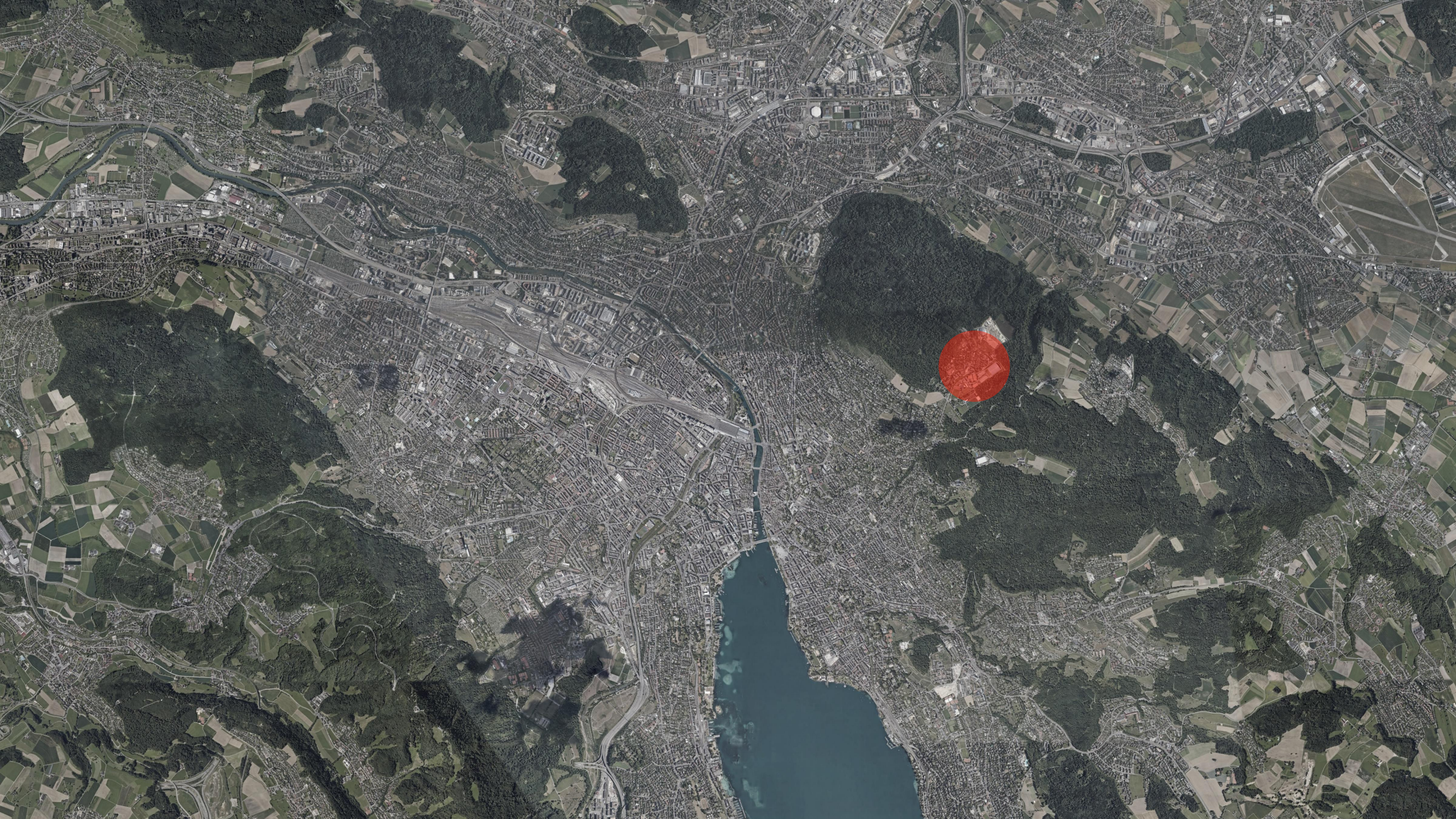
**COMMON**

*praxis communis*

the „**common** practice“  
rituals, social practices,  
conflict, negotiation,  
communication and  
experimentation.

*lex communis*

the „**common** law“  
commons **need** rules.  
without rules a CPR  
becomes an  
„open access resource“  
and will be exploited until  
destroyed.



**K** Escherhöhe



**A** graveyard



**B** zoo



**C** forest



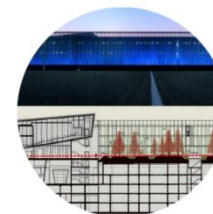
**D** boy scouts



**E** tennis club



**F** Fifa HQ



**G** ASVZ



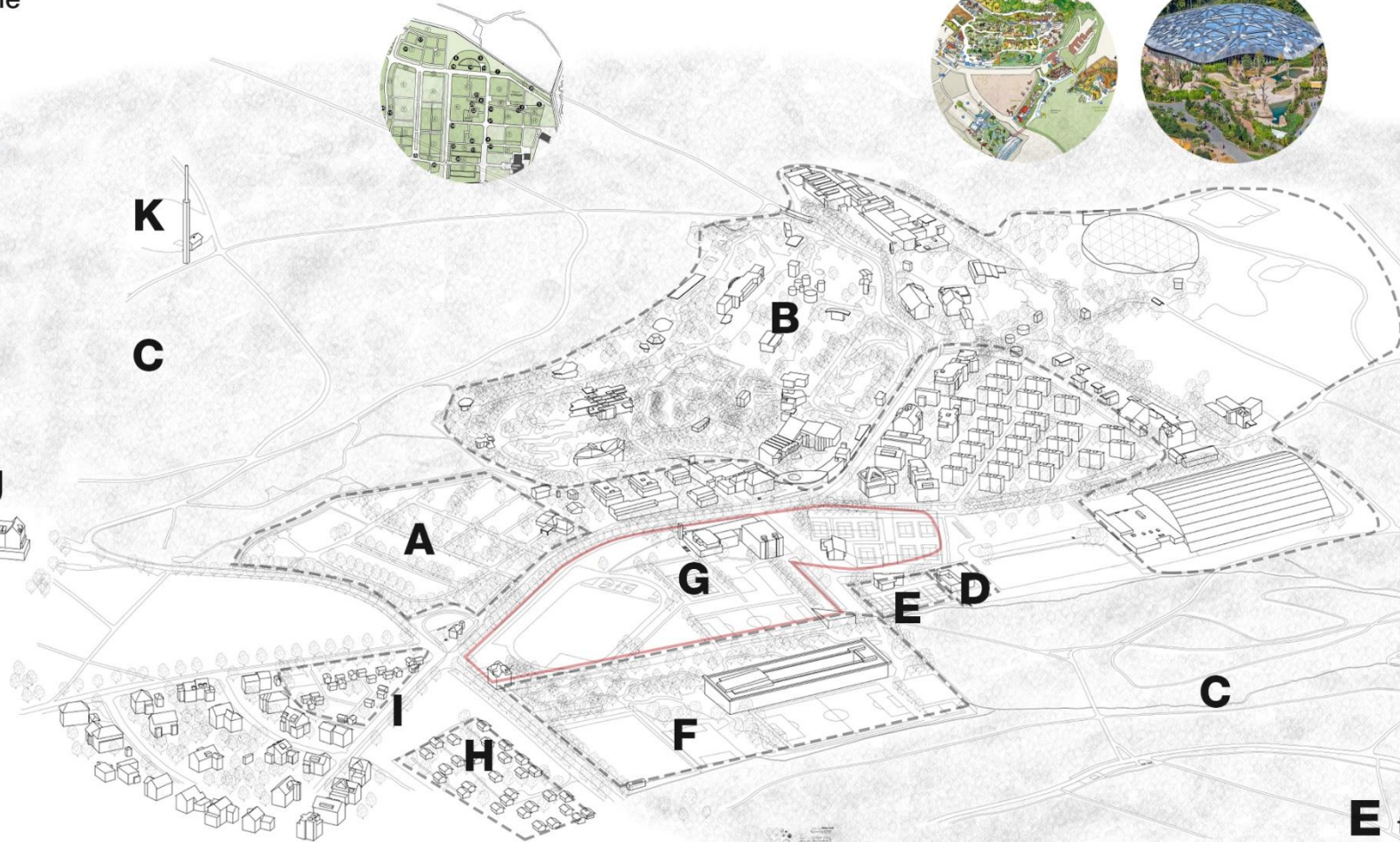
**H** family gardens



**I** Zurichbergstr.



**J** Hotel Sorell





**SOCIAL COMMON SPIRIT**



REALITY OF THE SITE

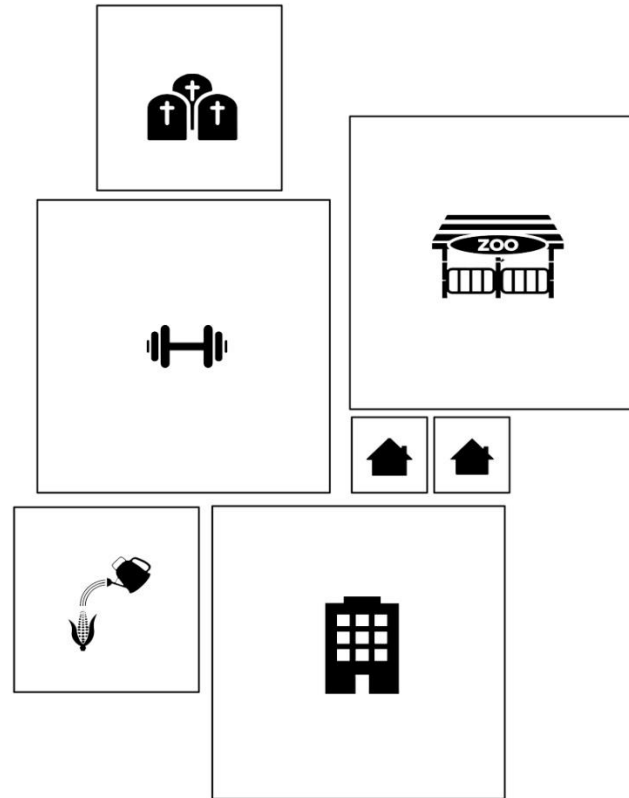
CONCEPT

**MAKE THIS AREA FEEL LIKE ONE**  
**COMMON**

**HOW?**

# HOW

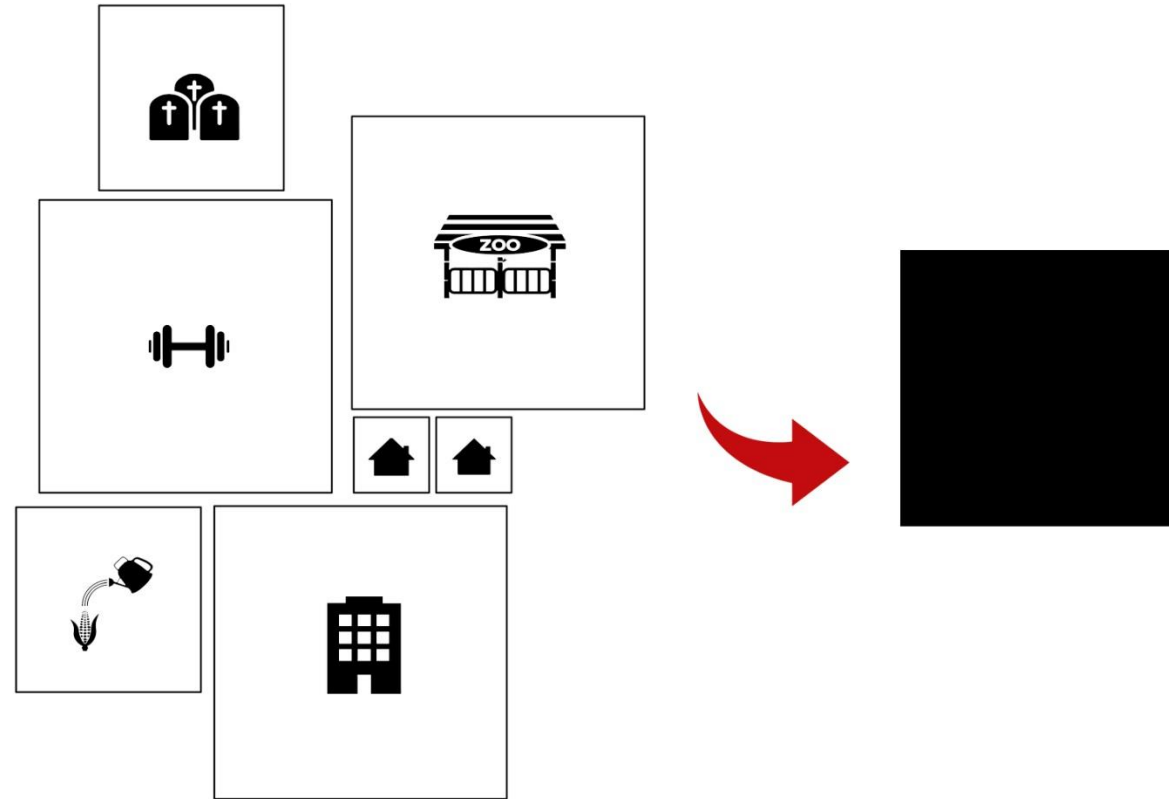
**The different actors form  
their bubbles  
(they are club goods mostly)**



**They are needed and can't be  
opened to everyone**

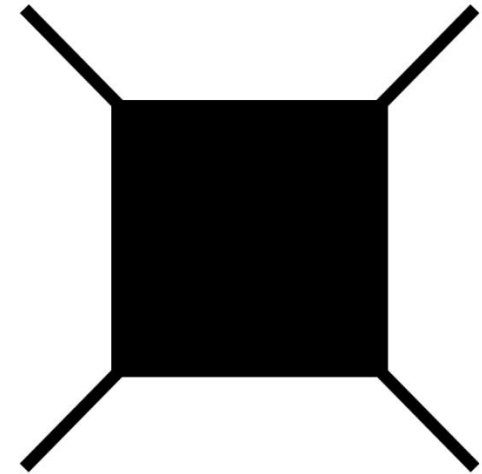
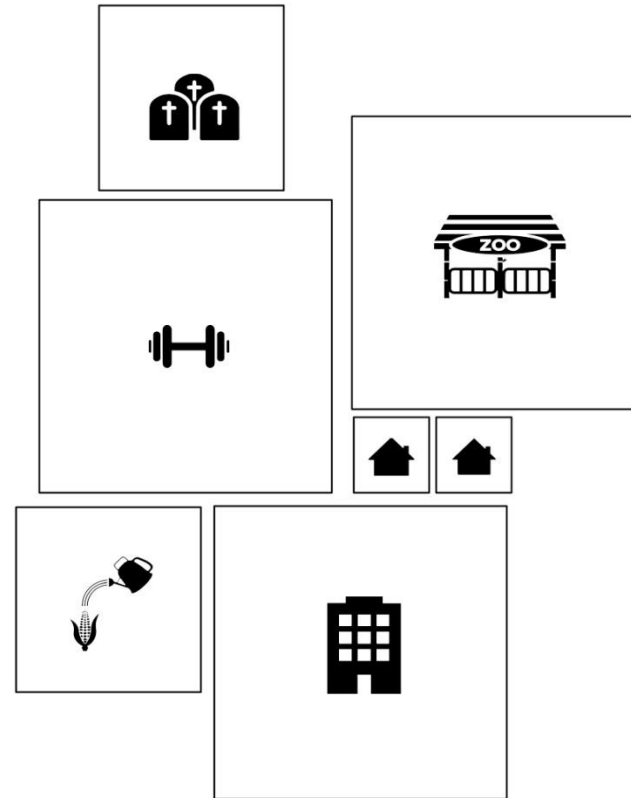
# HOW

an **additional space**  
is needed to interact  
and meet



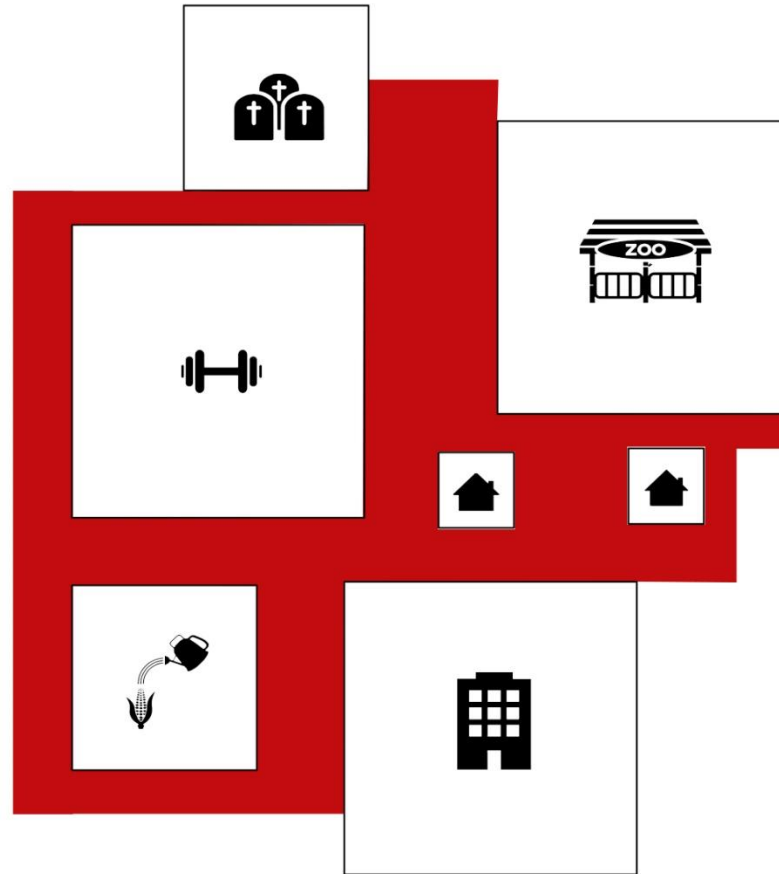
# HOW

**watch out that  
you don't create  
another enclave  
(club good)**



# HOW

maximize and focus on  
the **in between space**  
(public realm)



















