

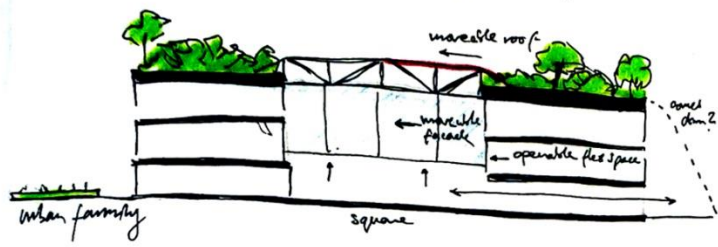
SR

Common

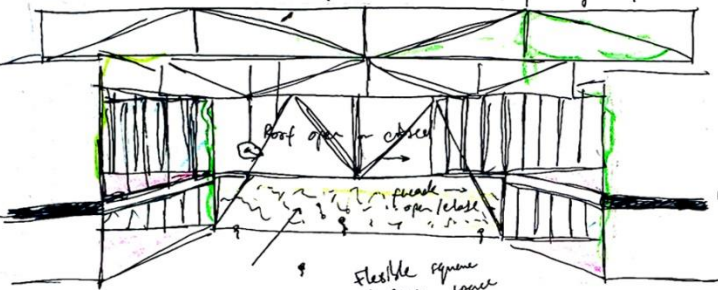
- verb
1. occurring, found, or done often: prevalent
 2. shared by, coming from, or done by two or more people, groups, or things

noun

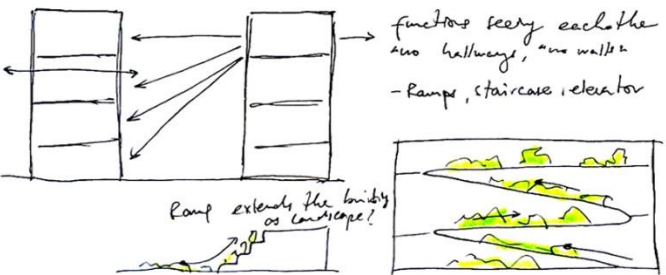
1. a piece of open land for public use



the building tries to give as much freedom as possible for the "common" to fill in, while only providing infrastructure



Empalme like hall. The building seamlessly extends to the outside, blending in- & outside space.



Commonality

A building for everyone. Easy accessible.

Overlapping of bubbles

Facade & roof incorporate energy harvesting

Future best of all possible worlds

Cities should provide the benefits of community and exclusiveness of privacy subtle and should not diminish overall image of the green landscape and place - should add?

make only minimal terrain changes keep view music!

Architecture as contributor to actor network: activist

human and non human

local and global actors (history, climate, materials,

reconnect / reorganize the current network
- Node 2 as building
- map of paths, Districts, Edges, Landmarks, No.

a machine for the common good, think tank! Build with wood?

no Scheibendrama!

playground for kids

integrate natural, urban and shared resources

Vegetaria Diet, recreation in nature, natural h. and sport

shared land, managed by all citizens

undefined, free

Pavillon?

Smaller Governance

SDG's



uses and views are mixed!

A transformable machine for the common

The building of the common as an example of a building of the SDG's

1. No Poverty - A building of the common not consumption, free for everyone
2. Zero Hunger - Urban farming and courses
3. Health & Well being - Nature & info center "building as landscape"
4. Quality Education - education center
5. Gender equality - Room for seminars
6. Sanitation
7. Energy - sustainable building
8. Decent work -
9. Innovation & Infrastructure
10. Reduced inequalities
11. Sustainable cities
12. Responsible consumption & production - zero waste, Nachhaltigkeit, waste, urban farming
13. Climate Action - exemplary building and education center
14. Life below water
15. Life on Land - Forests + Zoo
16. Peace?
17. Partnerships

Bayreuthszentrum

Flexible open space, that gives the freedom to the common to shape it together, rather than imposing my view on it.

learning-center - think tank. for ecological way of living, showing how forests were used and our current functions -> think tank for common uses of the city

Blending and mixing existing Bubbles

rentable meetingrooms (free), learning room, chillroom, rentable offices for organisations, library, learning center (for kids) complementing the zoo, urban farming, park, childrens playground in green, square that is flexible, markets, room for yoga, showers, chessground, climbing wall, cafe, bar, restaurant for culture, garden, woodworkshop hall, community kitchen, partyroom, learning room, toilets, info, offices(?), kiosk (skatepark)

Take away urban farming. Allow the illegal goats to be there open space 3D printing and 3D-machines.

Bienenhotel



BOTTOM UP

UNORT = OASE



COLLABORATIVE CONSUMPTION



DIE ESS-BARE STADT



Die Gurke kehrt zurück!

ugly fruits



Erdbeeren

ugly fruits

COMMONALITIES



OPEN DESIGN CITY
ARBEITSNOMADEN



AIDED DILETANTISM

SHARE
AND
TRADE



„DAUERHAFTES
ZWISCHENNUTZUNG“

OPEN SOURCE



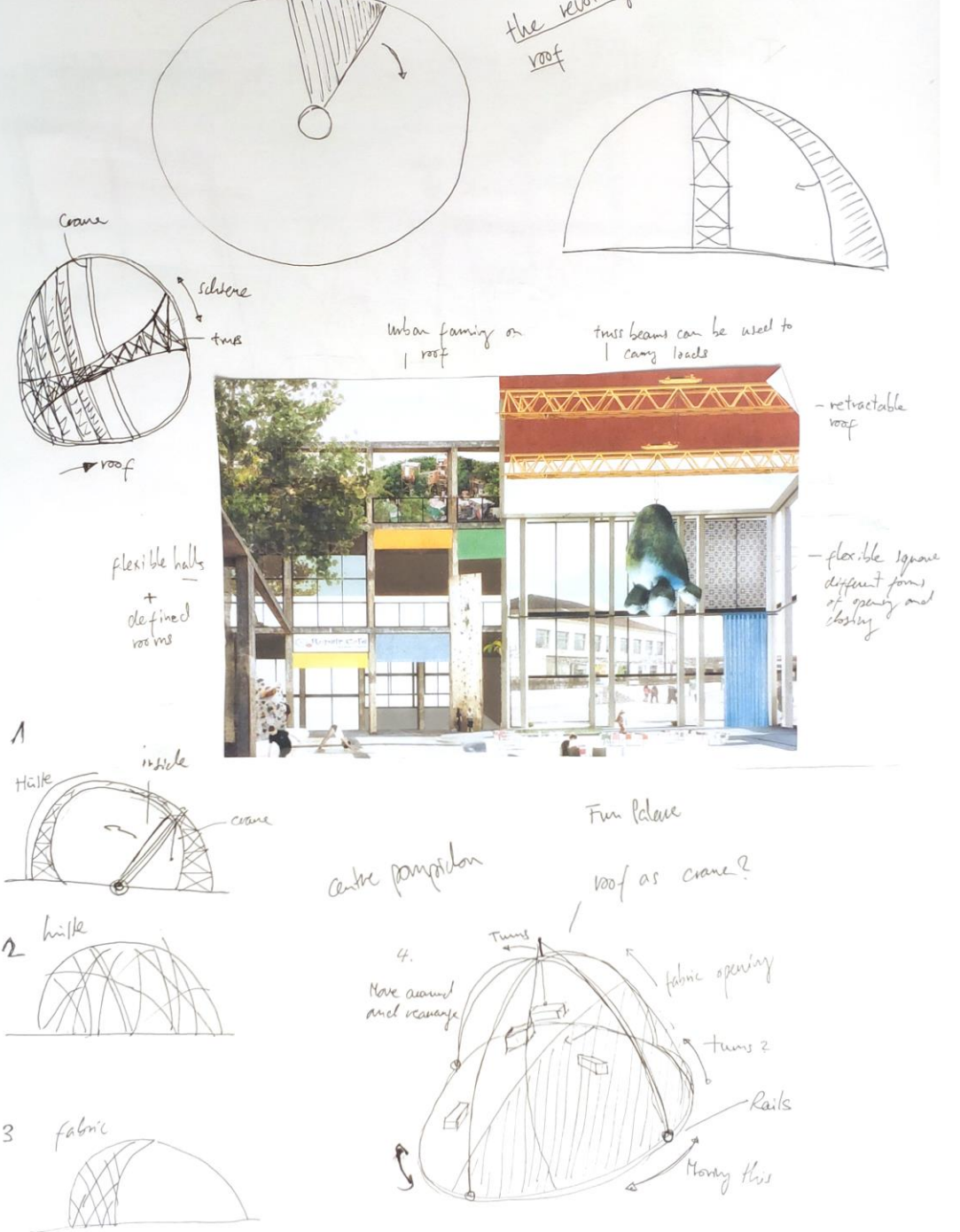
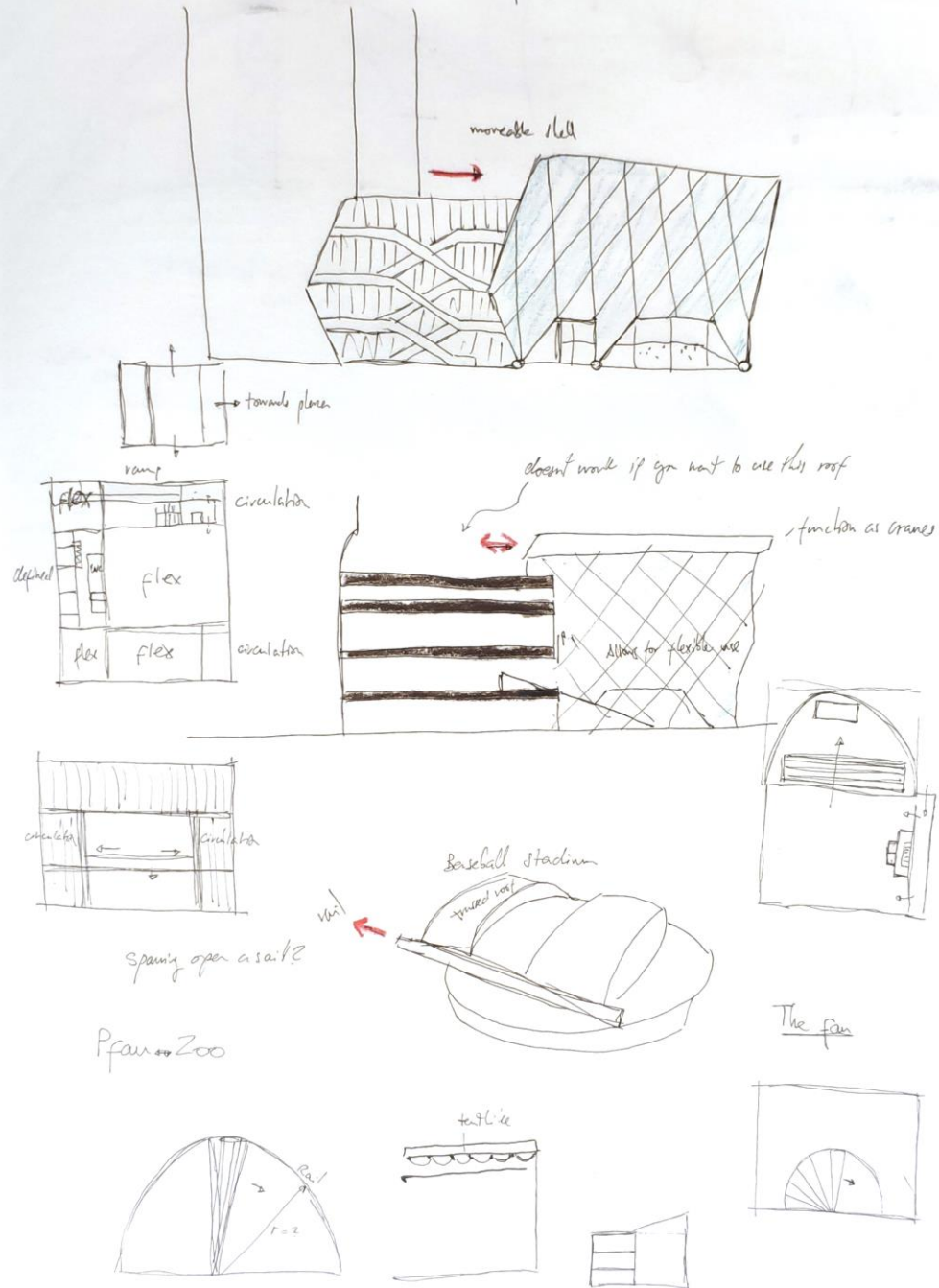
CROWD FUNDING

EMPTY SPACE =
POTENTIAL
GARDEN

CONSUMPTION = CITY = COMMON

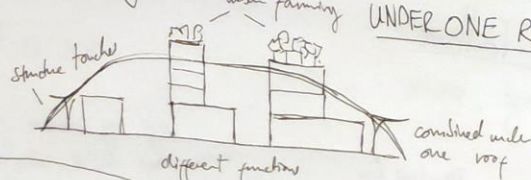


THE SHED (Diller Scofidio)



shadowplay like in a forest

UNDER ONE ROOF UOR



different functions

combined under
one roof

constant so when t is large

container?

• Everyone under one roof



- Halbcharakter?

- Viel filigraner als Elefantenhaus

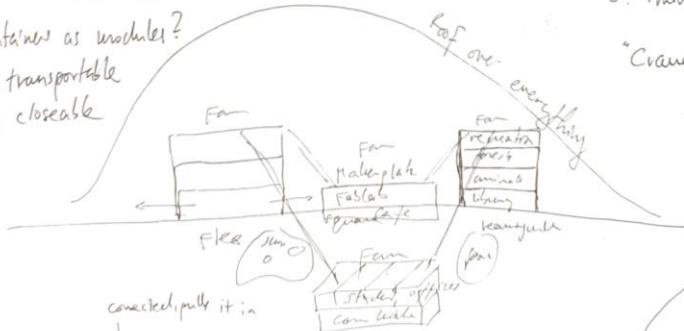
Baumstämme,

1. the rail
2. the tuss and crane
3. train (peacock tail)

"Crane Train"

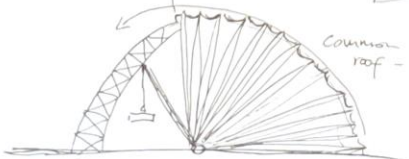
• shipping containers as modules?

- moveable, transportable
- open and closeable



connected, pull it in

Common roof - peacock



Sketches "Cave In"

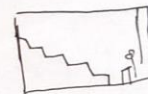
the building of
the common to
be entered
by
on

Precise program

Learning Center

- library
- forest
- animals
- recreation

2 presentation rooms



4 x Course room

10x Student org office (Bq room separate)

for community kitchen + dining hall

Storage for kitchen - greenhouses
Roof for urban farming - empty space

Fablab, creation hall, Makeplace (CNC, 3D print, wood working) - roof over everything

Big hall opened to outside → roof over everything

Square

→ restaurant → very good food from family garden + garden here

Lo market place to sell

city outside
urban farming

Repair Cafe (Bike, hike and climb)

Repair Cafe (1st floor)
2x Flexhall smaller (dance, yoga, jams, concerts, parties)
toilet, showers, chess, games, offices

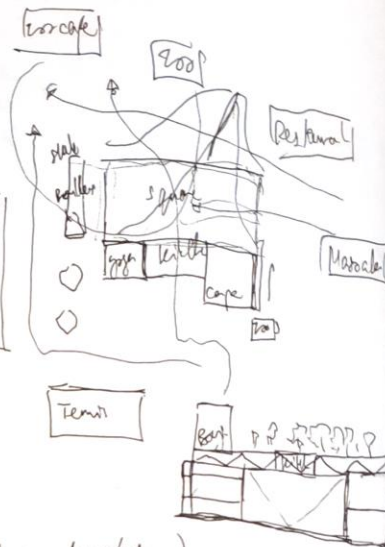
toilet, shower, changing room, office

skate park, climbing boulders

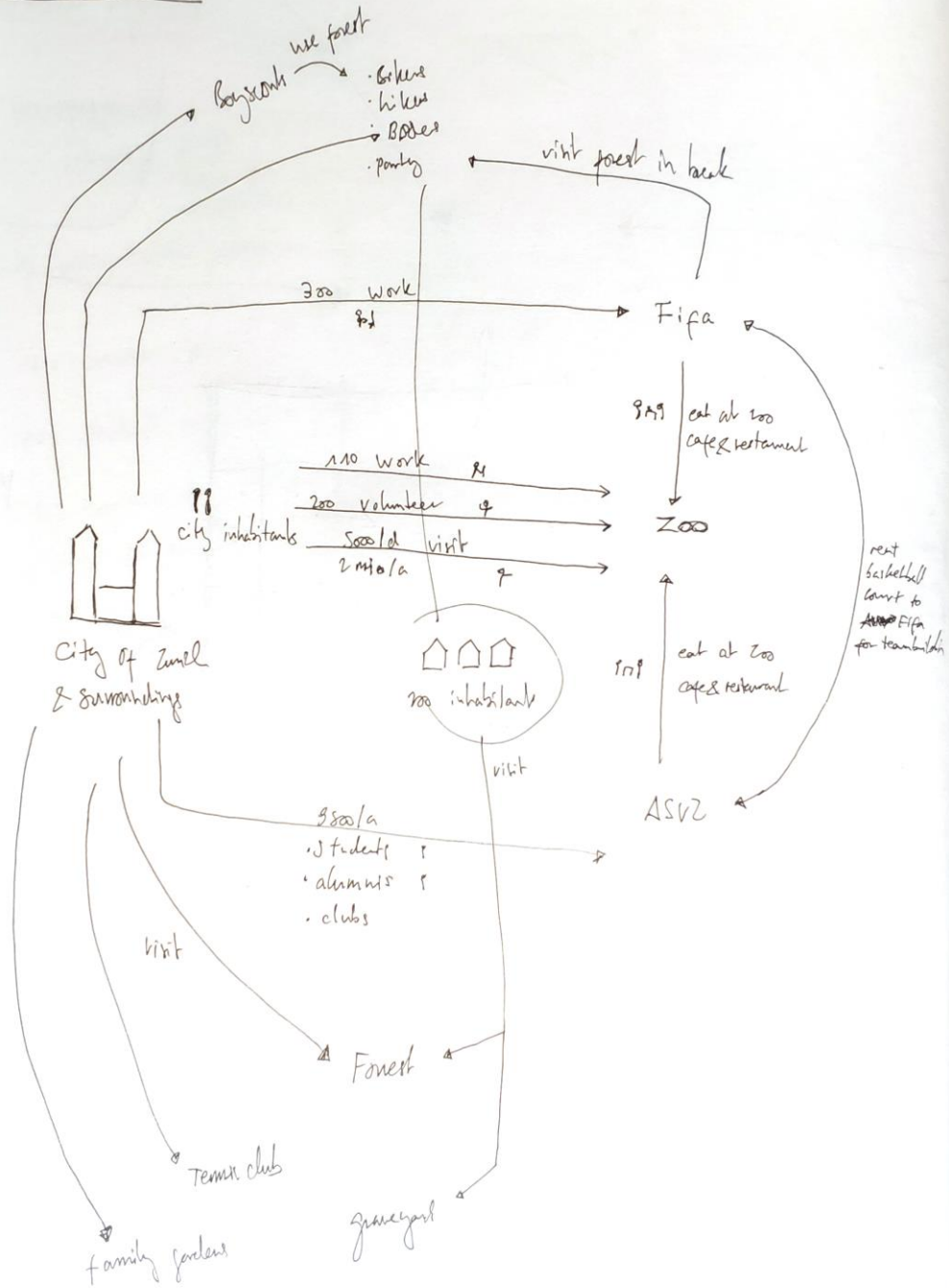
- gendering courses



Tennisball on top



Actor network



- Licht
- stabil
- flache
- lokale Regenwassernutzung
- Wasserrecycle
- Temper. Bestände
 - Hummelförderung
 - Hummelhotel?
 - Naturhabitat
- hi-tech urban farming
- Indusstrelle
 - Stahlwerk
 - Asthause
 - ↳ Mehrfache Bebauung
- Nahrung
 - Imkeerei
 - Bienenhotel
- Wast of Zoo? - Wälder?

Biodesign

-byishik 200

Vejitckne

Externe

illegal parties

carbone landwirtschaft

Top Down

insektenproduktion

affall insekten

fish

- Zerstörte junge Probleme

- Five seminars

- Hohl wohn
Zinnschloß / Zinn
Zinn buch

- Waldentwicklungsplan
Zürich

Fifa ist öffentlich

- fox trail, reception

- fifa museum report

Final evolution S.O

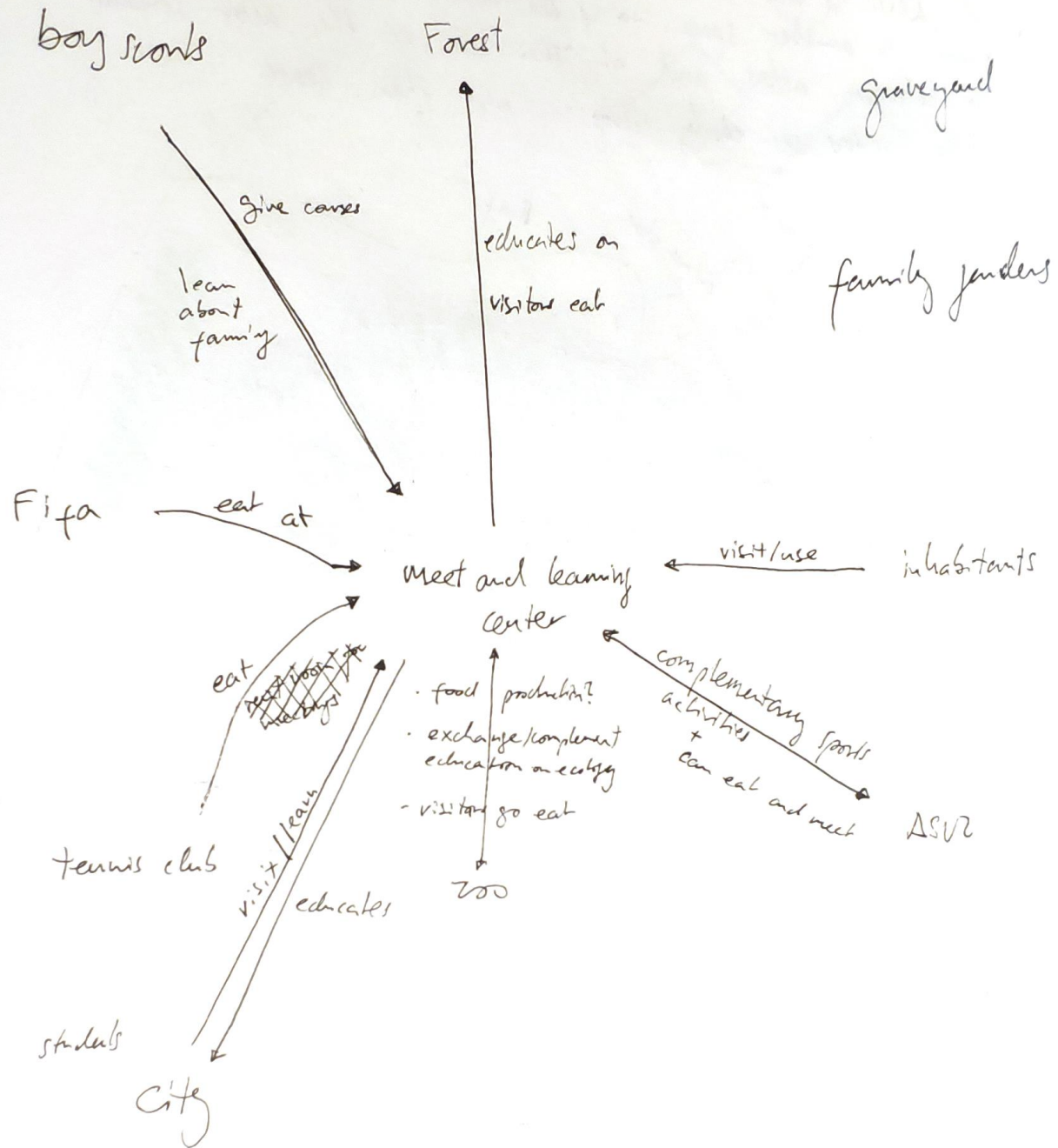
[illegible]

Bottom-up

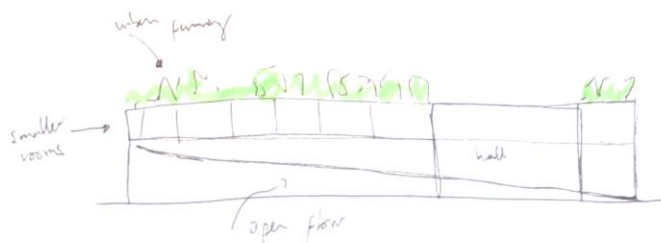
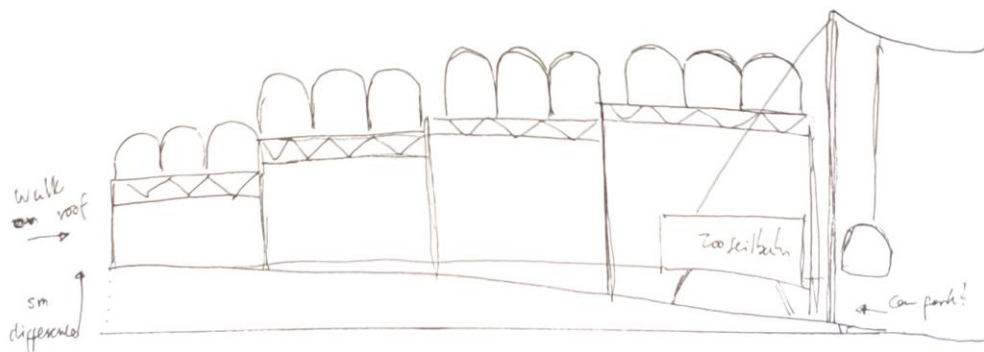
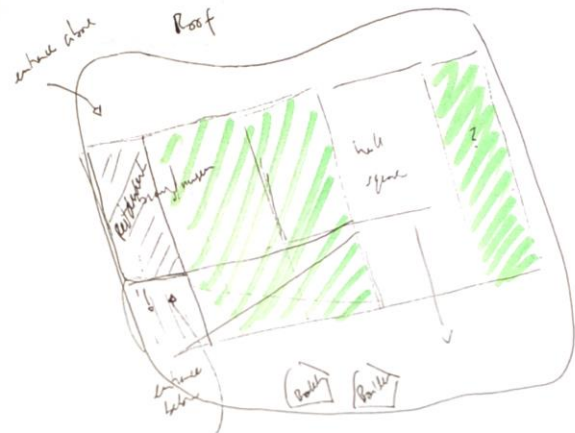
urban fertility

- Boden → Klüver
→ statik (50 cm)

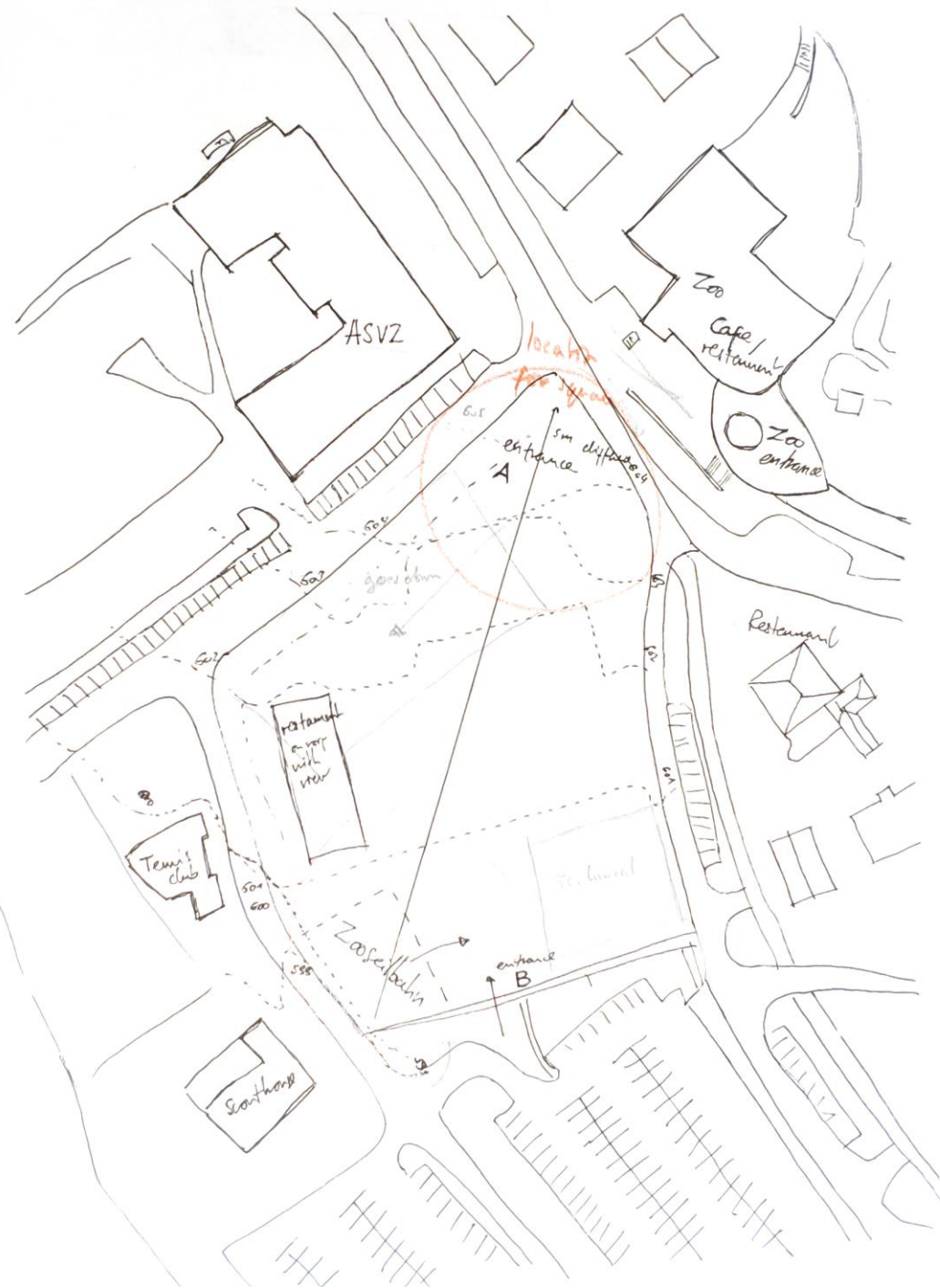
- spektrum.de

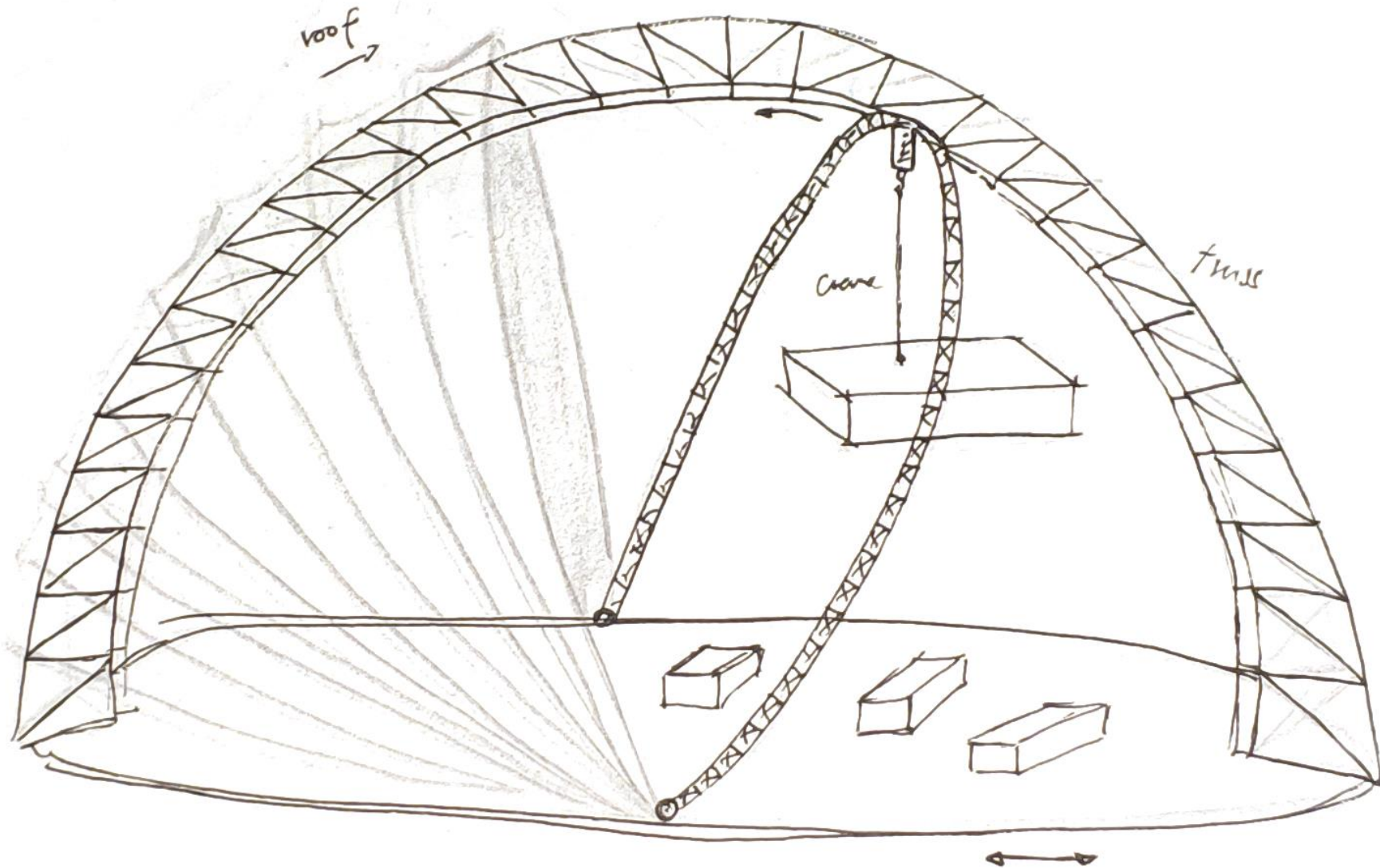


- why here?
- want to leave the big sportfields intact
- has to be here, walking to the zoo has become a ritual almost and LSVZ is also there. Actors also eat here → don't want to lead them to another space. → if the Zooseilbahn comes it's the perfect spot in between actors and at the core of the actor stream.
- Also: actors can easily drop in and then leave

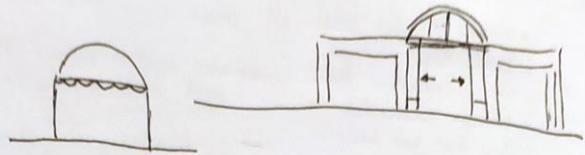


Fifa

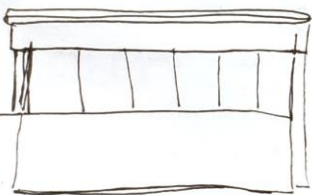
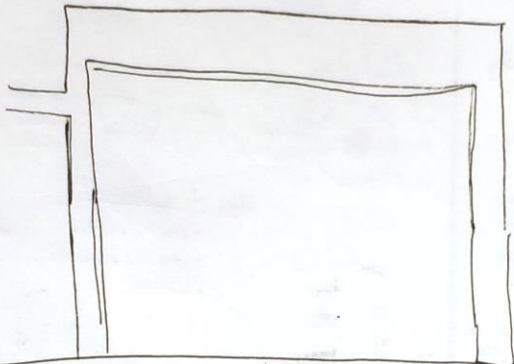




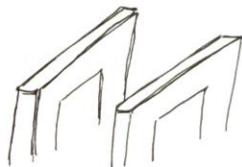
Tragssysteme



filipan



halle + platt



600 - 609
= 4m

4, 2.47, 5.47

gewächshaus grössen

8, 8.5, 9 x 2.5 - 3.5m

10m Breit Höhe 5m



the scenographic approach

Districts

The different actors with their bubbles feel like non-intersecting districts

How to bring them together?

