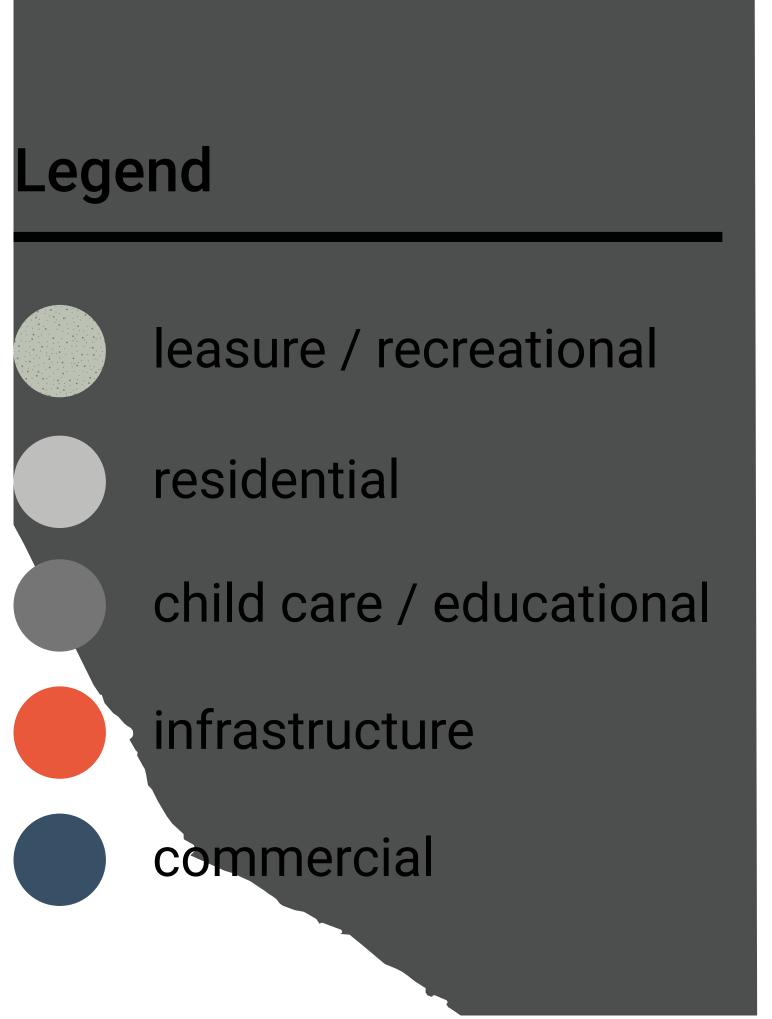
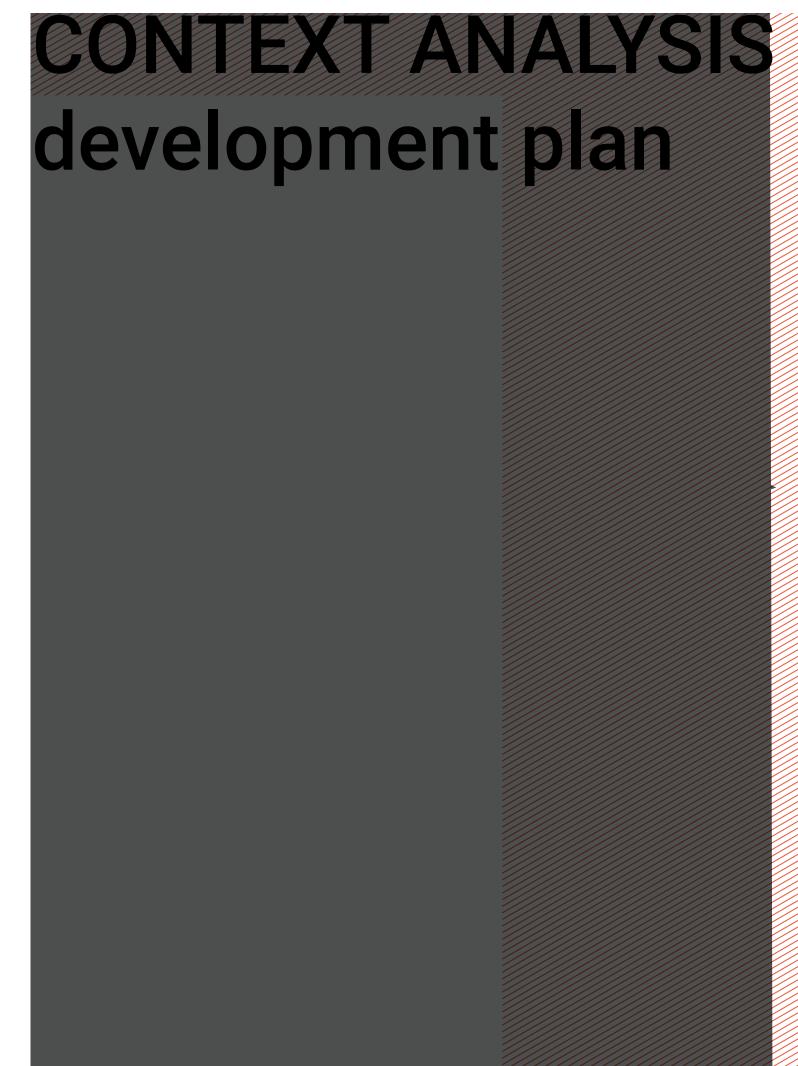