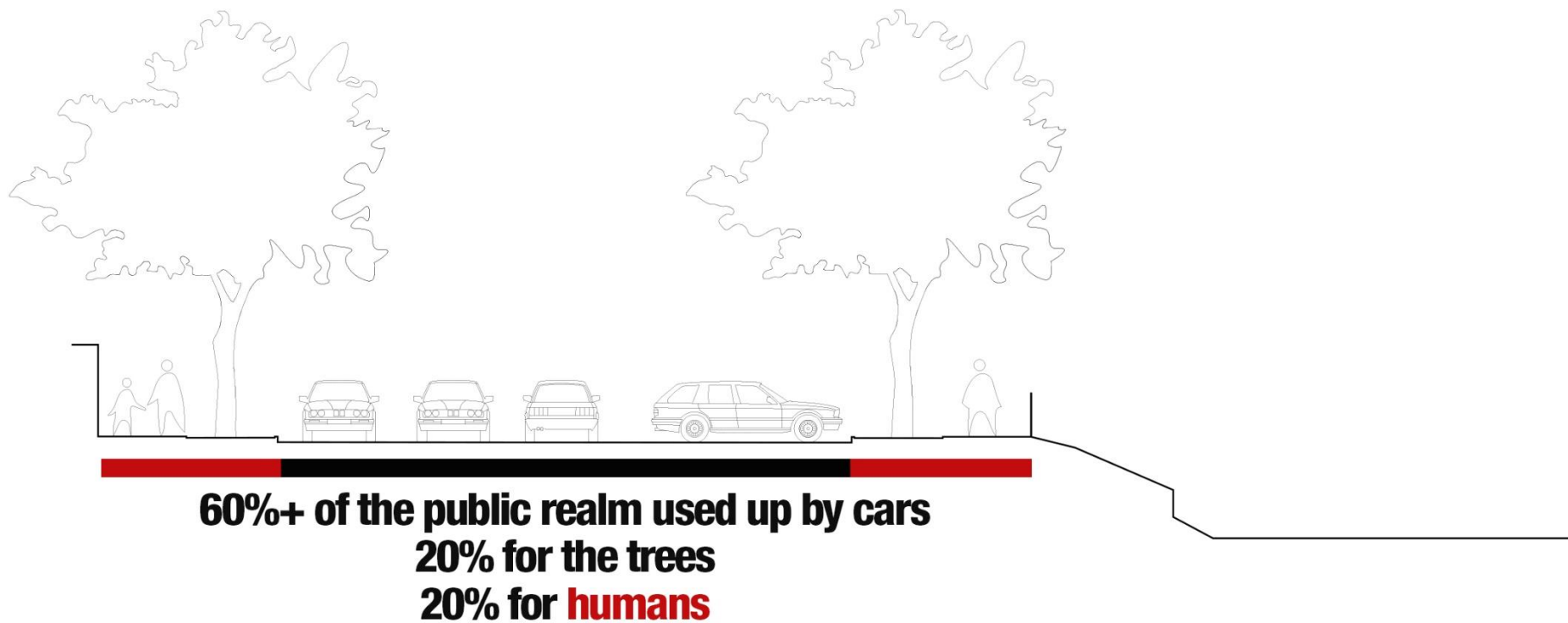


Hell-Bahnhof-Strasse

02H 8914349



# HOW



**private good**  
**public realm**

# CONCEPT

stop private goods (cars, car parkings)  
from taking over the **public realm**

re-claim the street as a  
**common pool resource (ground)**

prepare for a  
**car free future**



CONCEPT

**BUILD CITIES FOR**  
**HUMANS**  
**NOT FOR CARS**

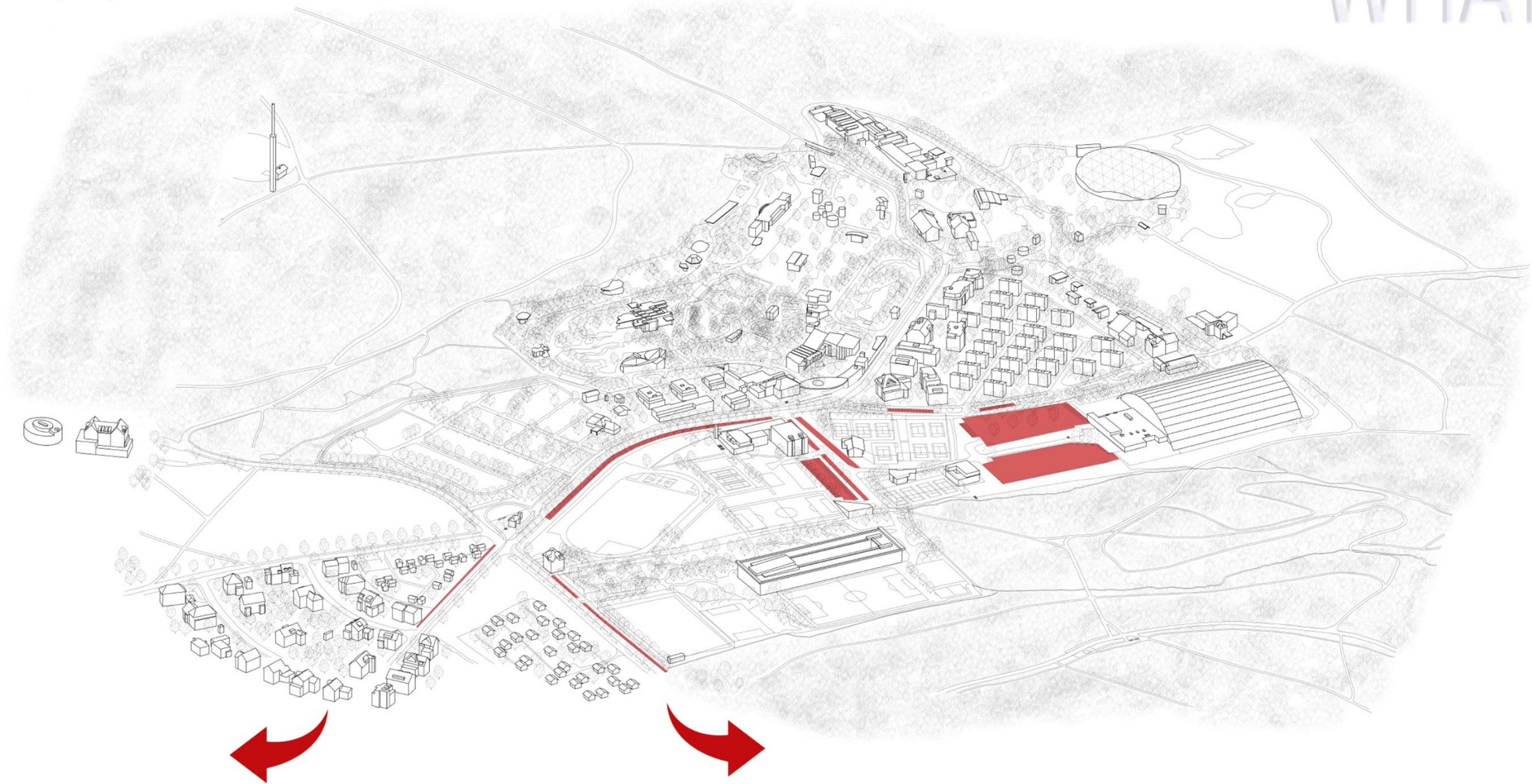
**WHAT?**

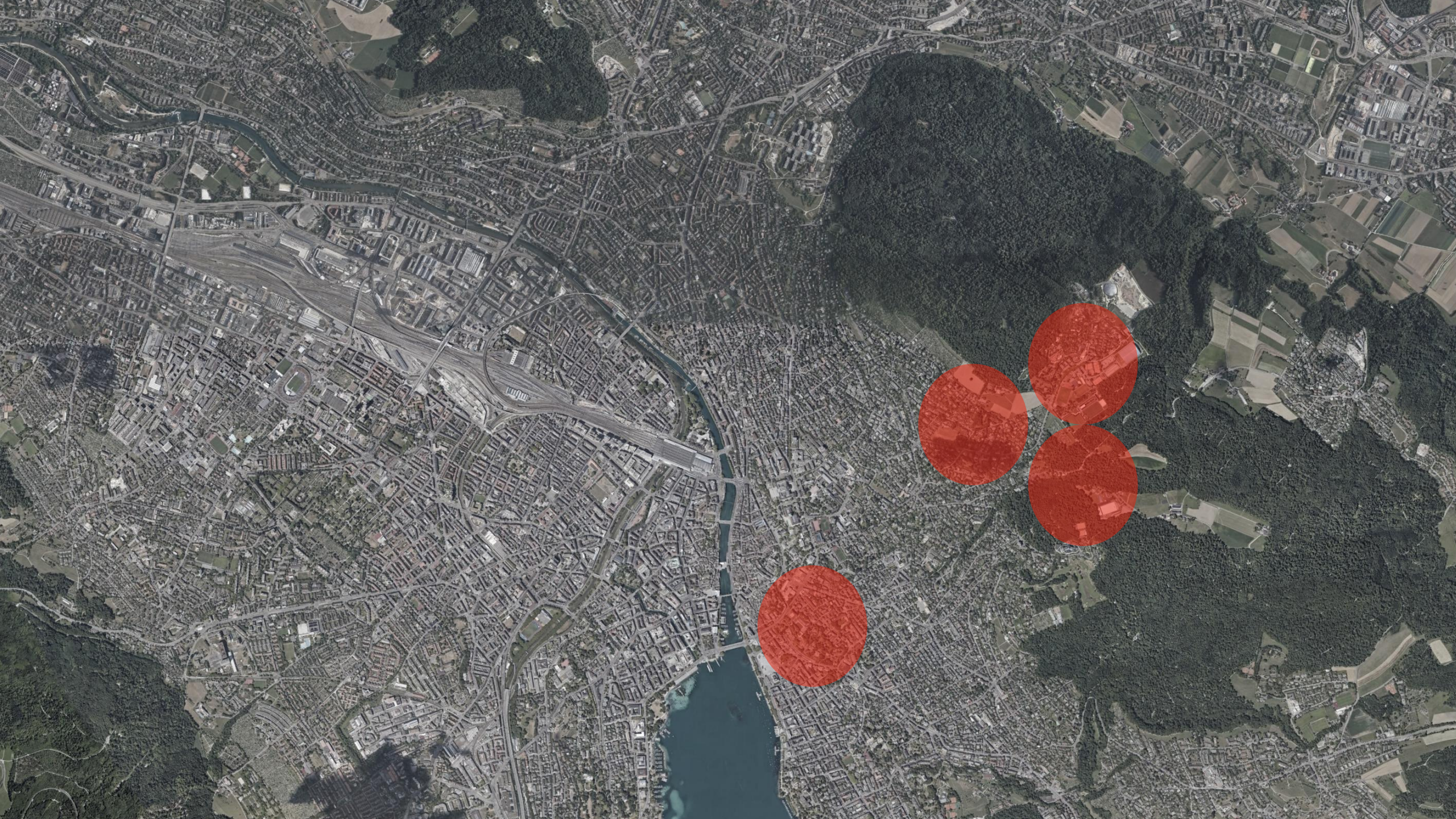
# WHAT

The main actors of the site are by far the **visitors of the zoo (5 mio/a)** and the forest.  
**60%** of these visitors **travel by car** and don't use the public transportation.  
There are **not enough parking** spots and the public transportation is at its limits.

**parking situation..  
if full people evade into the city**

WHAT





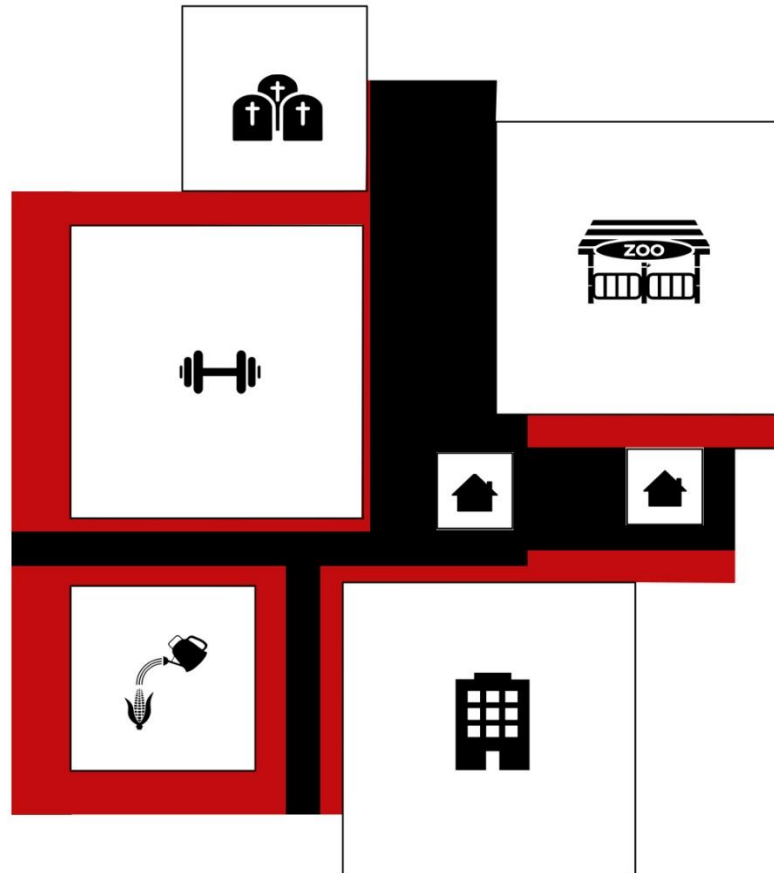
# WHAT



**suggested solutions to the parking problem are: 1. Getting rid of the parking entirely 2. making it cost more or 3. build the Zoo Seilbahn.  
All of these solutions don't tackle the reality of cars being here at the moment and just move the traffic to another place.**

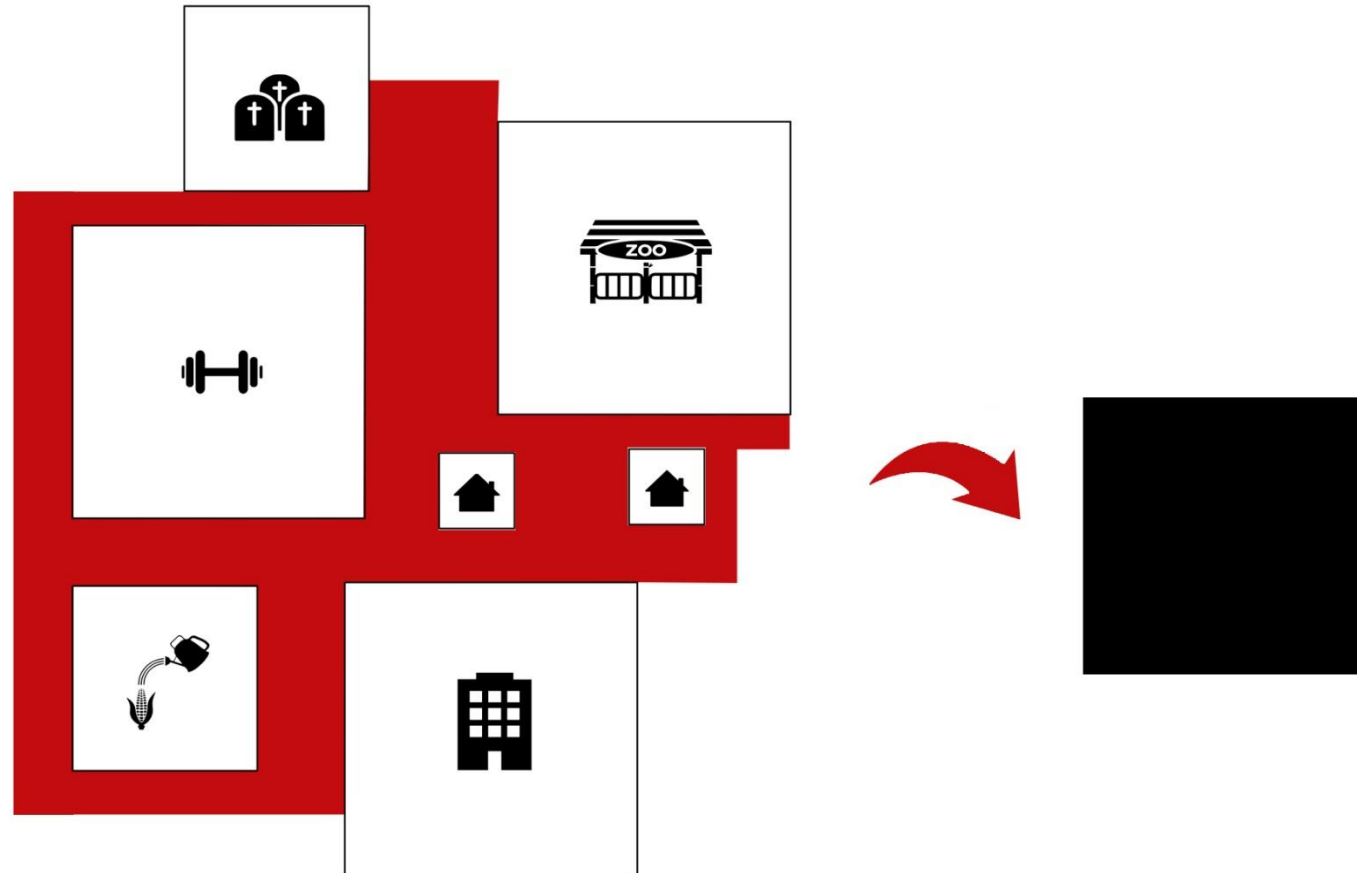
**to tackle the problem in the present...**