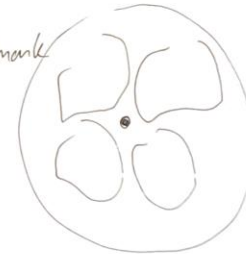


→ Node



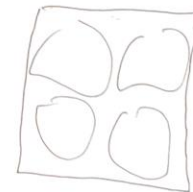
what happens at the node
→ utopian connection
• eat / bar / cafe / restaurant
• meet

→ Landmark



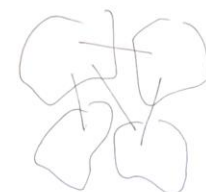
unifies the area as one

→ edges



one edge makes from it to a whole

→ paths



paths can form bridges



Paths

- paths can be good locations for utopian connection as they already form a place that is visited

- ↳ Way from Tramstop to Zoo/ASUZ
- ↳ Way from Tramstop to forest
- ↳ Way " to garden
- ↳ " " Tennisclub
- ↳ " " Fife
- ↳ same for parkings

What can be along the way?

- graveyard → mirrors to see oneself and then mortality
- Food? → makes you stop, where do you want to stop?
- give info on actors (Fife "haben sie schon gesehen Foxtrail protest?")

Where to create NEW paths?

- more into forest from actors?

→ can be tough edges or just by a common virtual aid.

→ small landmarks suggesting a "common" ground
street furniture
benches

Analyse already existing paths
make Fotos of everything!

Nodes

- Analyse all the nodes
- connections between them!

Creation of new node


↳ physical nodes are already existing → actors should converge

- Node has to offer an utopian narrative to people there
- will bring people together
- Zoosellbahn

Edges

- forest
- walls
- fences
- sheets


where do we need clearer borders?
where do we need more permeable borders?
where do we need to get rid of them?


• we can go over • bridge 

• climbing wall  before

 after

→ at the graveyard?
→ also put a door

• we can go through • door/hole 

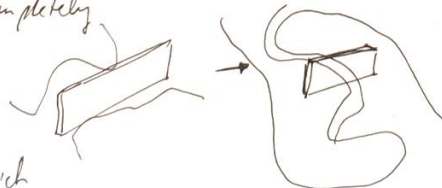
• under 



• demolish completely

• overlap uses
but leave
border

→ becomes a niche



create/leave gaps instead of filling
everything in!

• Define where they are

Landmarks

• Analyse all landmarks

- Big buildings
- Forest/Hills

→ What is visible where?

→ how should a landmark here be?
what is already existing?
materials?

size?

location? → visible from everywhere?

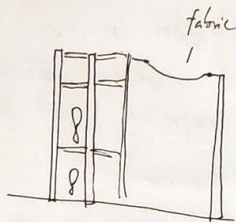
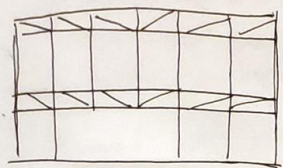
how tall does it have to be then?

one? or several?

→ lookout towers?

mobile theatre

• Holzwerkstatt



social focus is the heart of the building
Only more with less

commons as collective action

shared resources that allow us to conceive an everyday life beyond the dominant discourses of ~~economy~~ and markets

invent, transform and maintain

which role does architecture play → a place to foment a tribe?

The city is the ultimate common

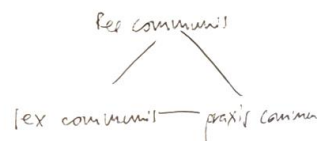
occupy a river/border? → Nolliplan → simple mit fläke erplan?
pedestrian friendly

1. inherited commons
earth, water, forest

2. immaterial commons
cultural, intellectual
community of shared interests

3. material commons

common thing
(res communis)
(shared wealth and resources)
resources to be used by wider community



common goods don't simply exist
→ they are created

think like a commoner
→ have to build up a community

Reclaim!

make certain resources inalienable

lex communis

codes and conventions to use the common

commons need rules. Without rules to control entry a common pool resource becomes an "open access" resource which will be exploited until destroyed.

praxis communis

rituals of commoning. Practices of groups of people

Social practices of commoning. Conflict, negotiation, consensus and experimentation that are needed to manage shared resources.

production, governance, culture and personal interest

in a common care work is primary. by contrast capitalist markets and economics routinely ignore the 'care economy'

commons

open, social, participatory

commons in our cities are like enclosures

• commodification
• privatisation
• dispossession

• Airbnb, Reclaim?

physical commoning

• classroom
• division table

pantheon - education
+ information workshop
quality of the event?

Game: play the city:
what would the actors do?



→ adaptation & modification
Mammal open source

→ project on going, site of negotiation
introduce a series of small projects. → make the street better

→ project as intervention in a system of interlocked resources

- recycling the waste
- repairing instruments (repair cafe) → help the family gardeners

common pool resources can be introduced.

add to the spirit of the site

- not plans but principles?

→ Focus on it instead of being apart

the building is not a finished project

- students can watch the games
- shared codes

Reclaim the street?

- source - co creation!

- the public realm is evacuated in an city

- enclaves encountering another

- encounter, come together
see

- Don't need to pay for public life

Game

play figures

FIFA



- Big economic player
- Headquarters
- wants to be "open" but is enclosed

Boyscouts



- small private
- react to other
- need/want their space

Remiseclub



- want their space
- small, private

Family garden



- want to be left alone
- drama with each other

General



- small state owned

zoo



- Huge player
- ecosystem education

Forest (winkles)



- biggest player after the zoo

Sorell



- used to be grand building
- normal hotel now
- founded in absence moment

ADZ



- students
- most people allowed

Ideas:

- Boyscouts + FIFA meet in forest for food
- FIFA foxtrail → Foxtrail of the whole area
- New food place/restaurant/repair cafe
- Keep Remiseclub on the roof
- Forum → will it be used?

- place for the students
- place to eat lunch

food laboratory

(food court/Marketplace place which is free for food carts)

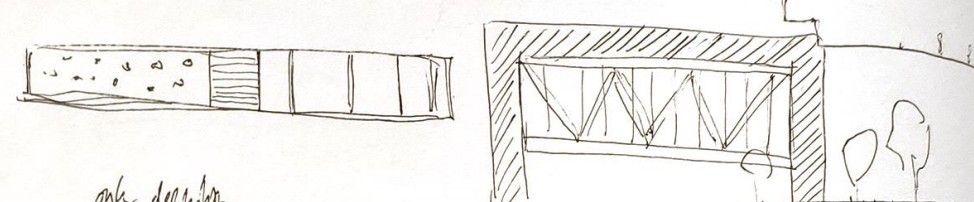
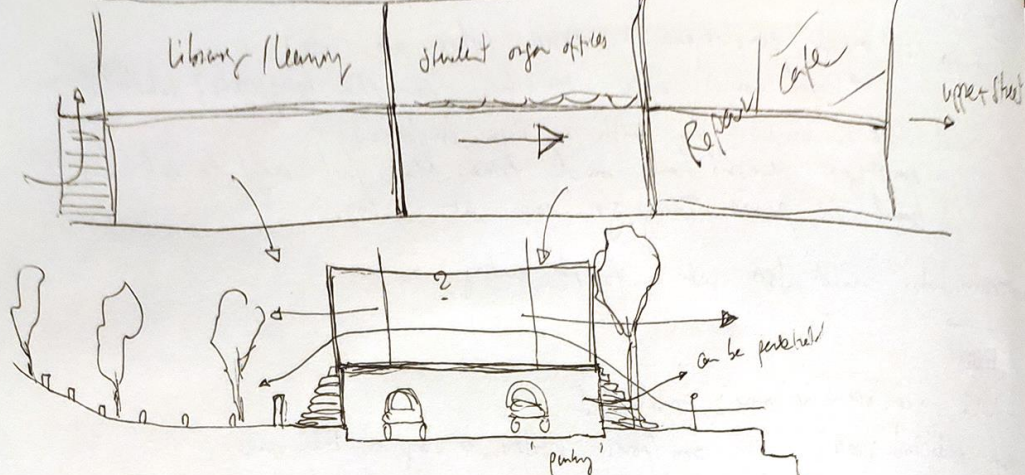
Plans Boyscouts

- at Fifa : 1. meet employees in forest (they are close)
 - Fifa could offer something for the boyscouts? what??
- what does a boy scout do with a Fifa employee?
 - employee doesn't have much time. May just want to eat his lunch in peace. They go eat at zoo.

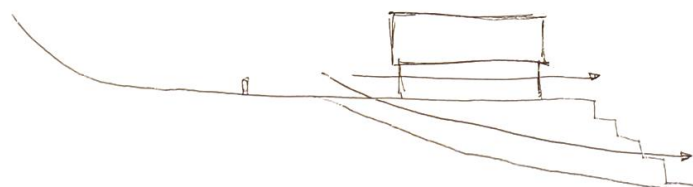
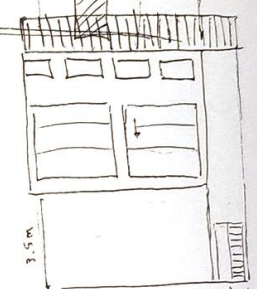
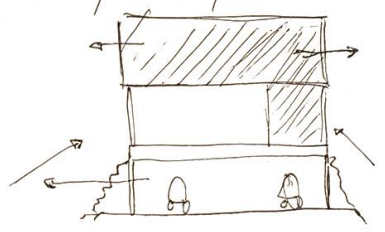
Tennisclub: could also get a forest entry

Fifa

- ASVZ → can open up more? probably not
- offer additional space? for zoo/forest visitors to stay at the area

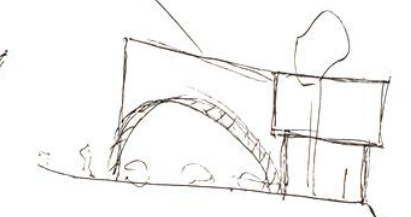
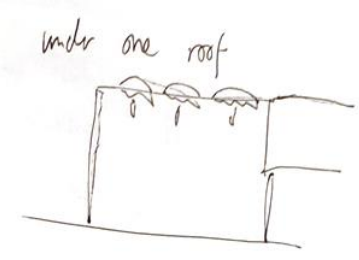


only definition
ceiling and ground → rest for the public



public space folds into the street

Cooperative Project Engage the actors to co-produce



1. opening up
2. add Elements to make the Resonance of the area



Fireplace



Water?

urban furniture?

Traverse Performance

Niches for creation - crafts - creativity



A difference between a good place & great place is whether you helped making it

- profiles about gathering people
 - not well scripted
 - new sort of urban space

What are the resources?

government - public goods
market - private goods

→ early available and not subtractive

common pool resources
"the fish I catch you can't catch"

• Food laboratory and open garden

• Forest

•

→ the building as a common pool resource

→ Duty towards other
- " self
- " higher power

the building

- color/material coded - Red
- form connections, visual, physical, guiding, path
- extends use
- flexible but also rigid structures
- co financing? parts, section, element → you can buy
→ show who financed like Shinto temple

→ needs Form to decide on re-use

→ extend vita pavilions into project

→ visual connections to life, graveyard (learning room), Cafe/bar

→ Hall/flexroom to overlook the area

common principle - lex communis

common pool resources
• street

• see the play of light from the learning area

res communis

• discovery a roof

part communis

• organize parties for bigger communities and
+ include, be open and make known

• users as co-producers

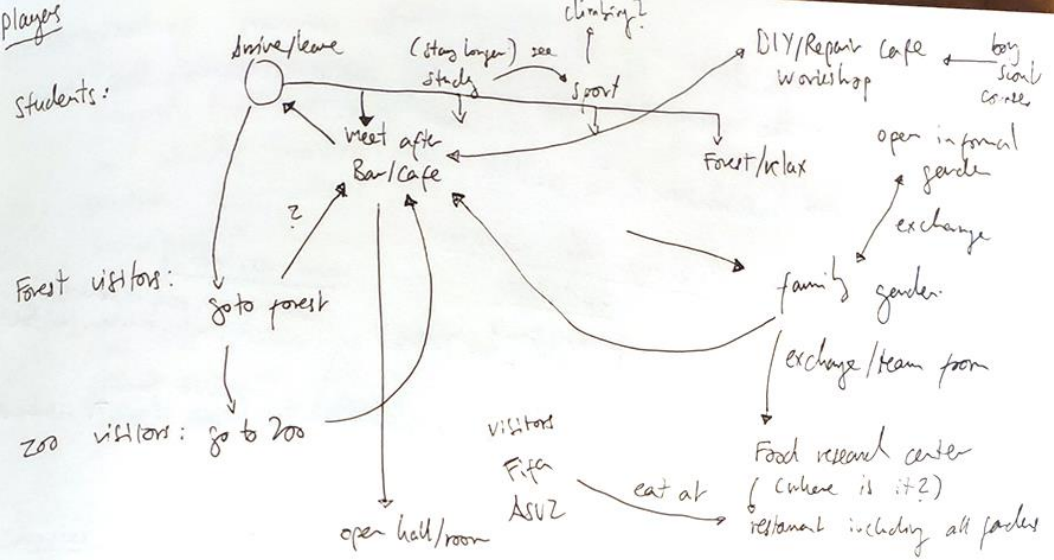
• grid, rules
→ develop

players

students:

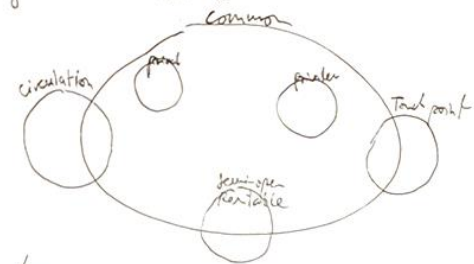
Forest visitors:

zoo visitors:



• version: Allmendle Zürichberg → Unterkerche

- zugehörig für jodel
- private Bereiche
- Mischbereiche



• A building like the oak tree

• 3 parts

- Movable/flexible for the commoners
- fixed parts open to those who want (library, do it yourself workshop)
- Touch point with city surroundings (Cafe/Restaurant)
- rentable rooms

• making new connections and re-using the area
1. lex communis
2. code of path and color

economy & market main driver of the city. The commons go beyond that
 → the more you negotiate the more the market becomes important. What can you give me?
 → collaboration & co-creation

Elinor Ostrom, Governing the commons

Rivalrous

non rivalrous

excludable
 private goods
 (food, clothing, cars, parking)

club goods
 (cinemas, private parks, satellite TV)

non excludable
 common pool resources
 (fish stock, timber, coal, forest)

public goods
 (free to air TV, national defence)

CPR protocols

1. clearly defined boundaries
2. confidence between rules & local conditions
3. collective-choice arrangements allowing for the participation of most appropriators
4. monitoring
5. graduated sanctions for appropriators who don't respect community rules
6. easy accessible conflict-resolution mechanisms
7. rights to organize (by government)
8. large CPRs: organisation in the form of multiple layers of nested enterprises

practices of commoning became spatial

Allmende - agricultural area which is shared

→ allmende urban food resource

→ system of allotment & fencing → simple architectural means
 → every year re-allotted, changed to the needs

if it is open to all it will deplete the resources

there is a limit to the space

commons are also about knowledge that is won in expert groups → should give back to people for free

- Ivan Illich

"People collect commons that part of the environment which lay beyond their own thresholds and outside of their own possessions, to which, however, they had recognized claims of usage, not to produce commodities but to provide for the subsistence of their households."

"Oak tree shade in summer reserved for the sheep and its flock; its acorns for pigs. twigs in spring for decoration. branches for firewood
 insight: place for assembly"

Categories

- Vegetation
- Soil
- Water
- human traces

Common pool resources

communities

commons

commoning

shared knowledge

•
•
•

architecture

urbanism

landscape architecture

Layers

- Sound
- color
- Temporary commons
- materials
- density
- movable
- openings
- land marks

→ commons, new way of defining city

a) project for the city

↑
mies

↑
scenographic

↑
room for stuff

- project as landscape

↑
function
↑
program

• Economist, Symbolist, Activist, Specialist

• The shell, the core, the in-between

"ritual" of walking the street

commons: different actors and interests converge

The spirit of the common

graveyard

- "Friedhof" a place of peace for the deceased, but also to remember to appreciate and focus. a place for mourning.
- a place to say goodbye (usually also a church/chapel etc.)
- holy place. spiritual there is a common consensus to honor the dead.
- also used for hygiene as dead people can be a health risk.
- recently it's not very location-based anymore. graves become easier to handle.
- also non-believers need a place to rest that shows their world view
- even in death we want a community
- Parks that offer climate and ecological functions something even secondary to types.
- virtual graveyards
- mourning changed → not connected to religion anymore.
- Ruckstuhl.

Borgs

- Abolition of bureaucracy
- education alternative
- 1. duty to higher power
- 2. duty towards others
- 3. duty towards self
- learning by doing
- self learning
- forming of friendships and groups
- become self sufficient and social being
- Sport (ASV, Tennisclubs)
- for people to be healthy
- to form bonds and groups
- to be better looking → a better making partner
- connects people

consumption & City = common

↳ We've lost the total spirit. Capitalism is more important than human connection. The tool has become the system.

what happens to the market when there is a crisis?

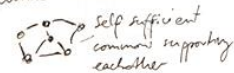
→ we need to suspend the rules of capitalism and help each other

→ Corona is our moonlanding on 68. We don't just see the world. We see that we are in the same boat.

globalization



center movement



How to achieve this?

- food
- water
- love
- knowledge
- sanitation

virtual interconnectedness through the internet

self sufficient systems helping each other

specialized systems should still exist.

→ self-reliance is important to not be dependent on the world market.

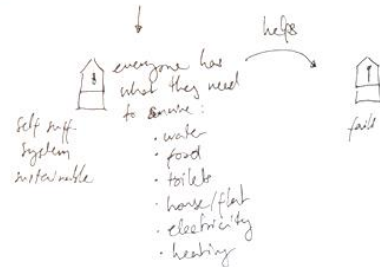
→ Switzerland has an emergency plan to produce 23000 tons/day of food. THIS ONLY WORKS IF WE CAN IMPORT THROUGH (Dijon & Lausanne)

→ World after 2-3 years

should we all become independent to be more social?

8 → 8 co-dependent → system breaks

his son wants it



Make SDG program for all actors

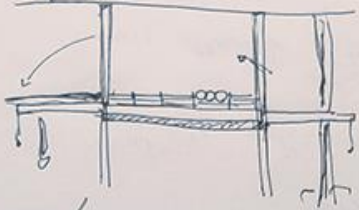
should also want the city?

is it architecture?

How much architecture does it need?

after all of this? what matters in the end? what is the common denominator or spirit?

what is an arch interface that connects people?

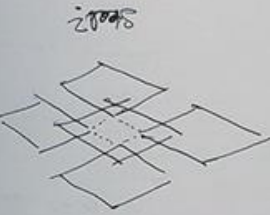


how to give freedom with pipes etc?
 ↳ abstractly flexible (or just show it)

minimum unit size?

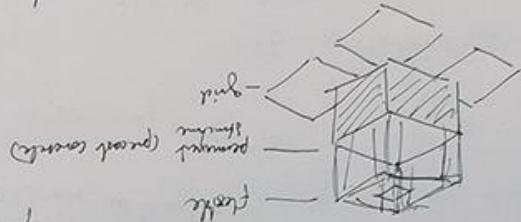
manipulating units

the permanent and the
 flexible together
 ↳ permanent also flexible



participation
 with
 activity

Functions + village typology + landscape + activity



grid
 permanent (permanent concrete)
 flexible



fabric



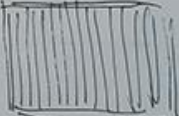
glass



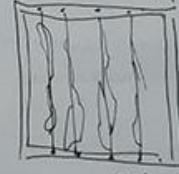
roof



wooden

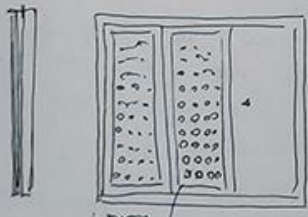


steel wood



plants

cover - wall



Pattern of the
 forest
 leaves?



- Book drawing
- climbing → wall kletterpfad
- foxtrail
- sundeck
- plants (urban farming)
- rooms flex
- rooms student orga office + 1 party room (flex)
- square (with roof) (food market)
- ~~square~~ Cafe/bar → cafe (leaving), bar (party), food cart (lunch)
- food court → for foodtrucks?
- path (with roof)
- bike parking
- learning room
- Vorlesung
- stockline
- jigsaw
- chiller
- explorer
- creators
- concrete base (more fixed use)
- wooden (flexible use)
- path wall
- direction blue
- play with the fence?
- trees trans. hole
- steps of animals as panels
- steps of animals as path

Make way to an exit

- "Taste-trail"
- play-way
- vitaparcour

- Wald
- pfadfinder → 200 Komplementär
- Tier
- Freizeitanlage
- Sport → vitaparcour
- Familienpark → play trail/way
- parker
- learning

Blumen für Friedhof

- planierlearn way - urban family - ganze Stadt aktiv
- Tier - Tierhabitat
- play-way = alle Altersgruppen
- Sport → vita
- Cafe → sunset
- parker, learning, meeting
- Mittagessen
- people who go by ground
- market



- kids path
- Music!
- kids climbing
- elephant feet

Snake

Sport needs some distance to the kids

intent with the trees



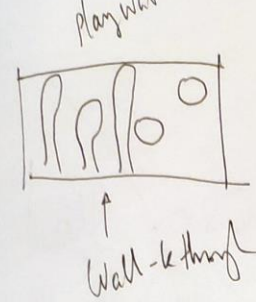
leave a track

birds climbing under more → trees

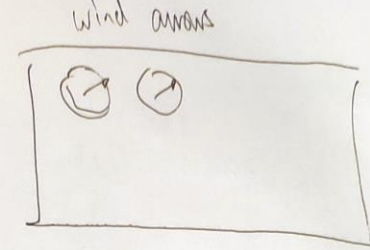
Black board wall to make the wall into a thing

water?

poly carbonate covered by wind



Wall-k-thing



like Hand of God

Hand of architect



new Hand



putting the cars in a cage to give back to the street

- Fixed
- Fleeting
- Fleeting

what to do if you only walk?



→ spaces designed for cars

• painting Reel
move around like you want

• get rid of parking?
- use parking
- modify → parkhouse?

- kids
- students
- sporters
- old ppl.
- animals / pets

1/3 kommt mit OV
2/3 mit Auto

The site is characterized by the different enclaves formed by very social and common institutions. it FEELS excluding and has a lot of fences. If you walk on a car dominated street with fences. The main actors are the people visiting the zoo and people in the forest (Smo + 2/1a). The walk from Transit to Zoo/forest is almost a Ritual. Sadly it's quite unwelcoming. Connecting or changing the actor network through new uses is hard as it is an area where you come for your activities and then leave again. Addressing program and bringing more people up here makes little sense. Therefore the concept is simple: enhance the path actors walk to their enclaves so it strengthens the quality of life on the site and makes it into a commons. To achieve that pedestrians need more space. So cars have to go or be "hidden" complementary uses to existing actors will give an incentive to stay

CONCEPT

PROGRAM

RE-CLAIM THE STREET

- | I. Play | II Sport | III. explore (Plants/animals) | IV. Meet |
|---|---|--|--|
| <ul style="list-style-type: none"> • Sundeck • elephant-path • bridges/climbing • ferns • music path • internet with trees • trees • fountain • playground • Formwand | <ul style="list-style-type: none"> • climbing • jogging • with partners • yoga space • Dancing (Mirror) • slackline | <ul style="list-style-type: none"> • Bees • Bumblebees • Bats • Ferns • Bookstore • foxtrail • plants/urban farm • park • Birdachtschelter | <ul style="list-style-type: none"> • fireplace • Bar/Cafe • learning space • student offices • Sundeck • benches • hammock • marketplace |

- Tools
- Red Color Code
 - Shade
 - Structure

- fixed
- floating
- fleeting

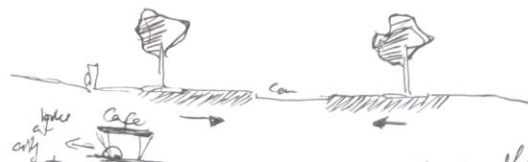
will fence as toy?
pavement for car?
rain path?

ALL PATHS SHOULD BE WALKABLE & give incentive to walk through

CAR

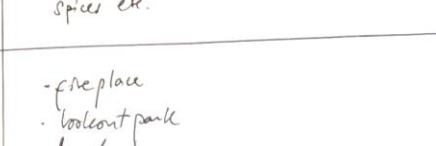
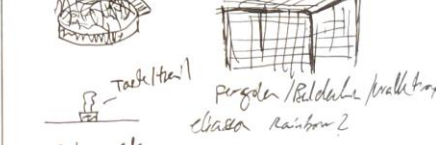
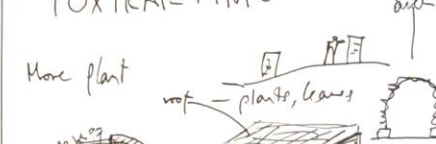
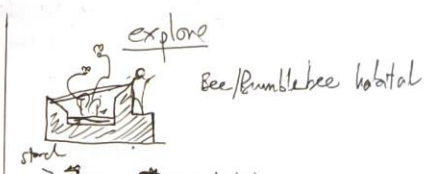
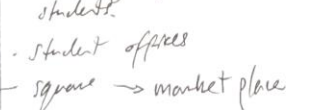
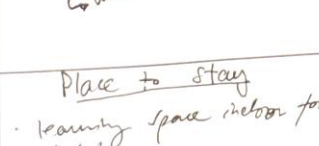
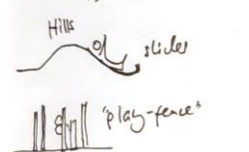
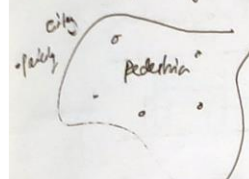
either

or



city planning so people naturally move

- Invite to walk
- parking space = people space
- Design city for people



Cafe/Bar
- new, in car parking?

Place to stay
- learning space rebook for students
- student offices
- square -> market place

- fireplace
- lookout park
- benches
- hammocks

I ramp & stairs



II. natural light

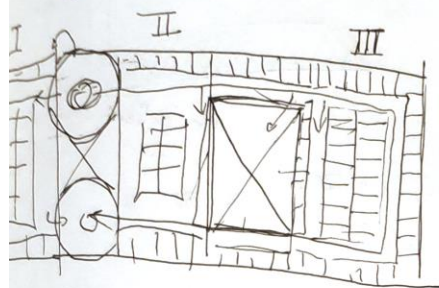
• not too wide

• daylight



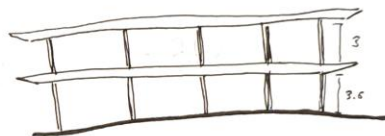
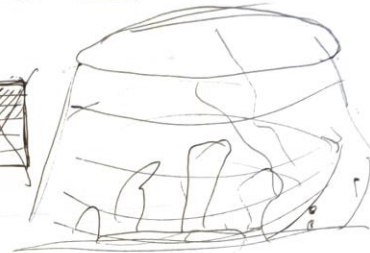
III width of settlement vs Car

human > Car



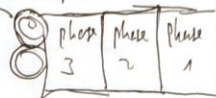
- flat floors
- Renewable slope?
- good floorheight

Particular open



IV compartments that go away

on start lift/hof

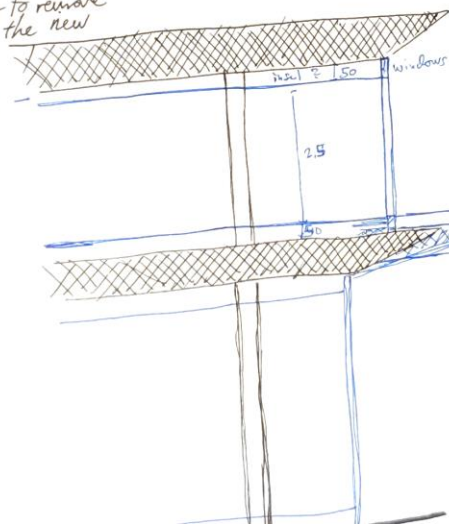


Tomorrow

- make plan which parking to remove and where to build the new

- Architecture, how does it look what is the feeling?

- ~~plan~~ plan constructive



3.5m
4-5m

$$2.8 + 0.5 = 3.3$$

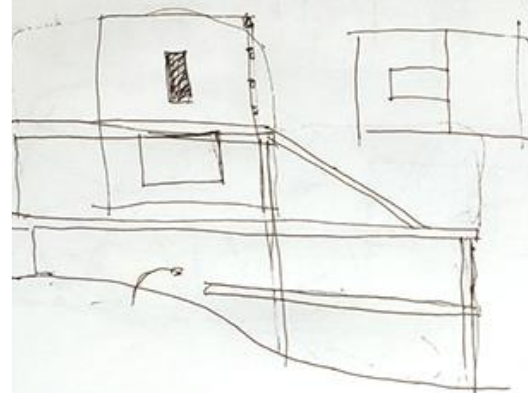
$$EG = 4.1$$

Barney can be added

- how many do I remove? → all streets = 186
- how many additional ones are needed?

15% sloping max. gentle 2.75 gentle 3.5m

⇒ need at least 3 stories ⇒ needs 200
600-800 + additional 400
for 600?



25 x 25 m

→ 90 cm Decke

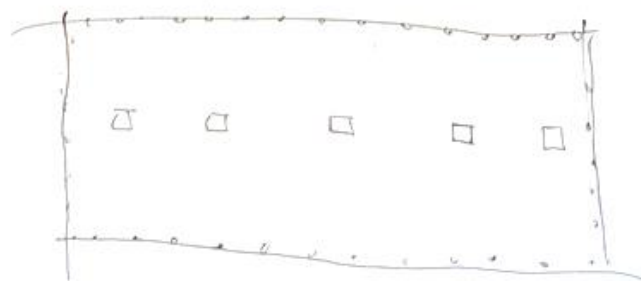
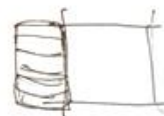
5m x 5m

→ Prefabricate for Building

x

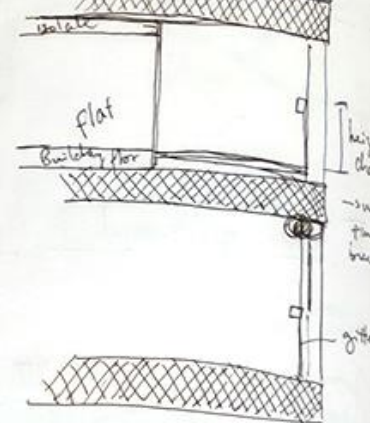
• Treppebank 75m

• Treppenhaken



~~7.5 Raster~~
~~2.5 park plan~~

7.5 Raster
2.5 park plan

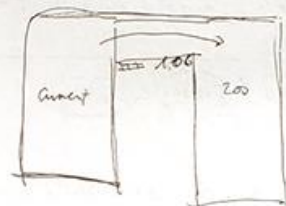
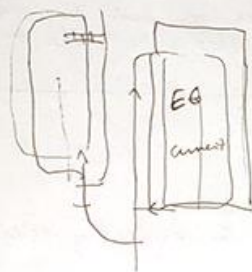


Wo isolieren?

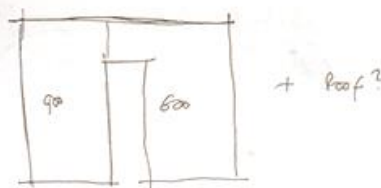
A hand-drawn sketch of a roof structure. The roof is divided into three horizontal sections. The leftmost section is labeled 'Umsatzung' and has a width of '500'. The middle section is labeled 'Lof' and has a width of '300'. The rightmost section is labeled 'Rooft' and has a width of '300'. A vertical line separates the 'Lof' and 'Rooft' sections. A horizontal line is drawn across the middle of the roof sections. A dimension line at the bottom indicates a total length of '45m'. To the right of the roof sketch is a small, irregular, teardrop-shaped object.