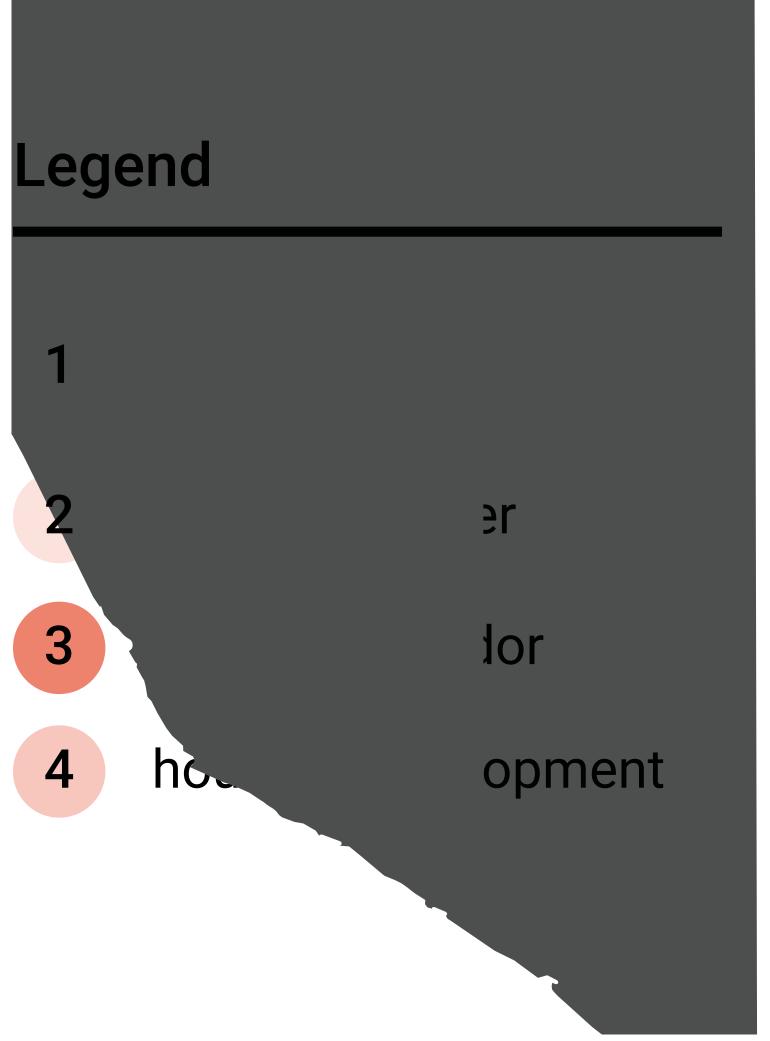


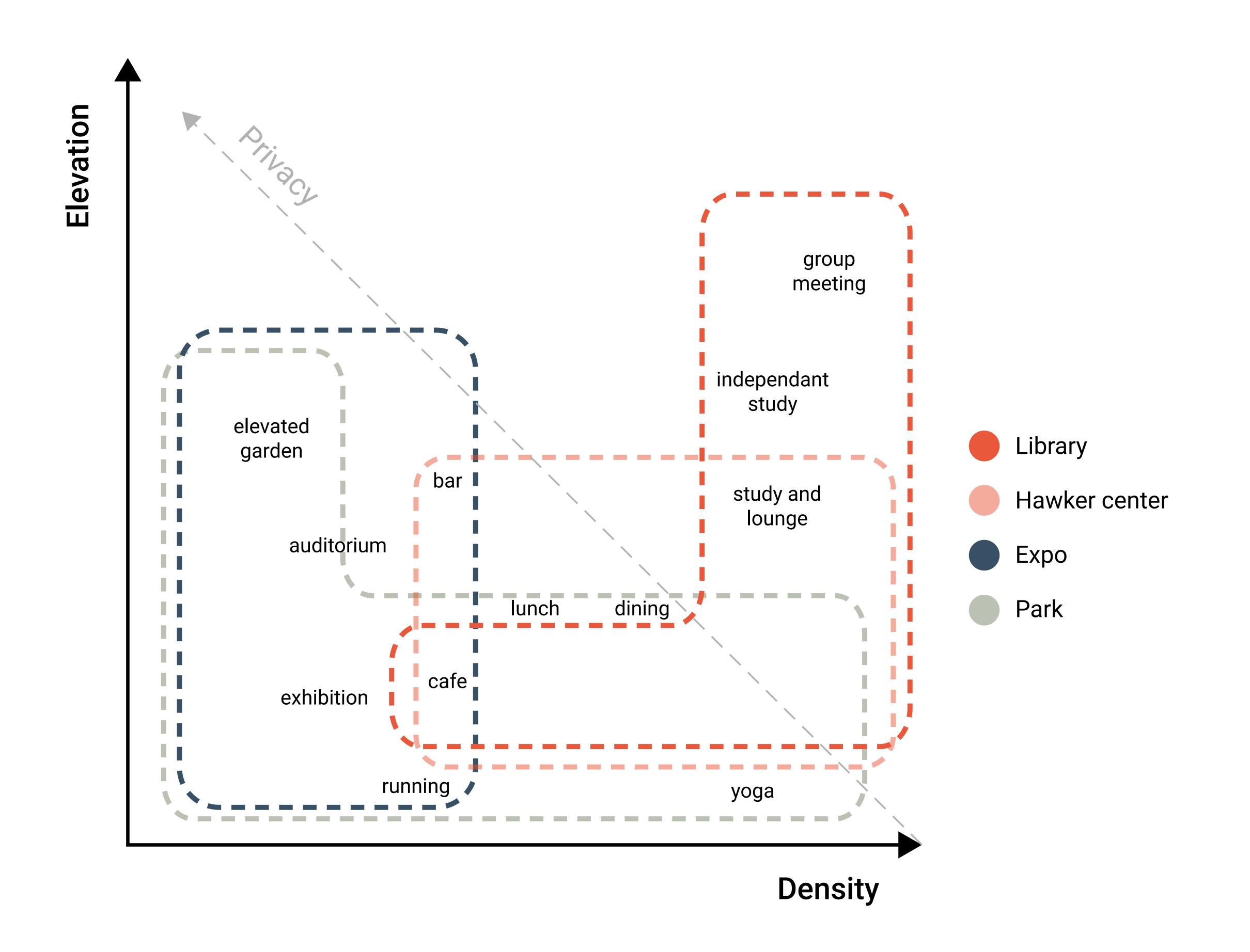