WHAT



**we take the car parking...**

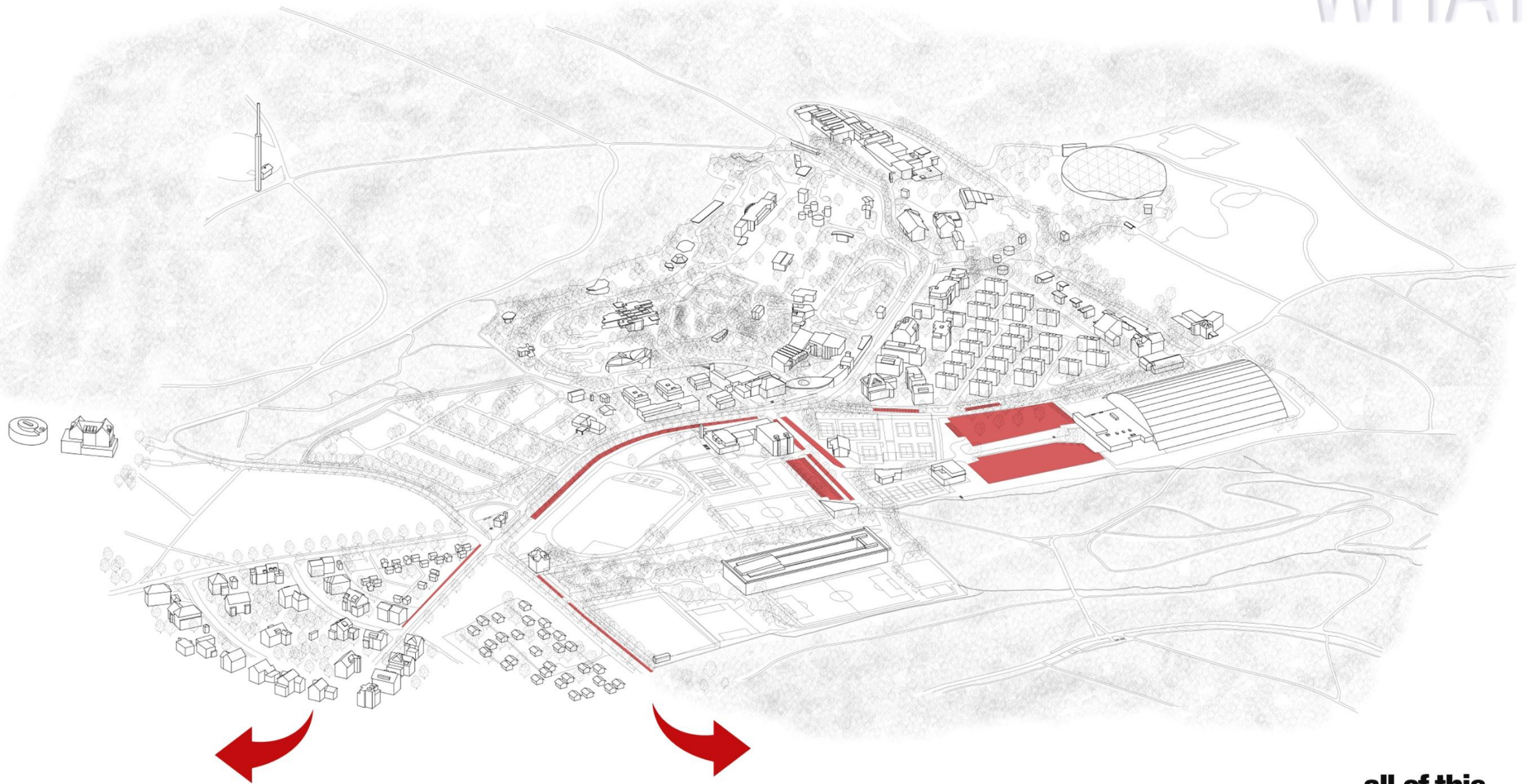
# WHAT



**private good**  
**public realm**

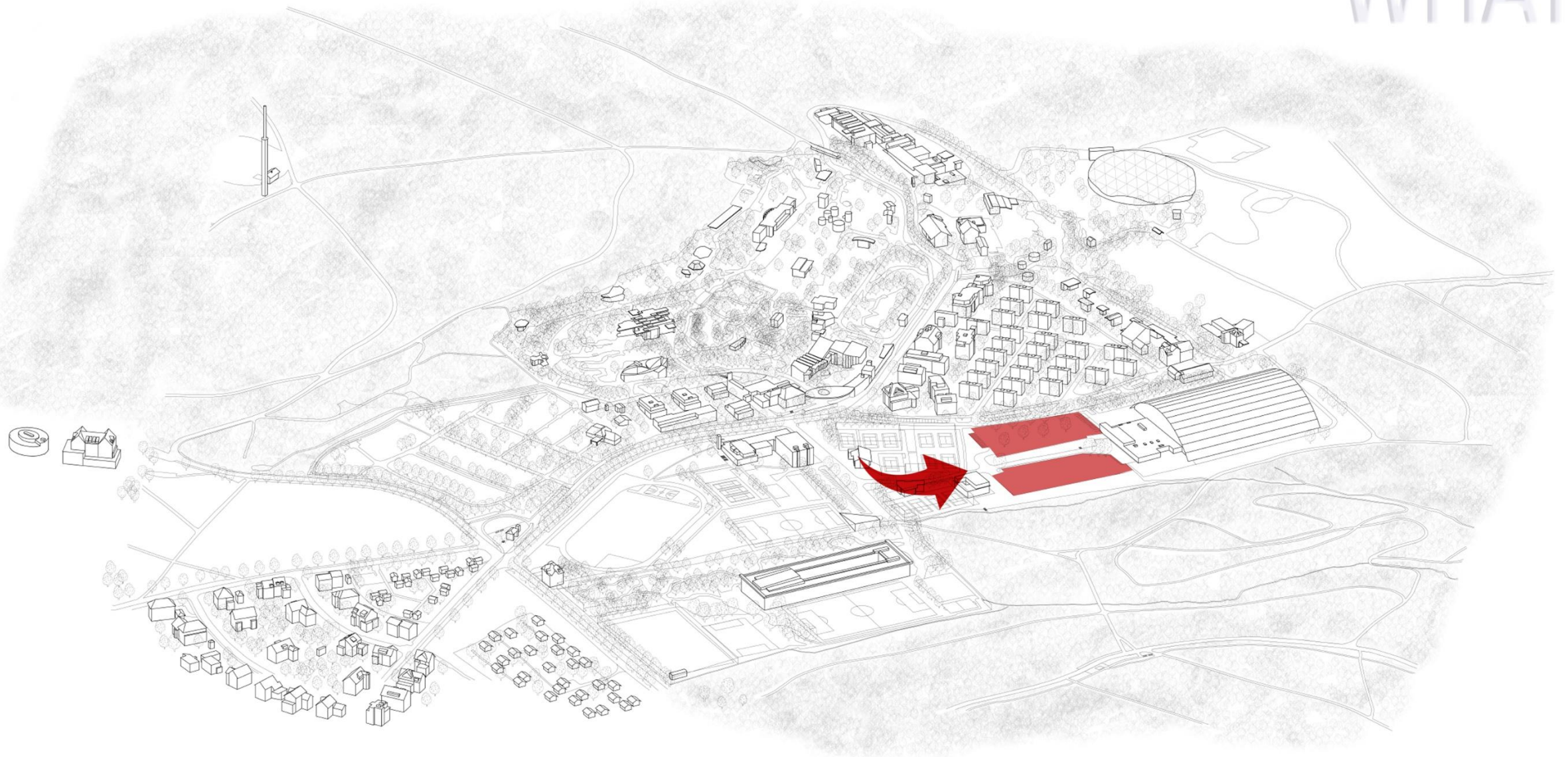
**...and put it in its own enclave**

# WHAT



**all of this...**

# WHAT



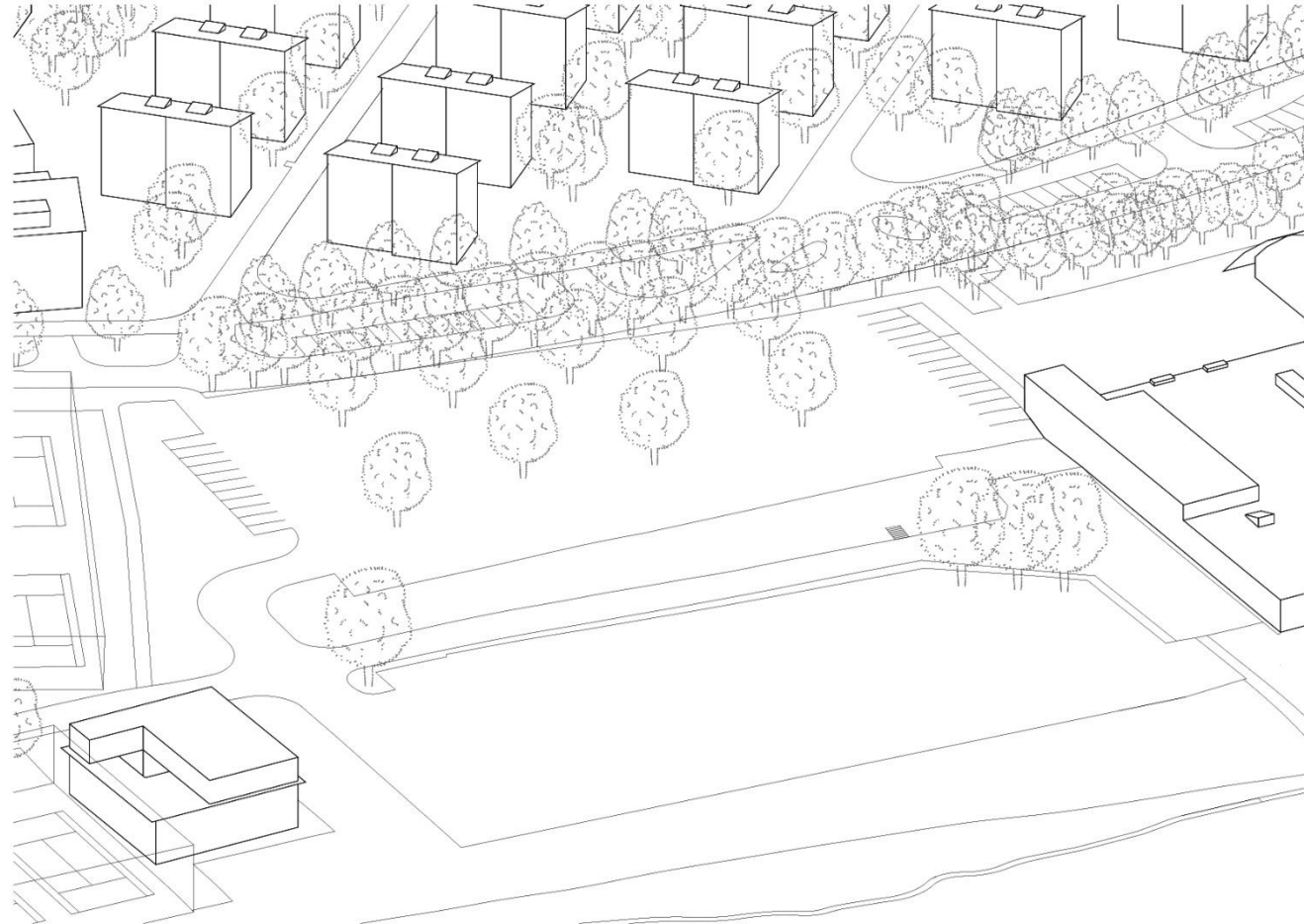
**goes here**

CONCEPT

**THE ARCHITECTURE OF THE COMMON  
SHOULD ACCOMMODATE TO THE CHANGING  
NOTIONS OF PUBLIC LIFE**

CONCEPT

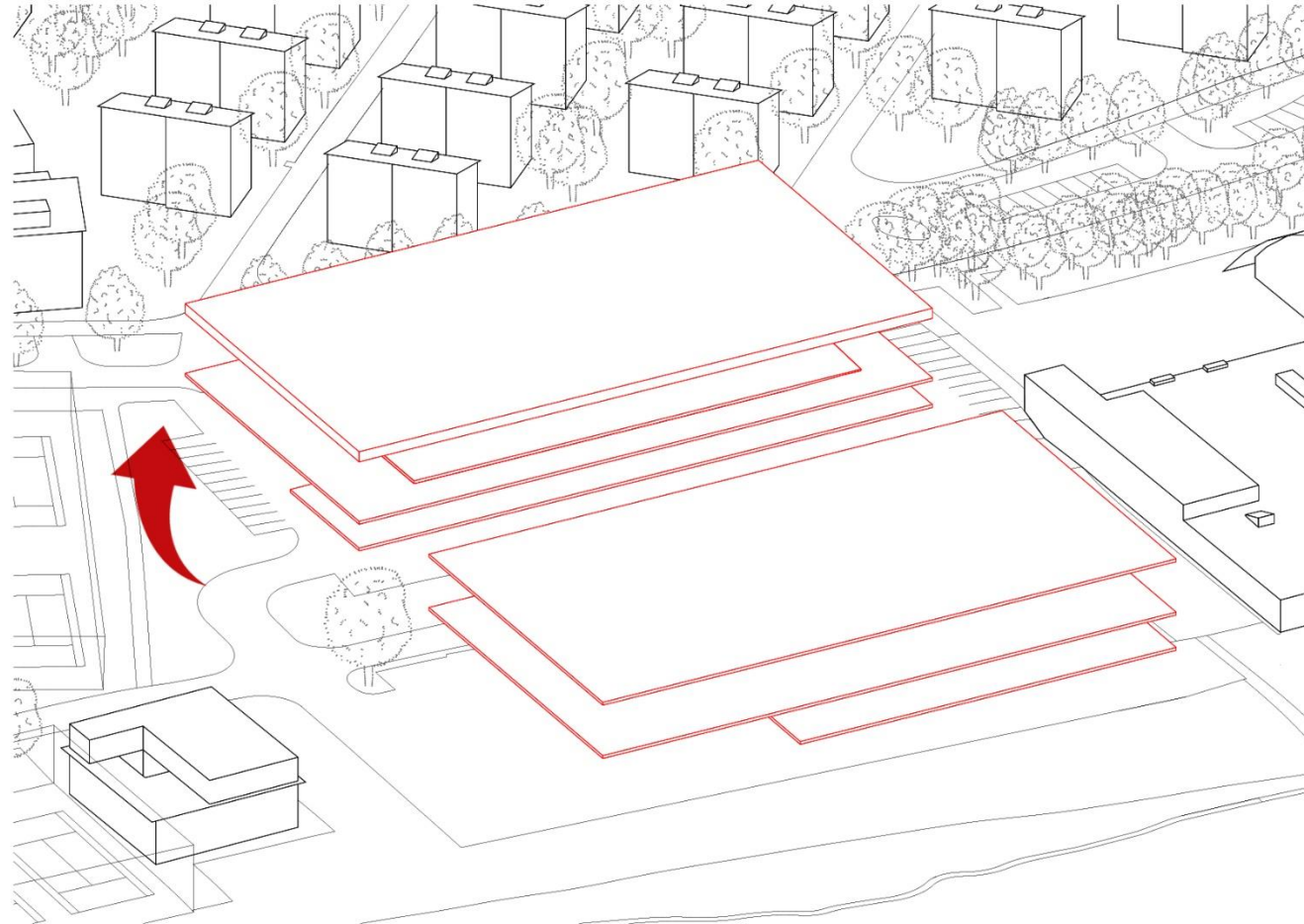
**BUILD A STRUCTURE THAT IS  
TEMPORARY USED BY CARS  
AND CAN EASILY BE  
REUSED BY THE COMMON**



**The flexible reusable structure  
temporary for parking needs:**

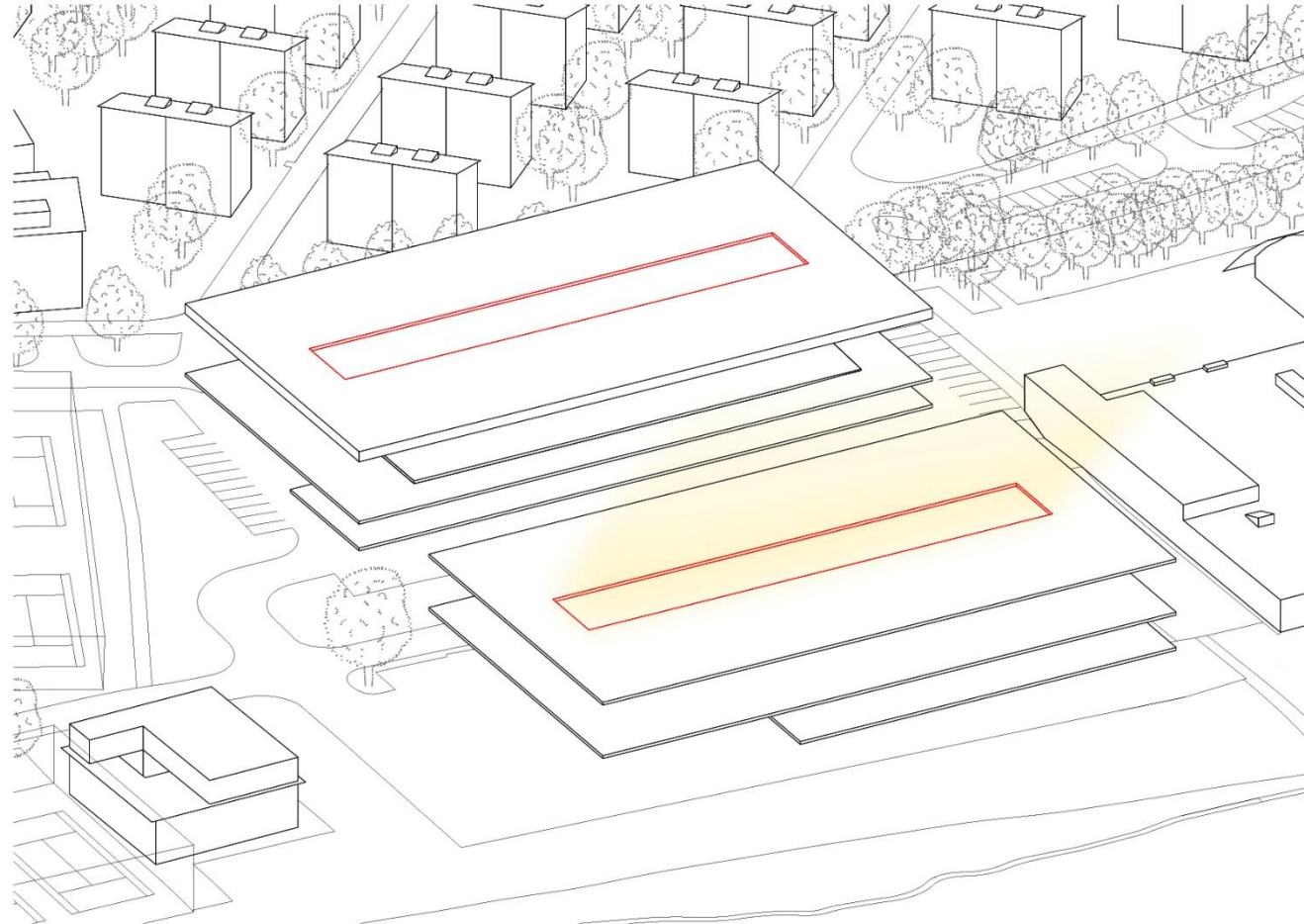
- 1. high rooms (to build into)**
- 2. pre built stairs and rise zones for  
easy access**
- 3. light (not too deep rooms)**
- 4. free spanning structure**

REvolve



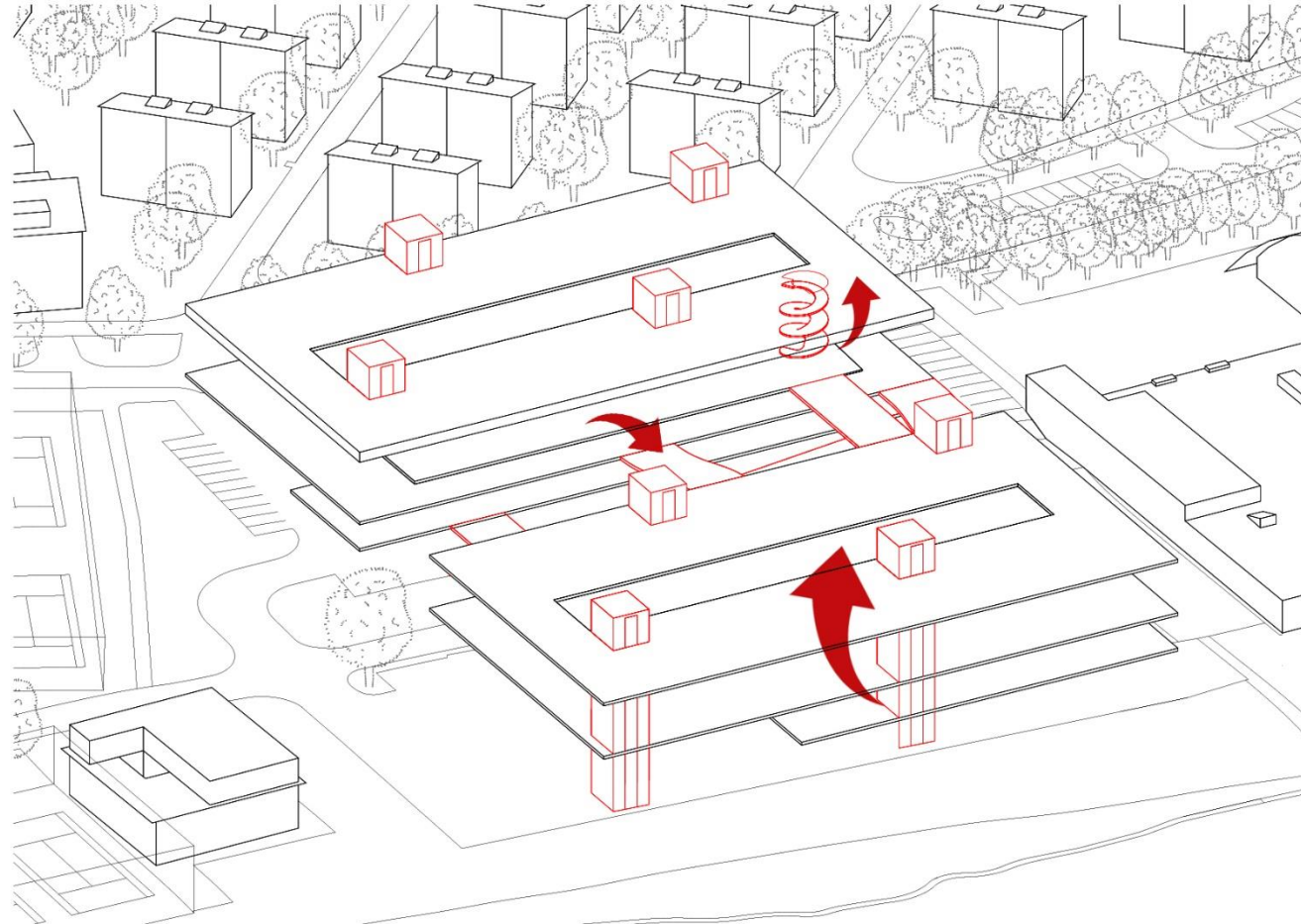
**multiply floors**

REvolve

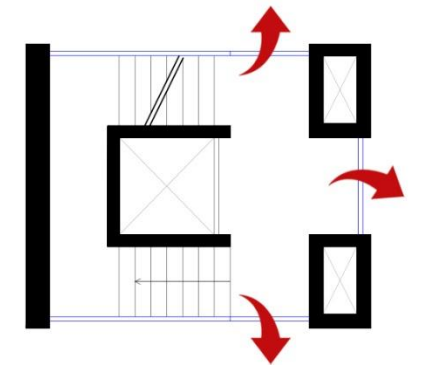


cutout for light

REvolve

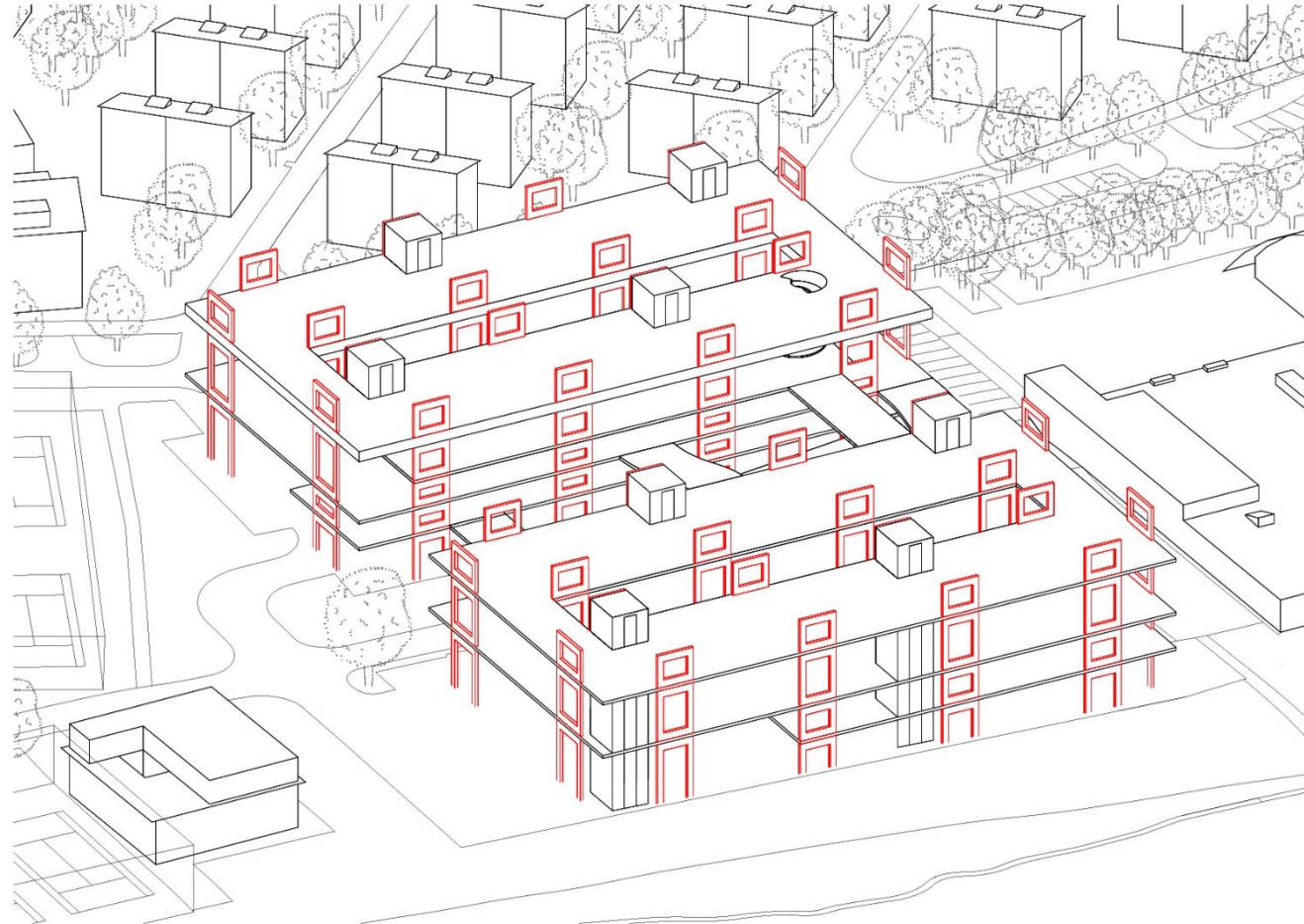


connect for humans and cars



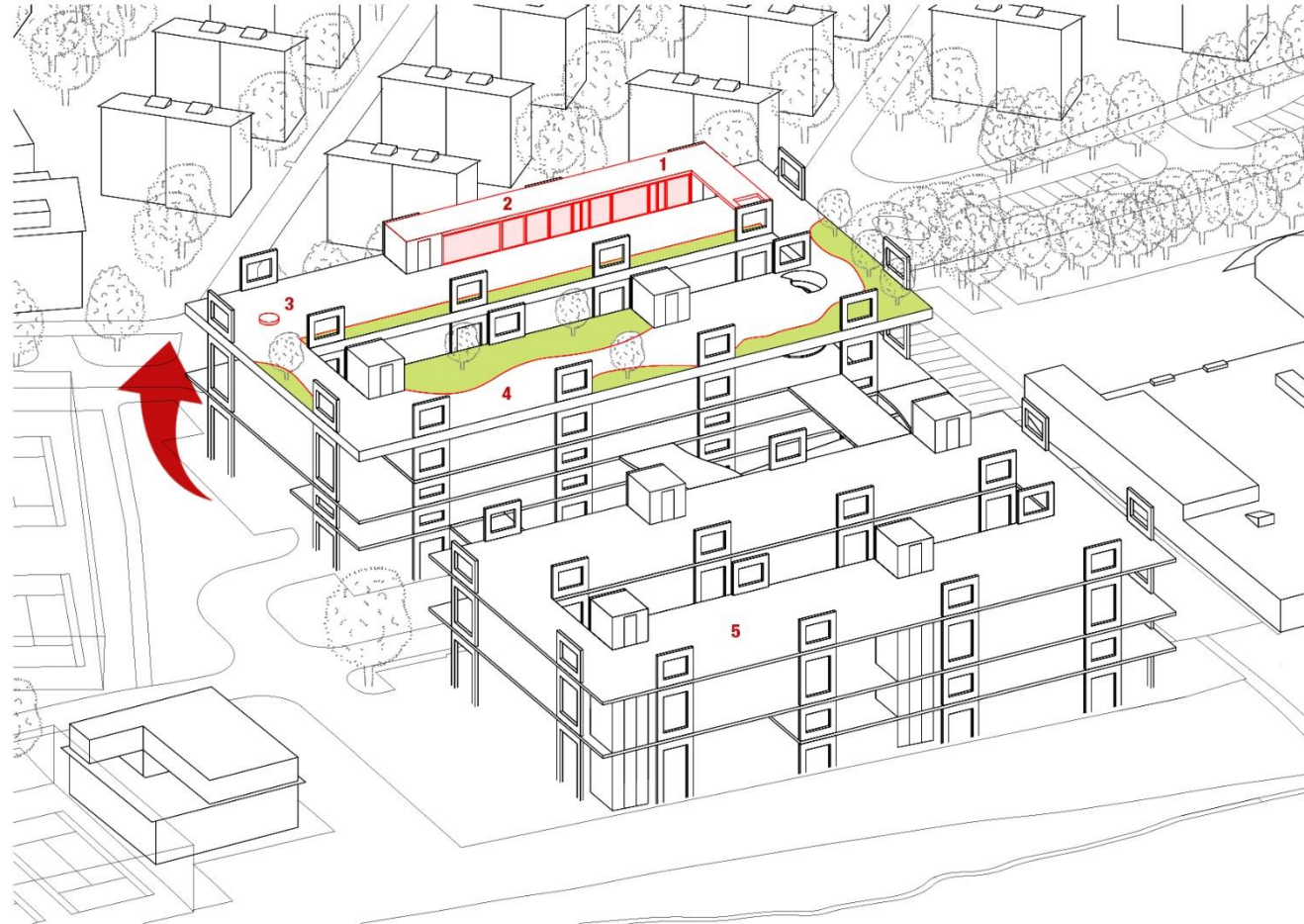
stair case and rise zones made  
for easy reuse

REvolve



**simple structure for maximum freedom**

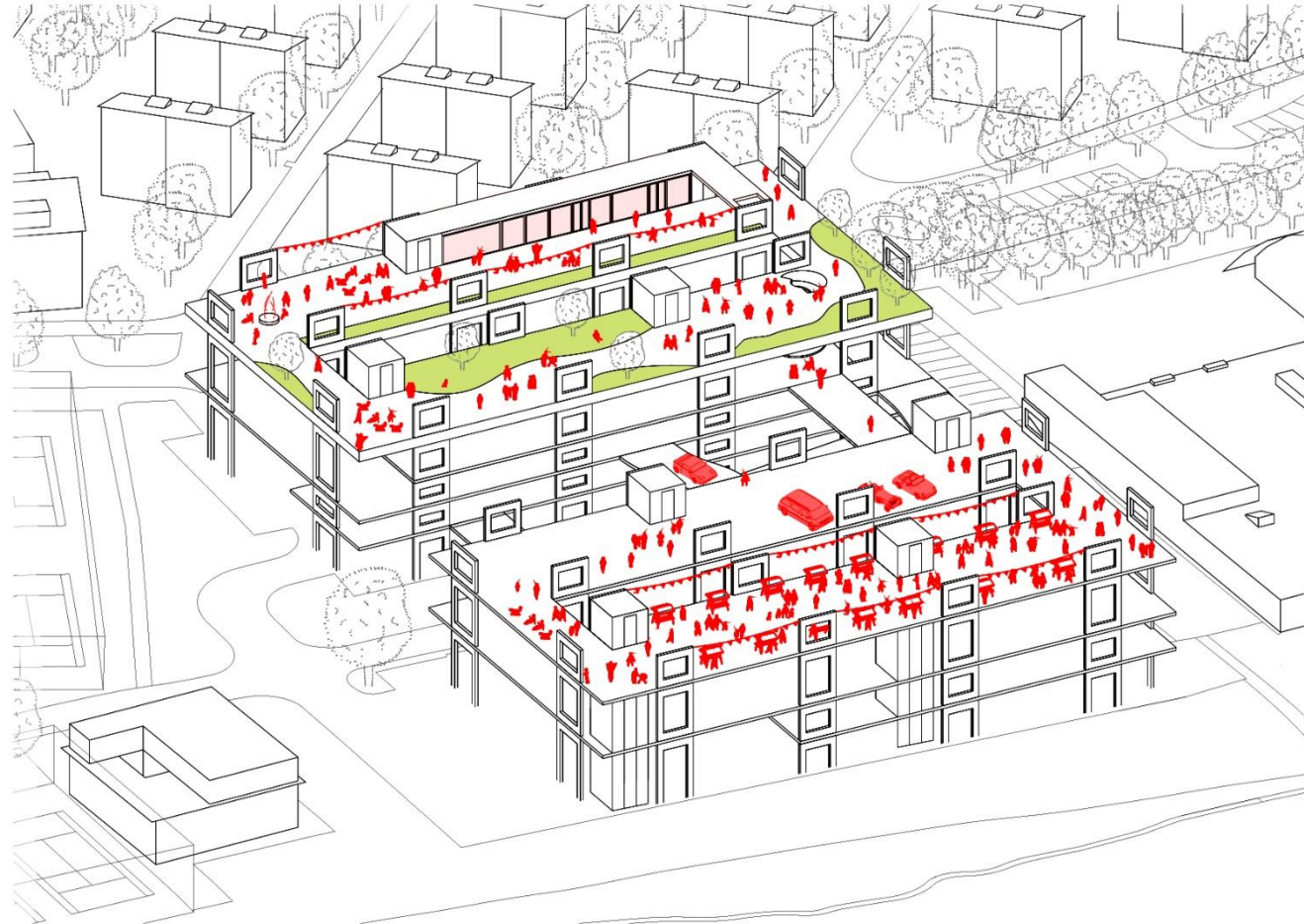
REvolve



- 1. toilets
- 2. heated indoor
- 3. fireplace
- 4. rooftop park
- 5. market square

public roof gives back the space taken up by cars to humans

REvolve



REvolve

market square

rooftop park

temporary  
parking floors  
made out of  
pre built  
steel that can  
be rented.