5m

800 leave

$$\frac{\text{höhe}}{\text{länge}} \cdot 100 = x \% \text{ Gefälle}$$


2.06



+ proof?

1 → reclaim
make the sheet

2. \rightarrow Car gone

3 → parking

4 → additional. veg

4 → addition was
5 → what could happen at steel

CONCEPT and NARRATIVE

communities form enclaves. If they don't they will be exploited. To form utilitarian conversations between and across the surface. Actors need to keep their enclaves and get additional space to meet and interact. Adding one use would just add another actor and enclaves. The project thus tries to add and pass to qualitative uses of the site. This is achieved by re-claiming the street as a CPR for everyone within the area and some uses that give incentive to interact and stay for longer. [Re-claim the street not for cars.]

[city = common] [city & consumption] Build cities for humans not for cars. We re-claim the street by "banning" the car from the area. The current reality is the too many cars and the city needs to solve this problem. Thus a temporary more parking is needed and the current parking along the street is abolished and concentrated in one spot.

① Parking. Temporary for cars, designed for simple re-use

①. Parking. Temporary for cars, designed for 100 ft
→ This gives the opportunity to use more space on the streets. The streets are widened even more by an additional

② Re-claim the street



The main actors of the area are people visiting the zoo and forest. The wider that can be used as a park. Concept: enhance the path actors walk to the enclaves and make it into a common

PROGRAMM a. fixed b. floating c. floating

I play - way

many birds walk this area. the path should become a fun-exploratory activity, that still gives incentive to walk

Tools



about feet



climbable landscape



Uddahar "play-peace"



7. Musical

242



I exploratory path

educates on the area and its spirit. Gives smell, taste, views



II Sport-road



Additionally we also want actors to stay for longer. This is achieved by giving them meeting spaces

I cafe/Bar

at the start of the path. People can enjoy the sunset and have one last drink before going home. This also functions as flexible event space.

Learning and working space for students
give students more incentive to explore the area the first day sport here.

I Park M50 like + square

preface, benches, hammock, marketplace food trailer.

COLORCODE EVERYTHING RED and try to give ONE ARCHITECTURAL LANGUAGE in white.

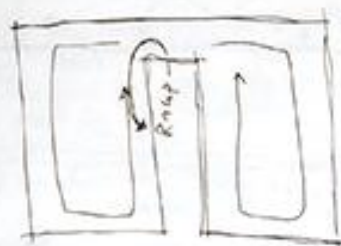
1 The PARKING

I. 200 needs parking → help the city. I remove 150 and add 300

the architecture of a flexible parking that is temporary follows simple principles:

1. simple structure
2. room heights that allow for re-use
3. room deepened that are not exceeding 20m
4. prebuilt cores for stairs and pipes

it is a structure for the common.



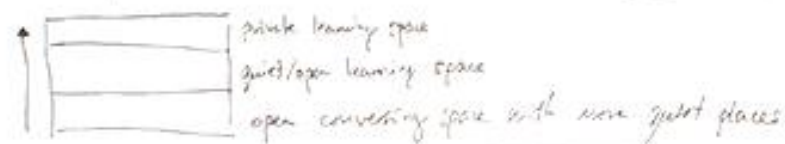
it offers freedom to tent down parts of it

temporary and
→ common for car → that can be shared

2 The LEARNING

The learning building is a co-working space to meet, converse and learn. it gets more private while you go up and can be transformed into an event space (or can it?) maybe

Temple of learning



the public realm is almost eliminated. New common spaces need to be created.

- the current area consists of many very small and narrow streets (with a local/comm spirit) that interact minimally. moving through the area feels very uncomfortable - no water, the area feels more as one and creates a barrier from life between the actors - interact with what is

→ want to make ONE place out of this area

- public sphere make contact between



THE STREET AS A COMMON

Simple & flexible architectural

A. build a temporary car parking

when it evolves it can be easily removed

achieved through the structure

plant

how do you use it?

B. Re-claim the street

path between houses after

achieved through the structure

what happens to the way we use it?

they talk about parking

all not before

the building

C. Stay

can use to make contact with the area

learning

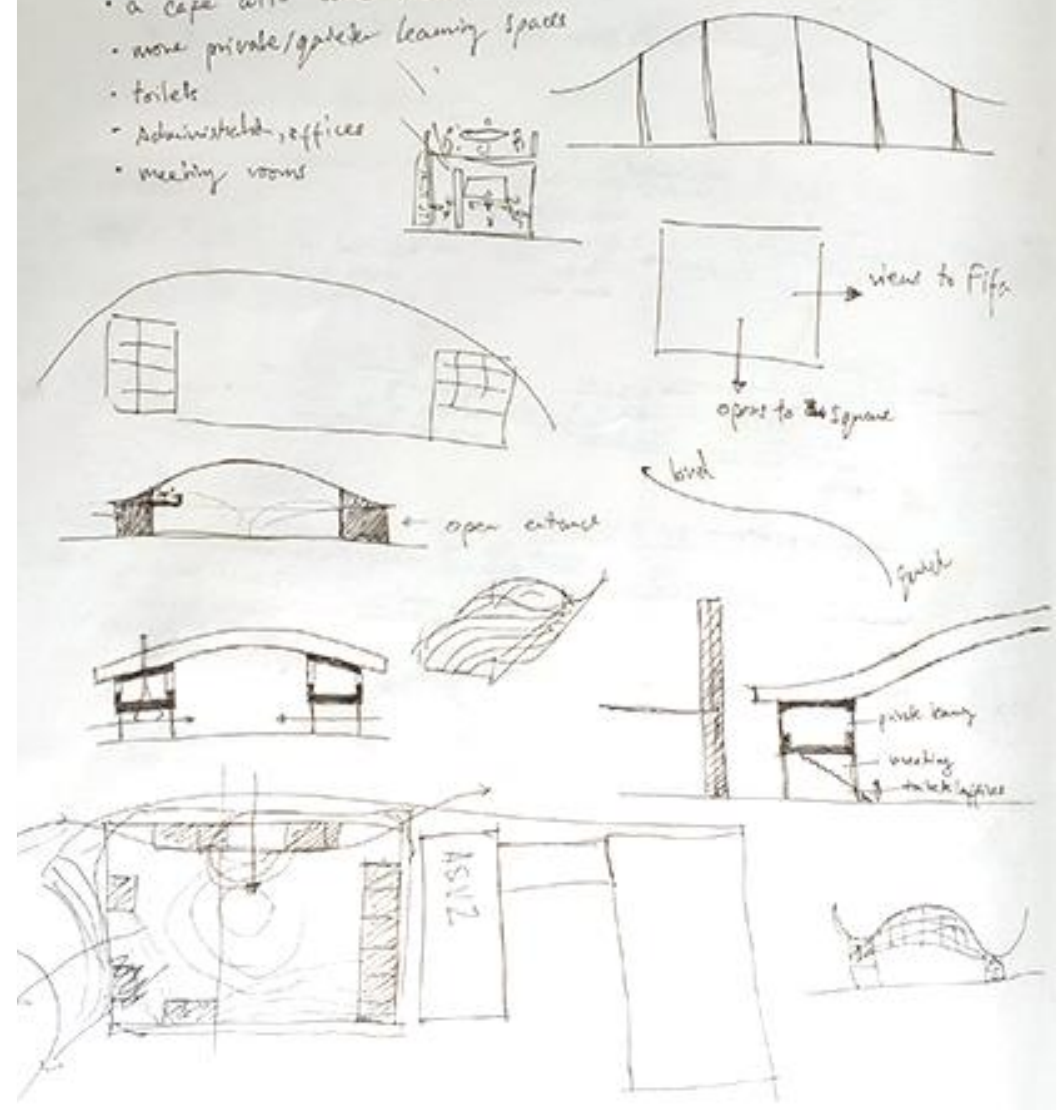
active

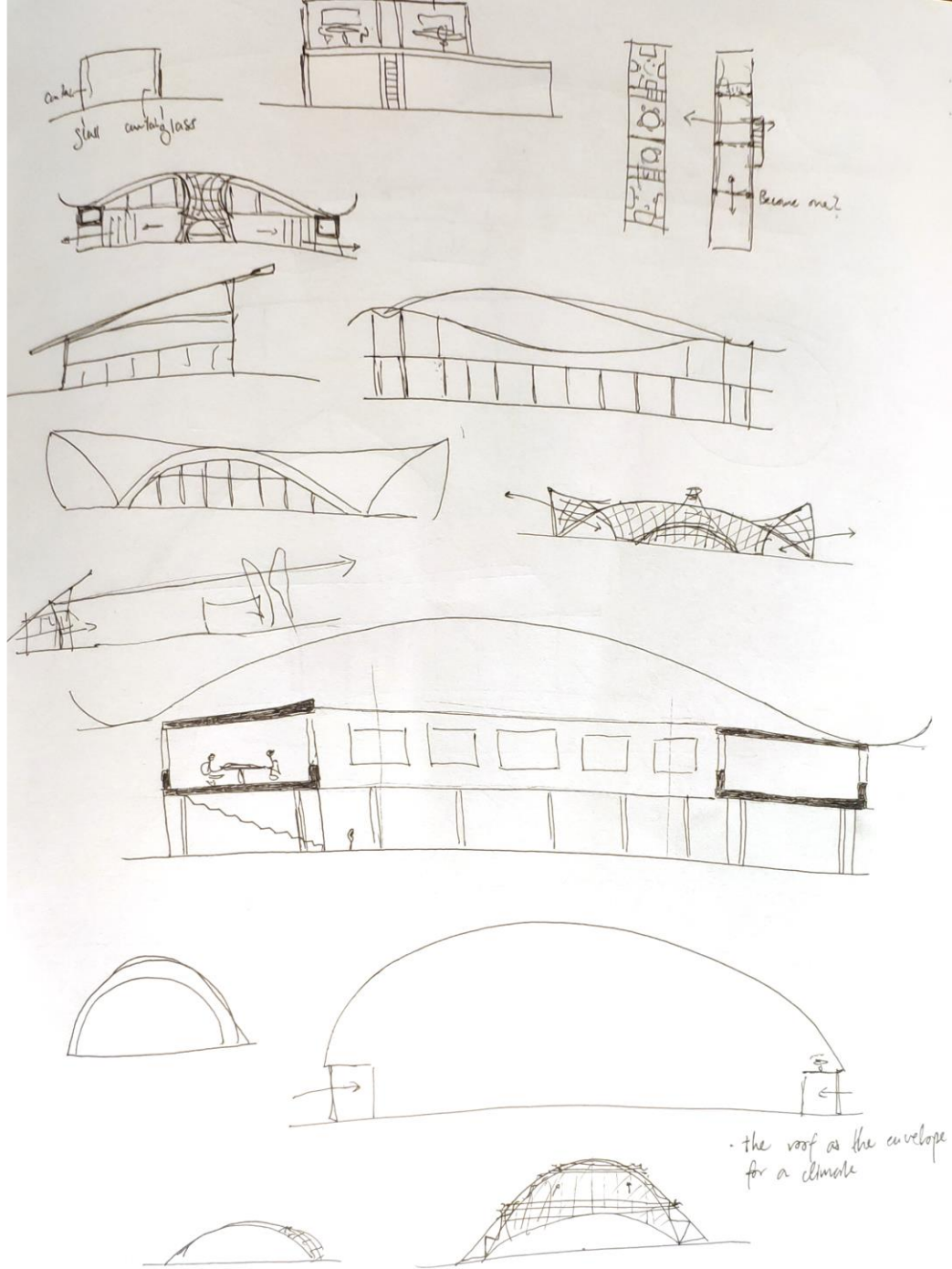
continue the learning

the building is a building for everyone, a community, co-learning space that focuses on human interaction instead of media.

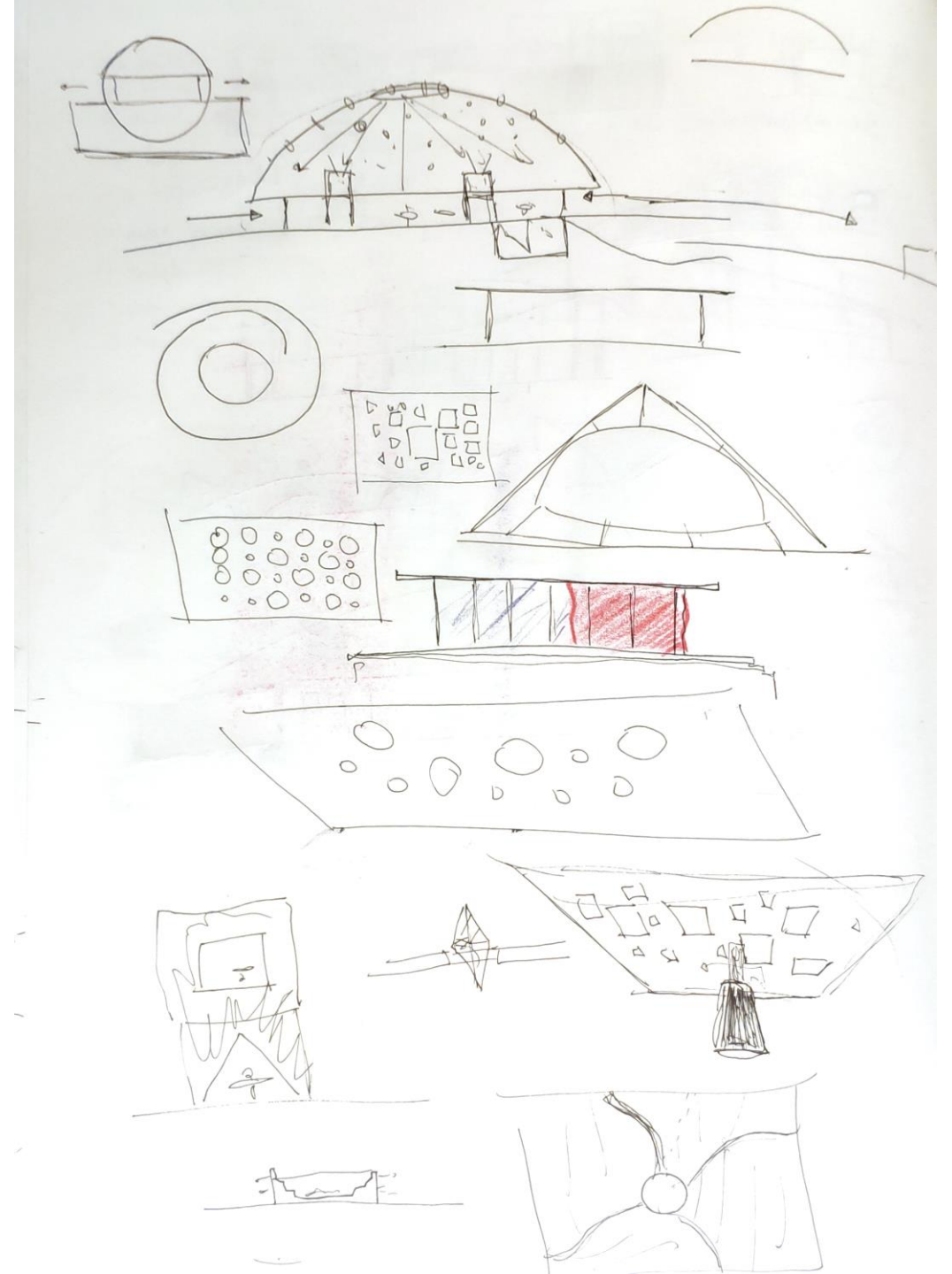
it offers:

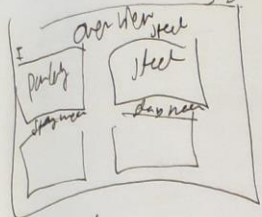
- a big learning space open to everyone like a big Starbucks.
- a cafe with some snacks
- more private/gated learning spaces
- toilets
- Administrative offices
- meeting rooms



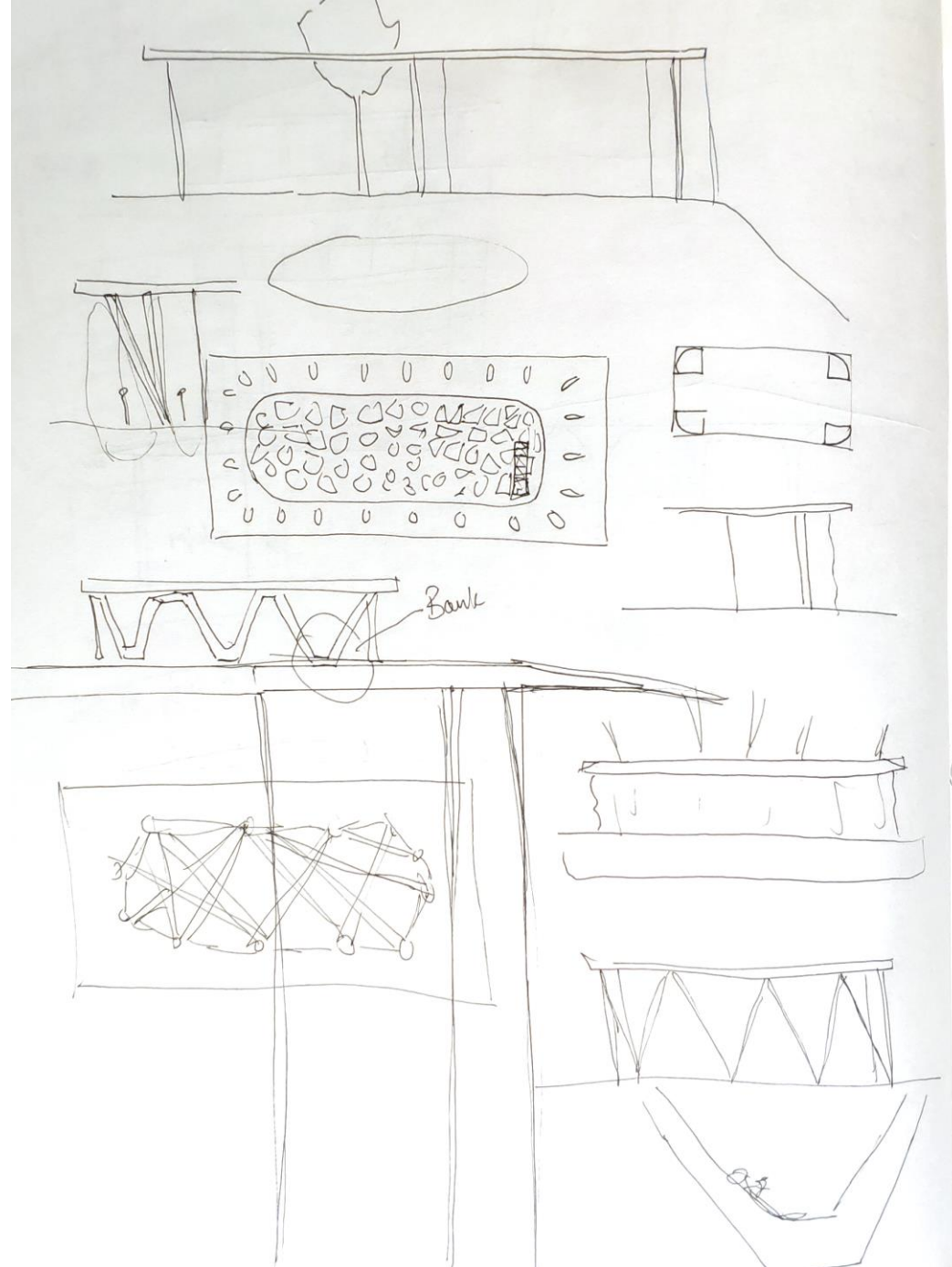
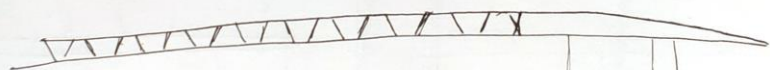
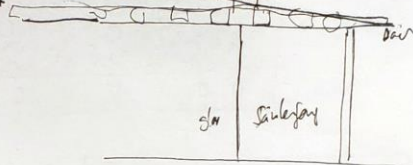
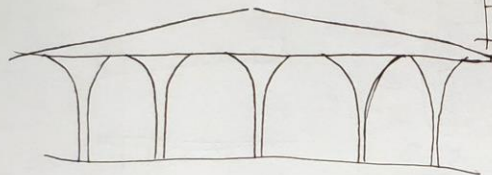
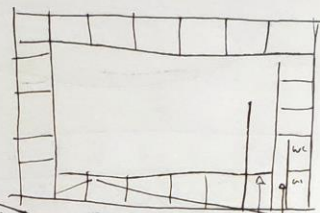
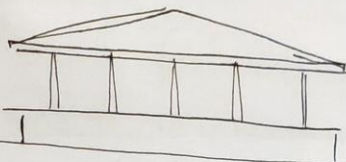
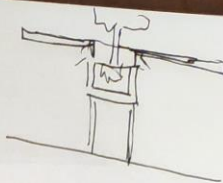
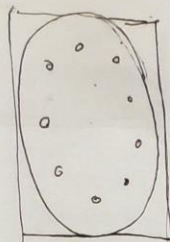


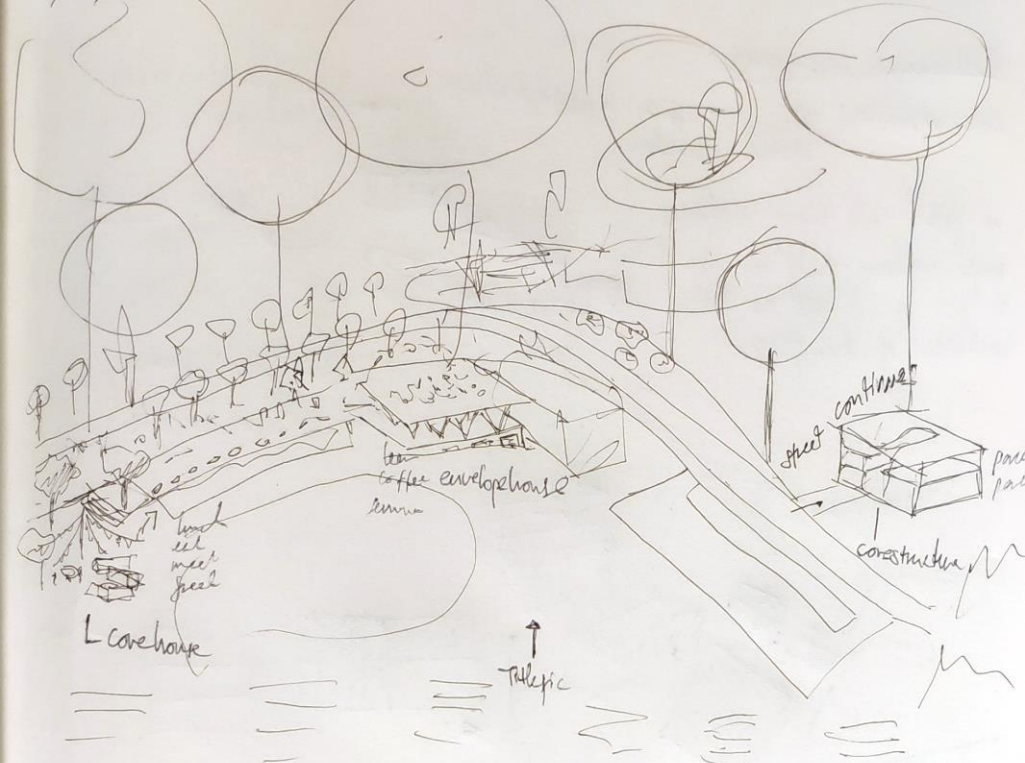
the roof as the envelope
for a climate



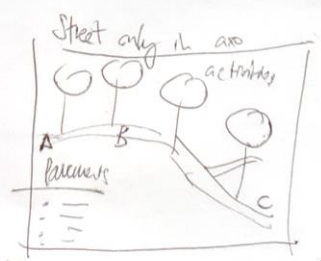
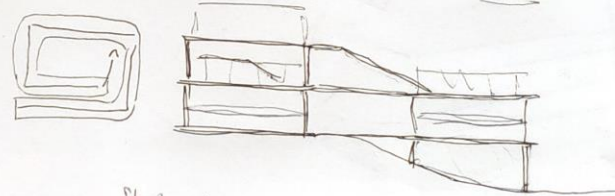


- inside
- outside
- around

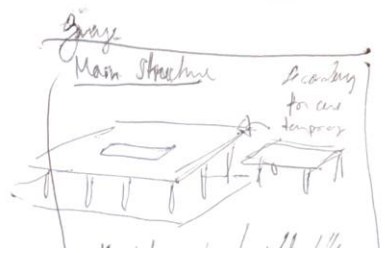




the ramp as street



already off the lane
amenities



For all the parties

Ramp as street
Ramp as space not only
for cars

THE SITE FEATURES MANY SEMI-PUBLIC ACTORS. PRIVATELY OWNED BUBBLES THAT ARE ONLY ACCESSIBLE BY THE MEMBERS OF THE ASSOCIATIONS WHICH INTERACT MINIMALLY WITH EACH OTHER. USUALLY THE VENUES ARE VISITED AND YOU COMMUTE BACK TO THE CITY.

THE MAIN PLAYERS OF THE AREA ARE CLEARLY THE ABOUT 6000 VISITORS (MAINLY OF THE ZOO) THAT COMMUTE HERE DAILY.

THE AREA FORMERLY PLANNED AS A COMMON GROUND FOR RECREATION ,DUE TO ITS PROXIMITY TO ZURICH CITY, THEREFORE BEARS A HUGE POTENTIAL FOR MORE INTERACTION BETWEEN THE EXISTING ACTORS BUT ALSO FOR NEW VISITORS TRULY MAKING IT A „PLACE OF THE COMMON“.

OVERLAPING THE EXISTING BUBBLES, CREATING RELATIONS AND ADDING COMPLEMENTARY FUNCTIONS WOULD GREATLY IMPROVE THE SITUATION AND HIGHLIGHT THE QUALITIES THAT ARE EXISTING.

A GRAVEYARD

1887	Opening of the „Friedhof Fluntern“
1907	Enlargement of the cemetery
1928	Second extension
1949	Western extension

The green areas in the western parts form a park for recreational activities which is rarely used due to ASVZ and the forest being so close.

The cemetery contains a small chapel. Offices and a house for the cemetery manager.

Many famous people were buried at this cemetery, most famously the Irish writer James Joyce.

area: 33'250 m2

1. Ammann, Thomas
2. Auspurg, Anita
3. Carwill, Elias
4. Corne, Louis
5. Coati, Walter Robert
6. Frish, Karl
7. Gaele, János
8. Gaele-Leonard, Alice
9. Gaele, Therese
10. Giesberg, Ernst
11. Hagel, Friedrich
12. Heymann, Lida Gustava
13. Hug, Fritz
14. Joyce, James
15. Kasser, Paul
16. Keel, Anna
17. Keel, Daniel
18. Lavater-Simon, Mary
19. Lechli-von Blosch
20. Marti, Fritz
21. Moser, Karl
22. Oprecht, Emil
23. Ruzicka, Leopold
24. Rychner, Max
25. Scherer, Paul
26. Schwetz, Philipp
27. Senning, Ake
28. Siggelwiler, Walter
29. Storz, Ulrich
30. Szondi, Leopold
31. Szondi, Peter
32. Tzermias, Pavlos
33. Wackerlin, Chikar
34. Wagner, Hans
35. Widmer, Sigmund

ing. 16: Graves of famous people in the Fluntern cemetery (Stadt Zürich)





B ZOO ZURICH

1929 Opening of Zoo Zurich
1992 new plan for zoo development
2020 Savannah opening

The site was chosen based to it's size and distance to the city while being well reachable trough the already existing tram line.

The concept of the Zoo changed from displaying animals to displaying ecosystems thus changing the size and style of enclosures drastically.

employees:	110
volunteers:	200
animals:	3731 (357 species)
visitors:	2 mio /year , 5000/day

Actor connections:

- FIFA and ASVZ employees use the restaurant for lunchbreaks.



C FOREST ZÜRICHBERG

Until the 20th century the forest was mainly used for its wood resources: for building material, fuel and for cattle. Different peasants were holding the rights for usage of the forest and the citizens had to buy their wood from them. Due to its proximity to Zurich and the transportation being downhill the forests were overused constantly.

Fights over the usage of the forest and firewood were daily routine.

Acorns were also collected to fatten the pigs.

Today the forest is well protected and the way we use forests changed drastically: First comes nature, second recreation and only as third place the use of resources.

The work of a forester also changed. Now the job is mostly a sociological one: How do visitors use the forest? Vita parcours? Where do bikers go? Do bikers use different streets than the pedestrians?



D ZOOSEILBAHN

The projected cable car would reach the Zoo in 7 minutes starting from trainstation „Bahnhof Stettbach“. With around 5000 visitors daily the public transport connected to the zoo is at it's limits. The project faces a huge opposition from the area around Stettbach as the inhabitants fear an increase in traffic.

Actor connections:

- facilitates public transportation and general transportation problem of the Zoo zurich



E BOYSCOUTS

The scouts are the worlds largest youth organization and also the largest in Switzerland. The clubhouse consists of sleeping quarters for up to 50 guests and a hall that can house 100 people. It is situated directly at the forest and has a private stair for scouts to enter directly.

The rooms and halls are also frequently rented to private customers for weddings, school trips, etc.

sleeping rooms: for 50 people
event hall: for 100 people

Actor connections:

- Alex Rübel (director of the Zoo) was a former scout member and suggested the plot for the new clubhouse.
- The scouts frequently enter the nearby forest trough the garden.



F TENNIS CLUB FLUNTERN

The Tennis Club Fluntern is a privately owned club that has no connections to the ASVZ Tennis courts. The court and club house are only available for members and their guests.

employees:	15
members:	115 adults, 20 children



G FIFA HEADQUARTERS

2003 Opening of „Home of FIFA“

Designed by architect Thilla Theus. The building is only accessible by FIFA employees. The ground floor consists of an entrance hall the size of a football field. Offices for the 300 employees are situated on the first floor, while the underground stories contain archive, documentation, meditation rooms, a parliament, technical facilities and parking spaces.

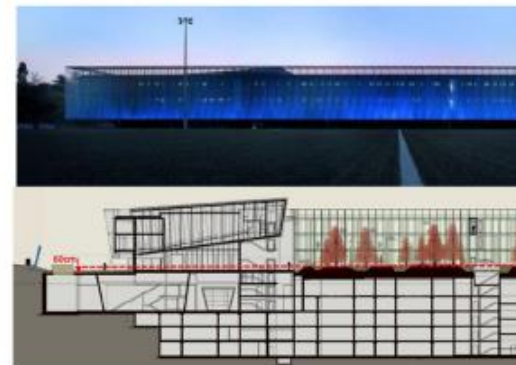
Lighting artist James Turell has designed a play of light of alternating colors illuminating the building at night.

The building is surrounded by six different park-like areas, designed by Vogt Landschaftsarchitekten which symbolize the six continents: Europa, Asia, South America, Oceania, Africa and North America.

employees: 300
area: 44'000 m²

Actor connections:

- FIFA has a deal with ASVZ to use their courts by employees to play basketball
- Workers have a deal with the „Zoo Restaurant“. They get a special ticket to enter the zoo and use the restaurant (like the ASVZ workers).



H ASVZ

1974 Opening of Sport Center Fluntern
2019/20 Renovation of Sport Center Fluntern

The ASVZ Sports Center Fluntern is a university founded sports area. It is mainly visited by students, alumnis and several clubs (mainly soccer but also american football) who rent the big fields for their training.

The building provides several workout rooms, basketball courts, beach volleyball courts and rooms for courses.

While being a part of the university the facilities lack rooms for students to meet or study and is purely designed for sports.

visitors:: 9500/a
area: 42'852 m2

Actor connections:

- FIFA has a deal with ASVZ to use their courts by employees to play basketball

- Workers have a deal with the „Zoo Restaurant“. They get a special ticket to enter the zoo and use the restaurant.



I SCHREBERGÄRTEN

1900 Verein für Volksgesundheit establishes the gardens

Part of a „back to nature movement“ Dr. Moritz Schreber composed this idea with the basis that humans live longer and healthier if they connect to nature and practice gardening. The society, the gardens and the sunbath still exist. Additionally a sauna, a dojo for aikido, a vegetarian restaurant, a medicinal and a vegetable garden were built.

The plots are leased to families. Waiting lists are long (can take up to years) and plots are usually inherited. A lot of the „old“ owners are getting old tough and give their gardens away. This results in a culture clash of young and old. „Schreberdrama“ seems to be the daily routine. People fight over plants growing over plots, too loud music, too loud gardening, empty gardens, etc.

The gardens seem open for the public but are clearly privately owned when you get closer.

plots: 30 + 58



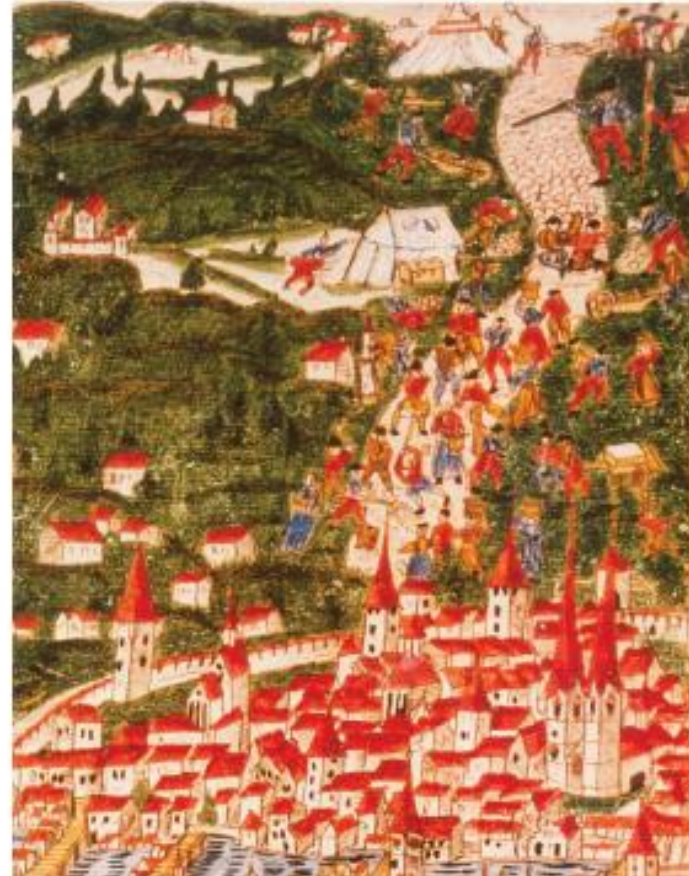
K ZÜRICHBERGSTR.

The mountainroad leads from Zurich trough Fluntern to Stettbach, Dübendorf and Greifensee and is documented dated back to 1311.

It was renovated about every 50 years. 1587 Zurich was on the brink of famine. To create jobs for people in need the city council decided to renovated the road.

Mainly used for agricultural transport the street got the nickname „corn-street“.

In 1787 the construction of the new street trough Schwamendingen began. The way around the mountain was longer but easier which transformed the once frequently used road to a mostly pedestrian path.



L HOTEL SORELL

1898 Opening of the Kurhaus Zürichberg

The 1894 founded Zurich Women Association (Zürcher Frauen Verein) mainly by Susanne Orelli-Rinderknecht had the goal to offer more affordable restaurants, with no compulsion to buy and no alcohol being served.

The prices were affordable even for the poorest people of Zurich at that time while providing a fair wage for employees (instead of relying on tips). Free days every week, payed holidays, insurance and a pension.



M ESCHERHÖHE

Highest point of the Zurichberg (270 m above Zurich-Lake).

It is frequently visited by visitors for BBQ and also is the location for many illegal parties in the forest.











Die Gurke
kehrt zurück!

ugly fruits

Der Laden für besondere Früchte



Erdbärchen

ugly fruits

Der Laden für besondere Früchte









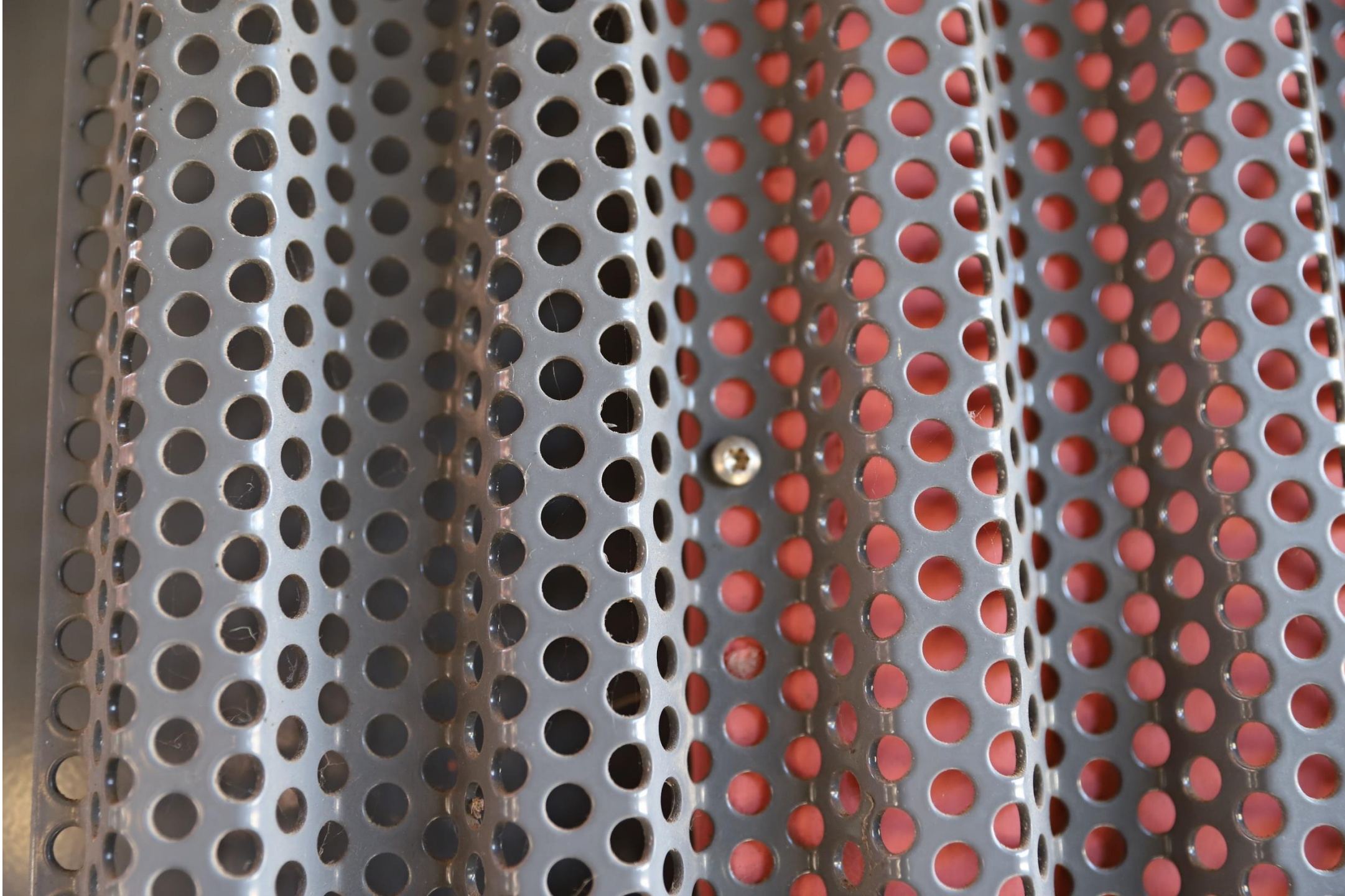














THE COMMONISTS ON ZURICHBERG

THE SITE

The site is composed of various bubbles who seem closed to the public and only open to their respective target group or members. These institutions all share a common spirit and ultimately a goal to make humanity better and focus on what matters in life.

The graveyard as a place of peace. Remember you will die someday. A place to mourn. A place to say goodbye. To let go and to focus on and appreciate life. In addition to the spiritual a graveyard also takes important healthcare functions: It is a place for corpses to decompose without risking the health of the population and they function as green lungs in city landscapes. It is here to mention that even in death people prefer to be buried in their “tribes”.

The boy scouts were founded during the abstinence-movement and are now the biggest youth-run organisation in the world. They propose an educational alternative and a learning by doing approach. The people learn themselves, grow, become leaders and teach the younger ones. The three main rules of the scouts are: REMEMBER YOUR DUTY towards: 1. A higher power, 2. Towards others, 3. Towards yourself. They try to re-connect with nature and teach about the forest and animals while being in a tribe and making life-long friends.

The various sport activities from ASVZ and the tennis club are there to give an alternative to just partying together. Sport has gotten more and more important the more machines do our physical labour. It is a place to meet and a tribe to have while doing something good for your body and escaping the daily office life.

FIFA ultimately founded to connect humanity through a common game, to bring peace. Of course, this is a double-edged sword with child slaves sewing the balls and slums being torn down to build new stadiums nobody needs. Football as well as a “tribe” connecting humanity in all different age groups and places.

The zoos of the old times where made by the rich to show off their power, but give other humans that ultimately can’t afford to travel the possibility to see different parts of the world. Now it has transformed to a simple “animal garden” to a collection of ecosystems. The zoo educates on the situation on the planet and that animals can’t be seen without their respective habitat in mind.

The family gardens where also part of the abstinence back to nature movement. At that time working in dark factories was the norm. The food production was secondary, its main purpose was to bring people into nature, let them sunbathe and for them to meet without having to drink and giving an alternative life style.

The hotel Sorell was founded by the womens association of Zurich around 1900. It was thought to provide food in all price classes so that everyone is able to eat here, relax and enjoy the view. In addition they provided fare wages and healthcare for their workers in gastronomy which at that time was unprecedented.

Last but not least: The forest used for illegal parties, hiking, biking, vita parcours and BBQs.

PROJECT BRIEF

A house of the common, living laboratory, meeting and learning centre about consumption and food to create a collective hub for the activities surrounding the site but also for the city in general to exchange, learn and do together as a community.

produce

- Urban farming roof	<i>2000 m 2</i>
- Community Kitchen and restaurant	<i>450 m 2</i>
- Repair Café	<i>100 m 2</i>

process

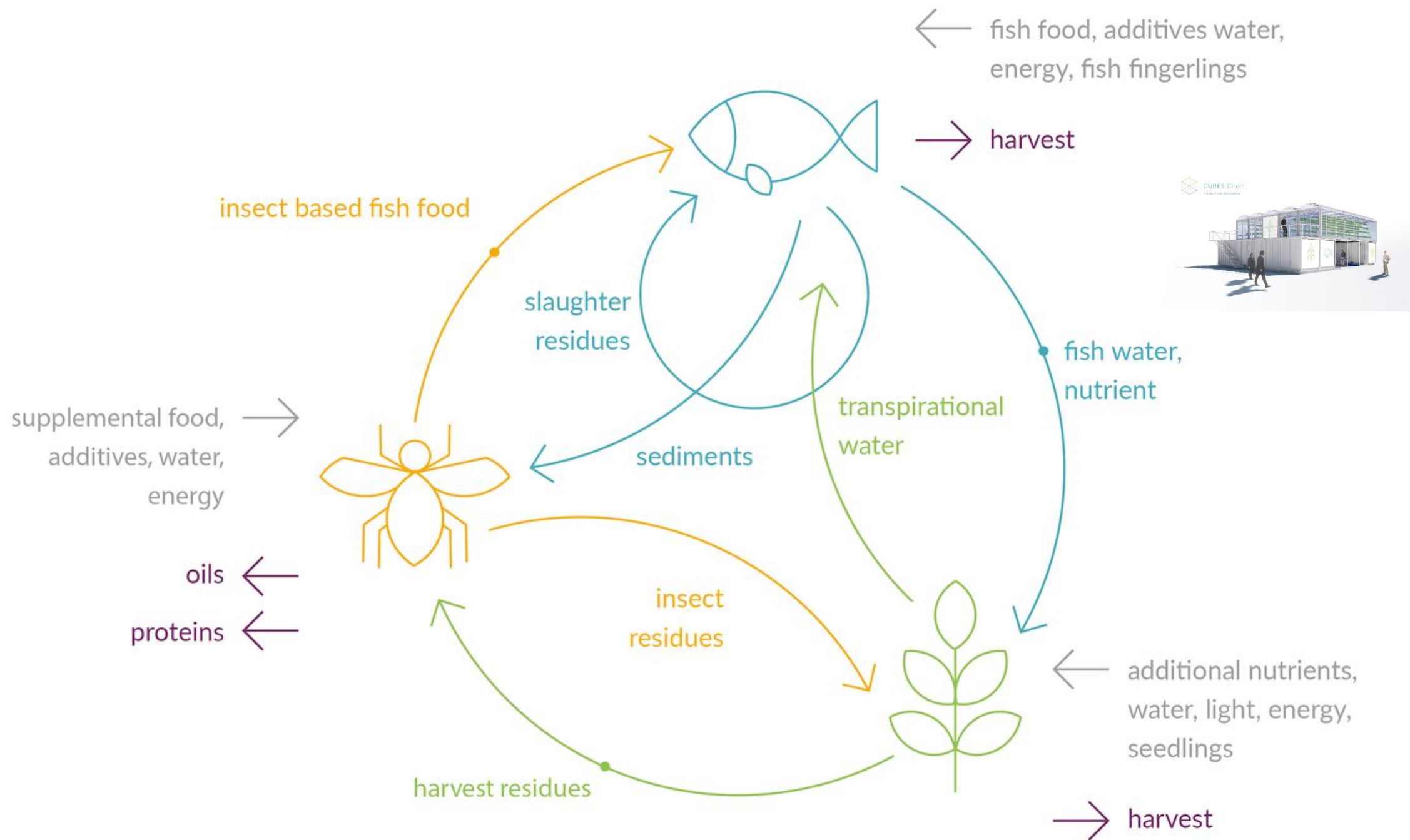
- Library and museum (including study area) + Garderobe, Reception	<i>400 m 2 + 40 m 2</i>
- 2x presentation rooms (flexible seating, curtain.)	<i>100 m 2</i>
- 4x seminar rooms	<i>160 m 2</i>
- Offices (or one big room) for student organisations	<i>100 m 2</i>

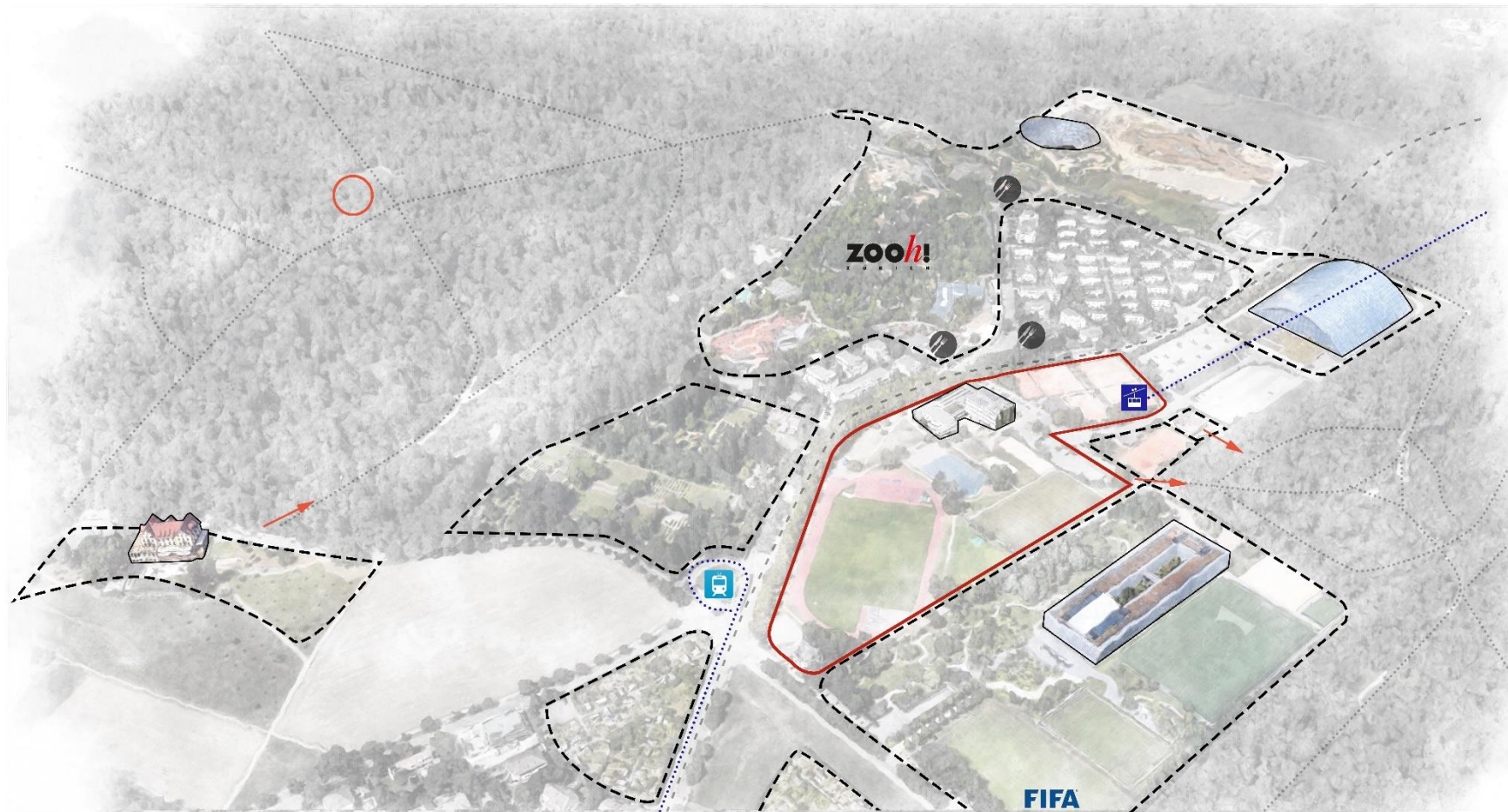
use

- Climbing Boulders	<i>50 m 2</i>
- small flexhall	<i>200 m 2</i>
- Square/hall	<i>800 m 2</i>

move

- circulation and others (toilets, showers, dressingrooms, storage)	<i>450 m 2</i>
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Richterswil Wädenswil

Au

Horgen

Talwil

Rüschlikon

Kilchberg

Wollishofen

Zürich

Zürich

Loorenkopf

Degenried

Wyfikon

Adlisberg

Dolder Hotel

Zollikon

Burghölzli

Dolder Waldhaus

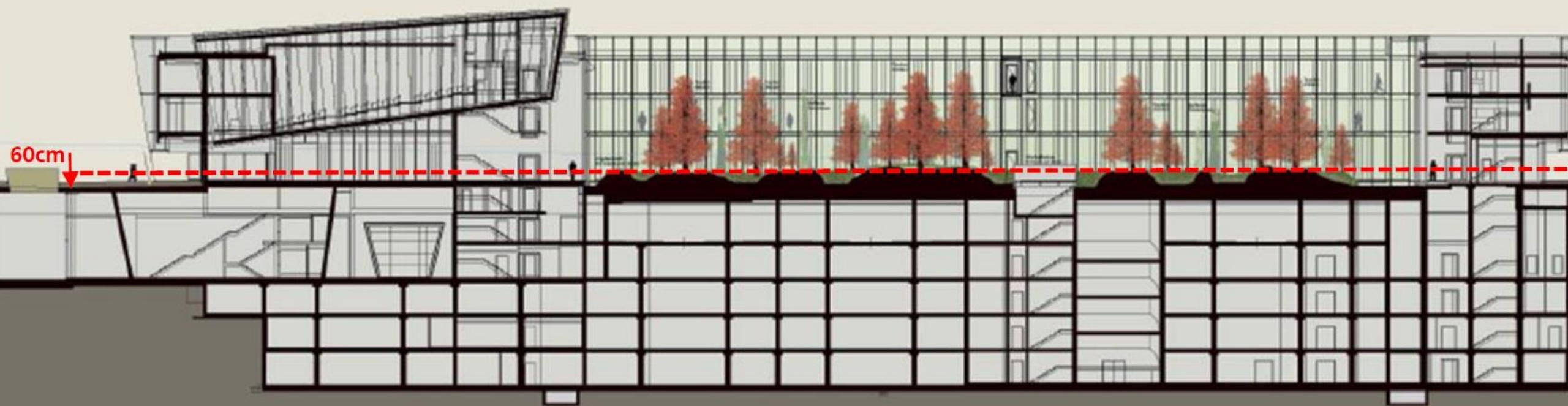
Sonnenberg

Tobelhof

Klösterli

Zürichberg

Alkoholfreies Kurhaus



Afrika

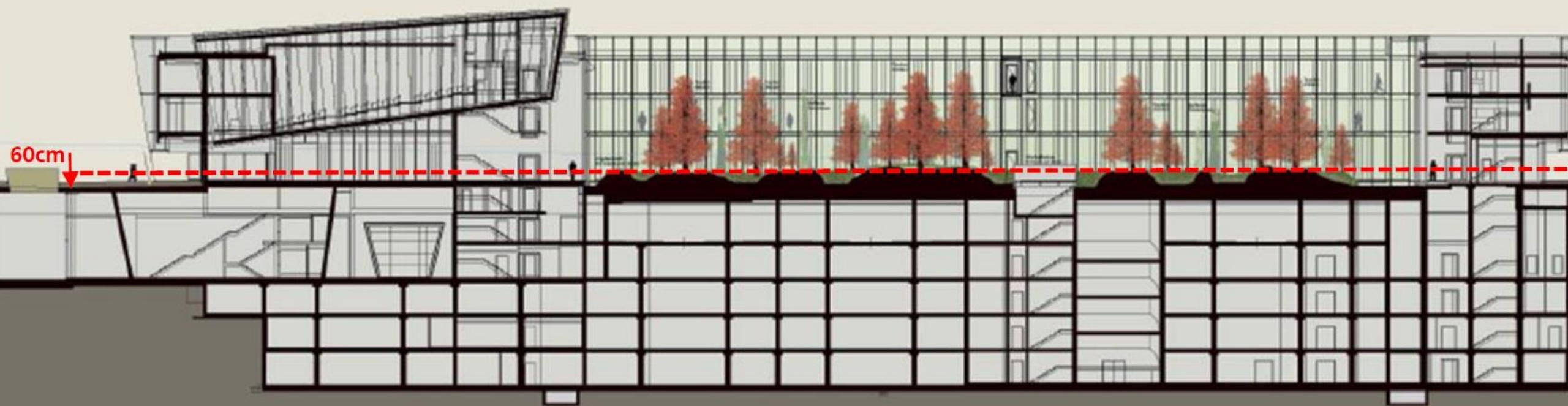
Asien

Ozeanien

Süd-
ame-
rika

Nordamerika

Europa











- 1 Ammann, Thomas
- 2 Augspurg, Anita
- 3 Canetti, Elias
- 4 Conne, Louis
- 5 Corti, Walter Robert
- 6 Früh, Kurt
- 7 Gaule, Justus
Gaule-Leonard, Alice
- 8 Gerber-Ten Bosch, Alfred
- 9 Giehse, Therese
- 10 Ginsberg, Ernst
- 11 Hegar, Friedrich
- 12 Heymann, Lida Gustava
- 13 Hug, Fritz
- 14 Joyce, James
- 15 Karrer, Paul
- 16 Keel, Anna
Keel, Daniel
- 17 Lavater-Sloman, Mary
- 18 Liechti-von Brasch
- 19 Marti, Fritz
- 20 Moser, Karl
- 21 Oprecht, Emil
- 22 Roelli, Hans
- 23 Ruzicka, Leopold
- 24 Rychner, Max
- 25 Scherrer, Paul
- 26 Schwartz, Philipp

- 27 Senning, Ake
- 28 Siegenthaler, Walter
- 29 Stranz, Ulrich
- 30 Szondi, Leopold
Szondi, Peter
- 31 Tzermias, Pavlos
- 32 Waelterlin, Oskar
- 33 Wagner, Hans
- 34 Wening, Rudolf

- 35 Widmer, Sigmund



Img. 15: Graves of famous people in the Fluntern cemetery (Stadt Zürich)



HOCHSCHULSPORTANLAGE FLUNTERN

Das Betreten dieser Anlage ist nichtberechtigten
Personen strikte verboten.

Zuwiderhandelnde werden verzeigt.

Benützer haben sich auszuweisen.

Universität Zürich
Rektorat

ETH Zürich
Schulleitung

ACTORS ON ZURICHBERG

THE SITE FEATURES MANY SEMI-PUBLIC ACTORS. PRIVATELY OWNED BUBBLES THAT ARE ONLY ACCESSIBLE BY THE MEMBERS OF THE ASSOCIATIONS WHICH INTERACT MINIMALLY WITH EACH OTHER. USUALLY THE VENUES ARE VISITED AND YOU COMMUTE BACK TO THE CITY.

THE MAIN PLAYERS OF THE AREA ARE CLEARLY THE ABOUT 6000 VISITORS (MAINLY OF THE ZOO) THAT COMMUTE HERE DAILY.

THE AREA FORMERLY PLANNED AS A COMMON GROUND FOR RECREATION „DUE TO ITS PROXIMITY TO ZÜRICH CITY, THEREFORE BEARS A HUGE POTENTIAL FOR MORE INTERACTION BETWEEN THE EXISTING ACTORS BUT ALSO FOR NEW VISITORS TRULY MAKING IT A „PLACE OF THE COMMON“.

OVERLAPPING THE EXISTING BUBBLES, CREATING RELATIONS AND ADDING COMPLEMENTARY FUNCTIONS WOULD GREATLY IMPROVE THE SITUATION AND HIGHLIGHT THE QUALITIES THAT ARE EXISTING.

M ESCHERHÖHE

Highest point of the Zurichberg (270 m above Zurich-Lake). It is frequently visited by visitors for BBQ and also is the location for many Bungee parties in the forest.



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A GRAVEYARD

1887 Opening of the „Friedhof Fluntern“
1907 Enlargement of the cemetery
1928 Second extension
1949 Western extension

The green areas in the western parts form a park for recreational activities which is rarely used due to ASVZ and the forest being so close.

The cemetery contains a small chapel. Offices and a house for the cemetery manager.

Many famous people were buried at this cemetery, most famously the Irish writer James Joyce.

area: 33250 m2



B ZOO ZÜRICH

1929 Opening of Zoo Zurich
1992 new plan for zoo development
2020 Seven-year opening

The site was chosen based to its size and distance to the city while being well reachable through the already existing train line.

The concept of the Zoo changed from displaying animals to displaying ecosystems thus changing the size and style of enclosure drastically.

employment: 100
employees: 200 (287 species)
visitors: 2 m per year, 9000/day

Actor connections:

- FIFA and ASVZ employees use the restaurant for lunchbreaks.



C FOREST ZÜRICHBERG

Until the 20th century the forest was mostly used for its wood resources: for building material, fuel and for cattle. Different parcels were holding the rights for usage of the forest and the citizens had to buy their wood from there. Due to the proximity to Zurich and the transportation being downhill the forests were overused constantly.

Fights over the usage of the forest and firewood were daily routine.

Acorns were also collected to fatten the pigs.

Today the forest is well protected and the way we use forests changed drastically. First comes nature, second recreation and only as third place the use of resources.

The work of a forester also changed. Now the job is mostly a sociological one: how do visitors use the forest? Via personal? Where do visitors go? Do visitors use different streets than the pedestrians?



D ZOOSEILBAHN

The protected cable car would reach the Zoo in 7 minutes starting from transportation „Bahnhof Stettbach“. With around 5000 visitors daily the public transport connected to the zoo is at it's best. The project faces a huge opposition from the area around Stettbach as the inhabitants fear an increase in traffic.

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sleeping rooms: for 50 people
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Actor connections:

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H ASVZ

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The building provides several workout rooms, basketball courts, beach volleyball courts and rooms for courses. While being a part of the university the facilities lack rooms for students to meet or study and is purely designed for sports.

visitors: area: 42'852 m2

Actor connections:

- FIFA has a deal with ASVZ to use their courts by employees to play basketball

- Workers have a deal with the „Zoo Restaurant“. They get a special ticket to enter the zoo and use the restaurant.



G FIFA HEADQUARTERS

2003 Opening of „Home of FIFA“

Designed by architect Thoma Thoma. The building is only accessible by FIFA employees. The ground floor consists of an entrance hall the size of a football field. Offices for the 300 employees are situated on the first floor, while the underground stores contain archives, documentation, meditation rooms, a parliament, technical facilities and parking spaces.

Lighting artist James Turrell has designed a play of light of alternating colors illuminating the building at night.

The building is surrounded by six different park-like areas, designed by Vigli Landschaftsarchitekten which summarize the six continents: Europe, Asia, South America, Oceania, Africa and North America.

employees: 300
area: 44'000 m2

Actor connections:

- FIFA has a deal with ASVZ to use their courts by employees to play basketball

- Workers have a deal with the „Zoo Restaurant“. They get a special ticket to enter the zoo and use the restaurant (plus the ASVZ workers).

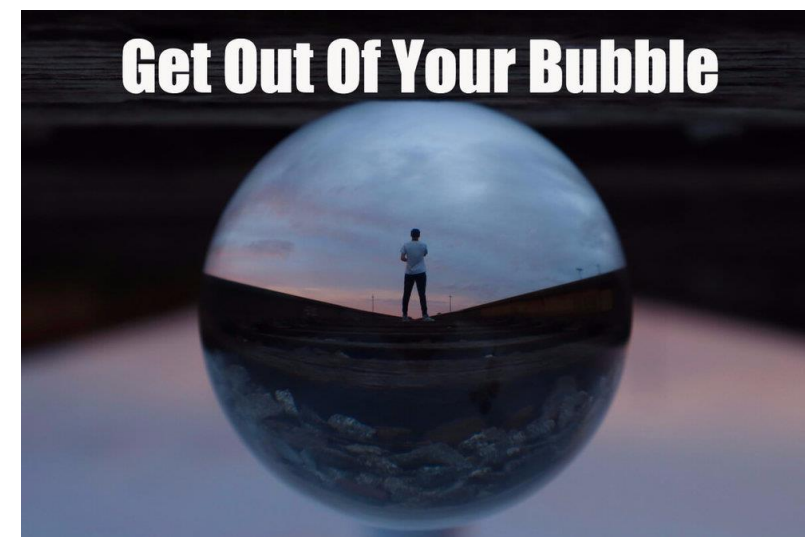
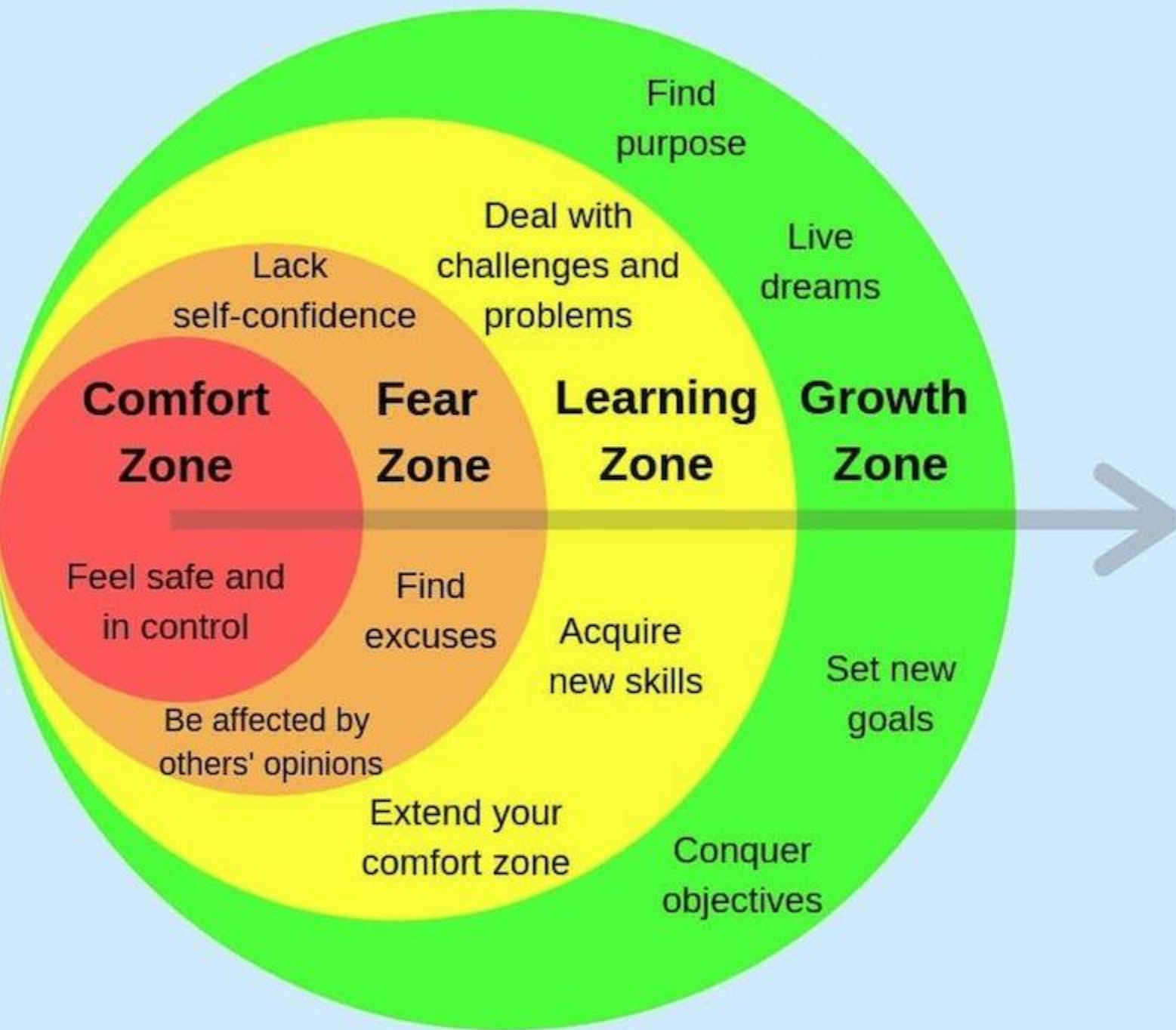


F TENNIS CLUB FLUNTERN

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employees: 15
members: 15 adults, 20 children





- But leave the bubbles intact.. As there is a need for them clearly
- → Provide a building that offers additional complementary functions and space to meet and for bubbles to overlap

THE COMMONIST BUILDING - Begegnungszentrum

- **THE SITE**

- The site on Zurichberg is characterized by the proximity to various recreation-connected activities, which don't necessarily interact. The proximity to the forest and already existing actors makes it the perfect spot for a house of the common, which will rearrange and redefine the existing actor network and change the way Zurichberg is used.
- Many of the actors want their closed of space, therefore a space open to everyone is needed, where actors can meet and exchange and maybe form bridges.
-

- **THE PROGRAM**

- While the university is prominent here with the ASVZ there is no place for students to learn or meet if they don't want do sports. The building will provide learning- , relax- , meeting rooms and offices for students and student organisations.
- Seen as a learning center it will provide a library and interactive learning spaces for: urban farming (rooftop garden with urban farming courses and community kitchen), animals, forest, recreation in Zurich (sports and culture). To connect actors with their surroundings.
- Additional sports like: climbing, yoga, skatepark, dancing space and climbing (since the boulders were removed) and other facilities that are open to everyone will blend with the current closed-off sports facilities and maybe open them up more to the public.
- Learning will be trough interaction and doing. In the building for everyone, everyone will meet and benefit from each other.
- The focus is on doing: A Fablab open to everyone will include 3D printers, Lasercutters, Woodworking halls, CNC cutters, Repaircafes, Bike and Hike-Shop/Café
- The (rooftop) garden will be a completely community based experiment. Owned by everyone contrary to the "plots" owned in Schrebergärten. In close collaboration with the Schrebergärten this could redefine the current Situation.
- Culture – Room for concerts, art exhibitions, jams, presentations, outdoor cinemas, markets
-

- **THE BUILDING – Do, Learn, Meet**

- The building as a shell for the common to fill in. Highly flexible, moveable, empty, with variable content. A shell to occupy for the common with more or less defined spaces and completely open transformable spaces.