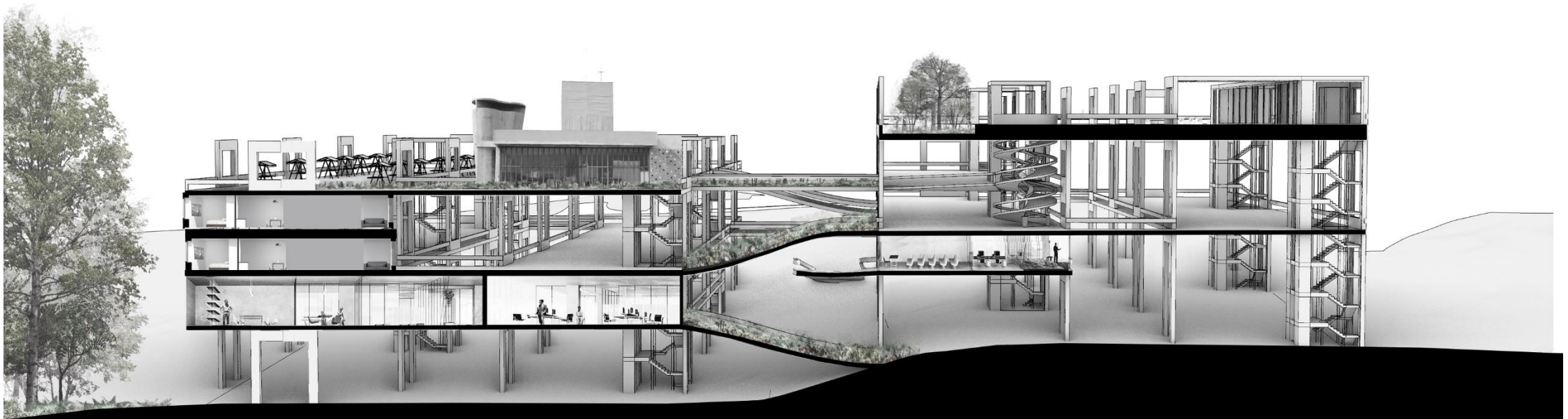
30% of the year the zoo has high season and uses up the whole structure (except the **roof** which is for people)

market square

rooftop park

temporary  
parking floors  
made out of  
pre built  
steel that can  
be rented.

60% of the year the structure is not fully used by cars and the space can be used for the **common**



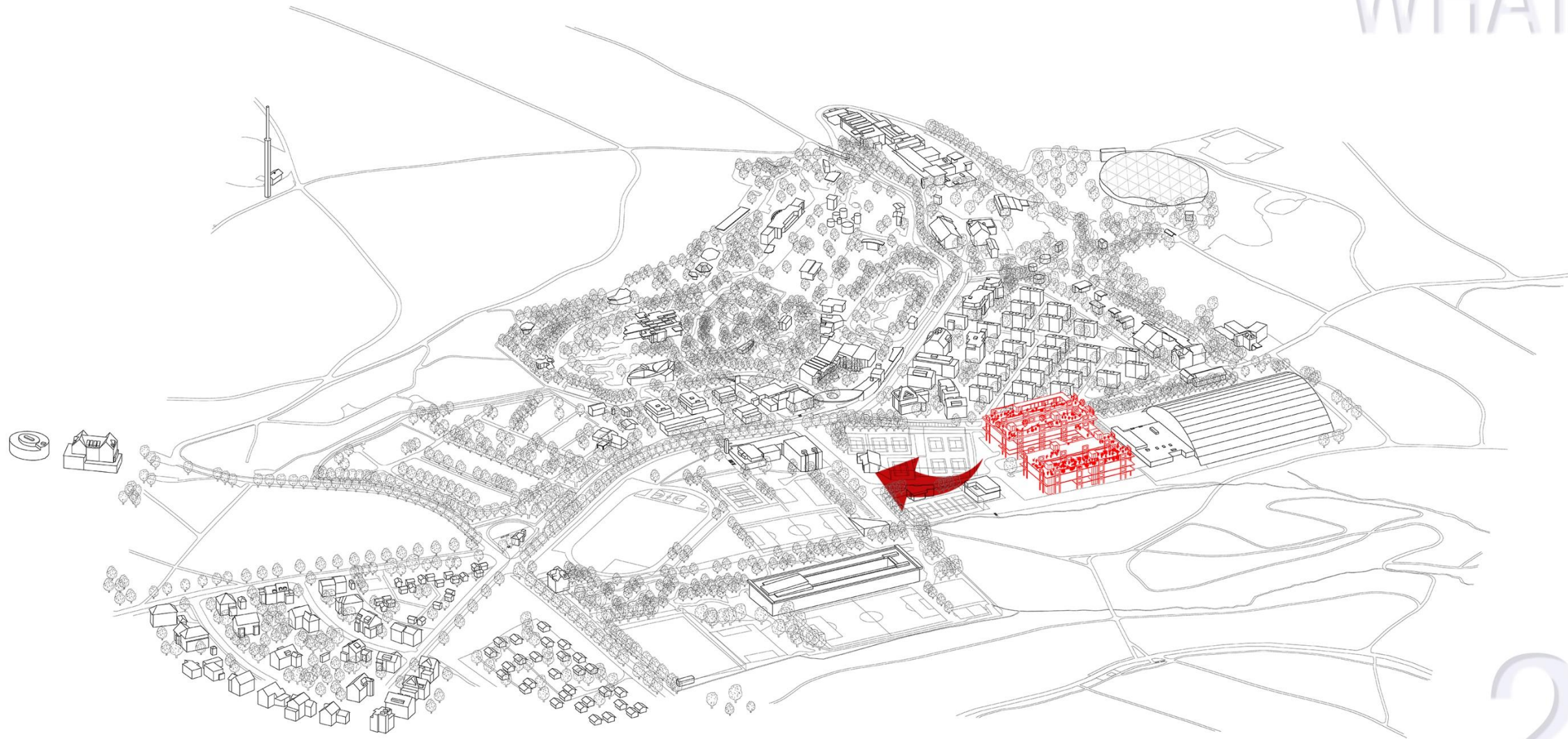
In the future the cars might go for good. Whatever the **common** needs can be built into or onto the structure.  
The ramps could become streets or extensions of the park.







# WHAT



**the structure is a catalyst evoking a chain reaction along the street**

# 2

WHAT



**RE-CLAIM THE STREETS**

**private good**  
**public realm**

2

# WHAT



**the car parking is gone and the street is widened along the sport area**

**private good**  
**public realm**

# 2

# SOCIAL GROUPS AND USES

## families with kids



safe area for the kids  
 path to the zoo or forest  
 becomes an event  
 playground  
 fountains  
 wind chimes (music)  
 tree paths and houses  
 fun mirror wall  
 shape walls (fence as plaything)

## employees



places to sit for breaks  
 cafe / restaurant /  
 takeaway to eat  
 place to have a beer  
 before they go home

## seniors



places to sit  
 plants / fruits to  
 taste and smell  
 open library  
 „take a book  
 leave a book“  
 animals to watch:  
 bee sanctuary  
 and batcave  
 pergola

## sportlers/students



climbing walls  
 jogging path  
 and vita parcour  
 place for yoga  
 dancing mirror  
 slackline between  
 two trees

## inhabitants



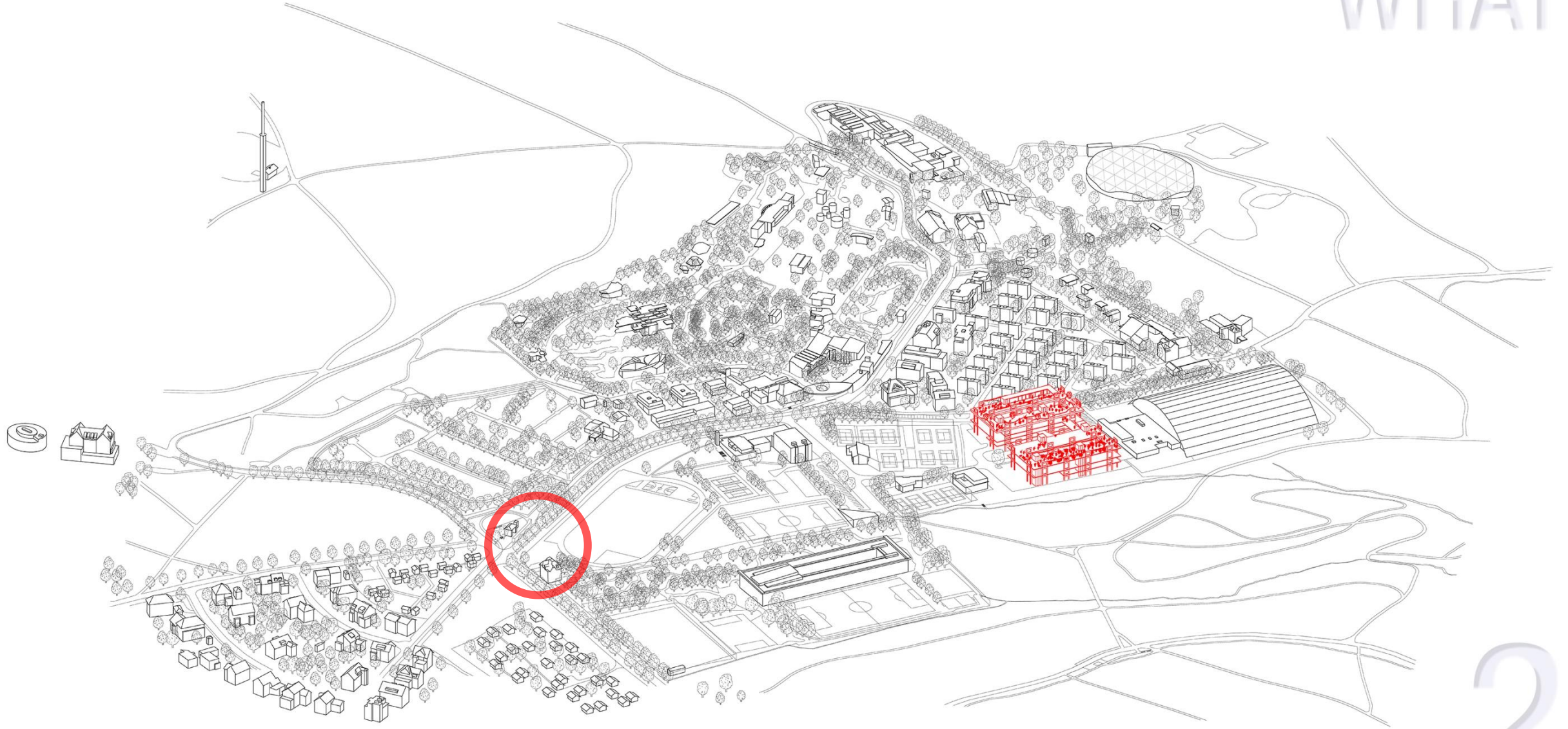
more lively neighborhood

## MEET

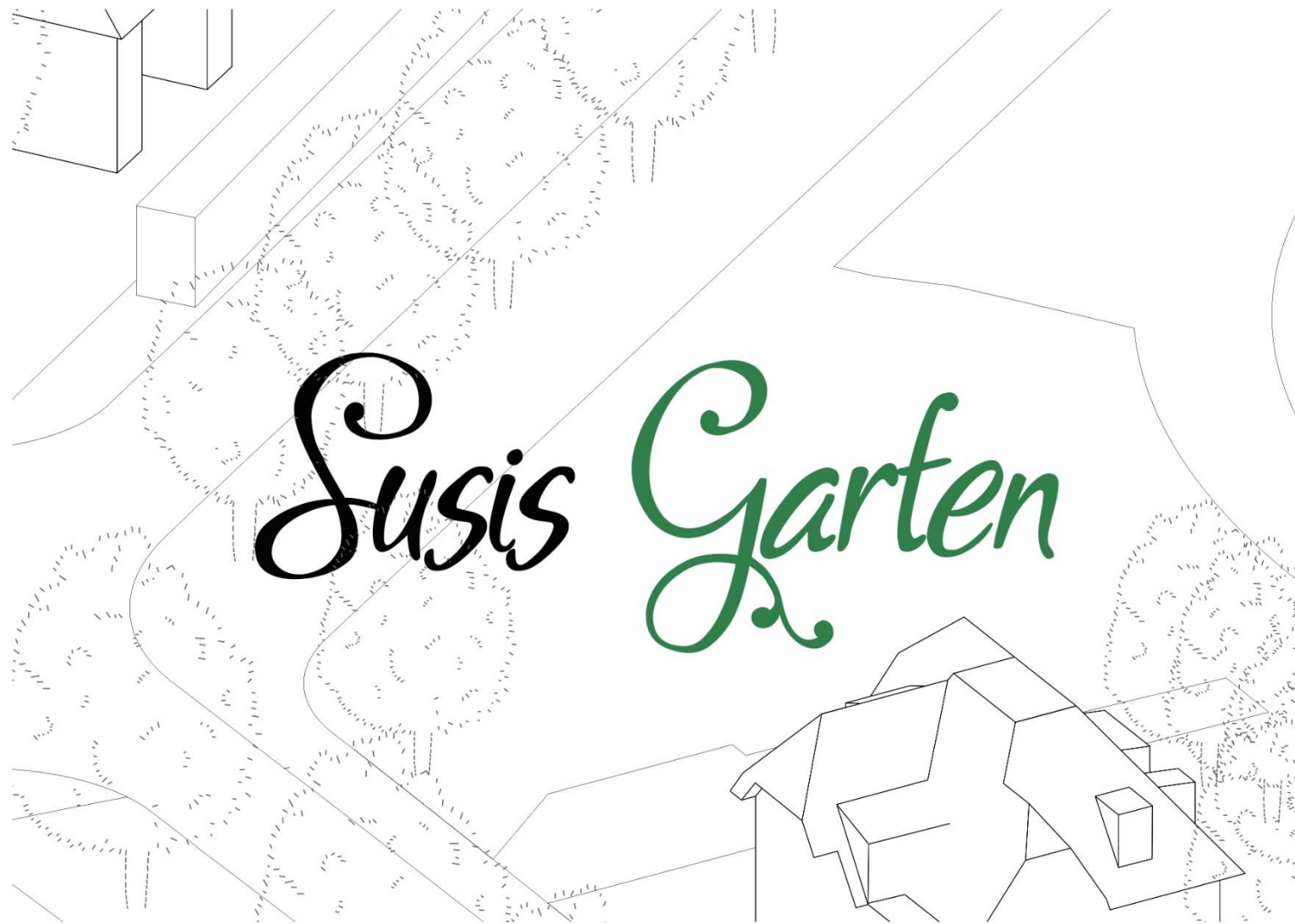
cafe / bar / restaurant  
 hammot  
 fireplace  
 learning space  
 market place

adding functions that **add** to the social spirit existing on the site

WHAT



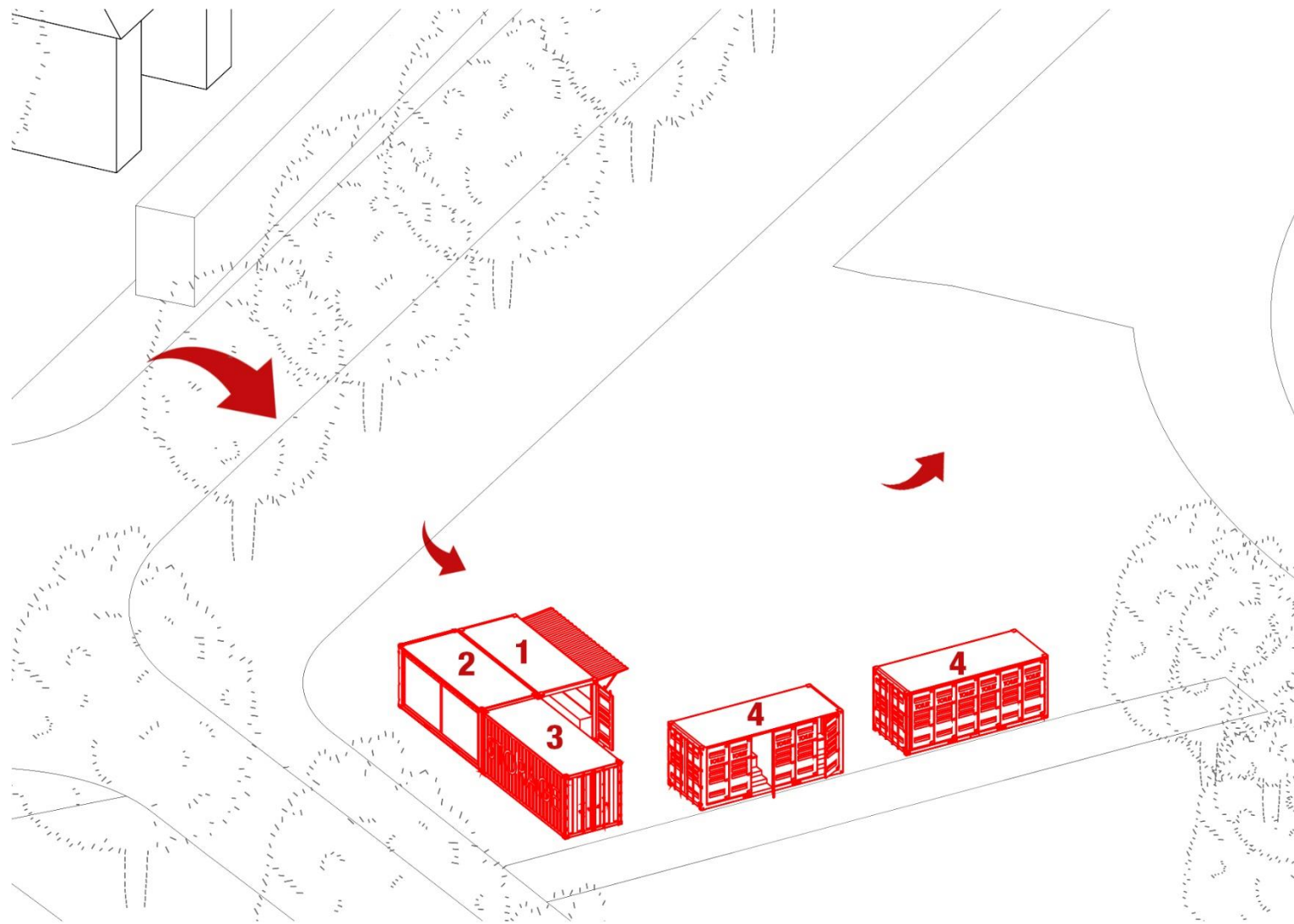
2



Next to the tramstation  
tought to engage actors  
to stay longer at the site  
after visiting, for a beer or  
to eat something.  
Also a place to eat lunch.

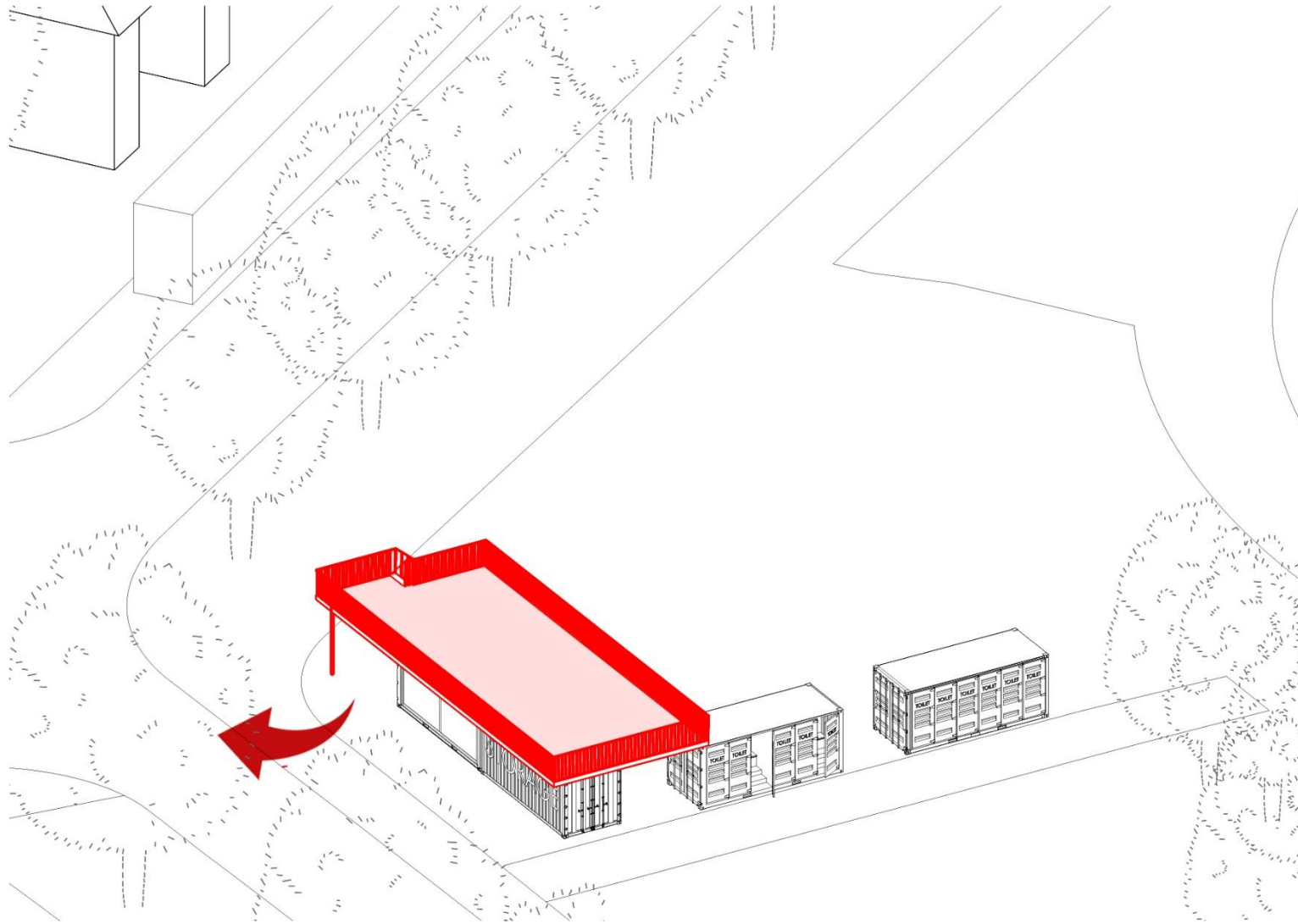
The name is a hint to  
„Gerolds Garten“ which is  
a common garden/restaurant  
in the city of Zurich made  
out of reused shipping  
containers. Susanne Orelli  
founded the hotel next to the  
site with a very social spirit  
of gastronomy.