COMMONALITIES

BOTTOM UP



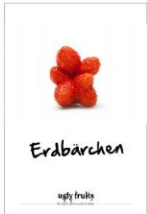
UNORT = OASE



COLLABORATIVE CONSUMPTION



DIE ESS-BARE STADT



OPEN DESIGN CITY
ARBEITSNOMADEN



AIDED DILETANTISM

SHARE
AND
TRADE



„DAUERHAFTE
ZWISCHENNUTZUNG“

OPEN SOURCE

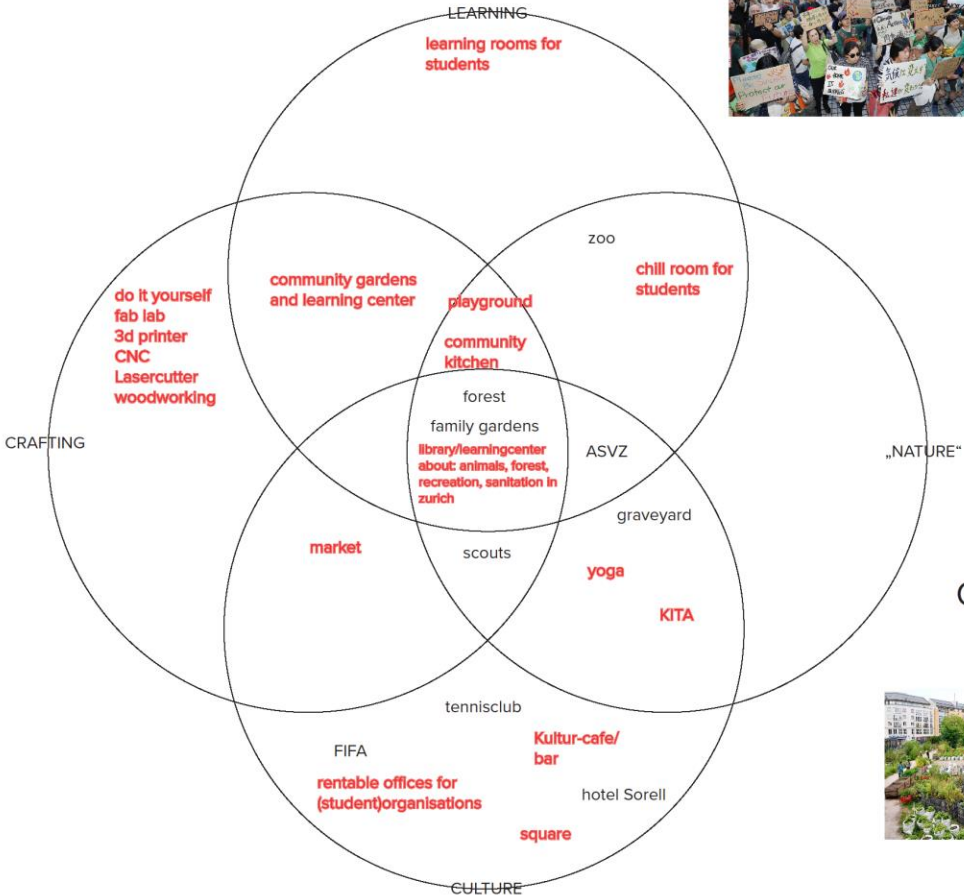


CROWD FUNDING

EMPTY SPACE =
POTENTIAL
GARDEN

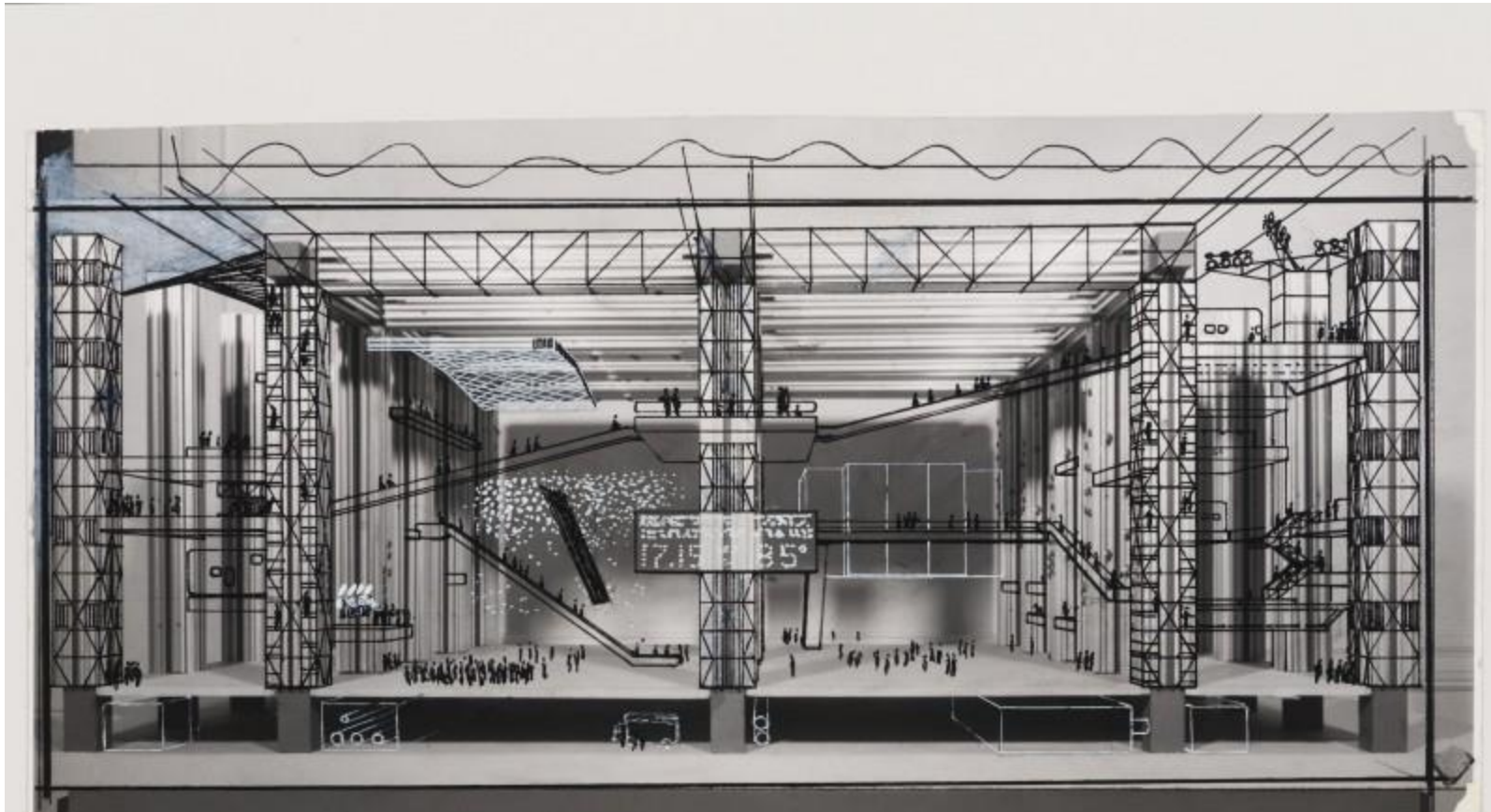


CONSUMPTION = CITY = COMMON



Machine?

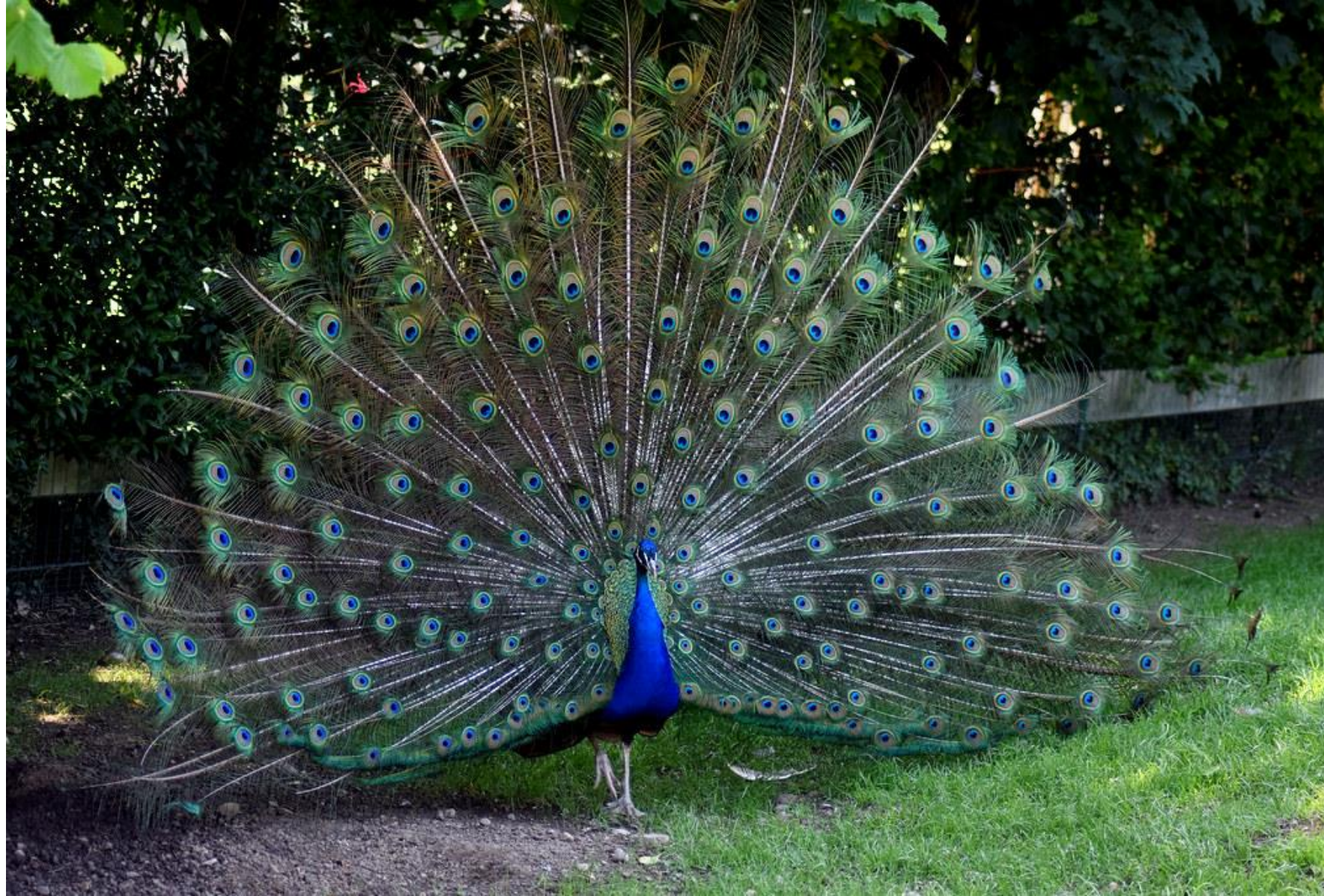
- The building of the common is a flexible transformable shell enabling the possibility of change and various uses





- A used container can cost from 900-5000 francs
- A normal steel or wood frame has similar if not cheaper costs



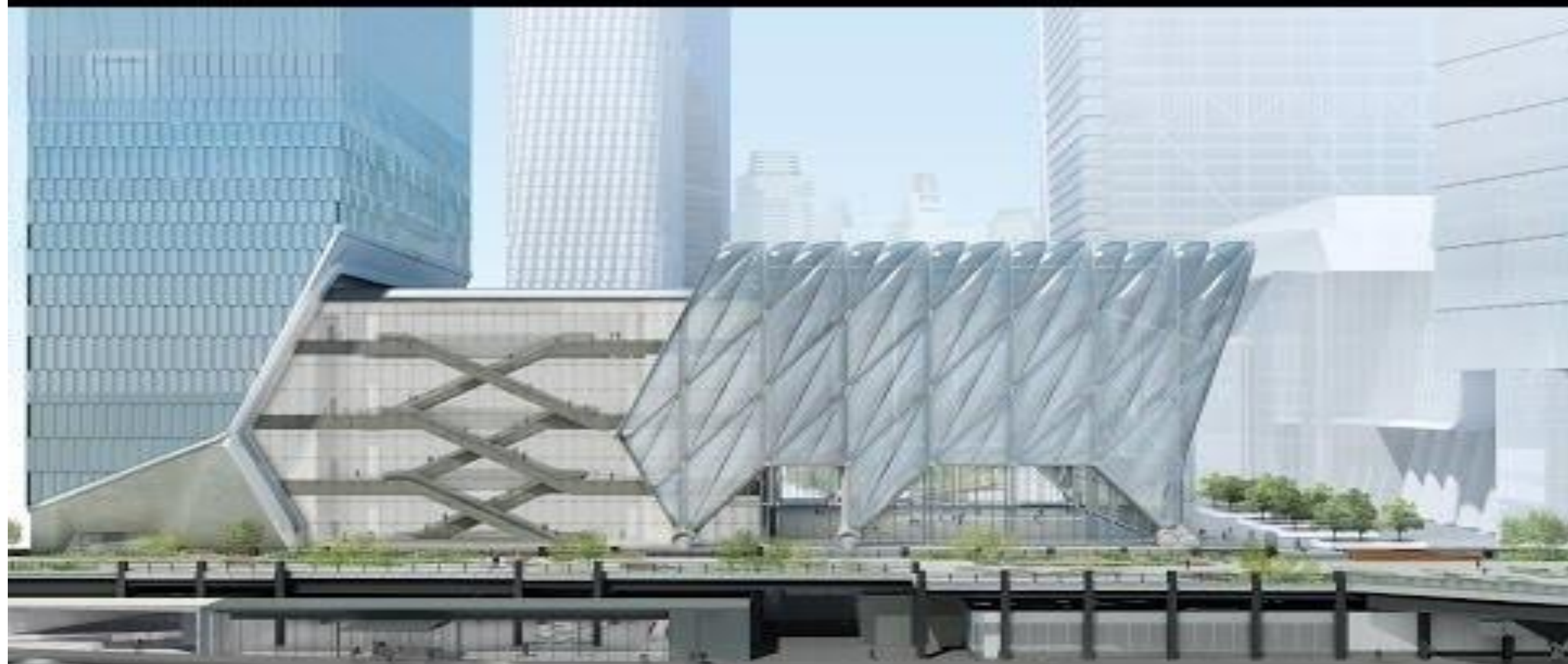




Independent systems coupled side by side.



- Retractable roofs?
- Retractable facades? Blinds? Windows? Facades that open up and blend out/inside
- Moveable floors?

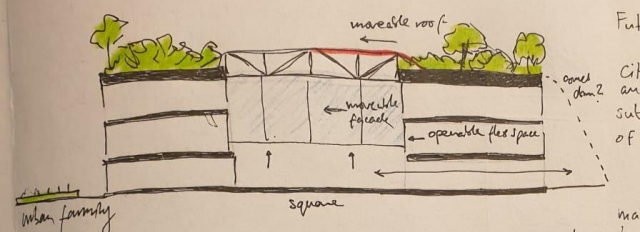




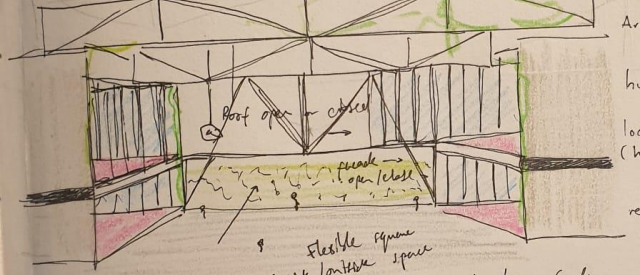


Common

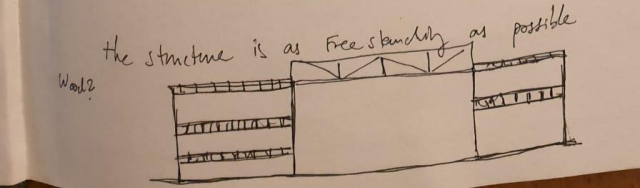
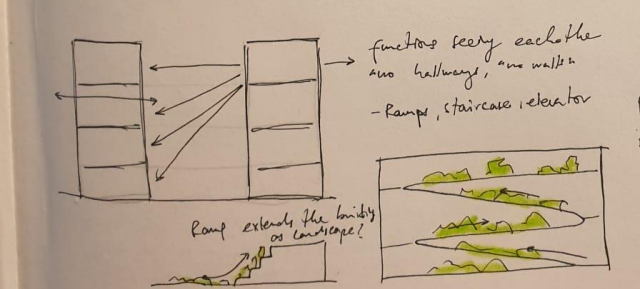
- verb
1. occurring, found, or done often: prevalent
 2. shared by, coming from, or done by two or more people, groups, or things
- noun
1. a piece of open land for public use



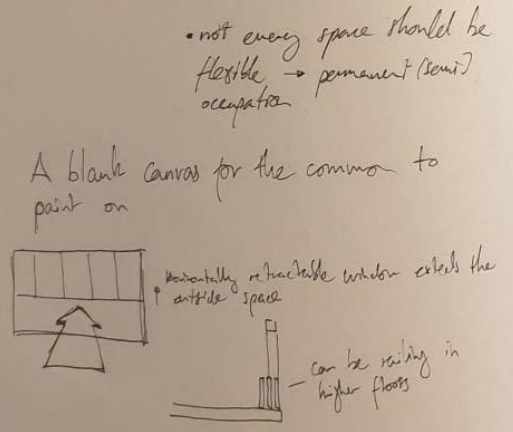
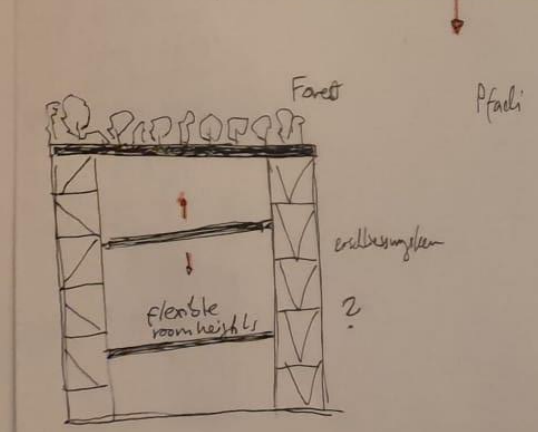
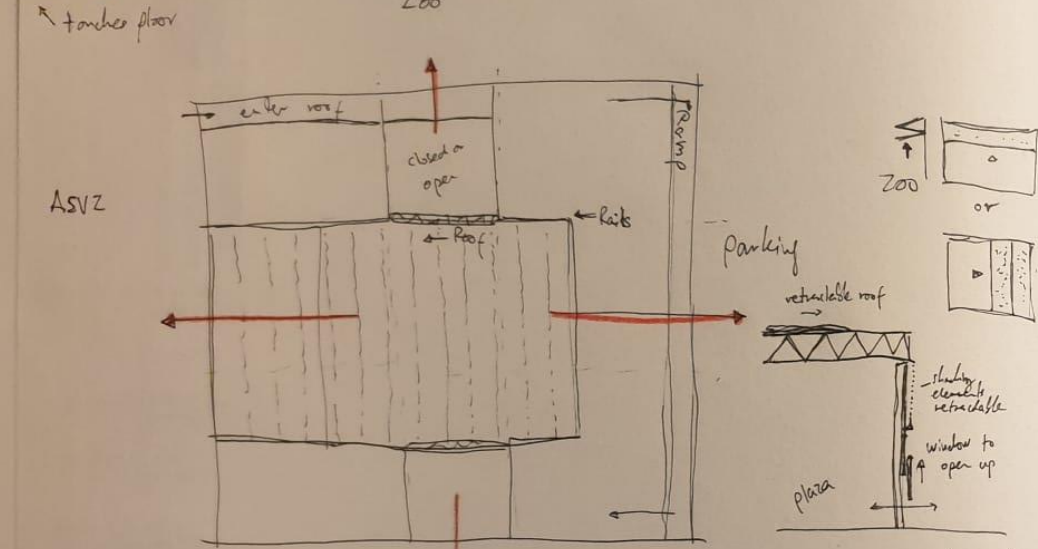
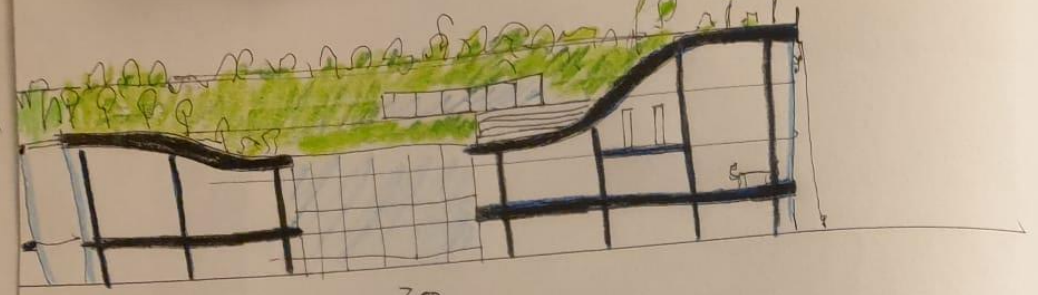
the building tries to give as much freedom as possible for the "common" to fill in, while only providing infrastructure



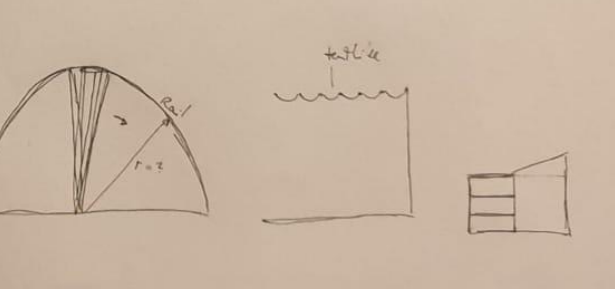
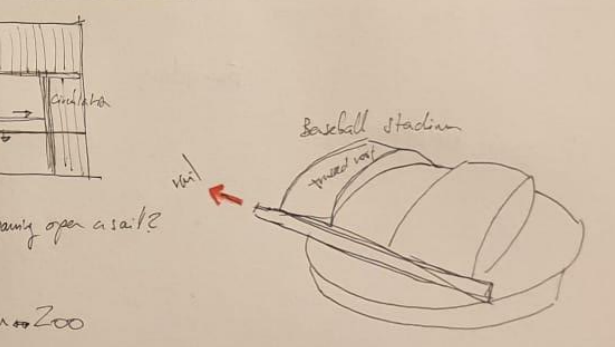
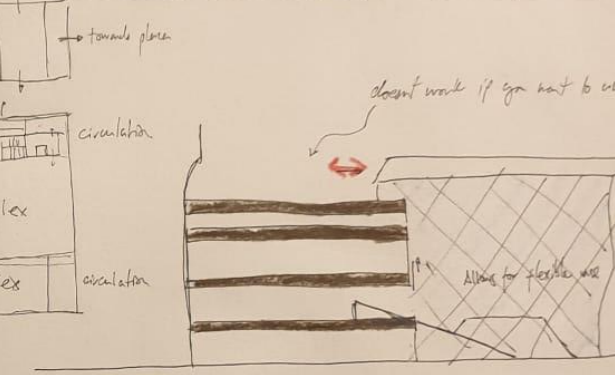
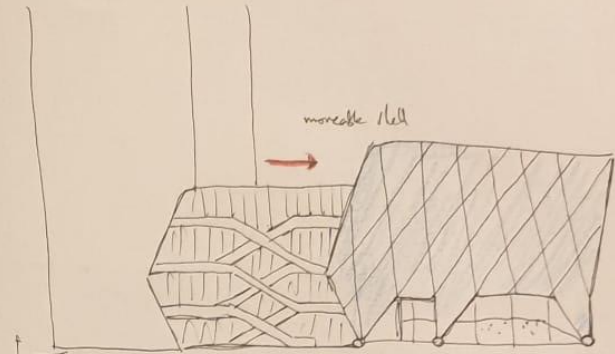
Fun palace like hall. The building seamlessly extends to the outside, blending in - & outside space.



A b
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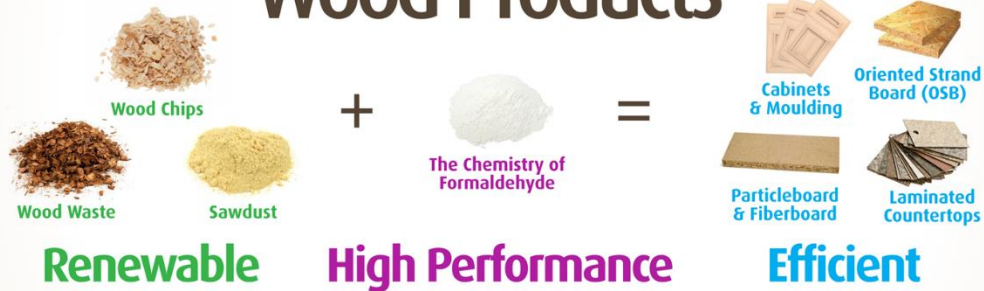


THE SHED (Diller Scofidio)





Formaldehyde: Contributing to a Sustainable Future for Wood Products



Wood Fiber & Wood Waste	Formaldehyde Resins	Composite Wood Panels
<p>63% vs 95%</p> <p>Only 63% of a tree can be used for solid lumber. Composite panels allow 95% use of every tree.</p> <p>Formaldehyde-based resins help the utilization rate of wood resources, resulting in a wide variety of value-added composite wood products.</p> <p>1 Carbon Neutral</p> <p>Wood panel products can be carbon neutral based on greenhouse gas emissions.</p>	<p>Formaldehyde is a natural substance produced by every living organism. Studies have shown that formaldehyde does not accumulate in the environment, people, plants or animals.</p> <p>Technical Performance + Economic Value</p> <p>Currently, there is no alternative that can provide a better combination of technical performance and economic value than formaldehyde-based resins.</p> <p>Formaldehyde-based glues and resins provide versatility and innovative solutions to wood products.</p>	<p>Composite Wood Panels are typically made from recovered wood waste that would otherwise be burned or disposed of in a landfill, so they allow us to make better use of wood fiber.</p> <p>Over the course of 100 years, net GHG emissions associated with wood-based houses are 20% to 50% lower than emissions associated with thermally comparable houses using steel or concrete-based building systems.</p>

materials

- Use locally produced wood from swiss forests
- Stores carbon
- Includes forest as actor of production

Stringent Formaldehyde Regulations and Emissions Standards in North America

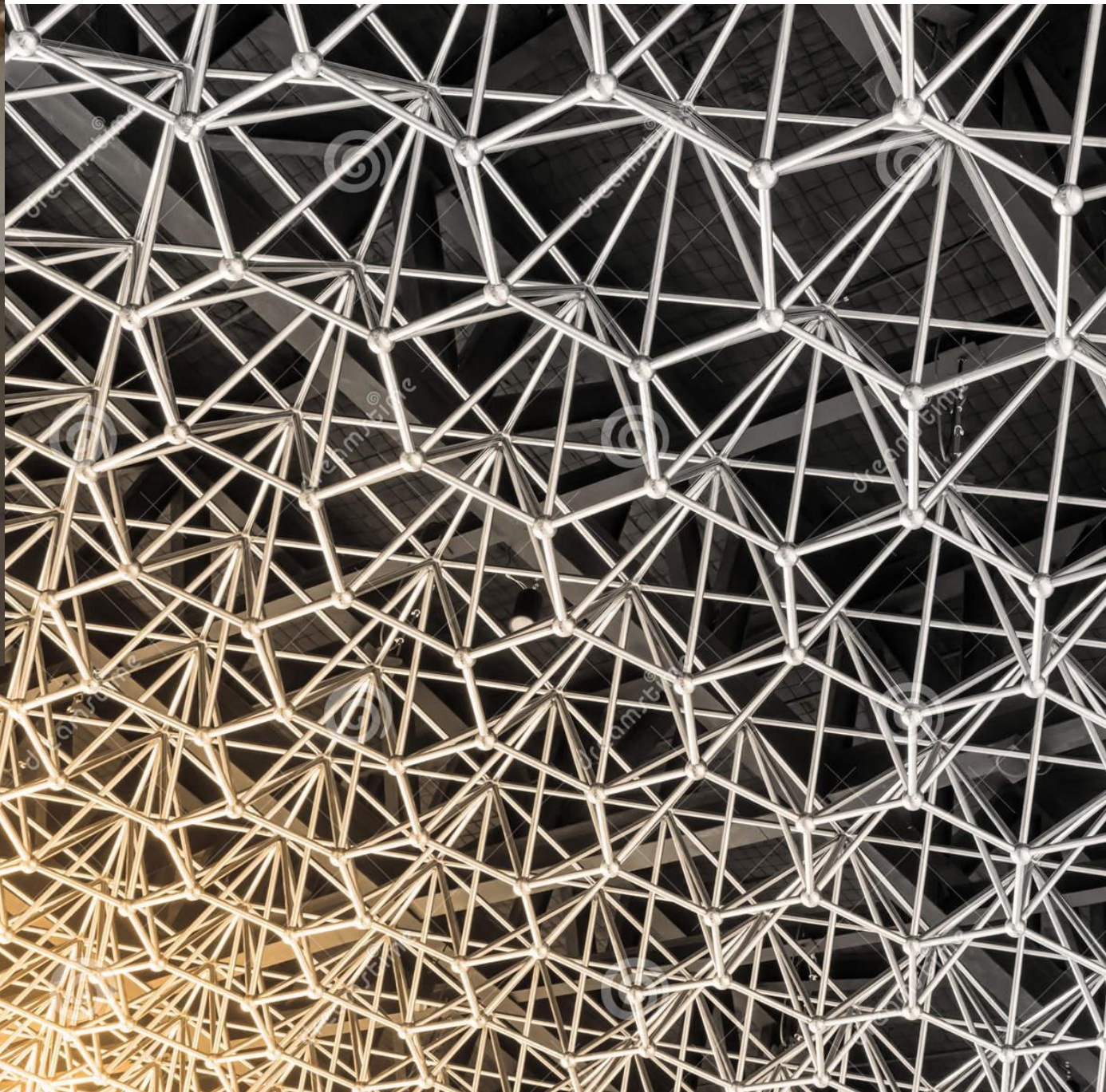
Product Stewardship

<p>U.S. EPA Clean Air Act Standards</p> <p>Emissions from the composite wood panel manufacturing process meet all U.S. EPA Clean Air Act standards.</p>	<p>California Air Resources Board (CARB)</p> <p>Nearly 100% of N. American composite panel manufacturers comply with the CARB formaldehyde emissions regulation, the world's most stringent product testing and certification standard.</p>	<p>The Formaldehyde Standards for Composite Wood Products Act</p> <p>With the industry's support, the Formaldehyde Standards for Composite Wood Products Act, signed into law in 2010, established a framework for the regulation of formaldehyde emissions from composite wood products at the national level.</p>	<p>The Eco-Certified Composite (ECC) Sustainability Standard</p> <p>The Eco-Certified Composite (ECC) Sustainability Standard and Certification Program is a voluntary industry standard developed by the Composite Panel Association (CPA) for composite wood panels and finished products made with particleboard, MDF, hardboard and engineered wood siding and trim.</p>
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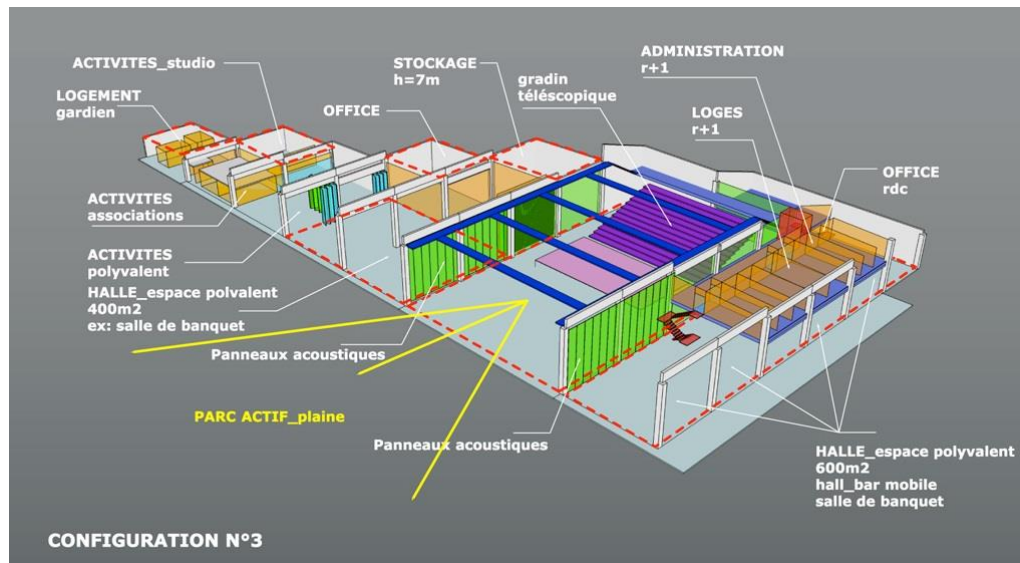




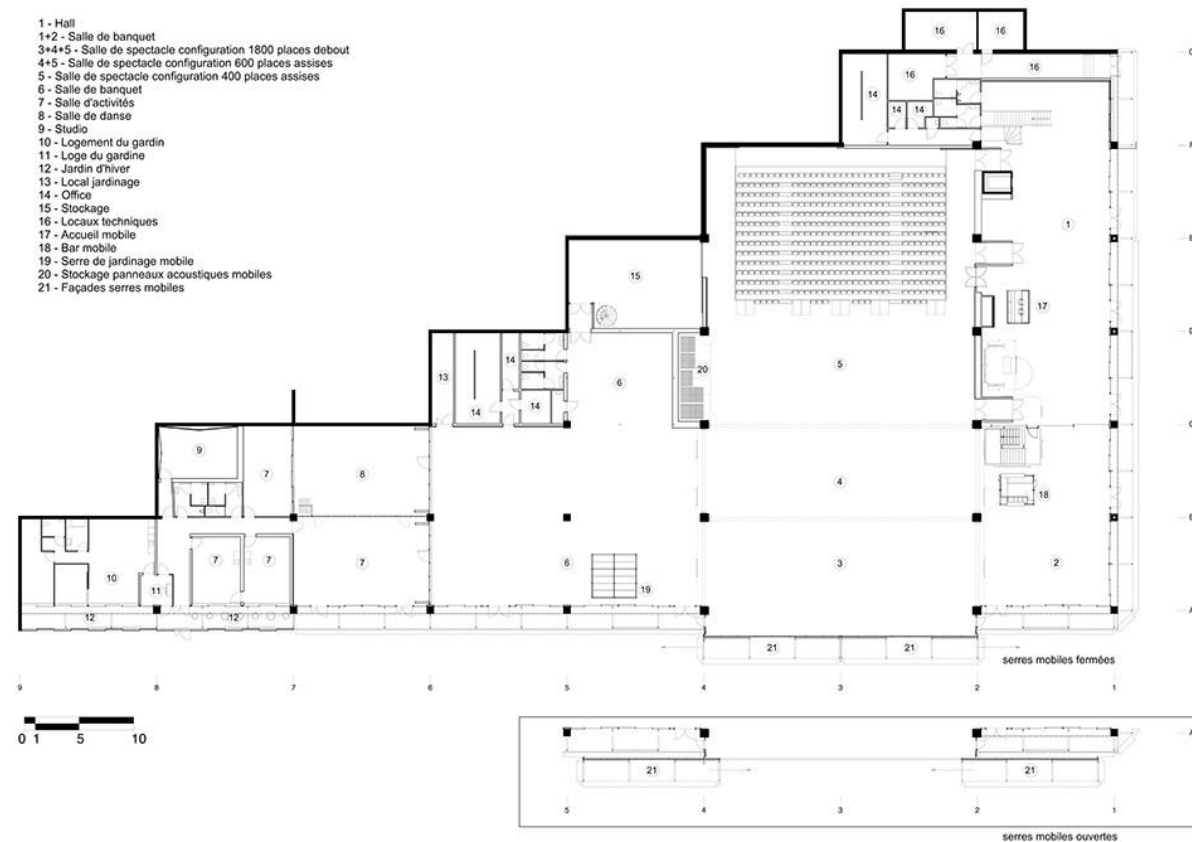
Repair Café
Wegwerfend Denken

GESIEHT PLATZ
IST VOM
ZAUSSTERBE
BEDROHT

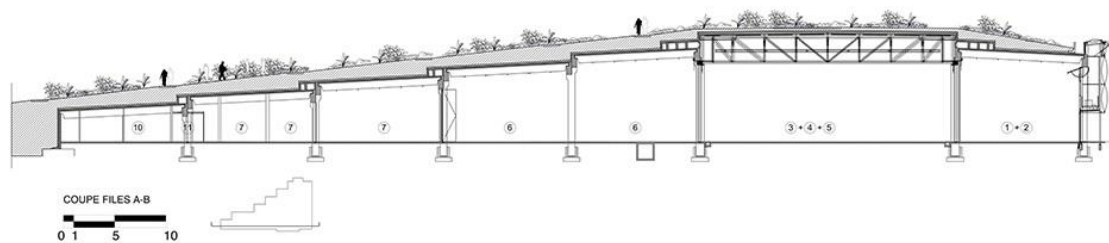




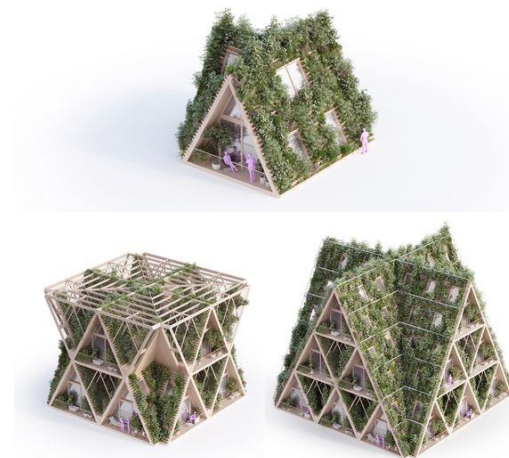
- 1 - Hall
- 1+2 - Salle de banquet
- 3+4+5 - Salle de spectacle configuration 1800 places debout
- 4+5 - Salle de spectacle configuration 600 places assises
- 5 - Salle de spectacle configuration 400 places assises
- 6 - Salle de banquet
- 7 - Salle d'activités
- 8 - Salle de danse
- 9 - Studio
- 10 - Logement du gardien
- 11 - Loge du gardien
- 12 - Jardin d'hiver
- 13 - Local jardinage
- 14 - Office
- 15 - Stockage
- 16 - Locaux techniques
- 17 - Accueil mobile
- 18 - Bar mobile
- 19 - Serre de jardinage mobile
- 20 - Stockage panneaux acoustiques mobiles
- 21 - Façades serres mobiles

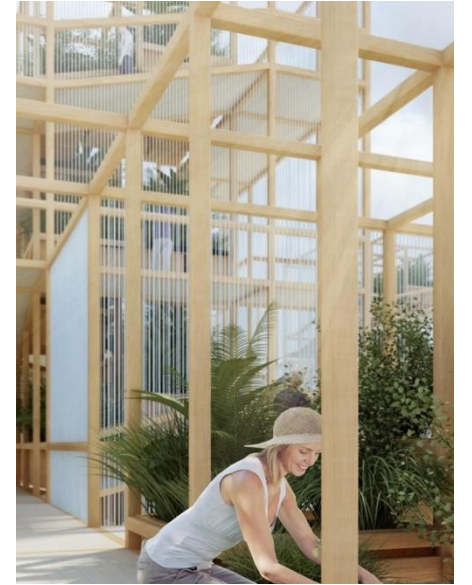


- 1 - Hall
- 1+2 - Salle de banquet
- 3+4+5 - Salle de spectacle configuration 1800 places debout
- 4+5 - Salle de spectacle configuration 600 places assises
- 5 - Salle de spectacle configuration 400 places assises
- 6 - Salle de banquet
- 7 - Salle d'activités
- 10 - Logement du gardien
- 11 - Loge du gardien











FLEXIBILITY

Flexibility is a key parameter of our pavilion, because the structure needs to proof flexible throughout the before, during and after the Hermiculture Expo.

灵活适应性是我们展示馆的一个主要参数。因为建筑结构需要在世博会之前、进行中和结束后至始至终验证其灵活适应性。



CURIOSITY

Architecture needs to create a space for something special to happen. Visitors need to be able to explore the pavilion. Discover it and find something unique for themselves. A village typology creates this notion of a space, where something special is able to happen at each corner. A village create diversity and the curiosity to discover the pavilion.

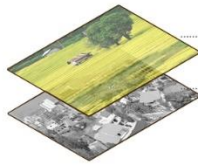
建筑需要为特殊事件创建空间。访客需要探索展示馆。发现它并找到一些独特的东西。村庄类型创建了这种空间概念。有一些特殊的事件将在转角处发生。村庄创建了多样性和探索展示馆的好奇心。



PARTICIPATION

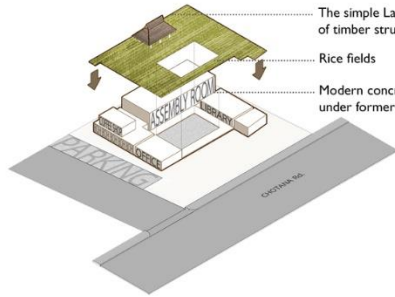
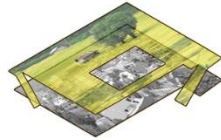
Architects feel a very special connection to "their" pavilion, because it is them who give life to the concept. How can we make the visitors give a similar personal connection to the pavilion? They need to be part of the design team! Therefore we developed a unique concept for visitors to design parts of the pavilion by themselves. They are the ones who give life to the pavilion, get introduced to the lifecycle of nature and create a person relationship with "their" pavilion. Being part of the design team creates the feeling to belong to a community.

建筑师对“他们”的展示馆都有非常特别的感情联系，因为是他们让概念有了生命。怎样让访客对展示馆有类似个人的情感联系？他们需要成为设计团队的一部分！因此我们为来访者研制了一个独特的理念，让他们自己设计展示馆的一部分。他们也是给予展示馆生命的一员，自然界生命循环的一部分，并和“他们”的展示馆建立了私人关系。成为设计团队的一部分也创建了自己归属于社区的感觉。



Collective Nostalgia of Lanna Period
(Chiang mai in the past).

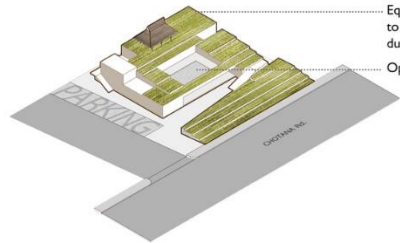
Chiang mai in present



The simple Lanna Architecture
of timber structure sala (pavilion).

Rice fields

Modern concrete building is tugged
under former image of Chiang mai.



Equisetum hymale are chosen
to be planted instead of paddy
due to limitation of maintenance.

Open air gathering space

LI 里

We took the traditional chinese unit "LI" as a starting point and developed a modular system around this unit. Adding further units, let the pavilion grow in any direction and offers a great amount of flexibility to react to different situations. The whole pavilion get shaped by its smallest unit. Through duplicating this unit, the larger spaces get shaped. This takes on thoughts of a society, where each person is equally important to form a larger community.

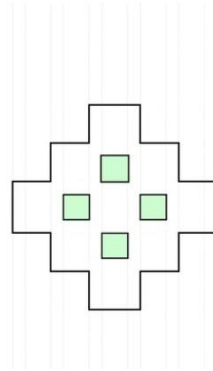
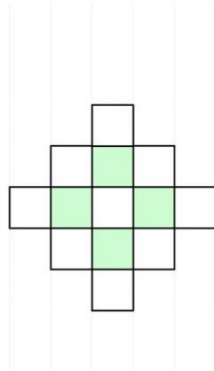
我们采用传统的中式单元"LI"作为出发点。在单元周边研发了模块化体系。再进一步向周边逐步增加，让展示馆可以向任何方向发展，提供了极大的灵活性来回应不同的状况。整个展示馆有自身小个的单元形成。复制这些单元的过程中，大的空间不断形成。这些考虑到了社区，每个人相对大社区都是同样重要的。



1 LI
里
a.



1 LI FUNCTION +
1 LI LANDSCAPE
组合
b.

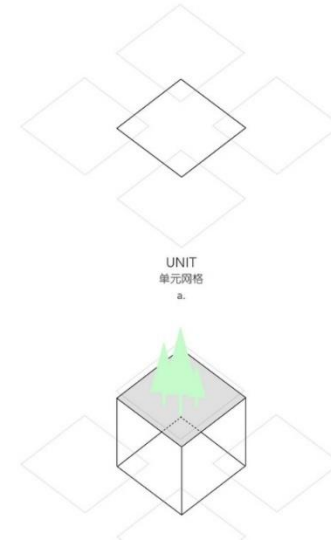


LI 里

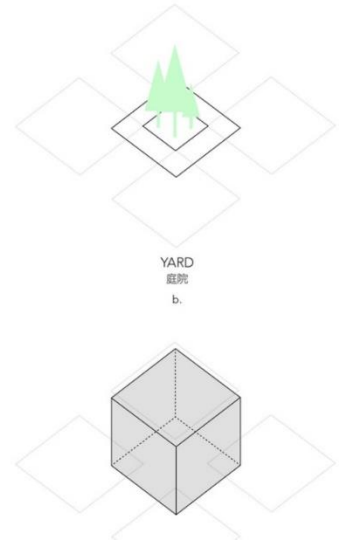
The units can work as normal walk-paths, special yards, vertical gardening modules and to create interior spaces for the program.

单元可用作正常的路径、特殊院子、垂直花园模块，及创建空间的室内。

UNIT
单元网格
a.



YARD
庭院
b.



- 1 MAIN ENTRANCE
- 2 COURT
- 3 ASSEMBLY ROOM
- 4 LIBRARY
- 5 SALA
- 6 GRASS FIELD
- 7 HORSETAILS FIELD

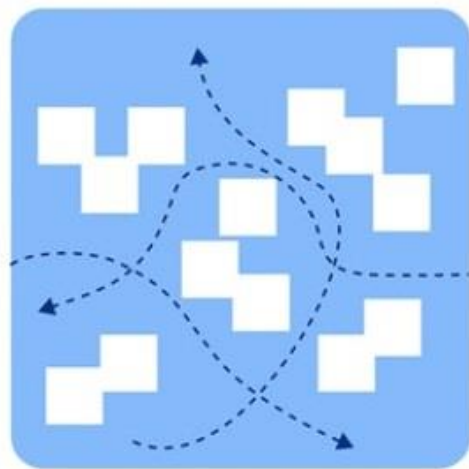






FUNCTIONS
功能

+



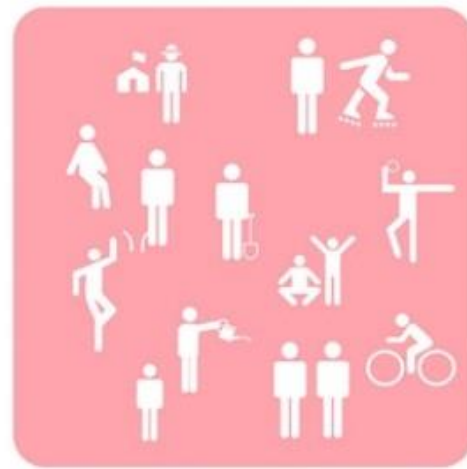
VILLAGE TYPOLOGY
村落形态

+



LANDSCAPE
景观

+



ACTIVITIES / VISIT / PARTICIPATION
活动/观览/参与

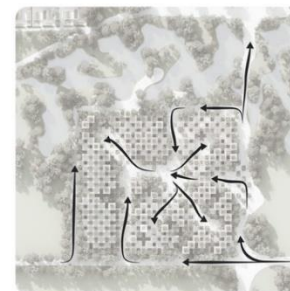
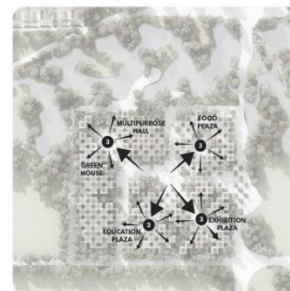
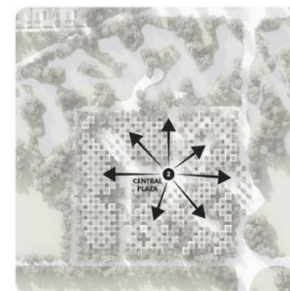
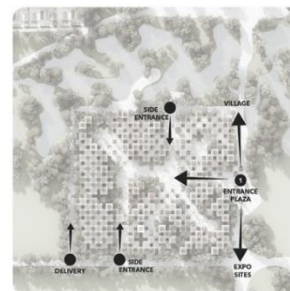




CIRCULATION 流线

The main entrance (1) is on the eastern parameter of the site. A large walk path guide the visitors from the Main Expo Sites to the Pavilion and further into the village. Side entrances / exits are located on the Northern and Southern border of the site. Visitors enter the pavilion and are guided to a main plaza (2) from which they can stream further into the functions of the pavilion (3).

主要入口 (1) 是展馆东部参数。大型的路径标识。访客从主展馆会合现场到展示馆及进一步的村庄。展馆入口/出口位于展馆北边和南边边界。访客进入展示馆并引导到主要广场 (2)，在此他们可进入展示馆其它的功能区 (3)。



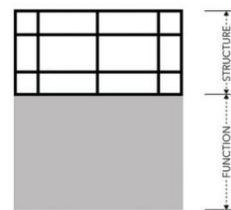


The structural typology of a traditional Chinese house inspired the structural behavior of our functional modules. Solid walls with a refined top offers spaces for program downstairs and a vertical gardening on its roof.

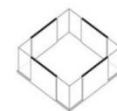
传统中式房子的结构形态给予了我们功能模块的灵感。固体的墙体结合精致的屋顶提供了项目空间和屋顶的垂直花园。



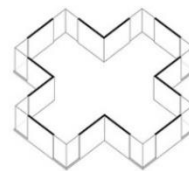
TRADITIONAL COMPOSITION
传统构成



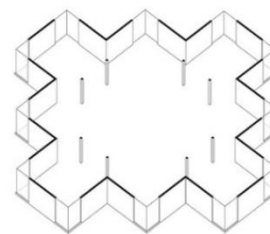
INNOVATIVE COMPOSITION
创新构成



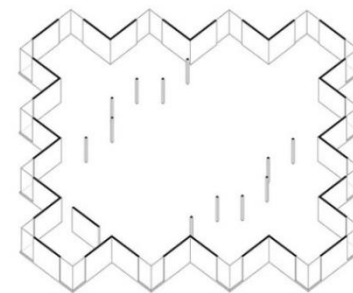
S 8m X 8m = 64m²
1 UNIT
一个单元的小型空间



M 128m²
4 MERGED UNITS
四个单元融合成的中型空间



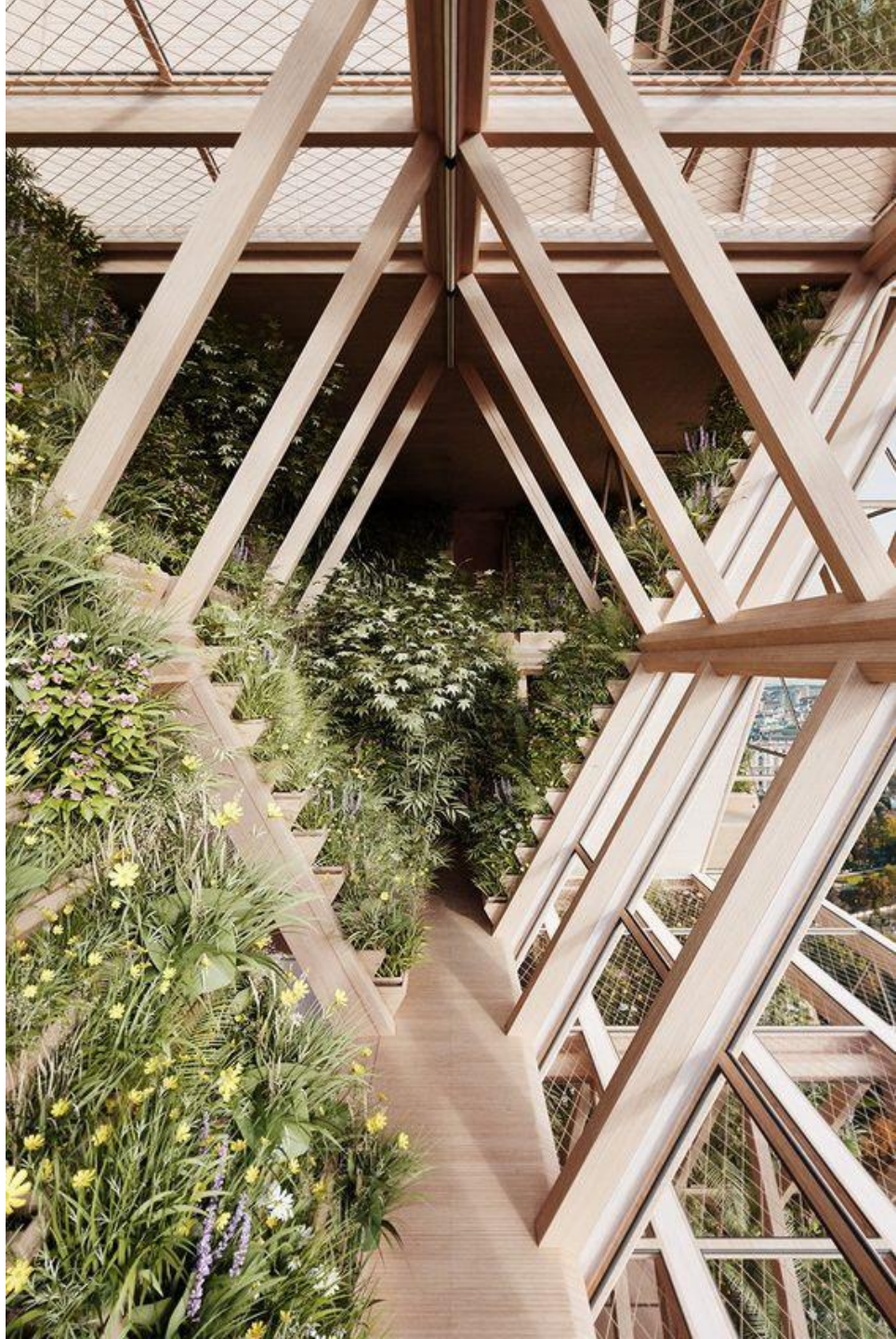
L 584m²
9 MERGED UNITS
九个单元融合成的大型空间

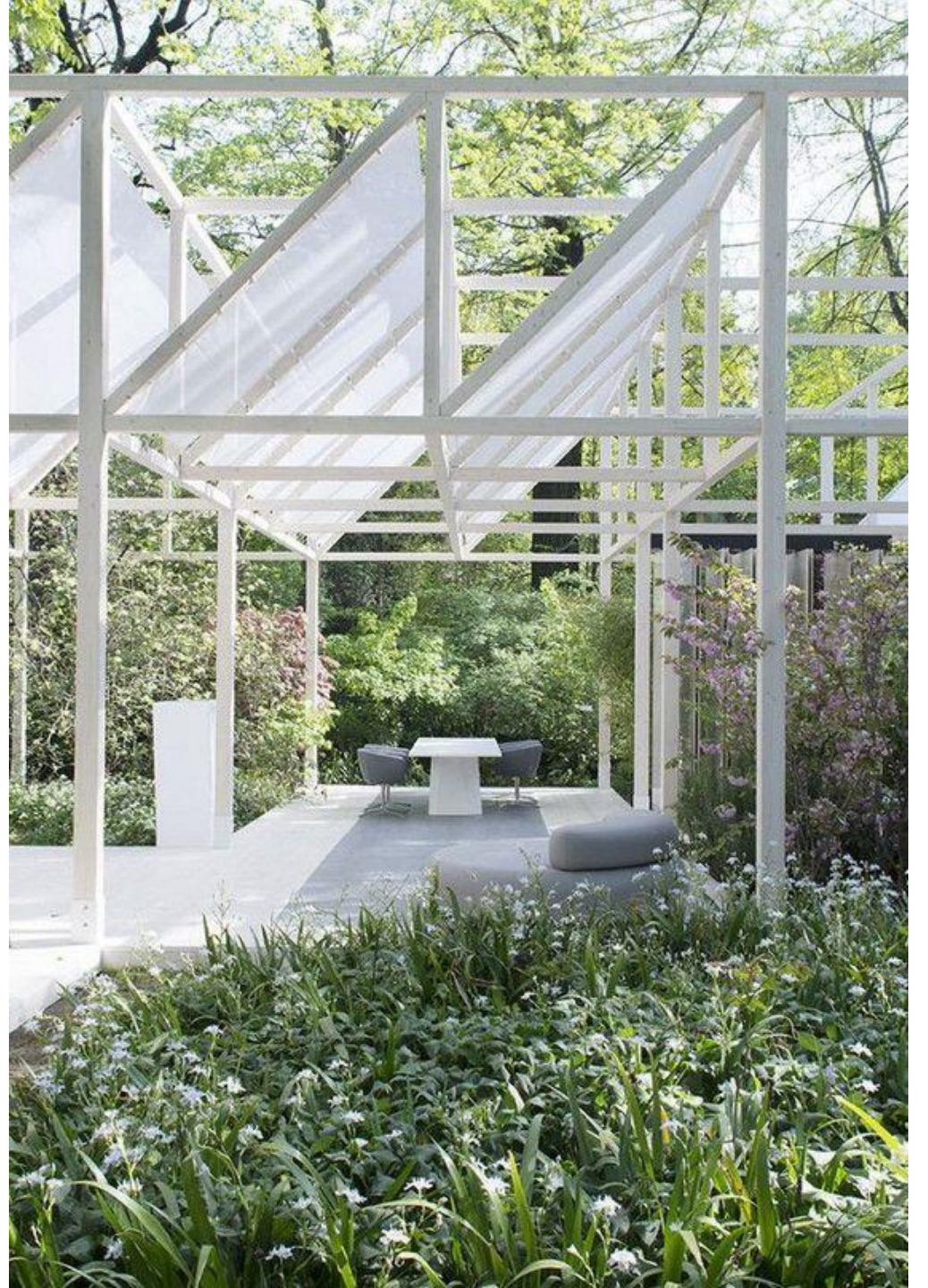


XL 1072m²
16 MERGED UNITS
十六个单元融合成的超大型空间

By merging units, the system can envelop different sizes of program.
整合单元，体系可包容项目不同的尺寸。











順化する手がかり

動物ノ水平という手がかりだけの建築。

人はいつしか動物と水平を建築の文法とし、階をつくることで自然の秩序を受け、またその脅威から身を守ってきた。

手がかりしかない環境で人はおそろしく身の回りのモノを使って環境をしのげる場をつくるだろう。するた、入りとりがけには大きすぎるこの家はさほど大きな生き物を受け入れ、生き物は自然のうちに動物ノ水平に気づき各々居場所を定め、中には人間のくちやモノを捨てて居場所をつくるものもあるだろう。この生き物の居場所は長い時間をかけ秩序となり人は自然の脅威を守る壁や扉など必要ないことに気がつく。生き物の居場所は次第と伸張し、その向こう側で建築は開始されていく。もしかしら我々が「建築」を始めるずっと前、地味はこのまうにして生活していたのではないだろうか。



動物ノ水平という手がかりだけ、人々が生き物と水平の向こう側で暮らす。

生き物ノ水平は動物ノ水平の向こう側、動物ノ水平は動物ノ水平の向こう側、動物ノ水平は動物ノ水平の向こう側。

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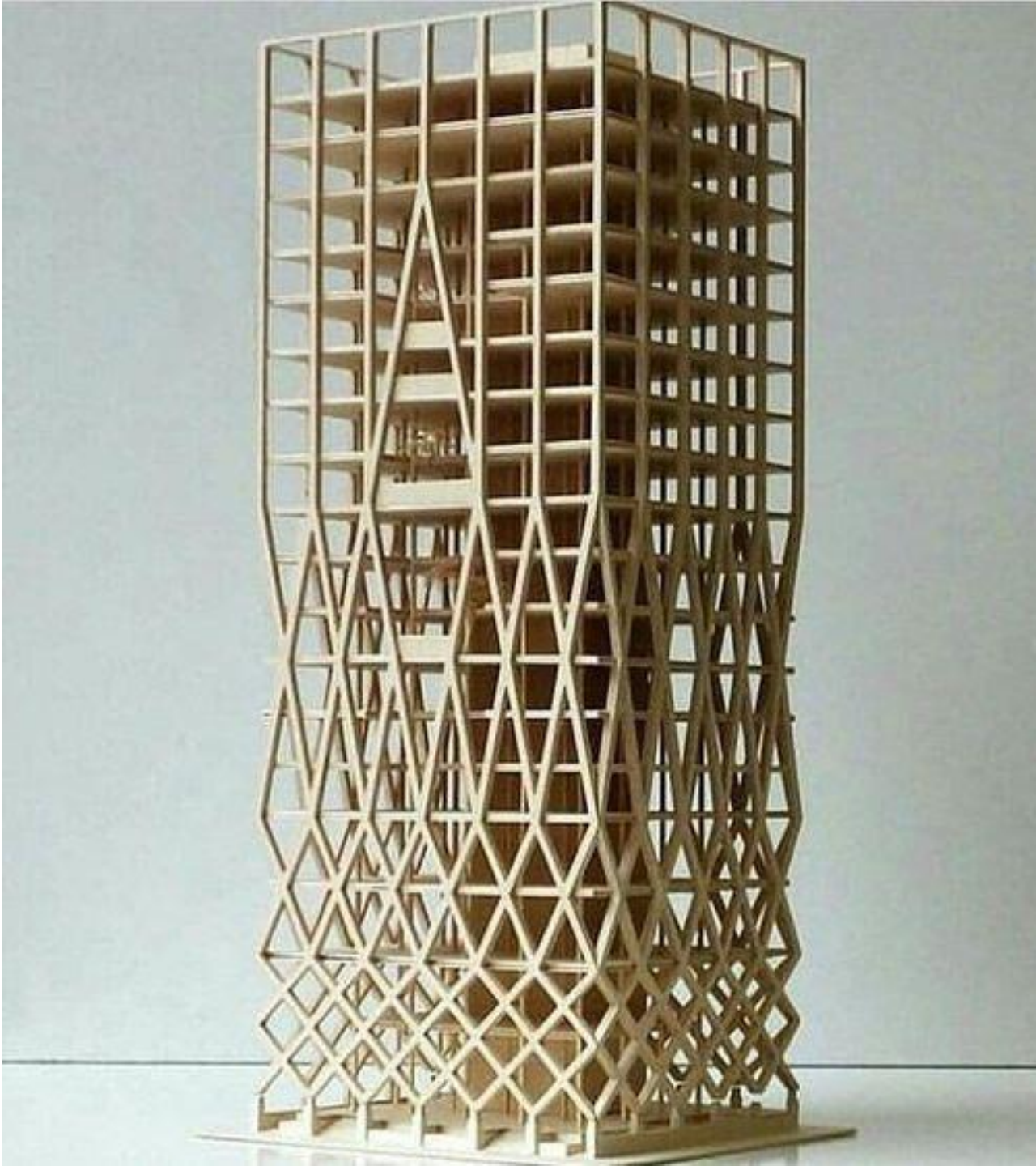
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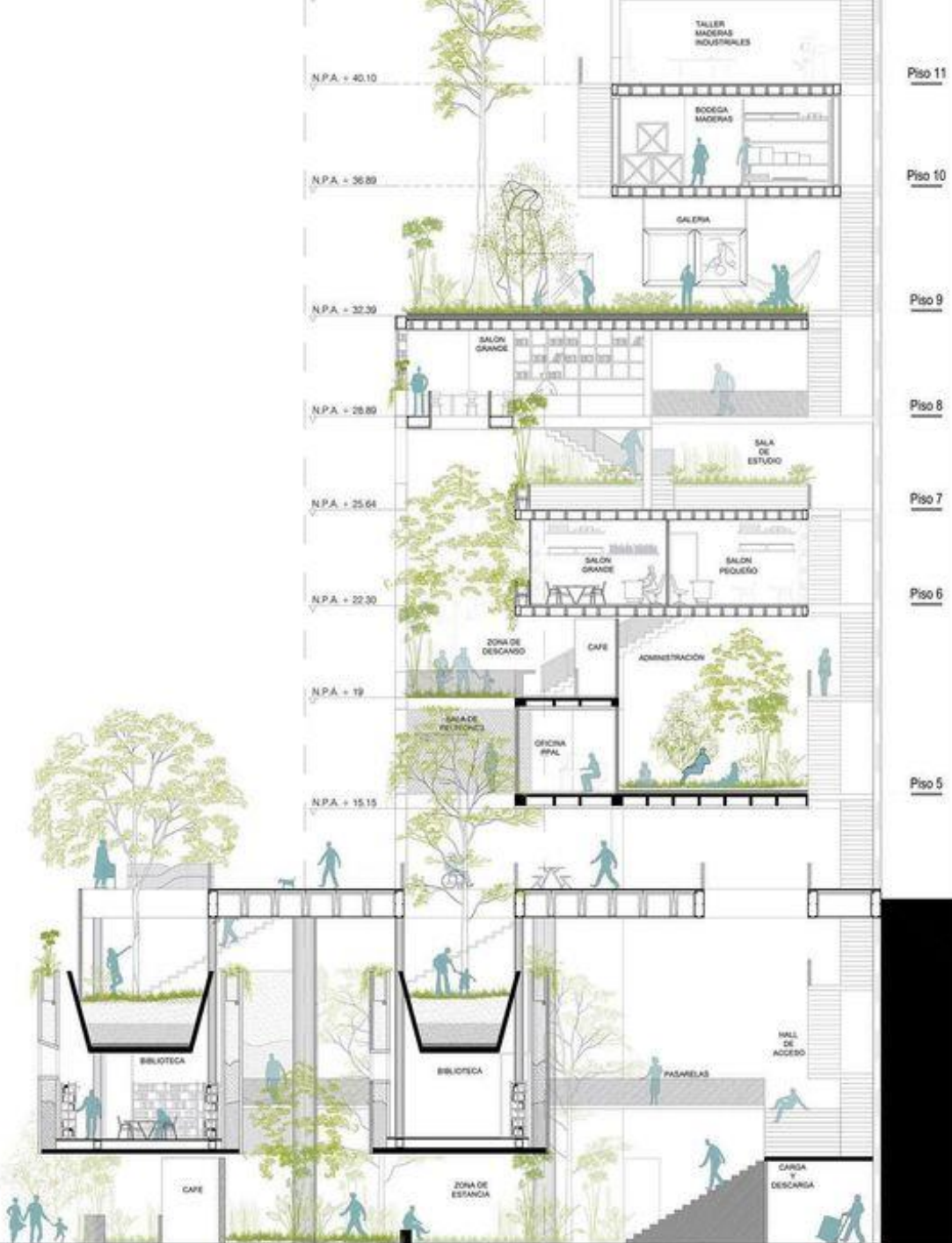
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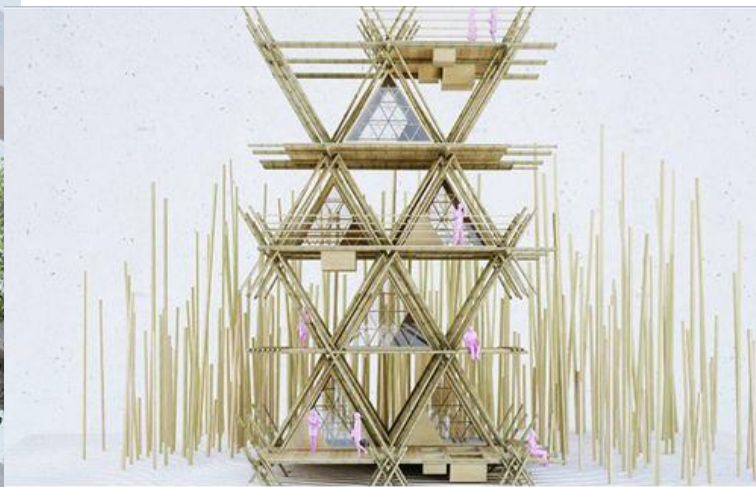
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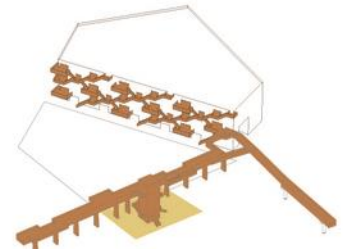
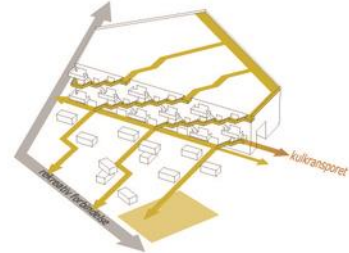
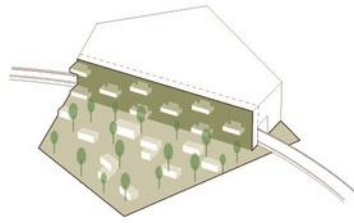
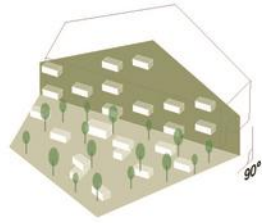
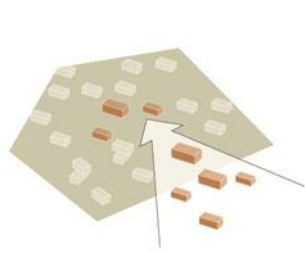