Shipping containers are  
already used on site for  
storage of sport equipment.



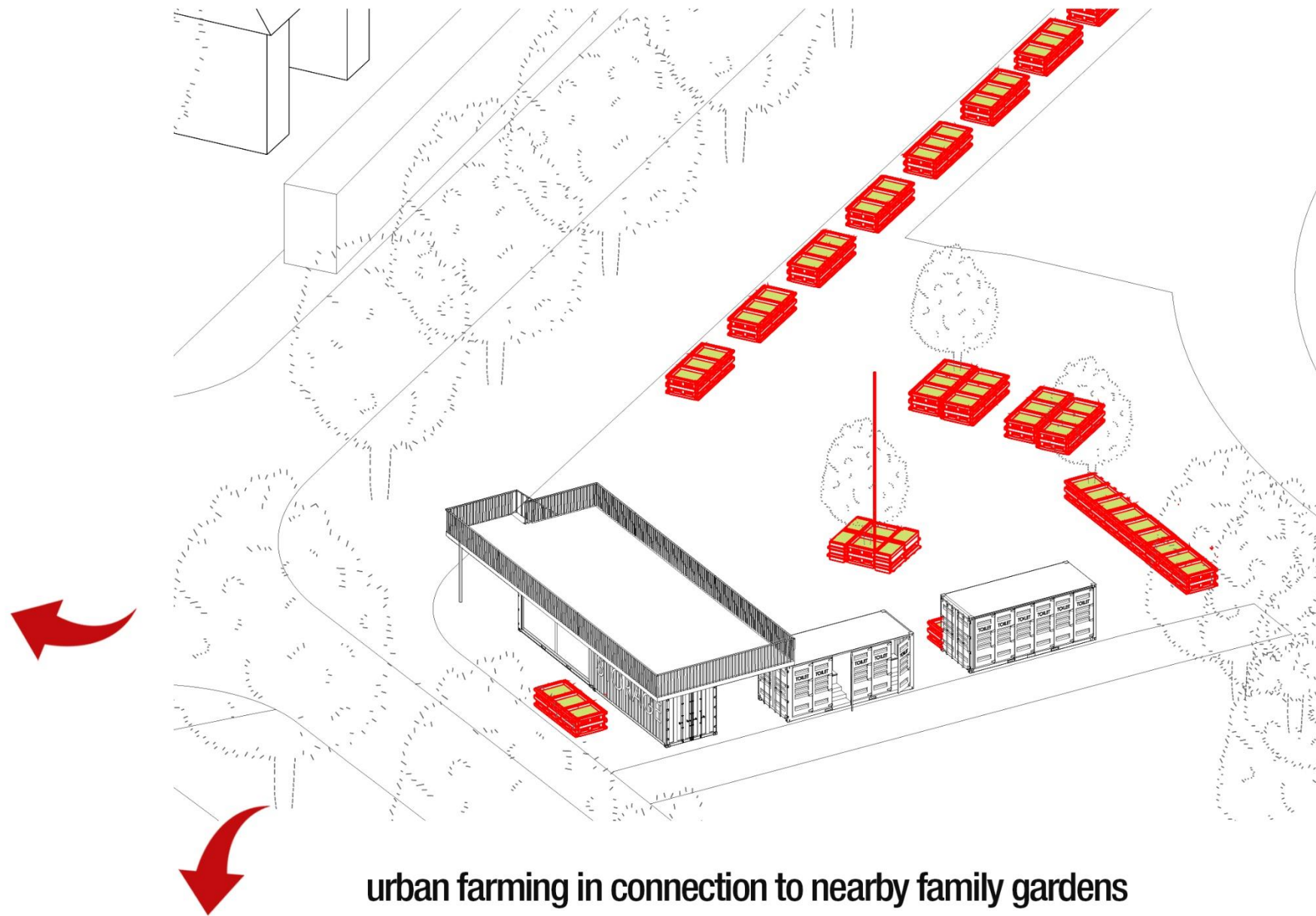
- 1. kitchen
- 2. office
- 3. storage
- 4. toilets

*Susie's Garden*

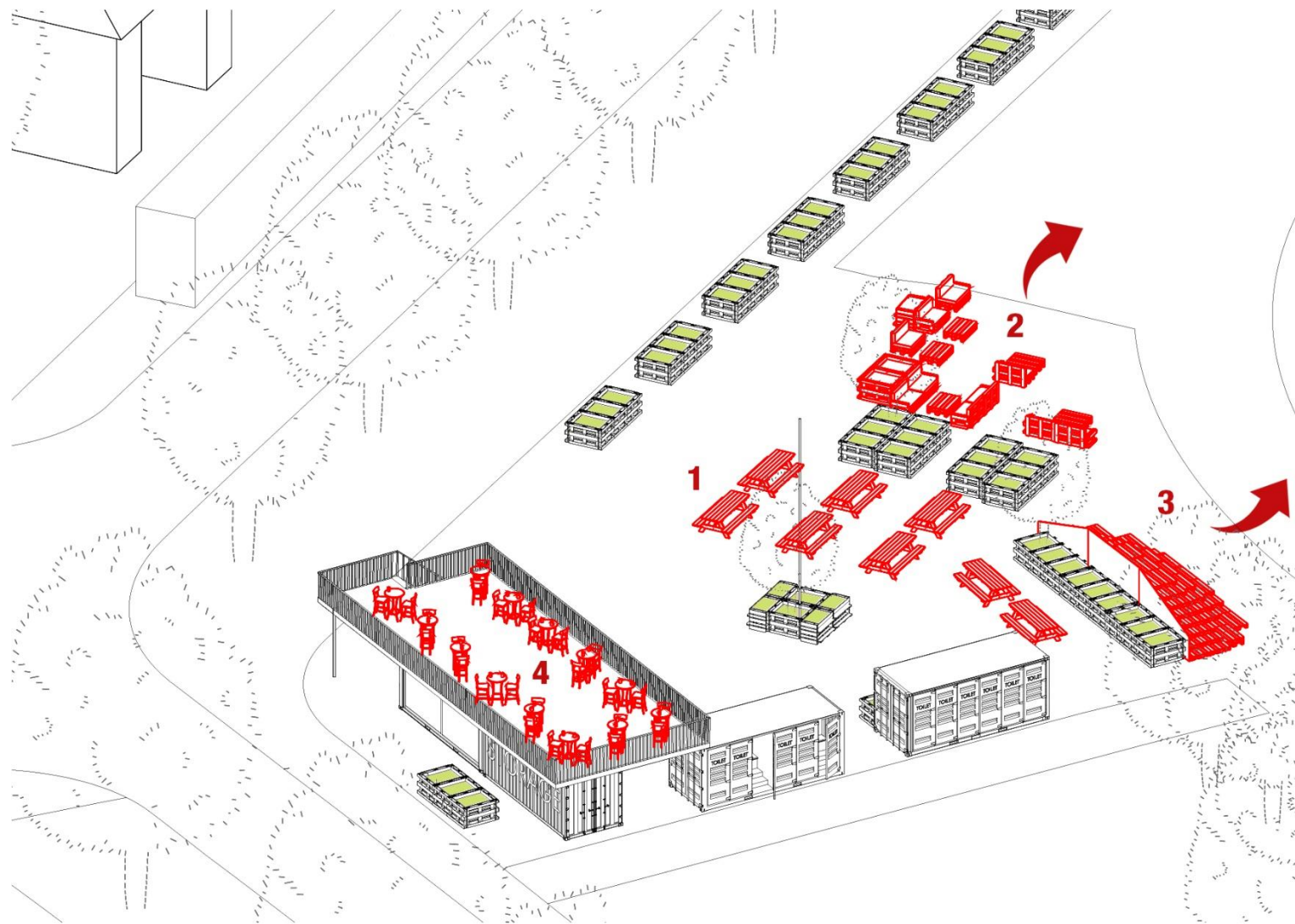


sundeck to see the sunset

*Susis Garden*

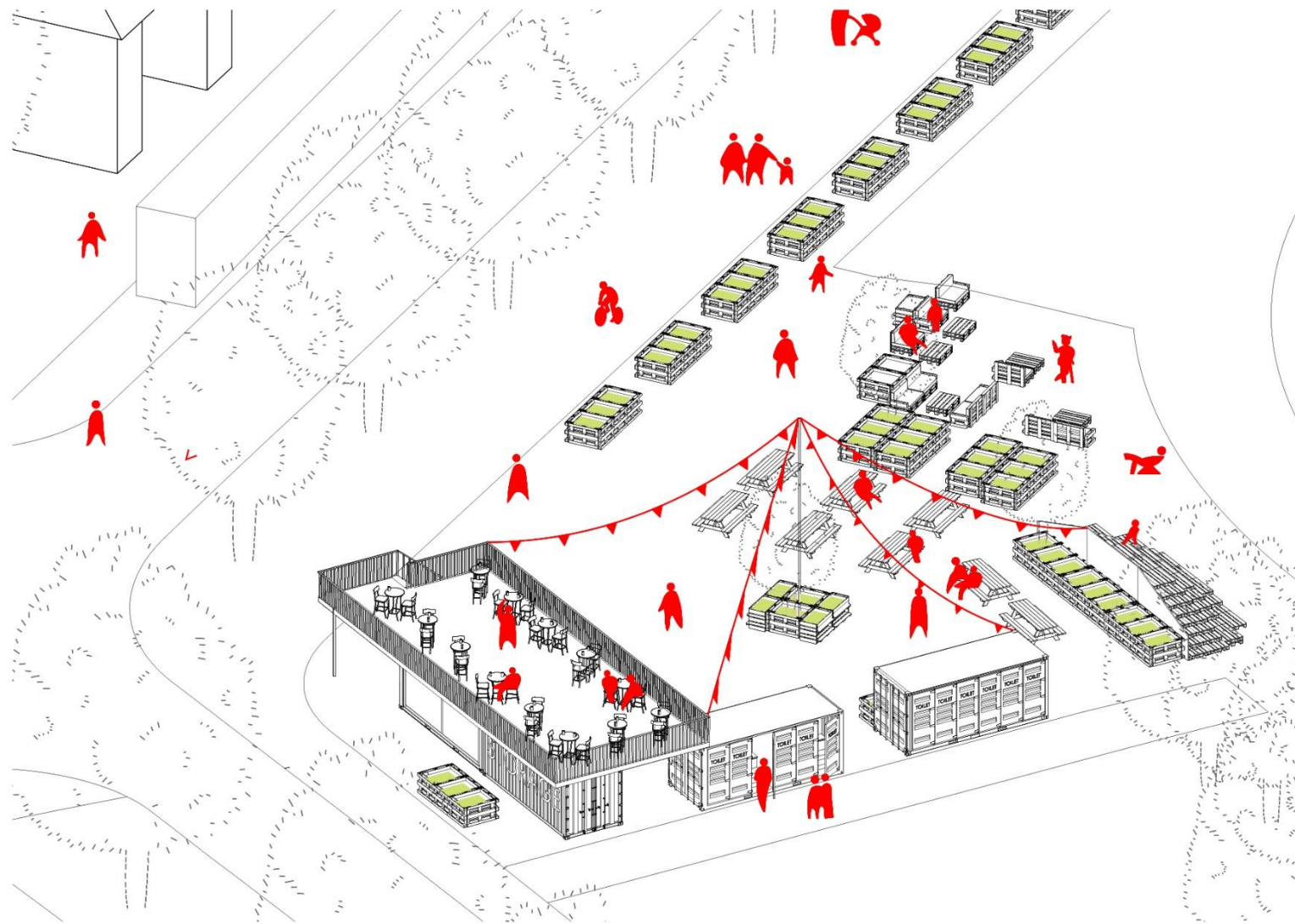


*Susis Garden*



- 1. tables
- 2. lounge
- 3. watch the sports
- 4. tables

Susis Garden

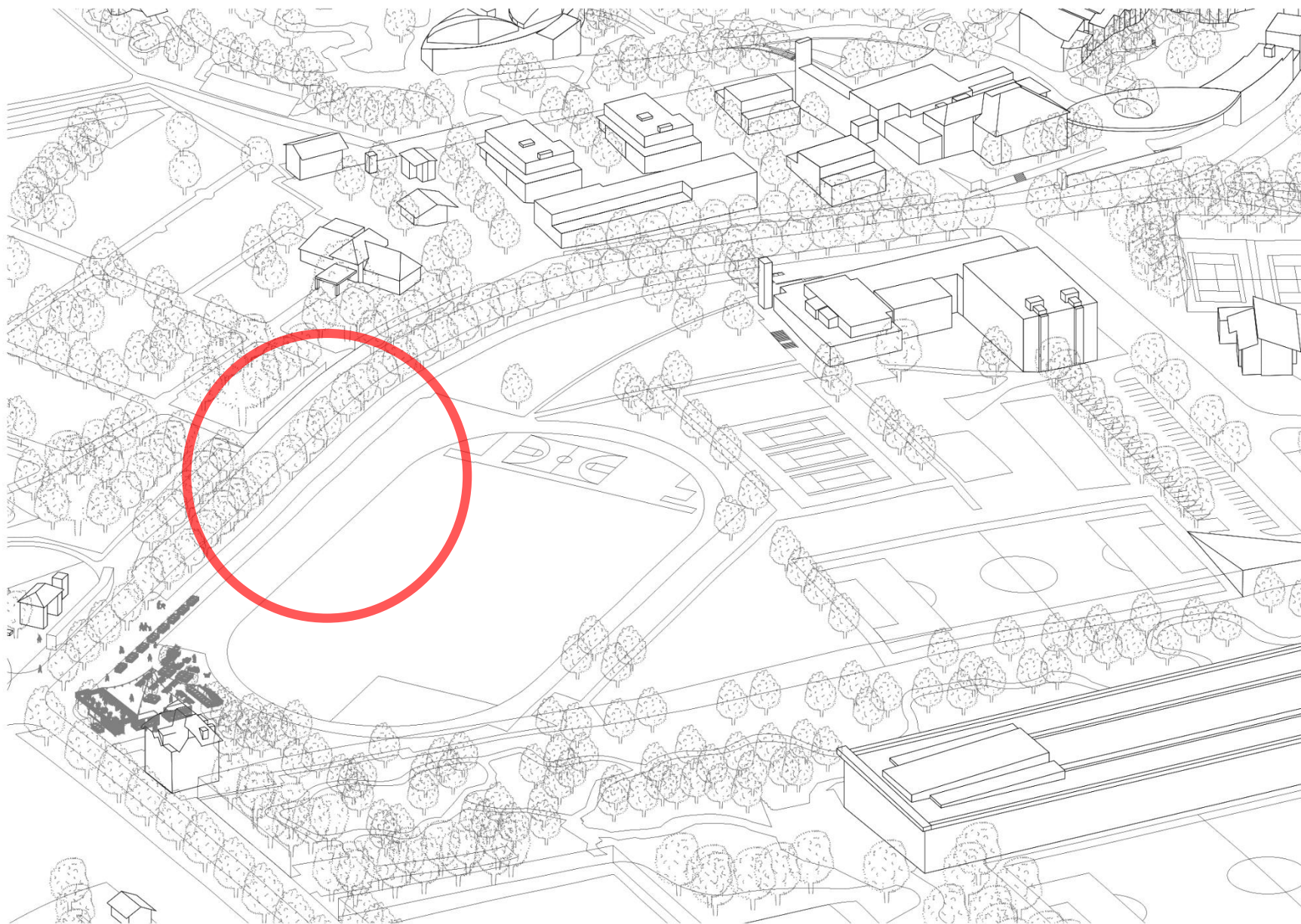


Susis Garten





WHAT

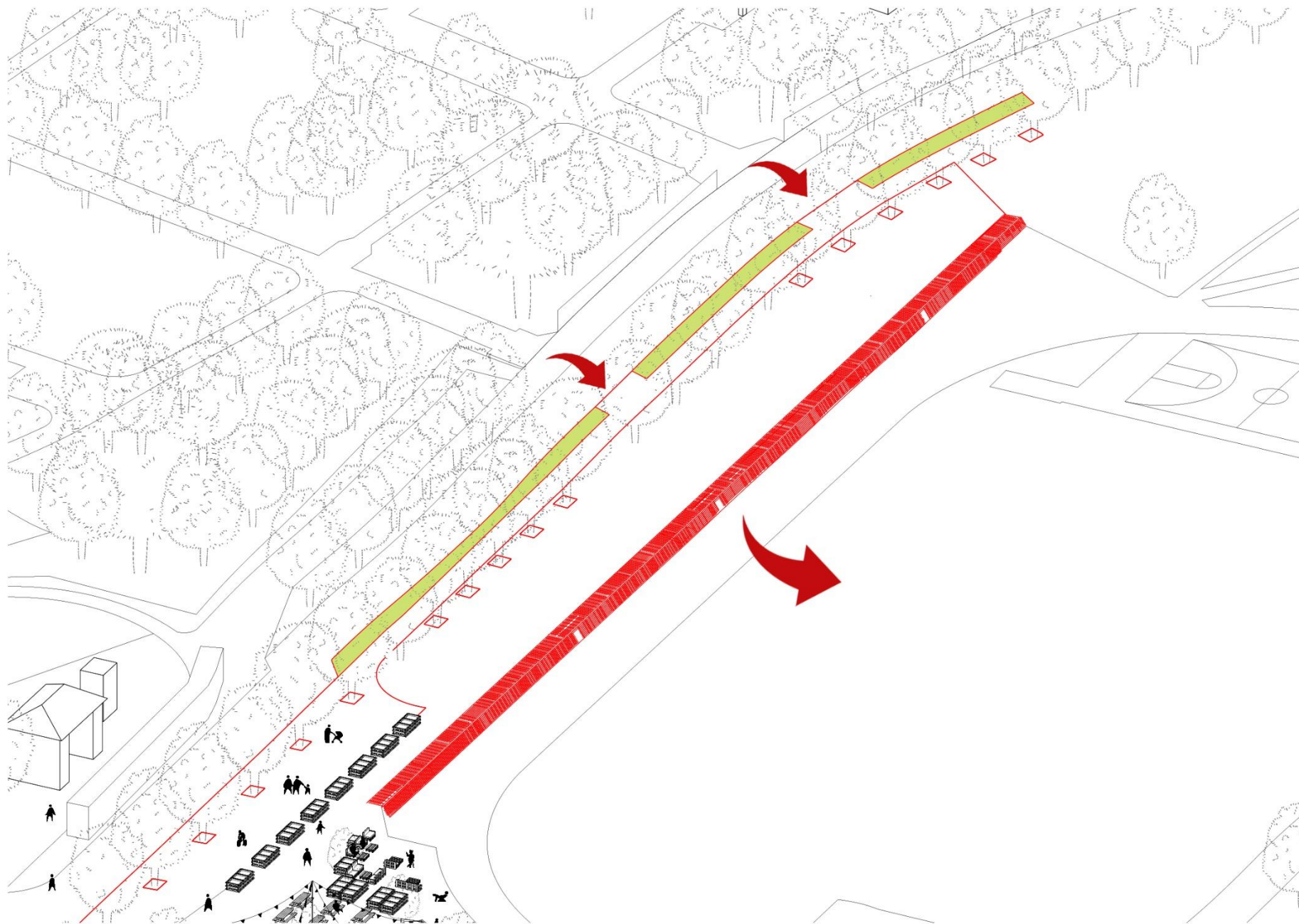


# WHAT



**We want to get rid of the railing and blend the borders of the site to open it up. The FIFA (mainly James Turrells light installation) is visible at all times.  
At the same time we want to achieve a relation with the graveyard.**