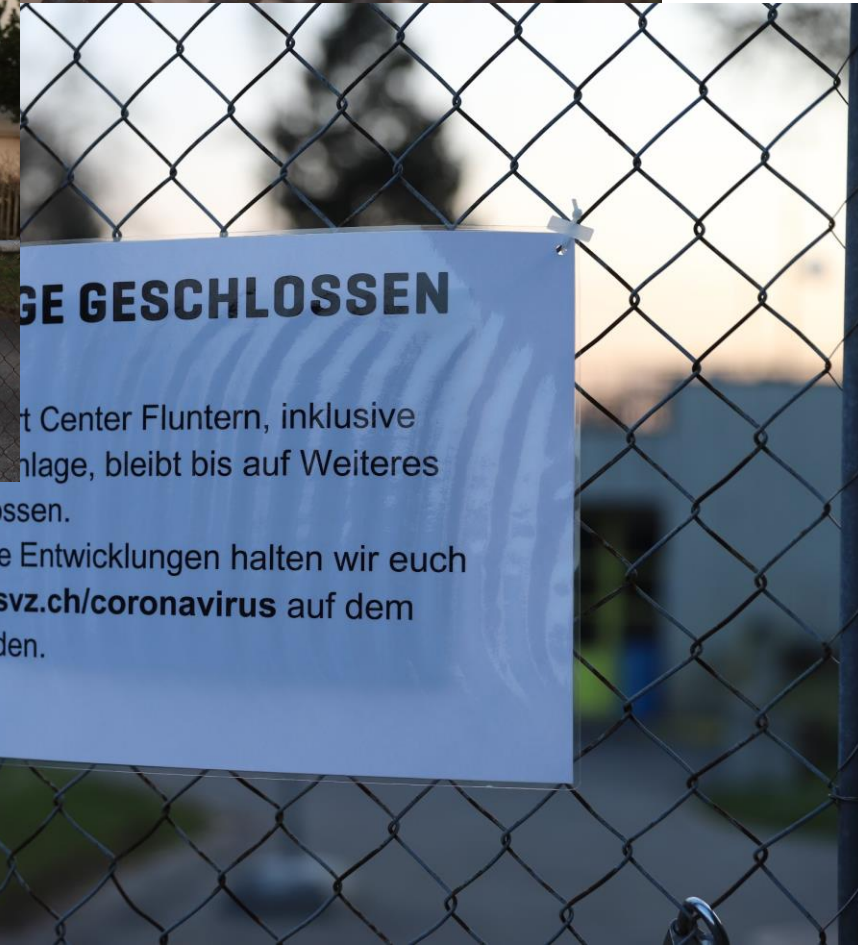












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**Currently closed to the public.
Thank you for your understanding
and for visiting us another time.**

**Kein öffentliches Parkhaus
No public parking**



**This area is under
video surveillance**

Willkommen am Start.

Hier beginnt Ihr
Zurich vitaparcours
«Forrenweid».
Er ist jeden Tag rund um
die Uhr gratis für Sie da.

Länge: 2.2 km

Steigung: 50 m

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In Zusammenarbeit mit
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Gesellschaft.

Ausdauer

Beweglichkeit,
Geschicklichkeit

Kraft

Wie es Ihnen gefällt.

15 Stationen mit vielen Übungen
stehen für Sie bereit.
Stellen Sie Ihr persönliches
Programm nach Lust und Laune,
Tagesform oder Trainingsziel
zusammen. Viel Spass!

Möchten Sie Ihre allgemeine
Fitness fördern? Das Gesamt-
angebot bildet einen ausge-
wogenen Mix von Übungen.

Möchten Sie spezifischer
trainieren? Dann achten Sie auf
die folgenden Farben:



Ausdauer
Dazu gehört auch die
Laufstrecke.



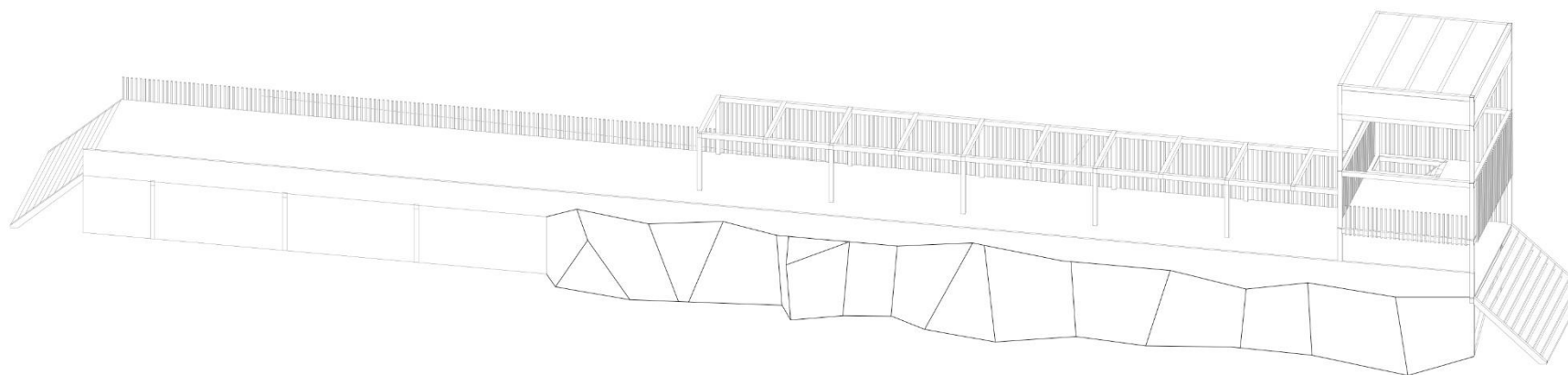
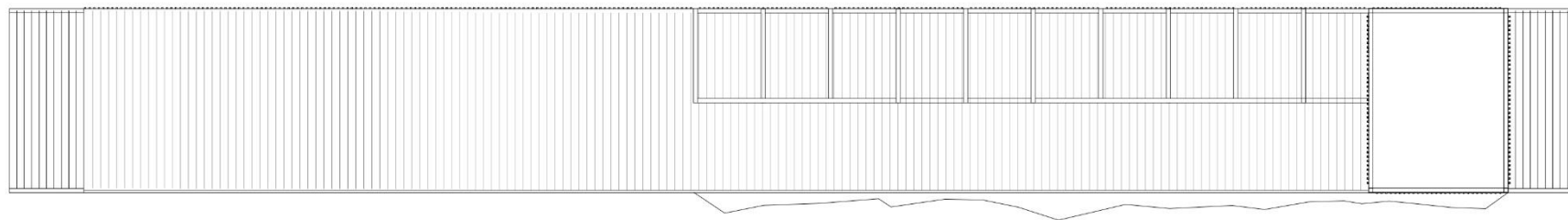
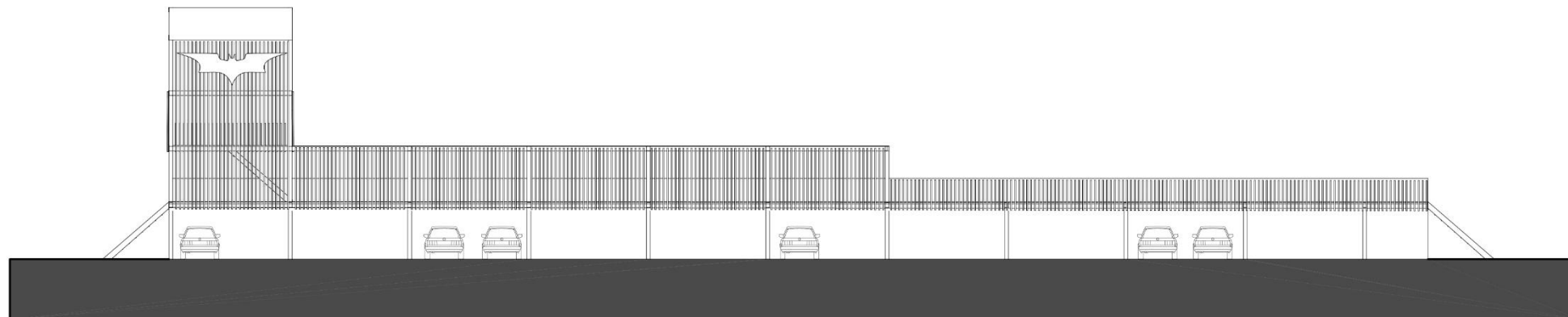
**Beweglichkeit,
Geschicklichkeit**

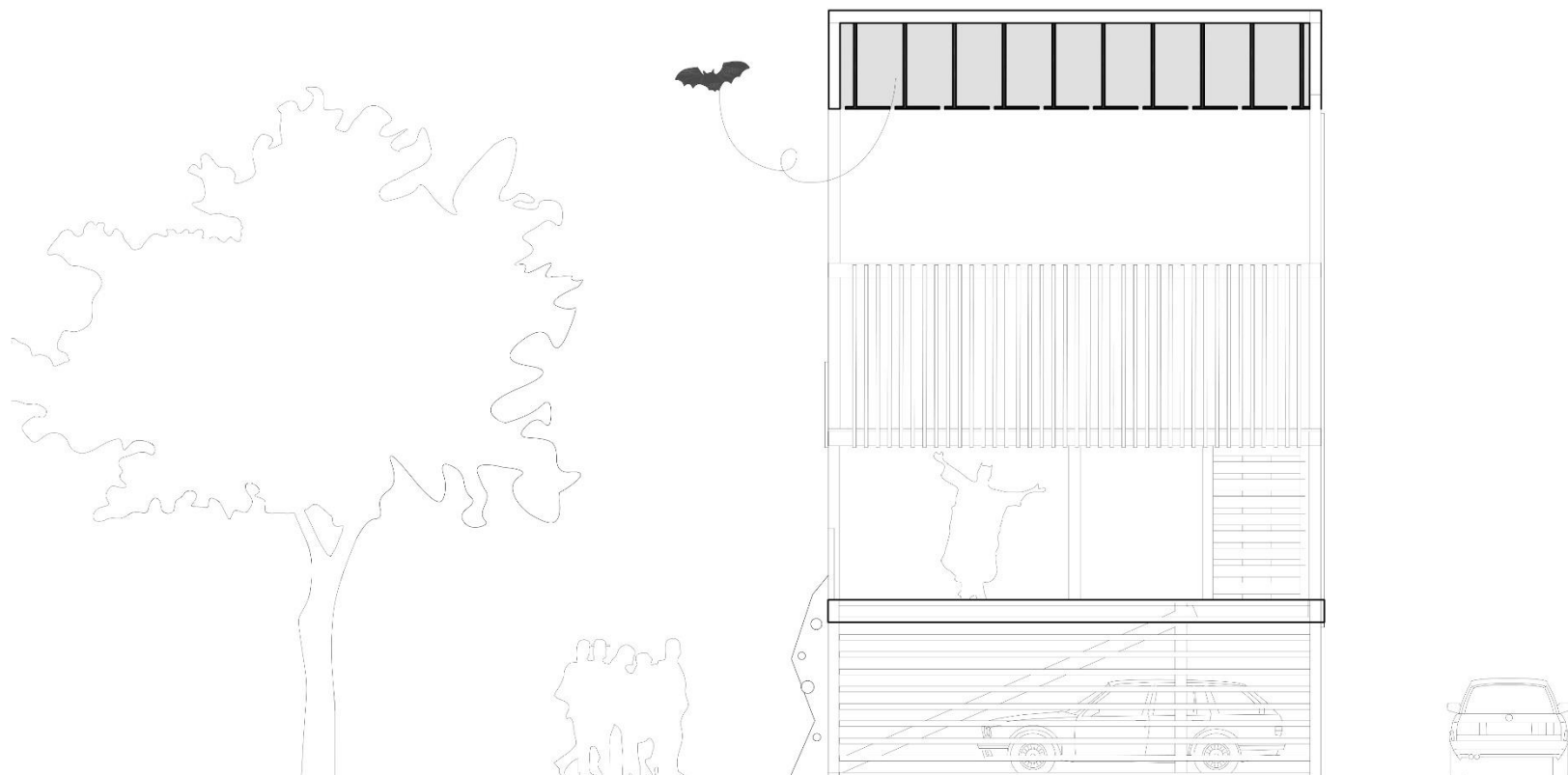


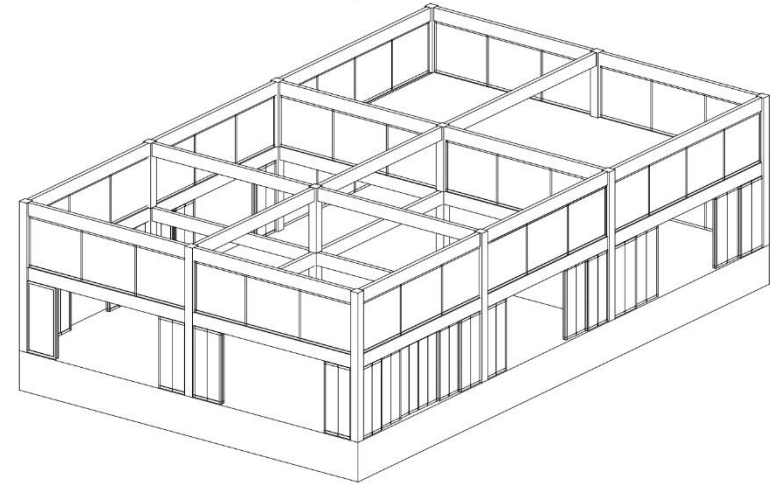
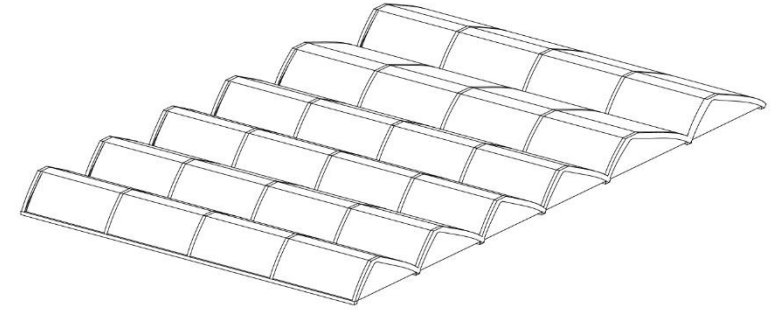
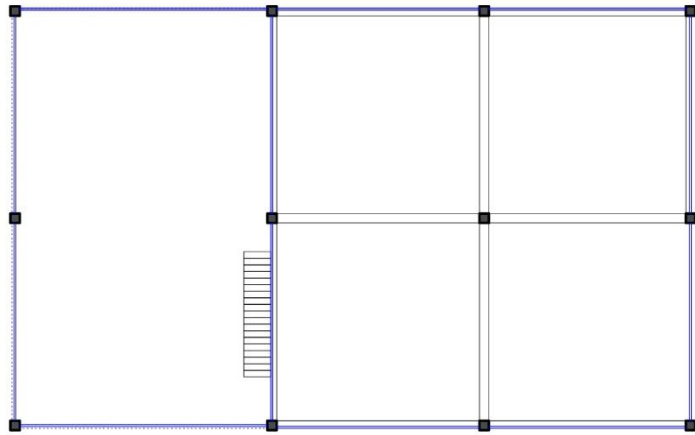
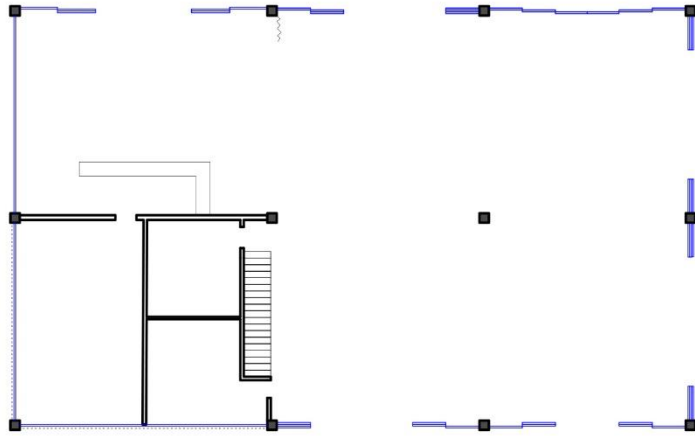
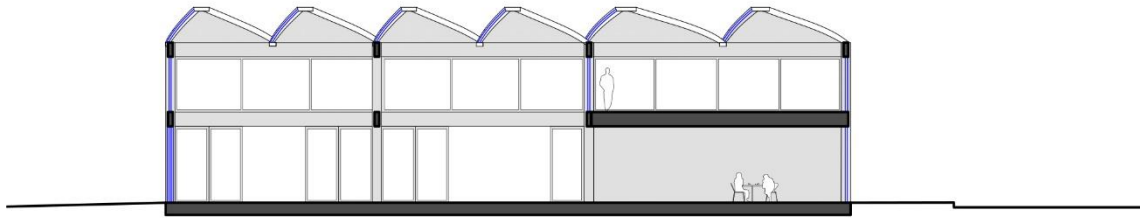
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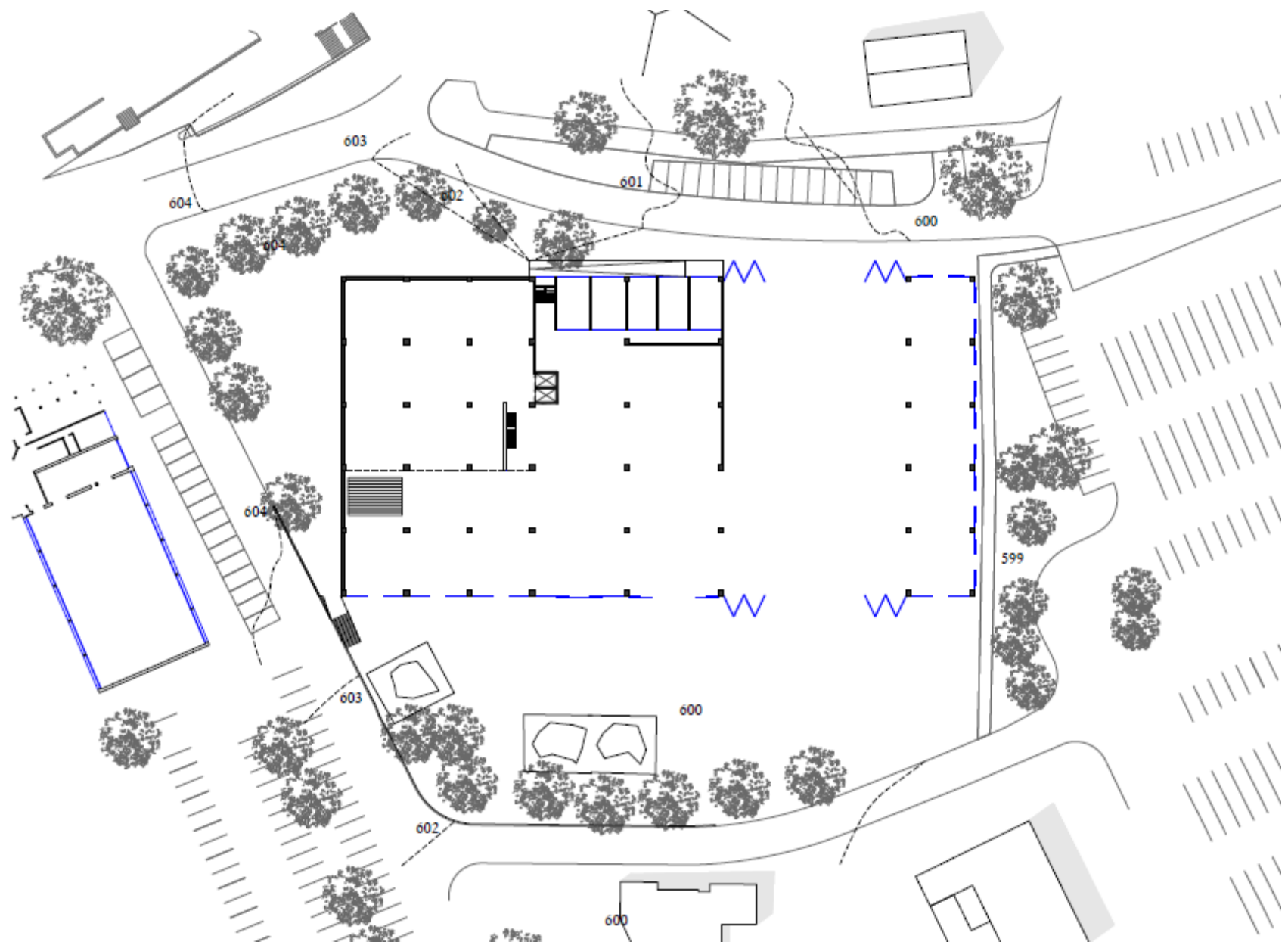
Wer bei den Übungen gerne mit-
zählt, findet eine entsprechende
Empfehlung.

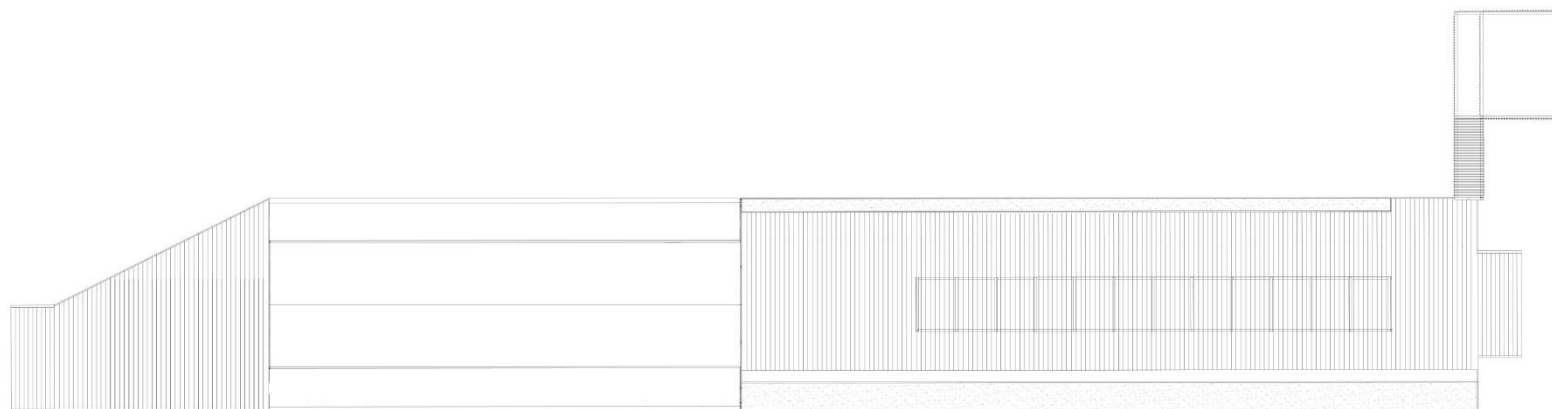
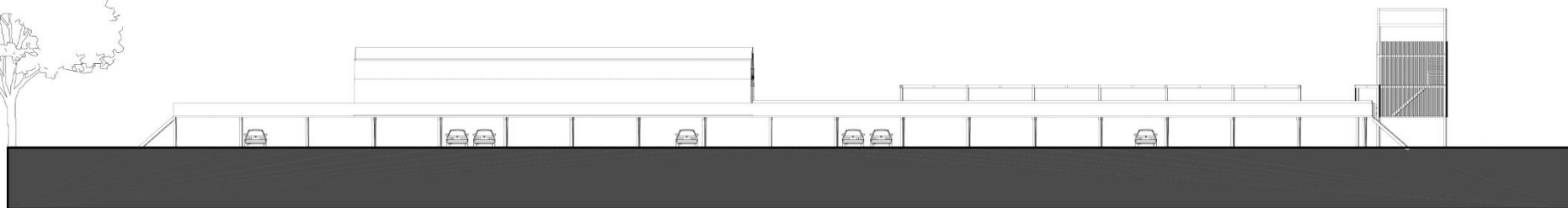
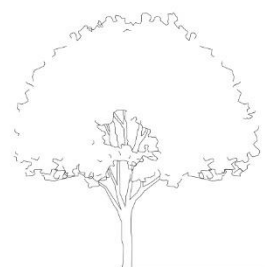
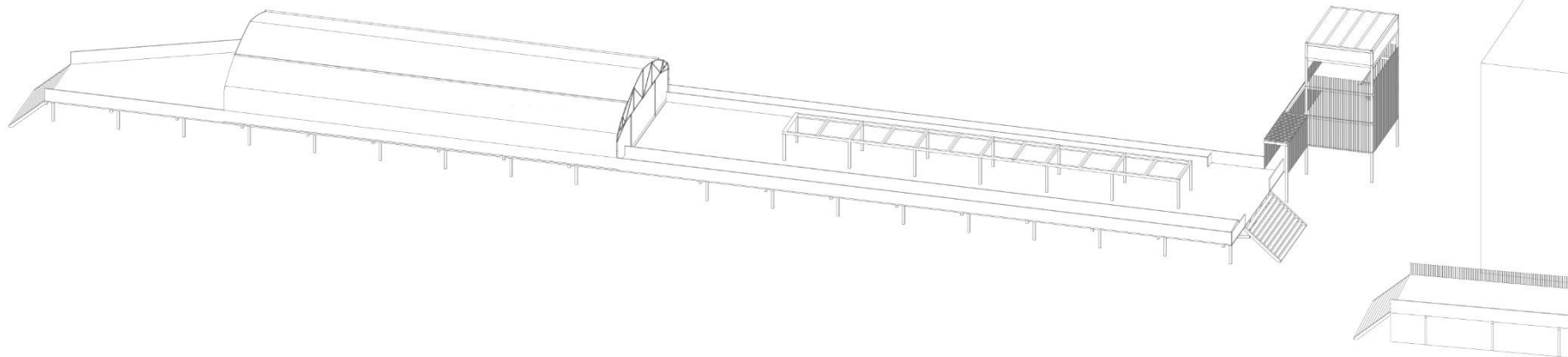
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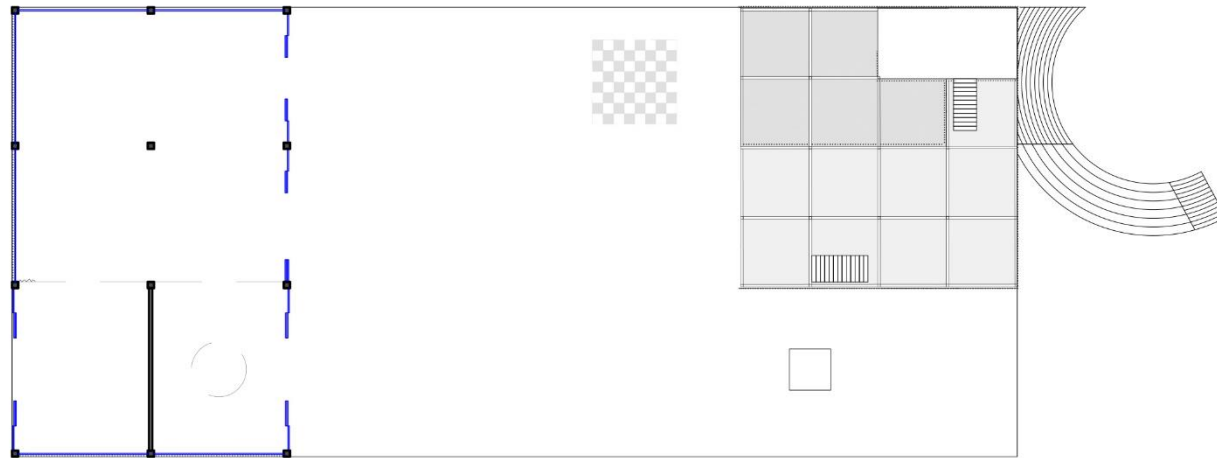
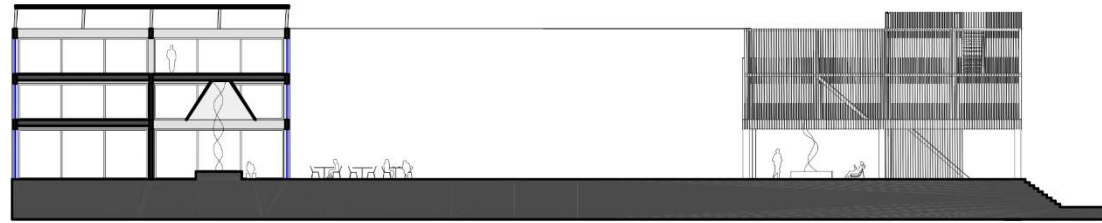
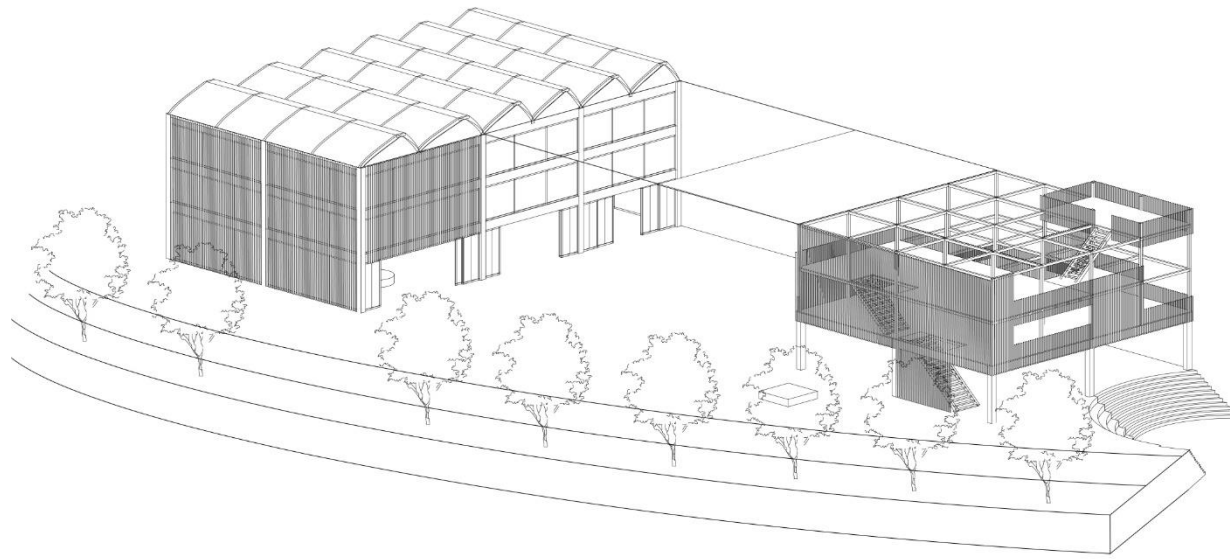