WHAT



make street wider and prolong the axis of the graveyard

# WHAT



water

1. Generationenbrunnen
2. small fountains
3. big fountain
4. „river“ with stepping stones

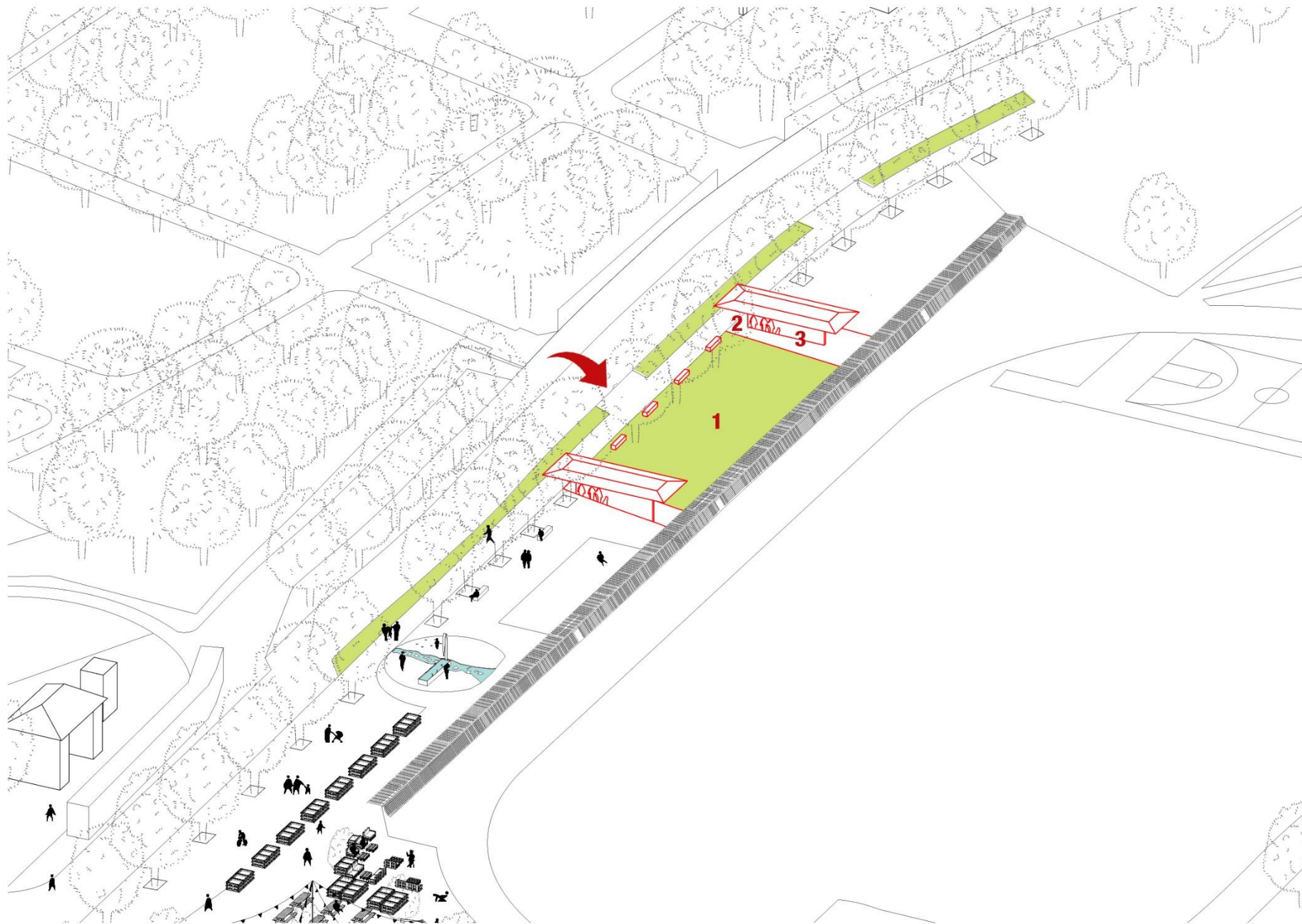
# WHAT



sundeck

- 1. wooden sundeck
- 2. benches
- 3. gravel

# WHAT

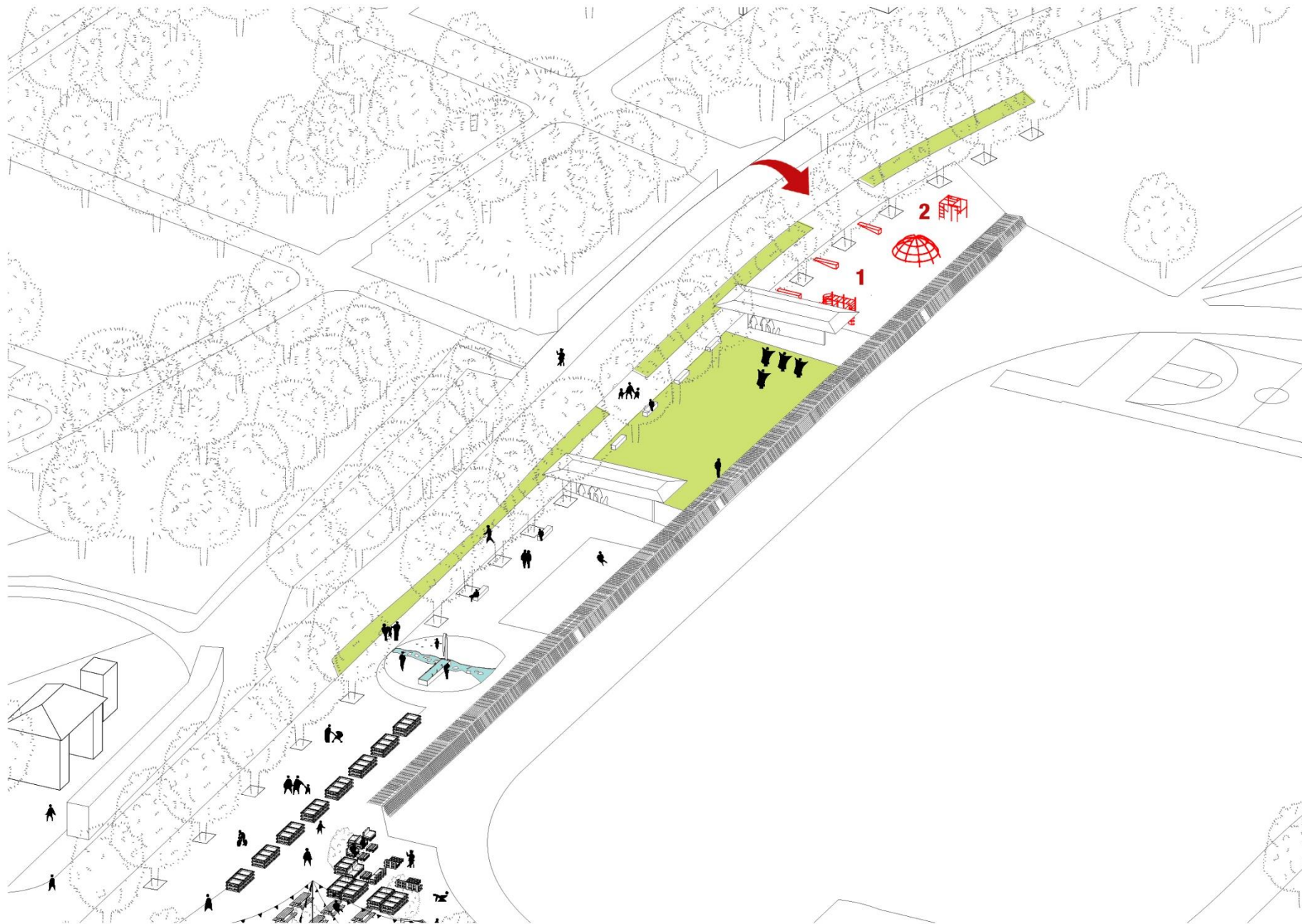


the yoga area in the end of  
the axis of the graveyard  
as a celebration of life

yoga

- 1. grassfield
- 2. „shape wall“
- 3. mirror or dancing

# WHAT

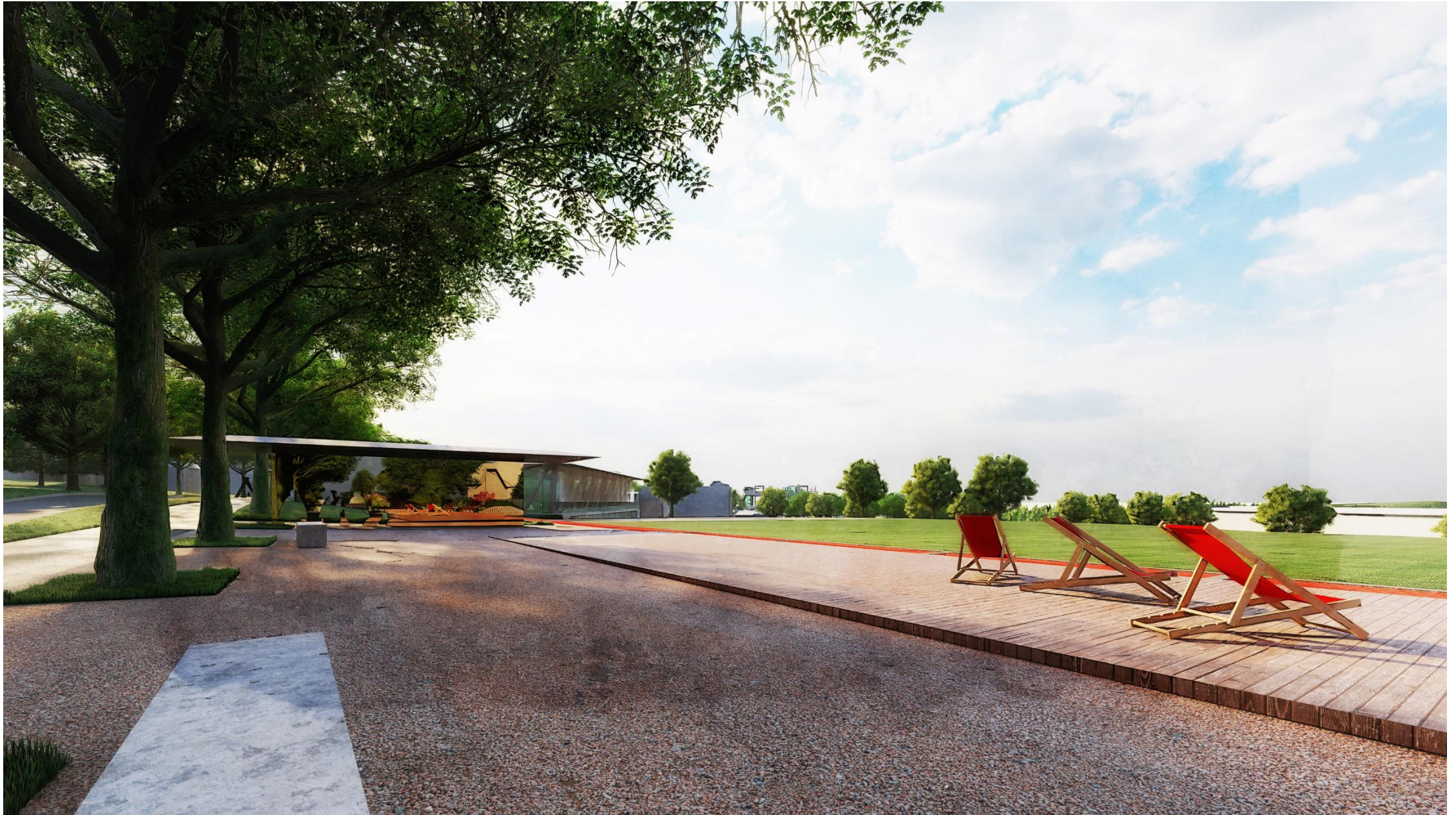


the playground in the end of  
the axis of the graveyard  
as a celebration of life

playground

1. playground climbing  
2. outside gym

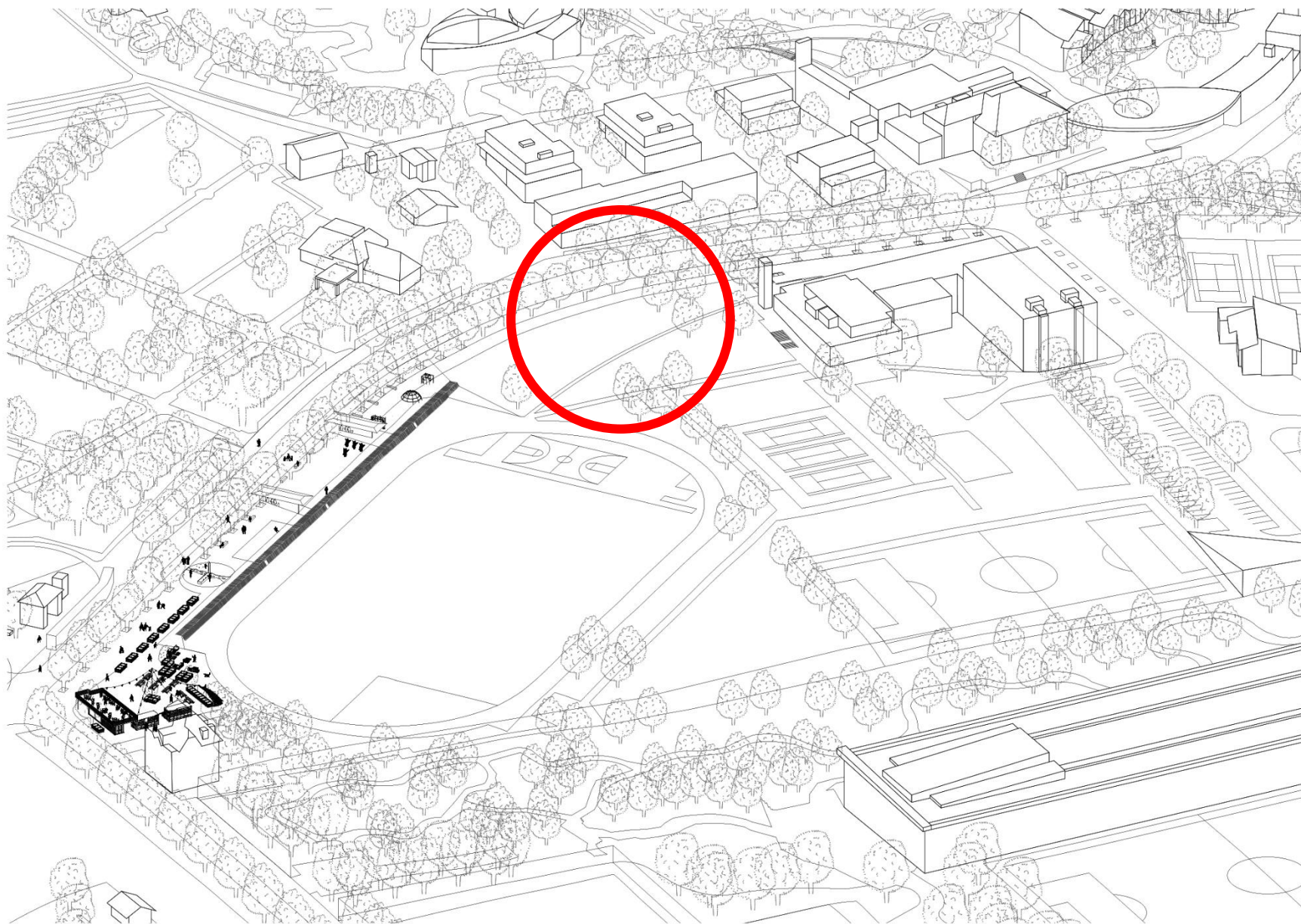


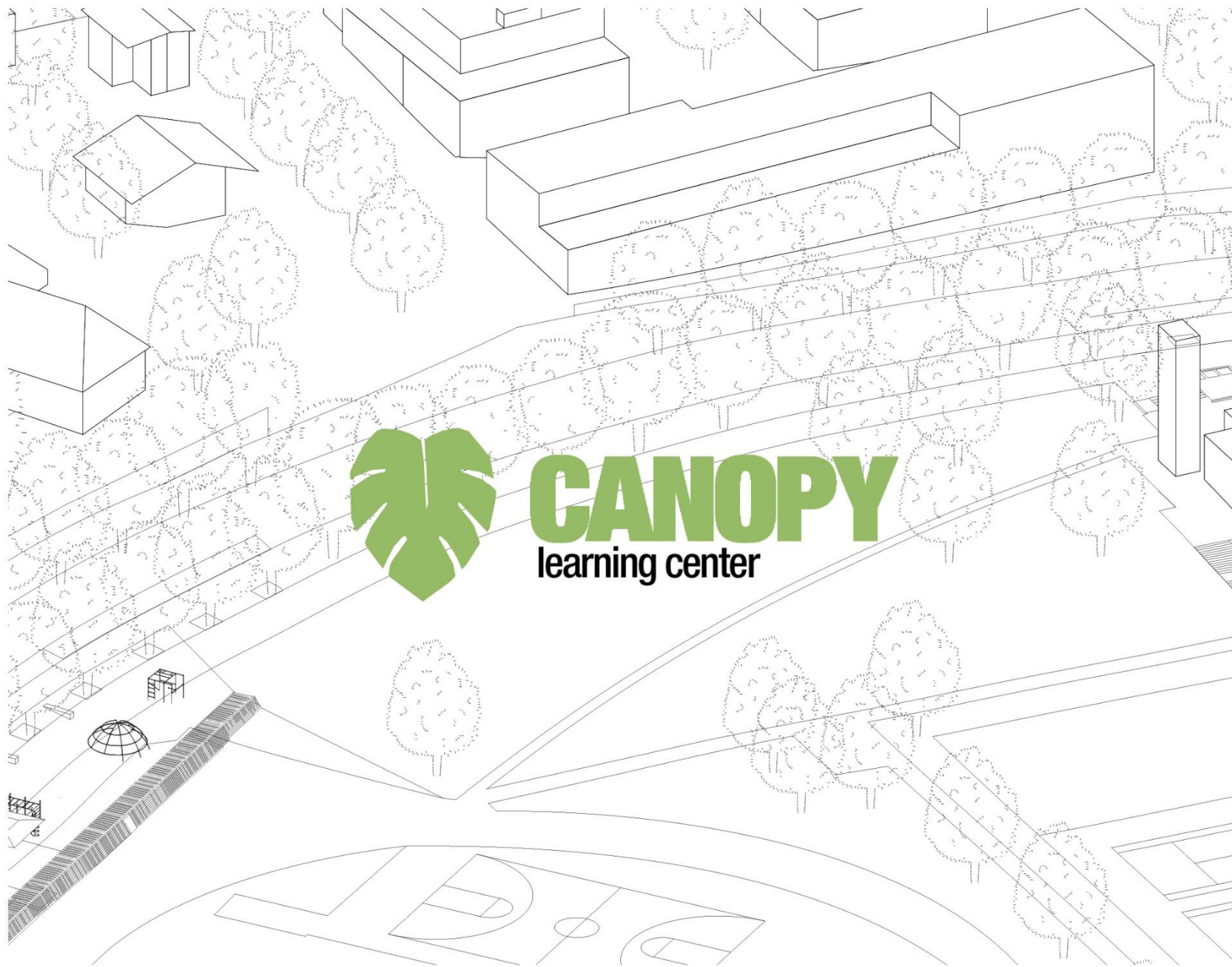






WHAT





**A reinterpretation of the antique temple. A temple for learning.**

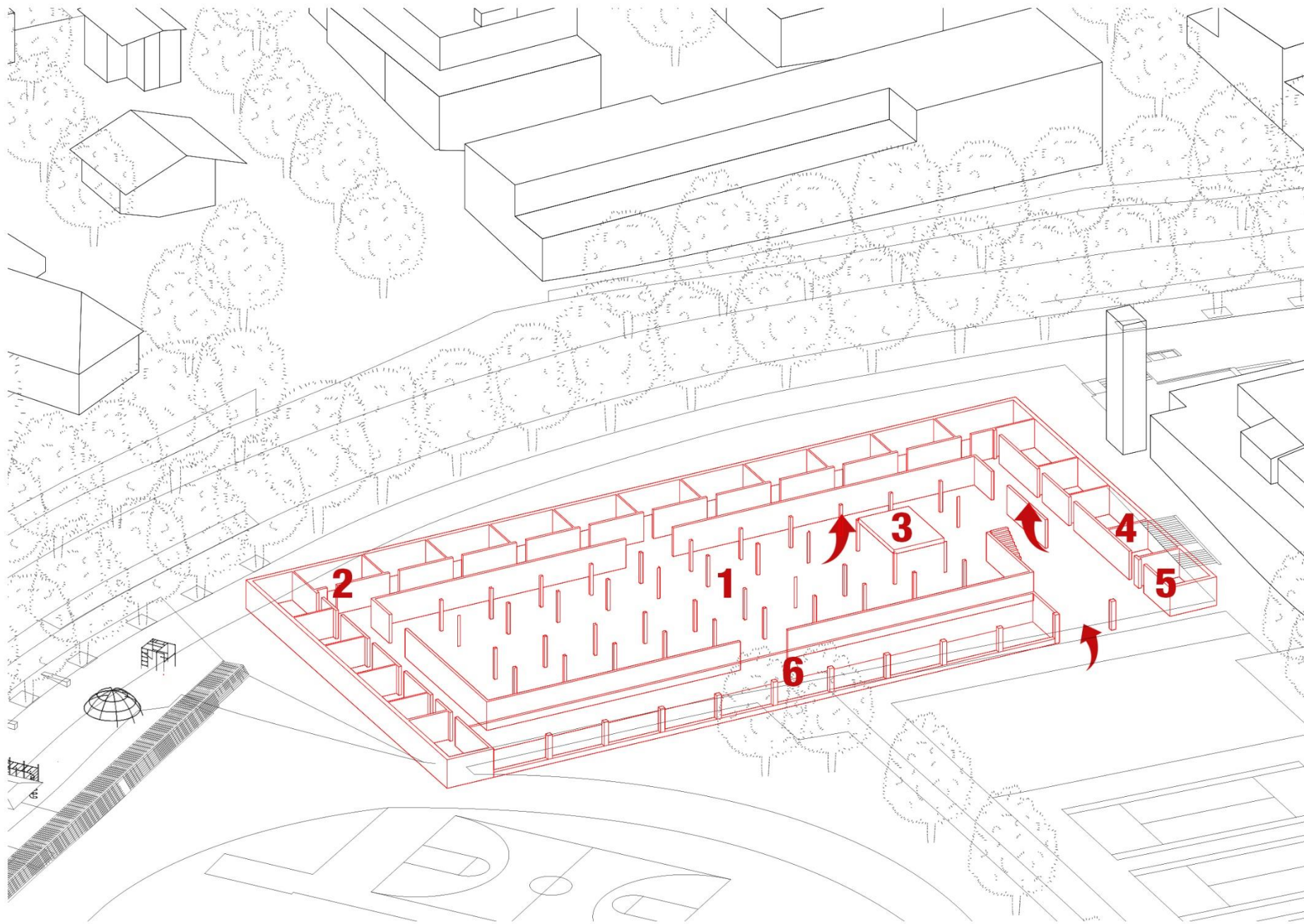
**Temples and churches tried to resemble forests and leaf canopys. The mind of the common together under one roof.**

**A learning and meetingplace for the common. Tought to keep actors longer at the site. Students can learn and then go to sports (or vice versa).**

**There are seminar rooms, a cafe and a big flexible space for the common to shape.**

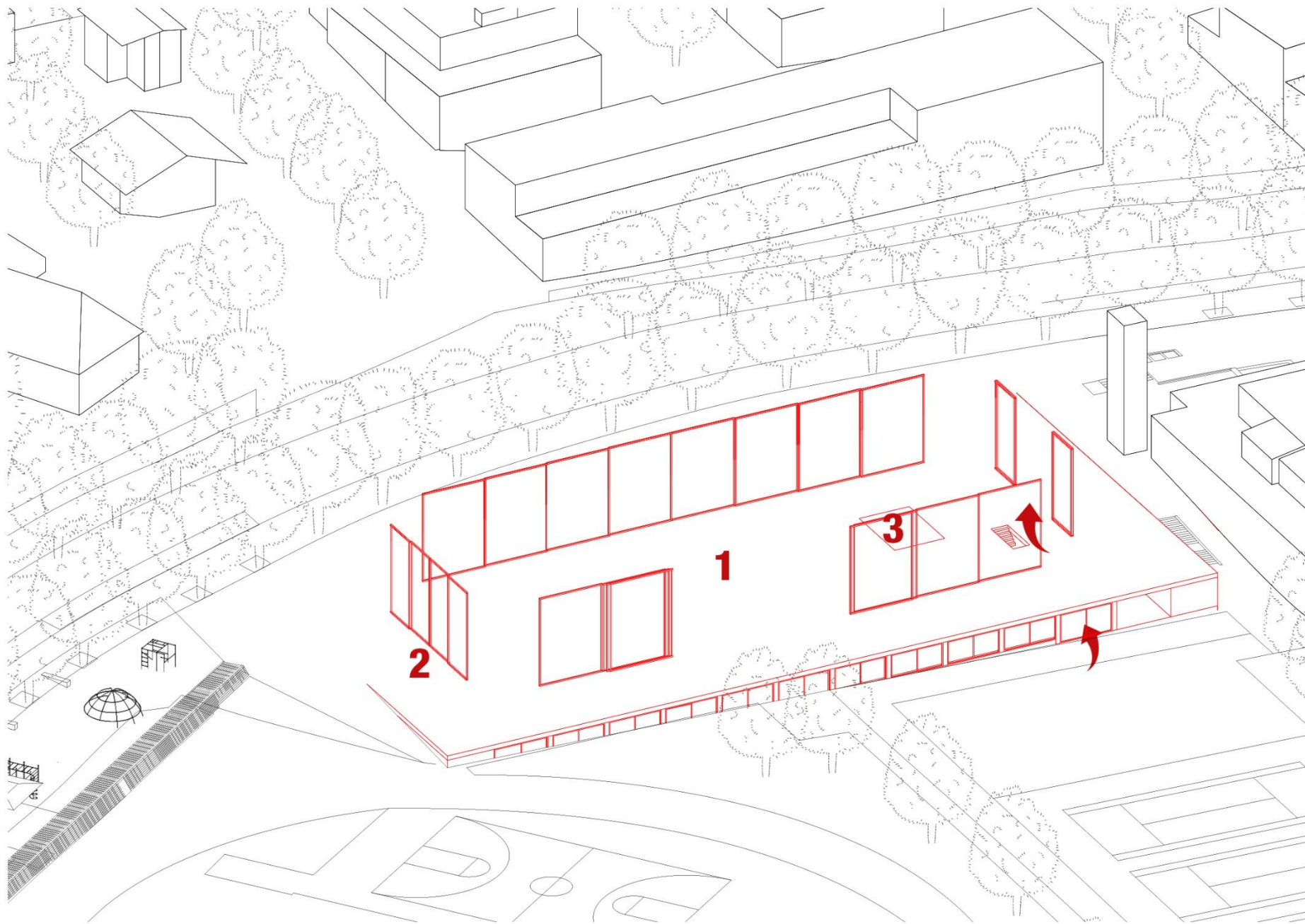
**A day and night curtain enables various light situations.**

**where humans blossom...**



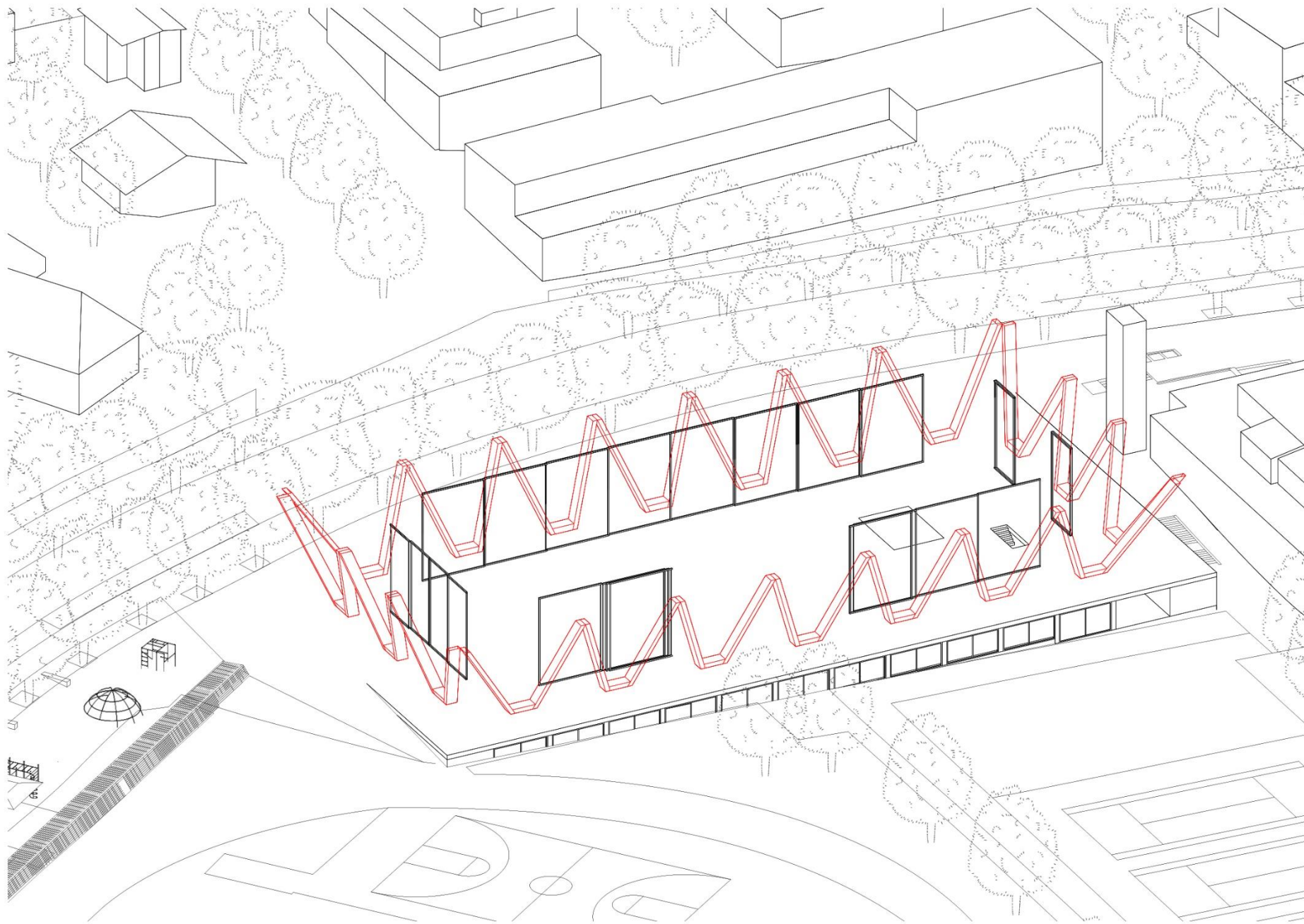
- 1. storage
- 2. smaller storage
- 3. elevator
- 4. toilets
- 5. cafe
- 6. seminar rooms

underground „functional base“



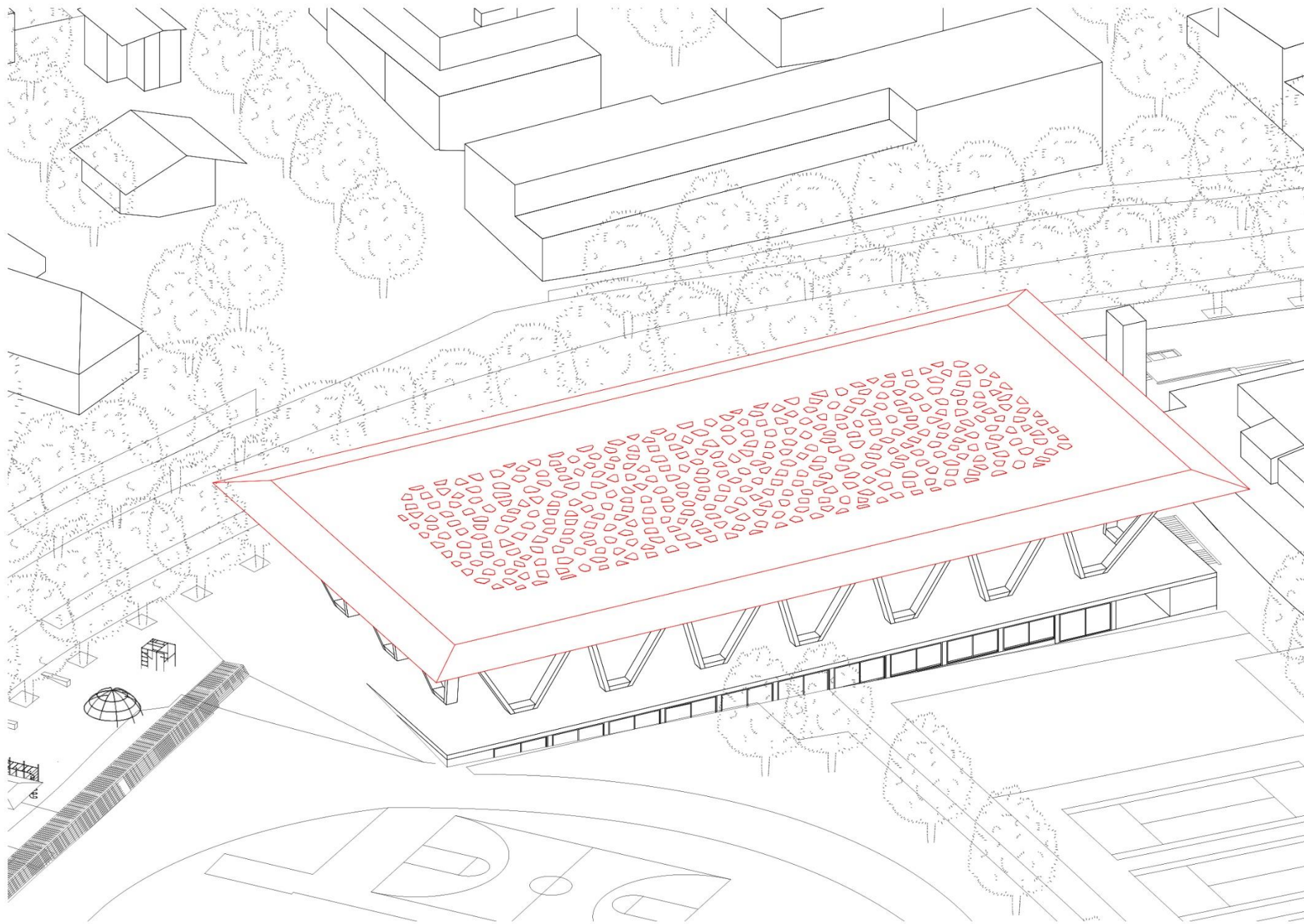
- 1. heated inside
- 2. moveable windows
- 3. elevator