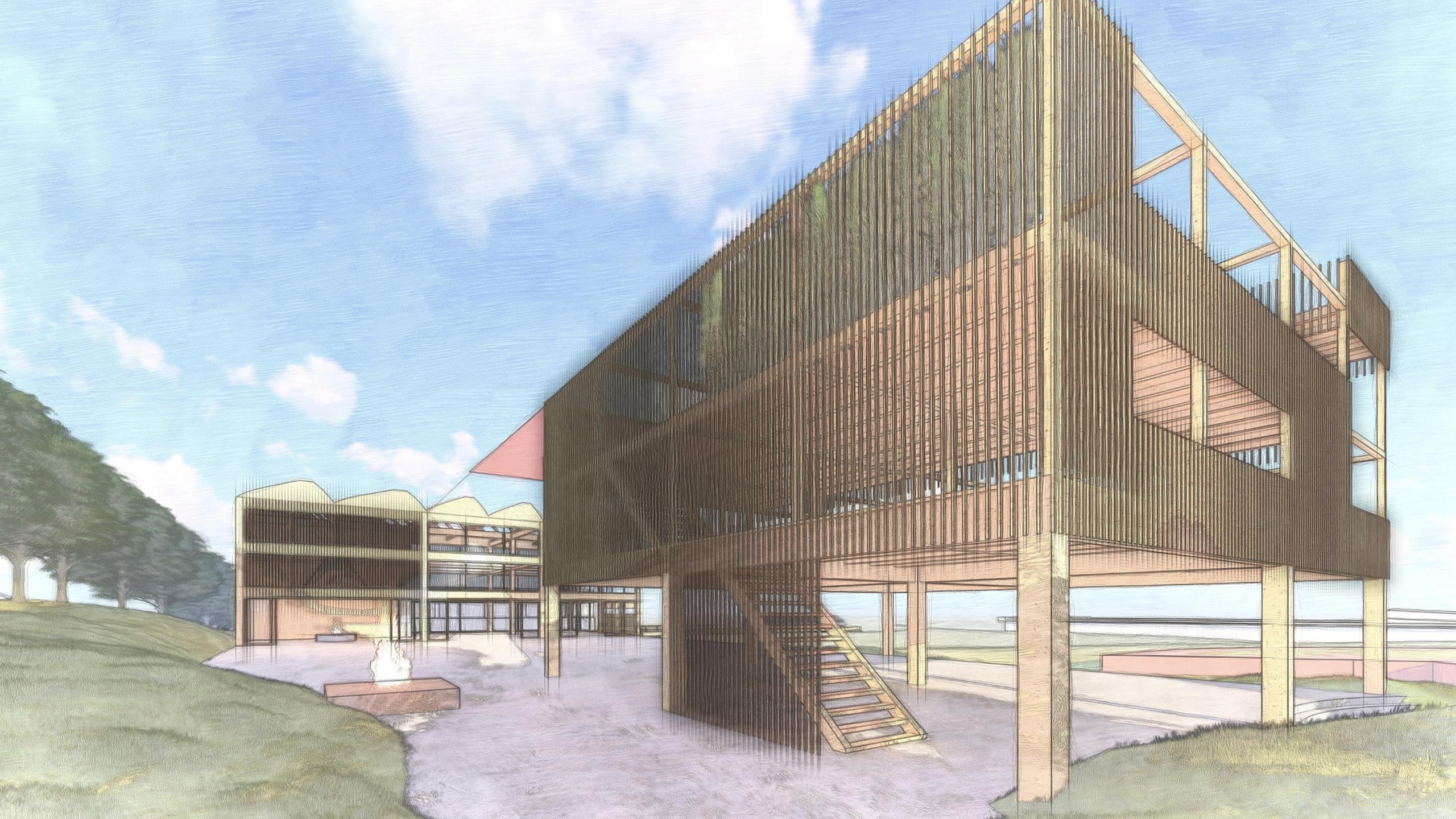


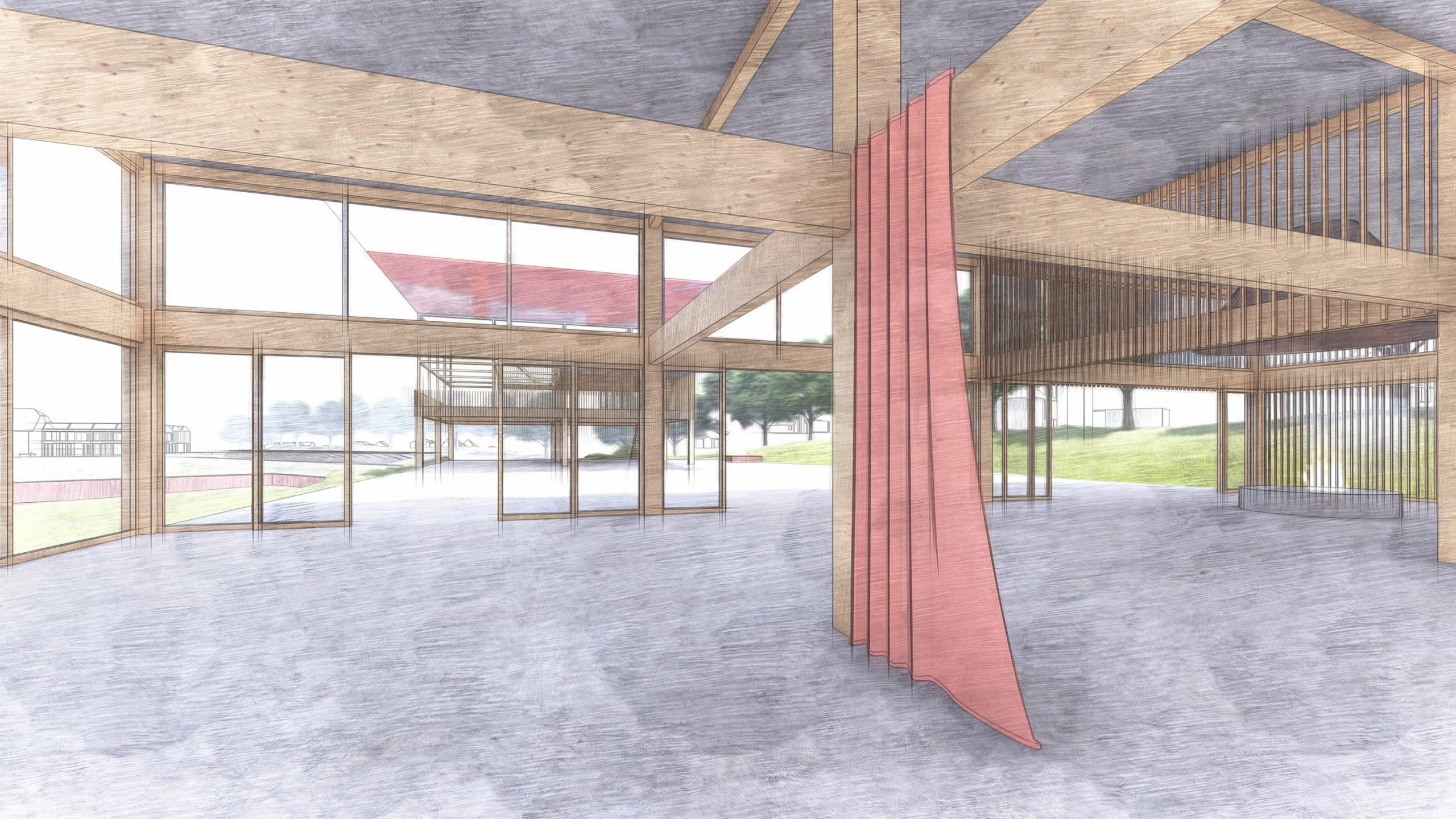


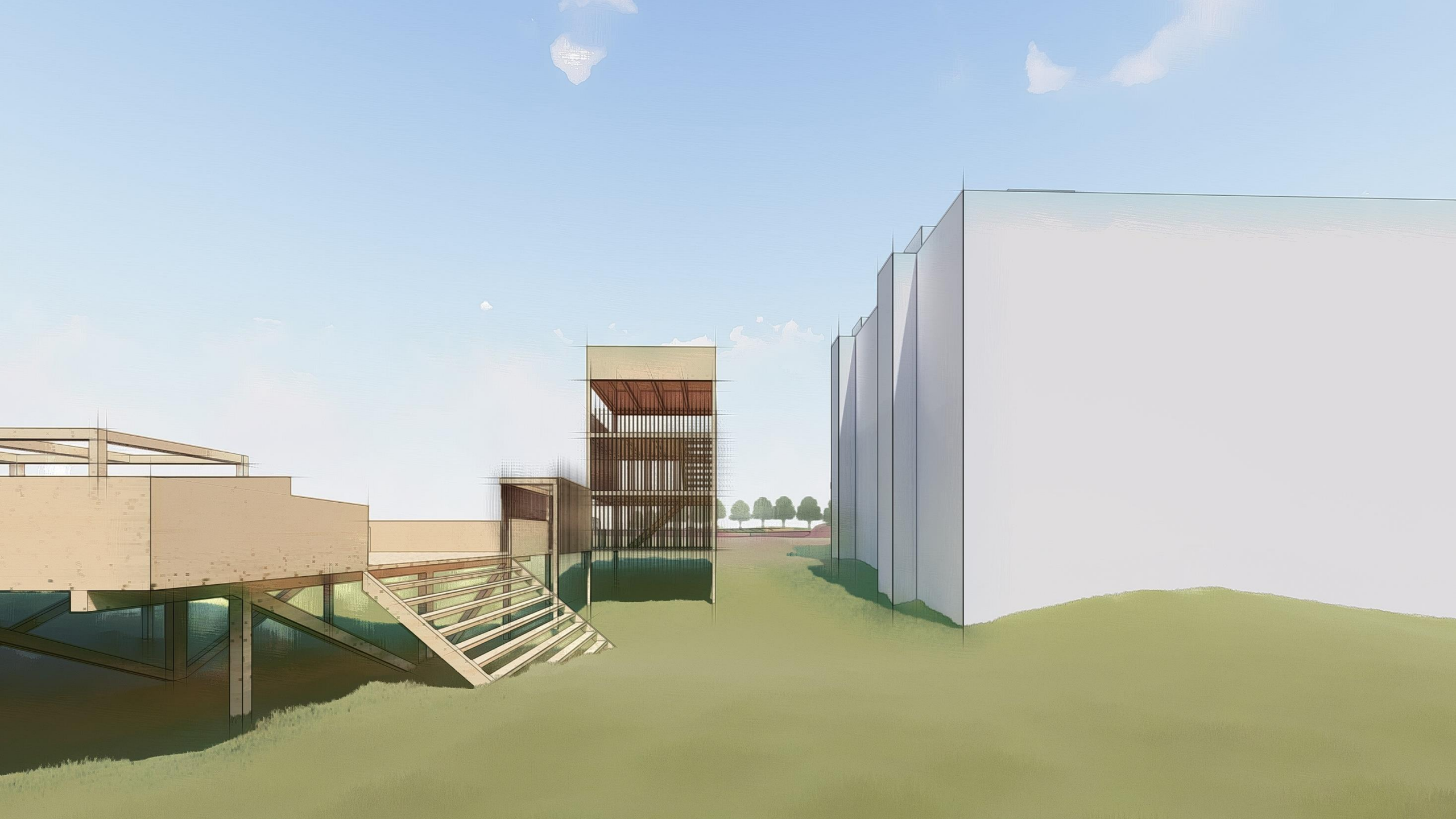












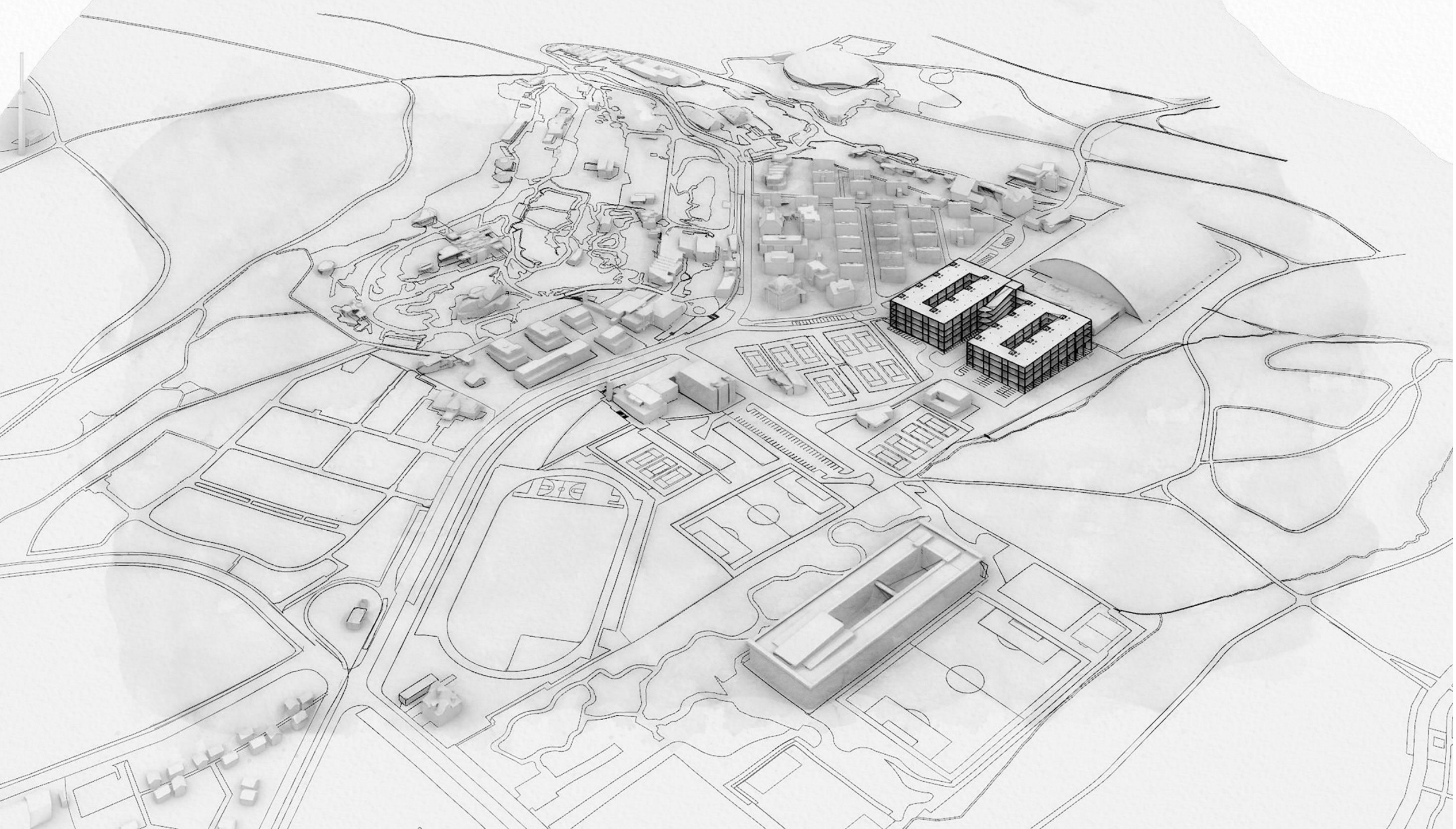


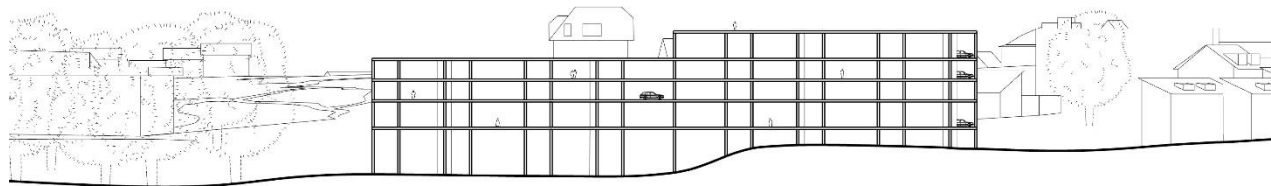
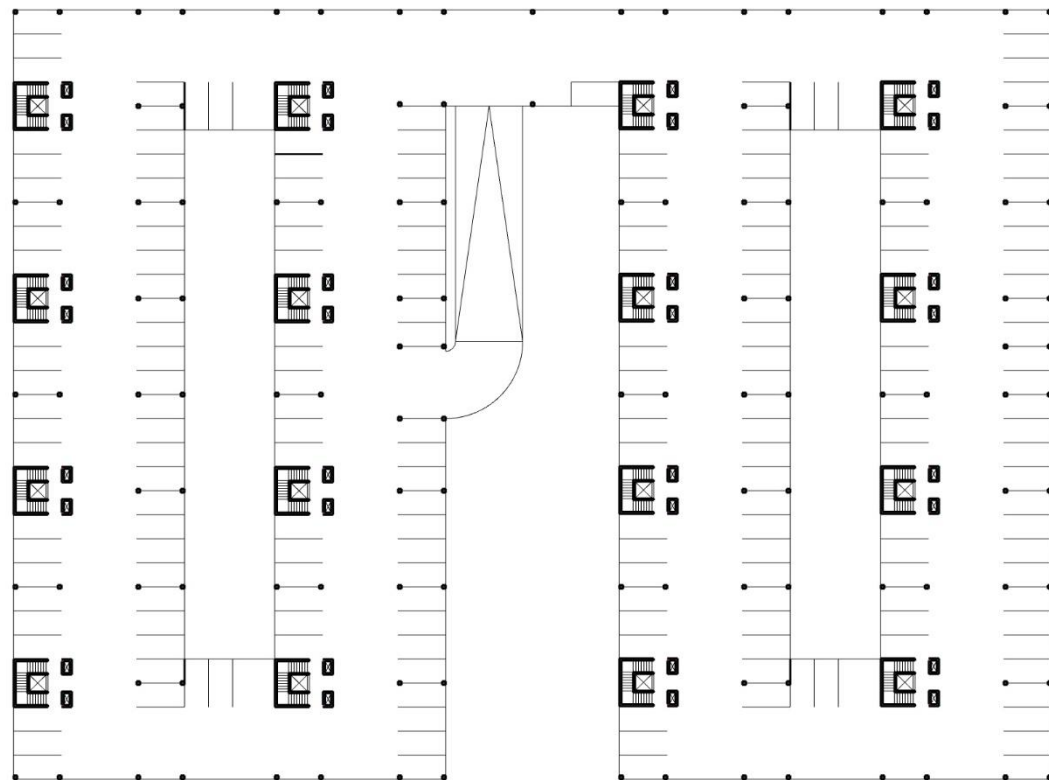
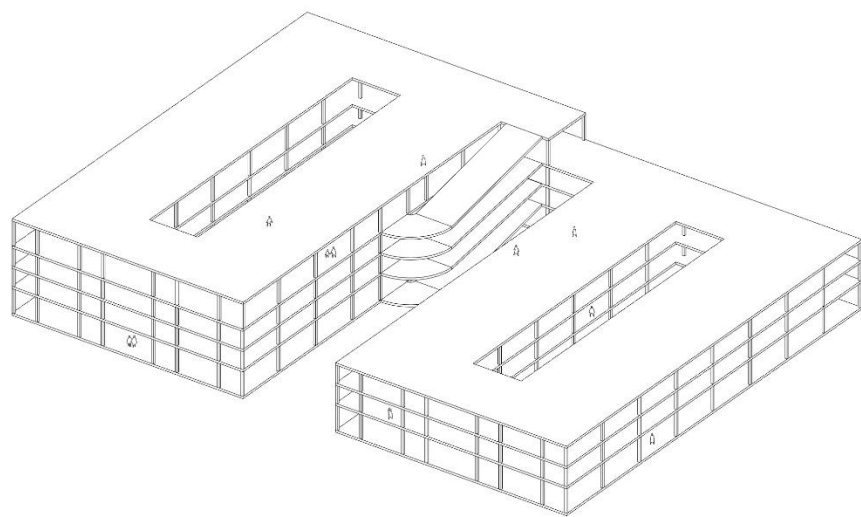




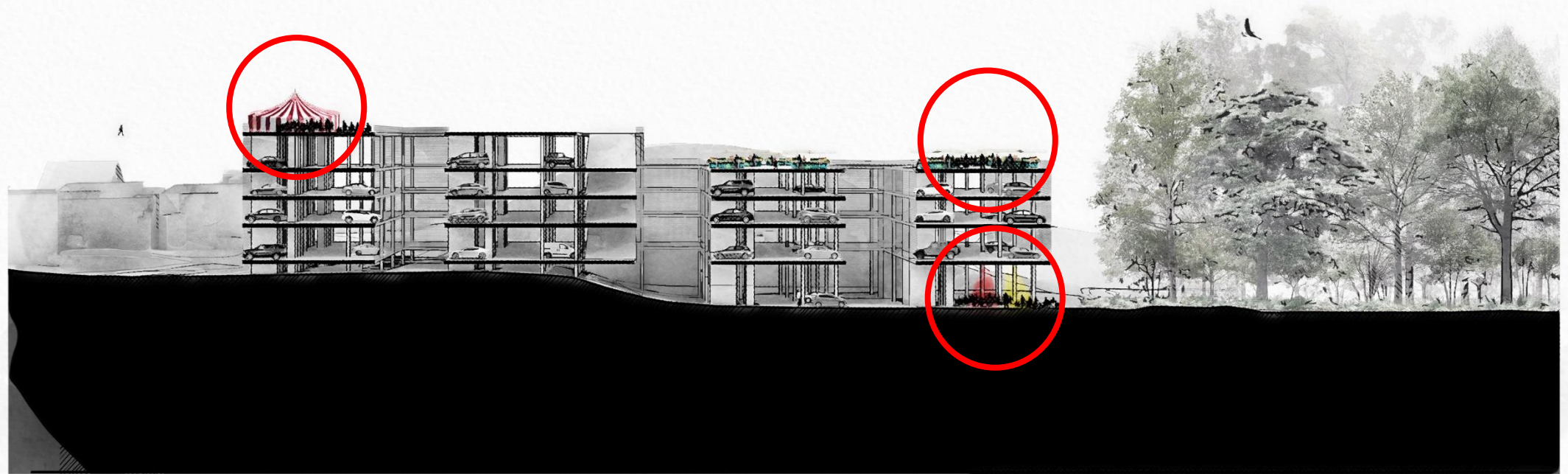




















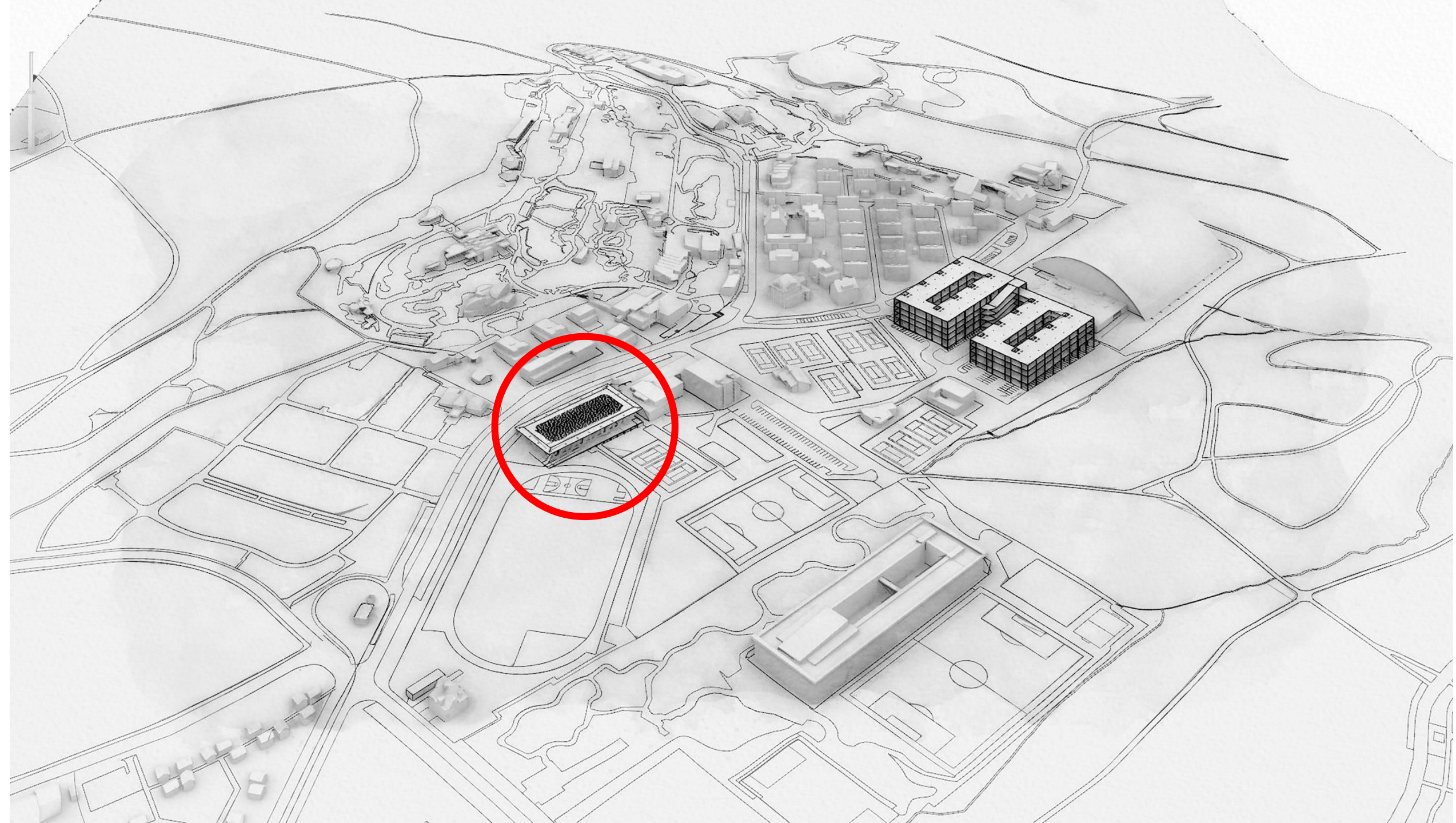


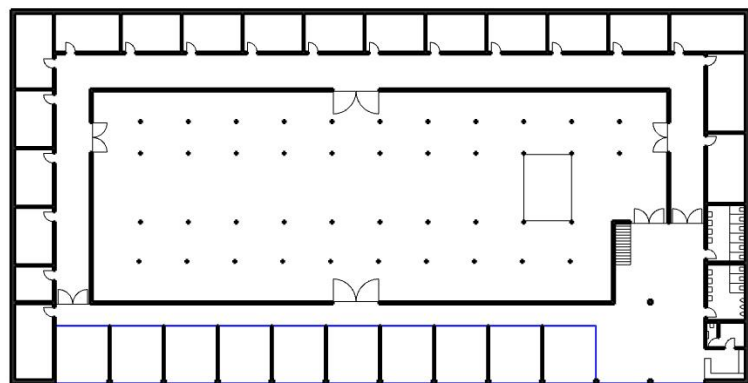
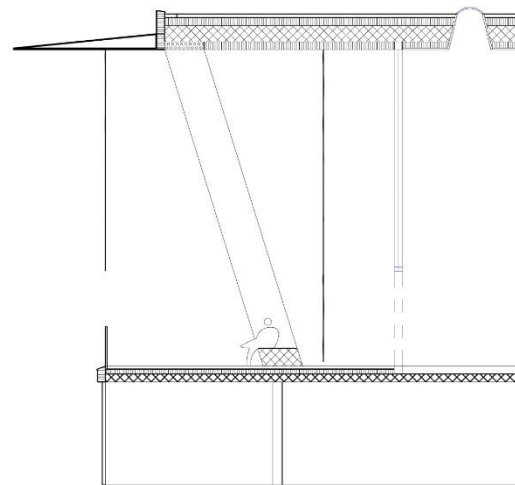
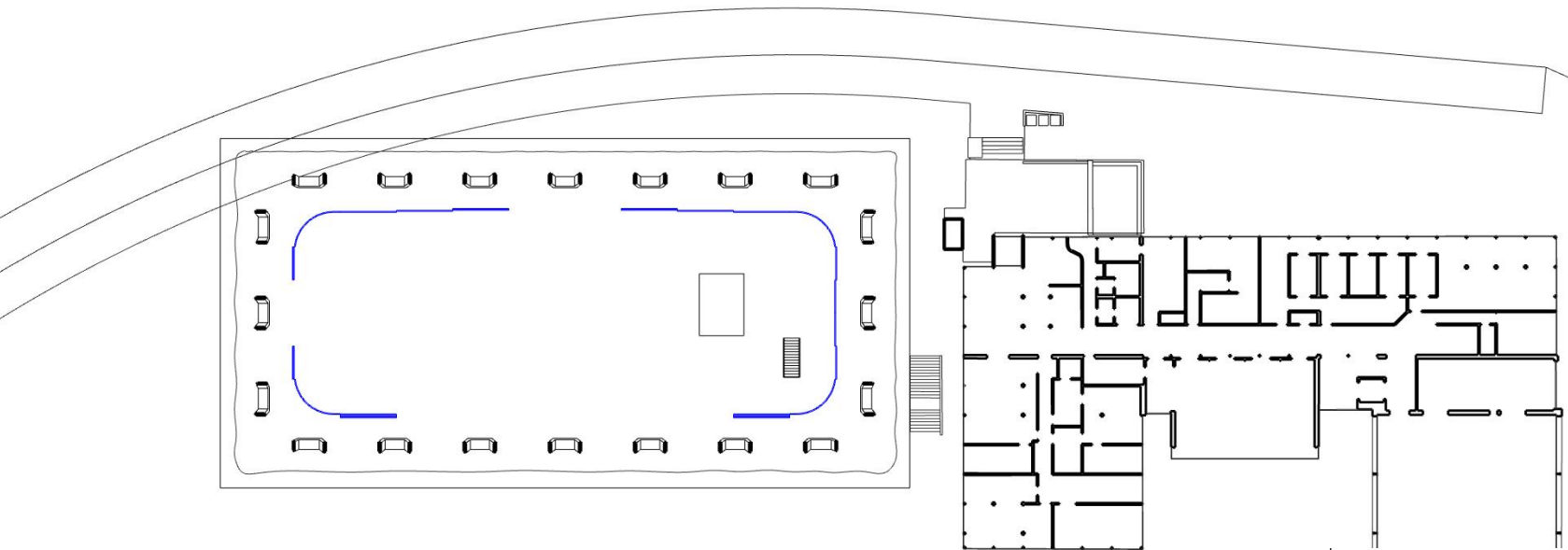




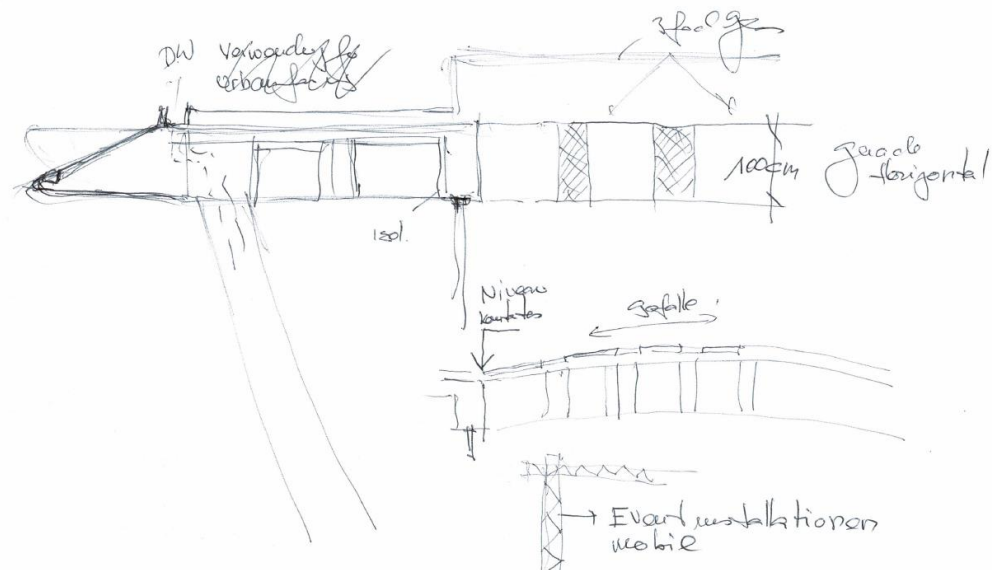


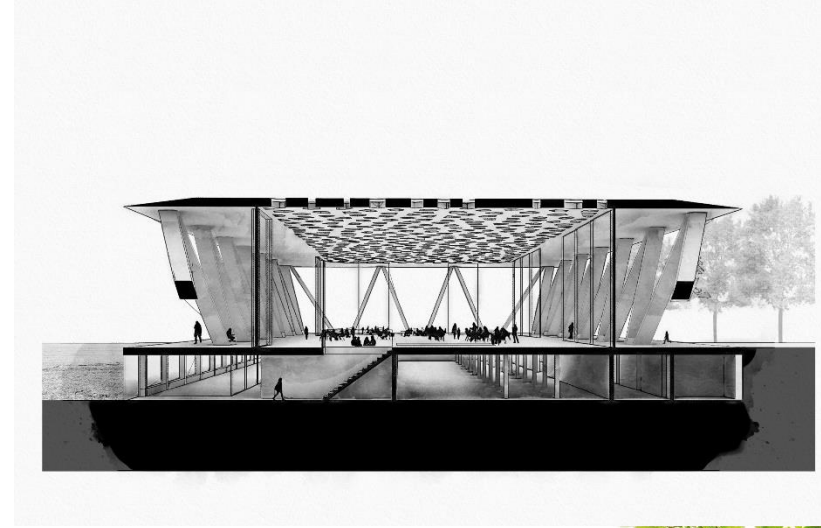






Die Kunst in Holz oder Beton



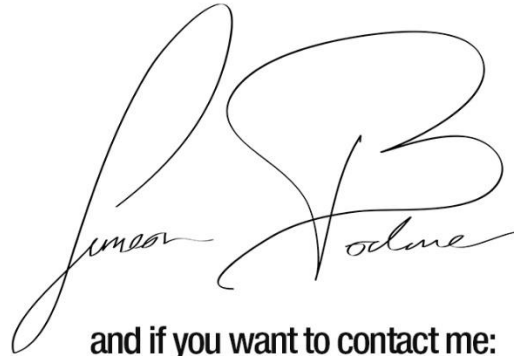


special thanks and hugs to my supporters and mentors:

**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:



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