groundfloor

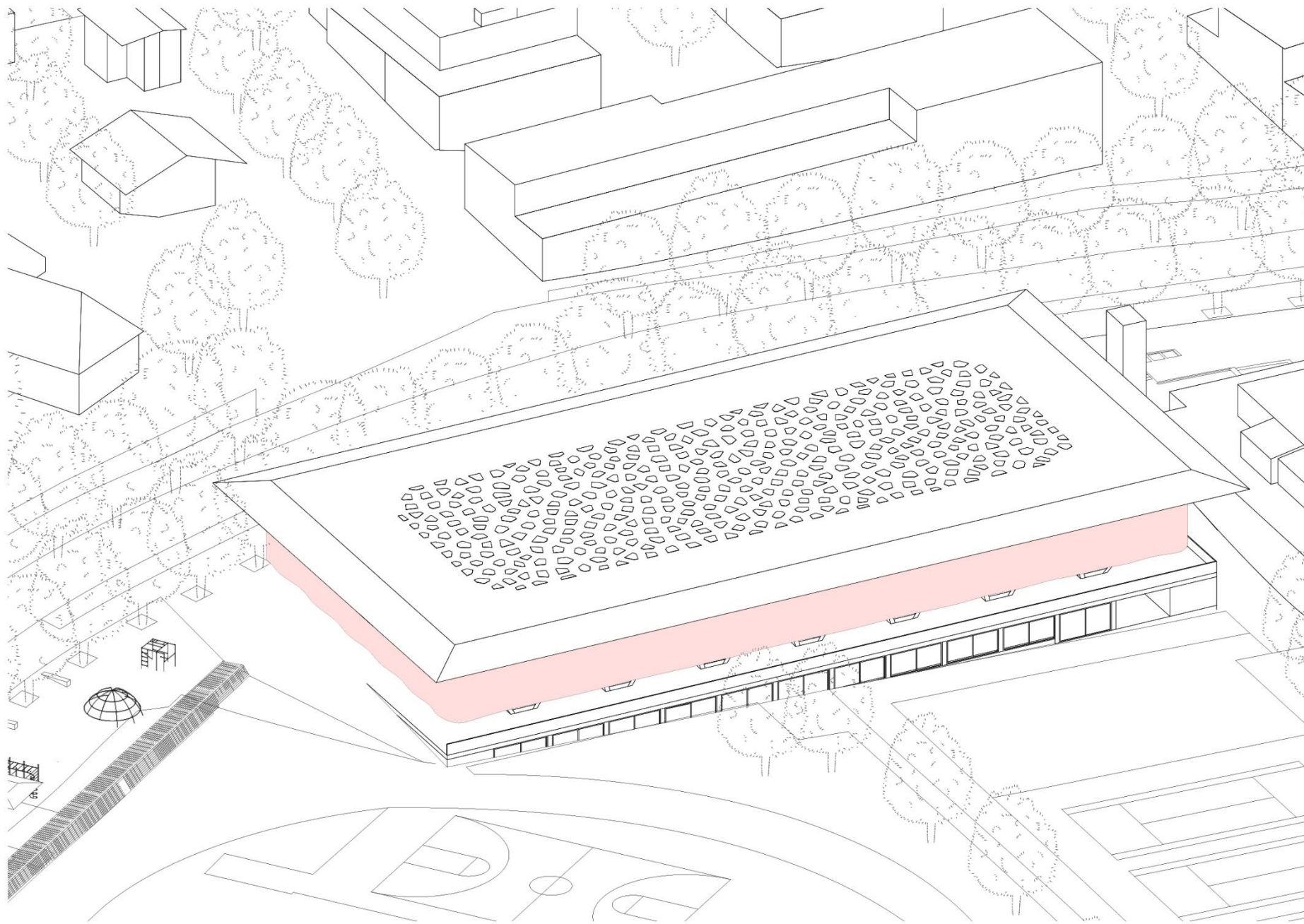


the structure bases  
double as benches

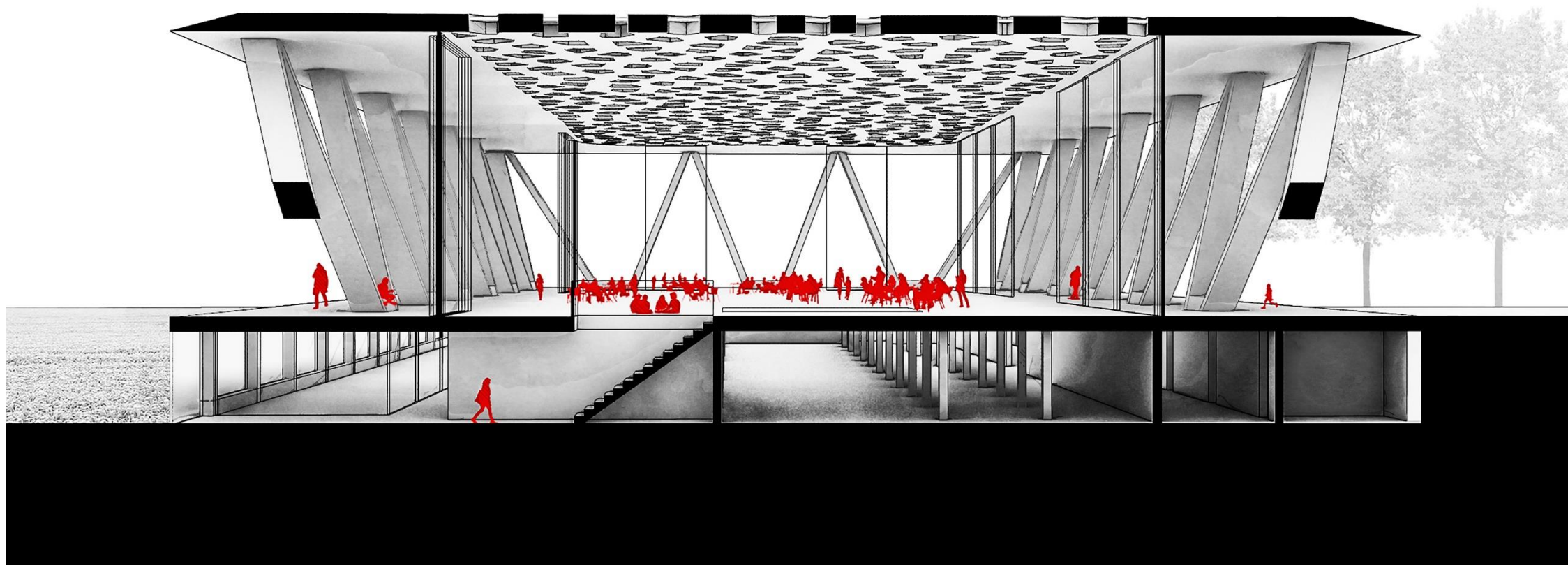
structure for maximum freedom inside

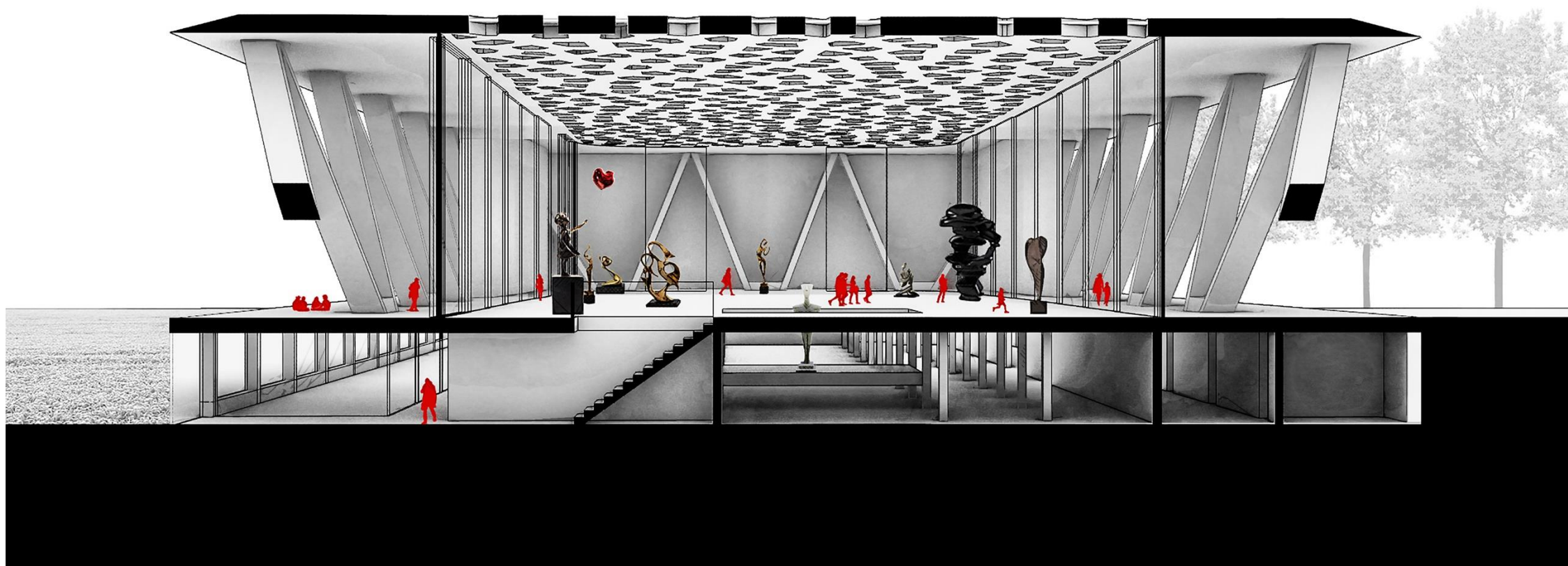


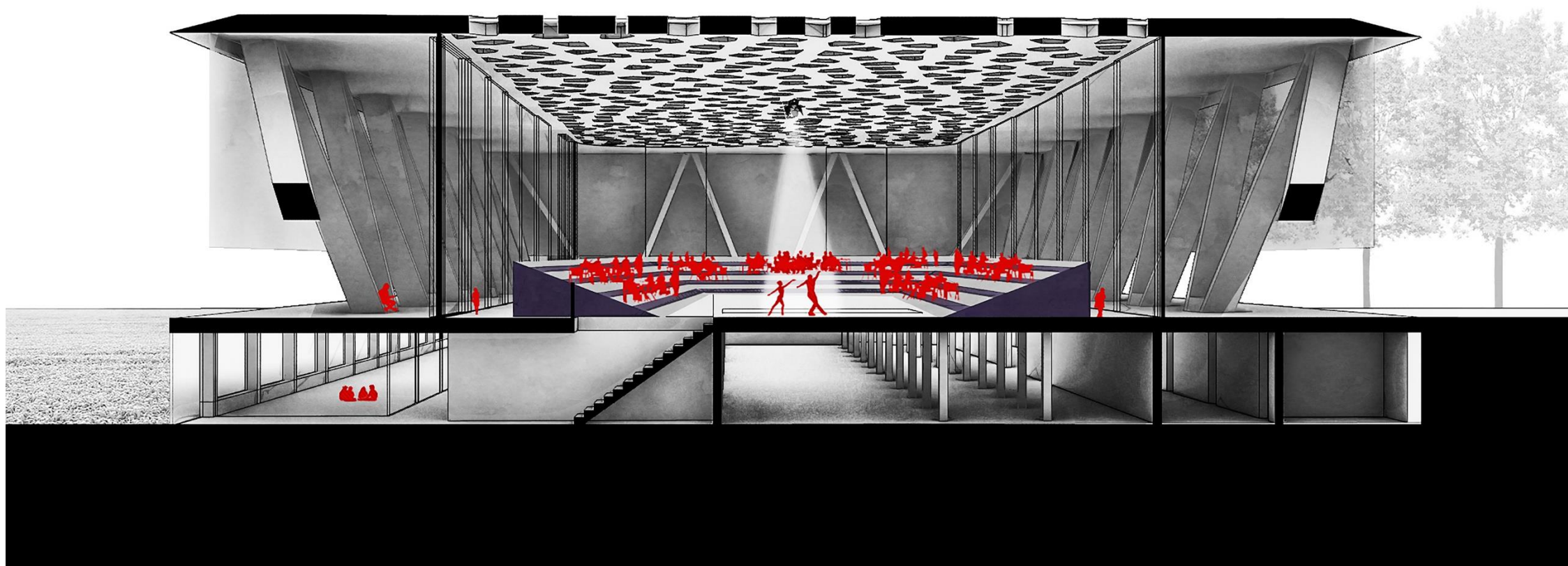
canopy

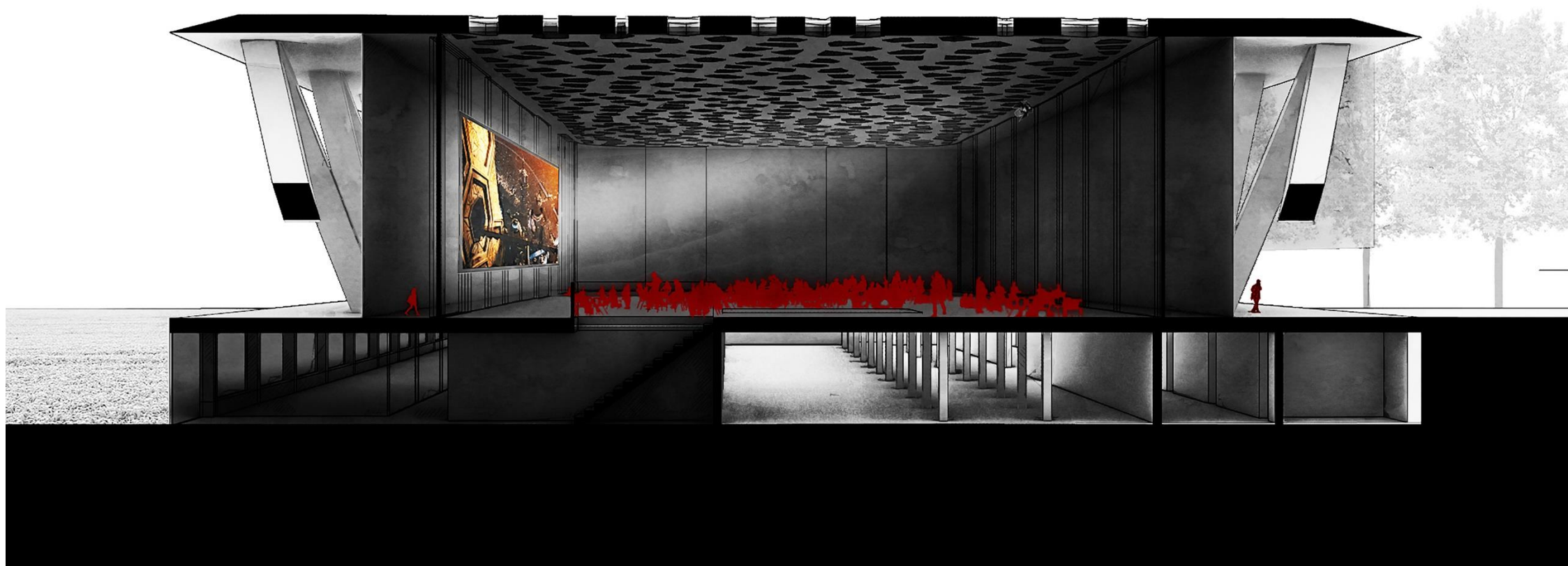


curtains







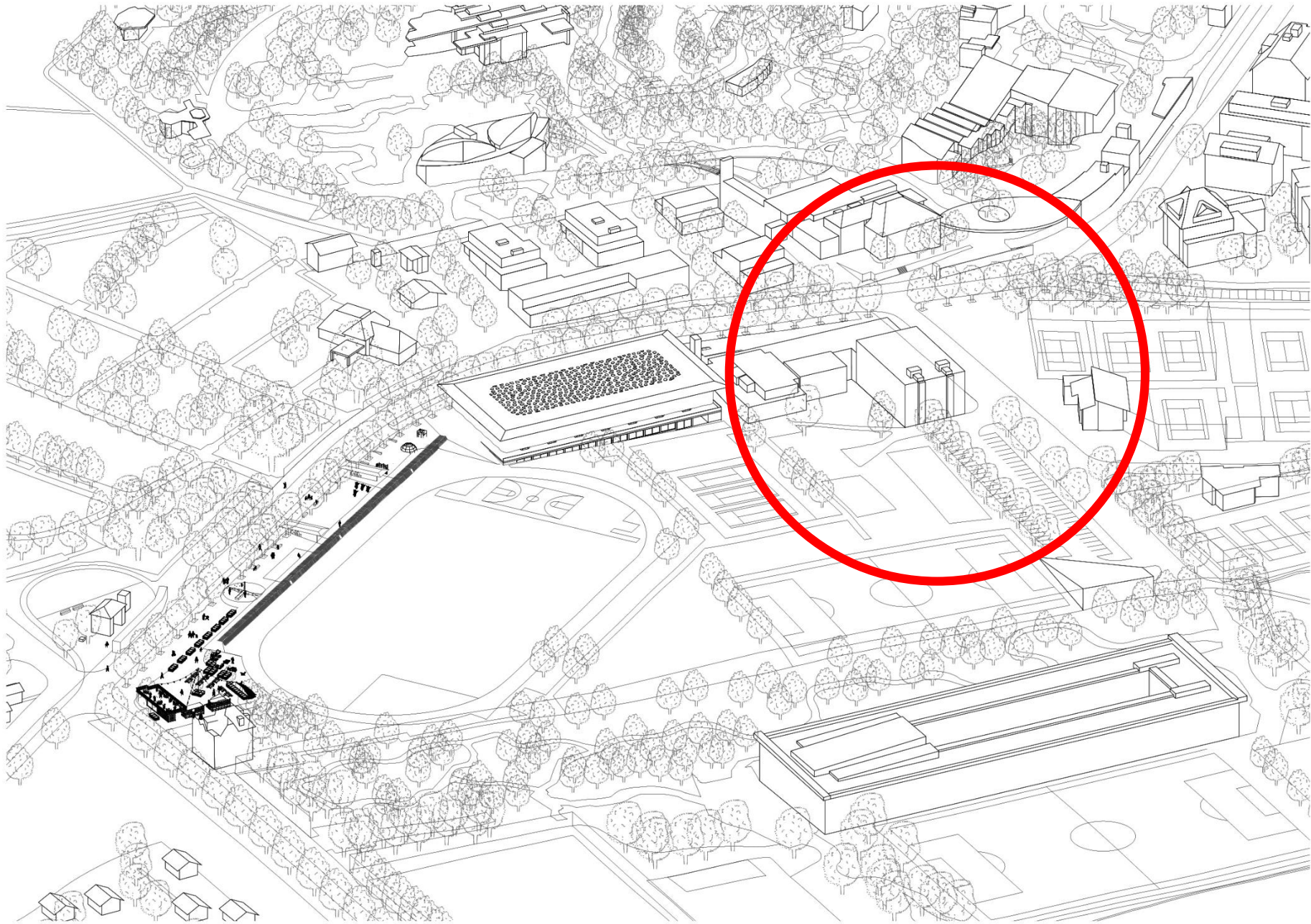




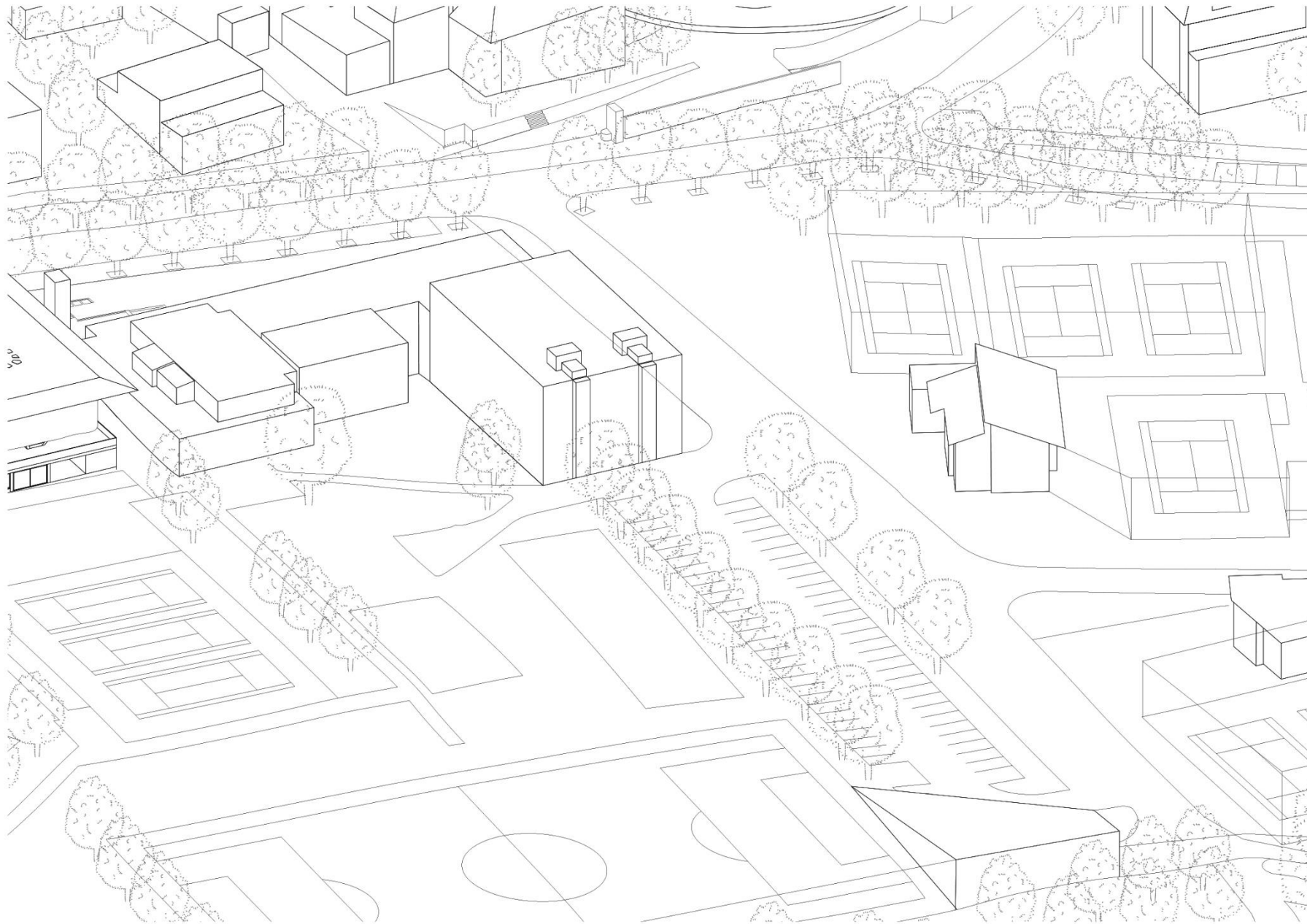








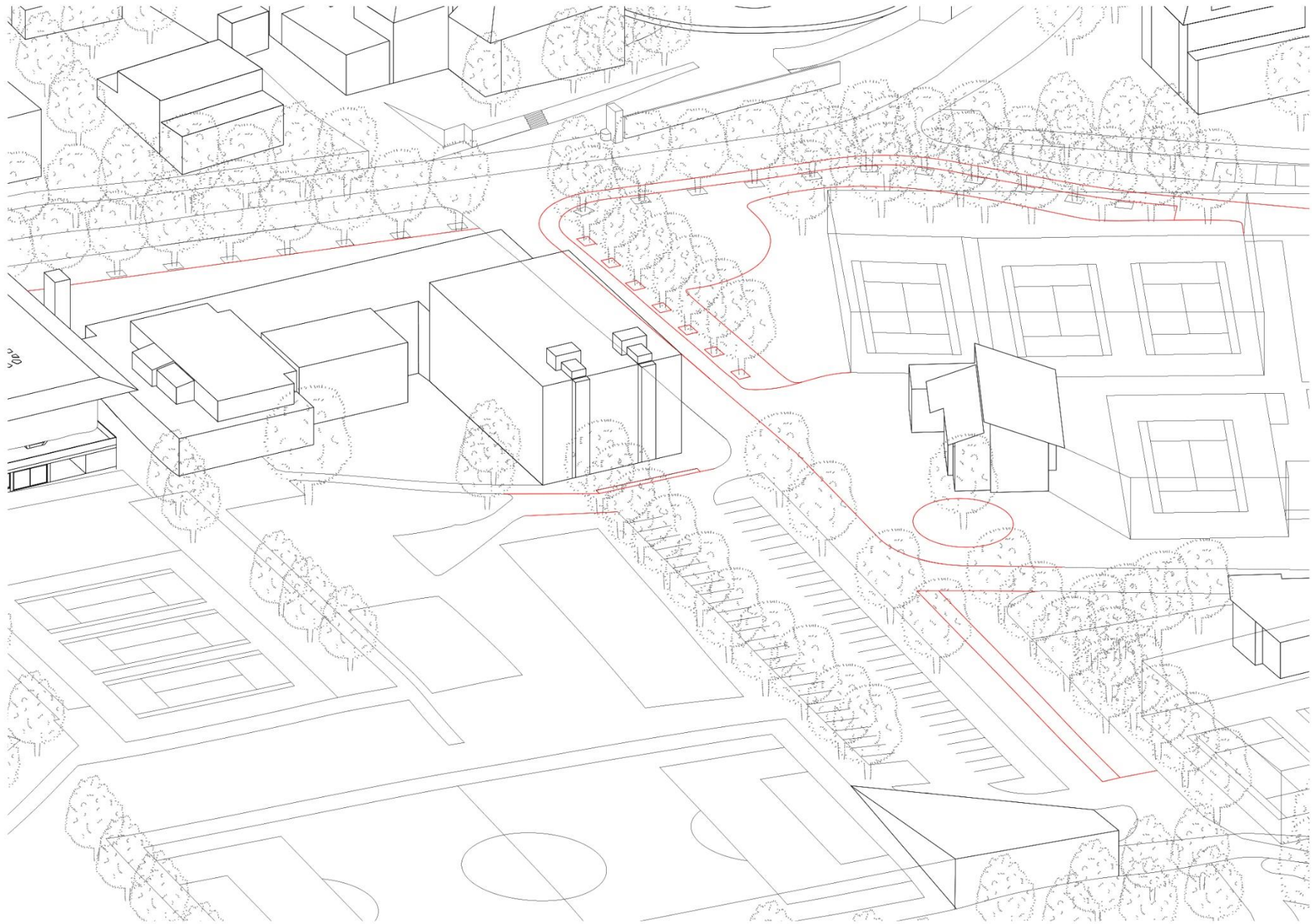
WHAT



# WHAT

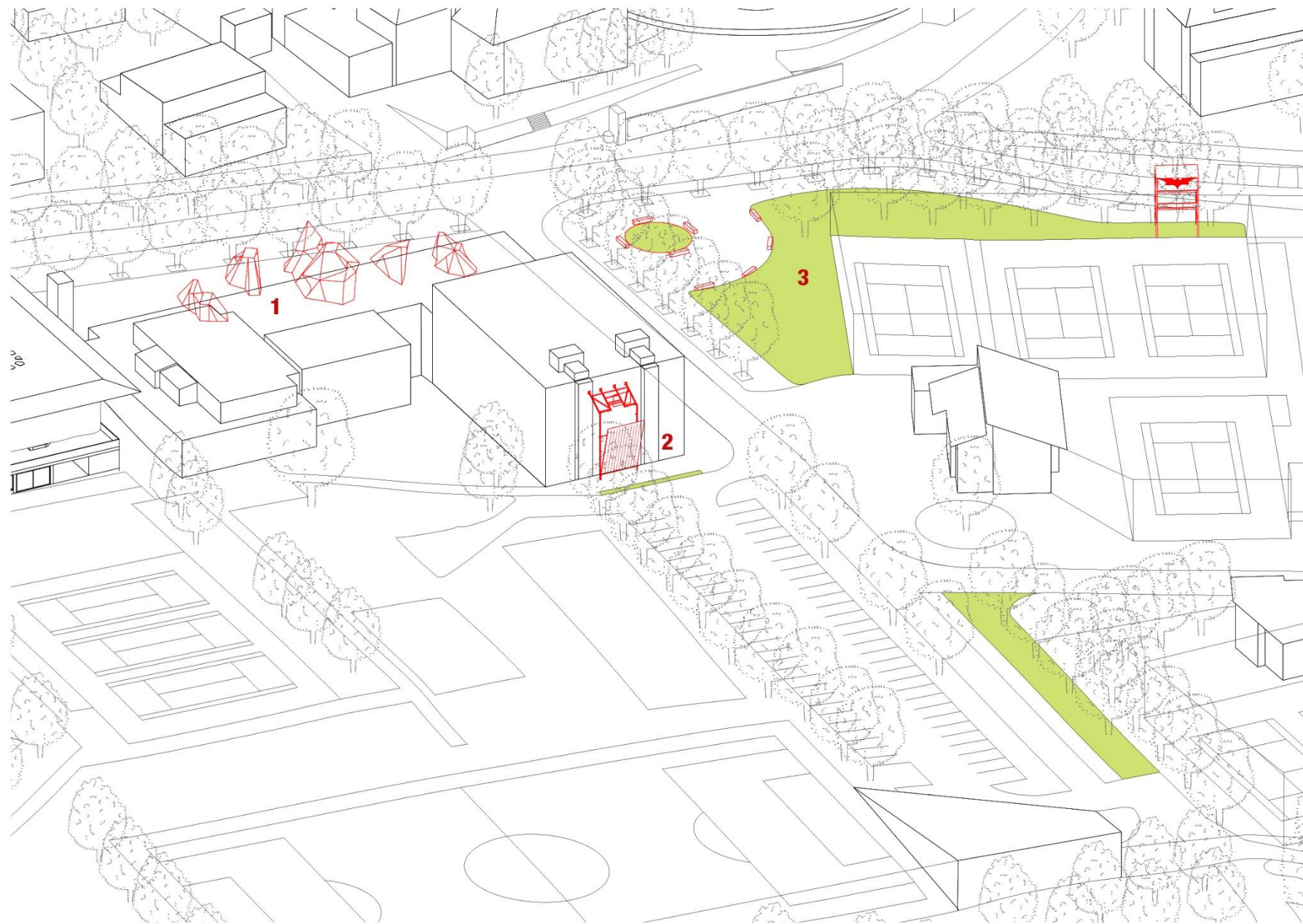
The street to the FIFA from the zoo entrance should be changed from a parking lot into a pedestrian street. Meanwhile functions will be added to add to the site.

WHAT

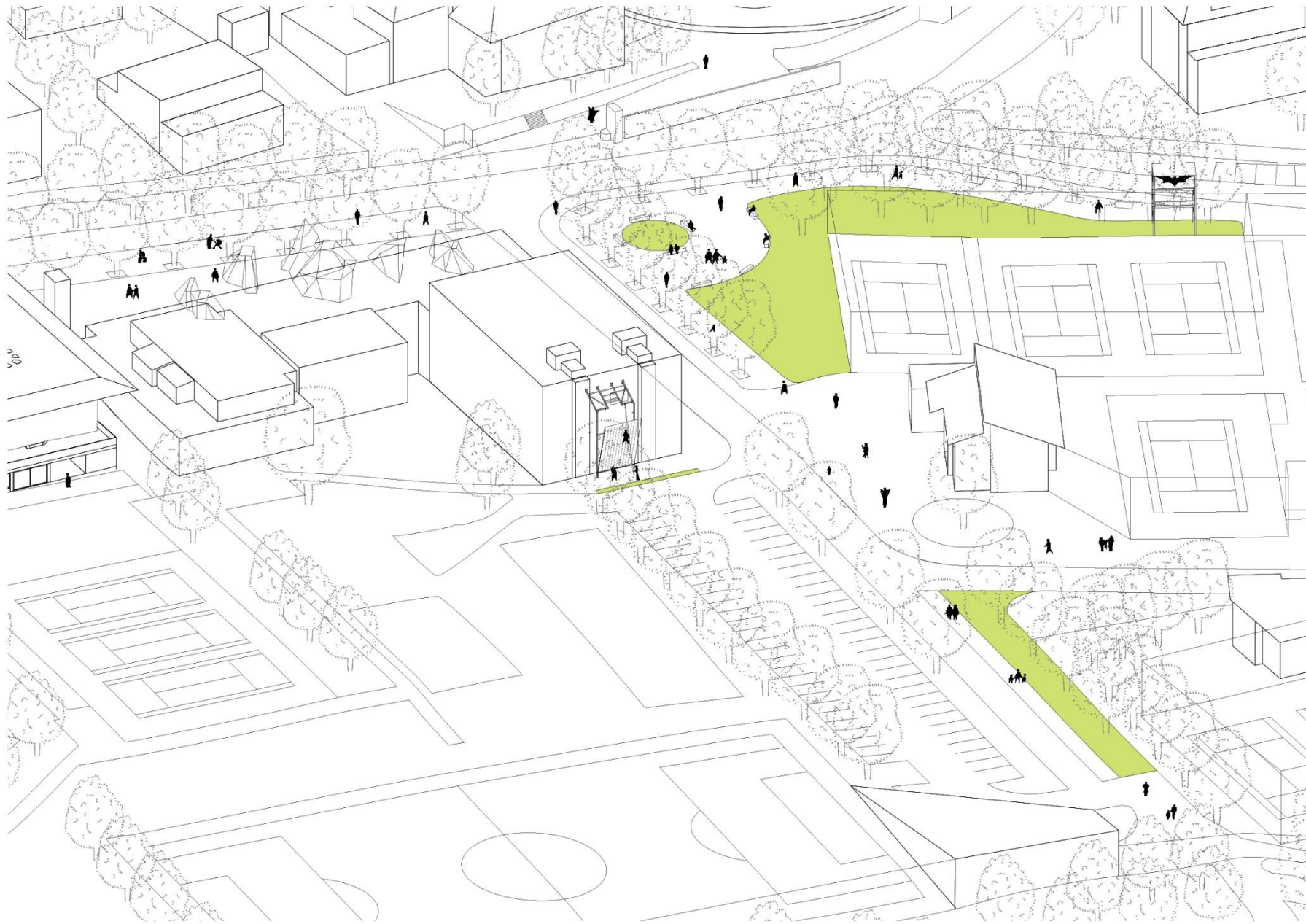


change street

# WHAT



- 1. boulders for climbing
- 2. climbing wall
- 3. bees, bumblebees and bats preserve



WHAT







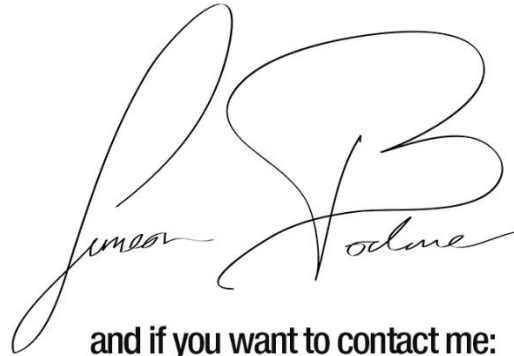


special thanks and hugs to my supporters and mentors:

**Prof. Anne Lacaton  
Michel Eigensatz  
Simon Durand**

**Prof. Christoph Küffer**

**Matthias Wermke**

A stylized, handwritten signature in black ink. The signature is composed of two main parts: a large, flowing 'S' on the left and a large, looping 'B' on the right. Below the 'S' is the word 'simeon' and below the 'B' is the word 'bodmer', both written in a cursive script.

and if you want to contact me:



**Simeon Bodmer**  
**@intricaciesofabeautifulmind**  
**[www.bodmer-partner.ch](http://www.bodmer-partner.ch)**