CONTEXT ANALYSIS existing



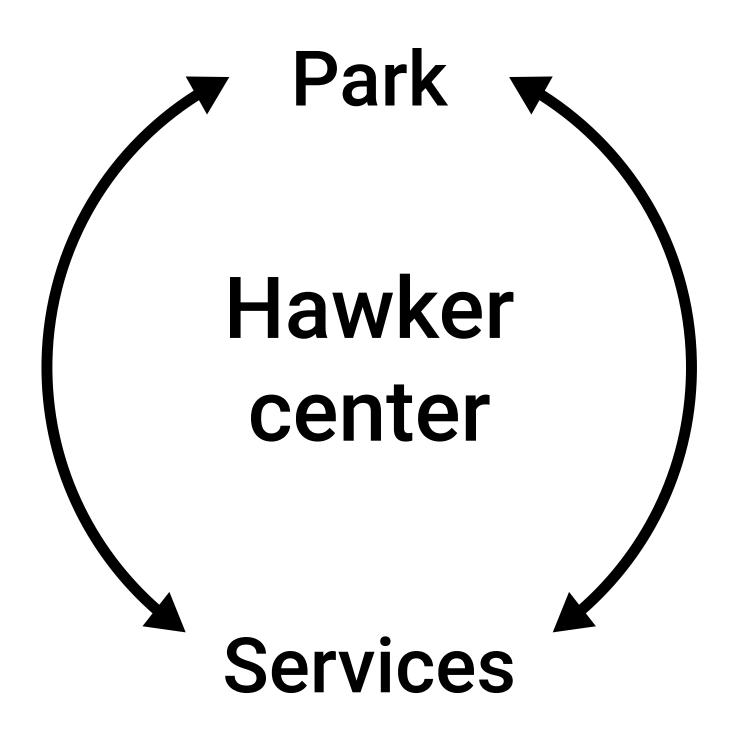




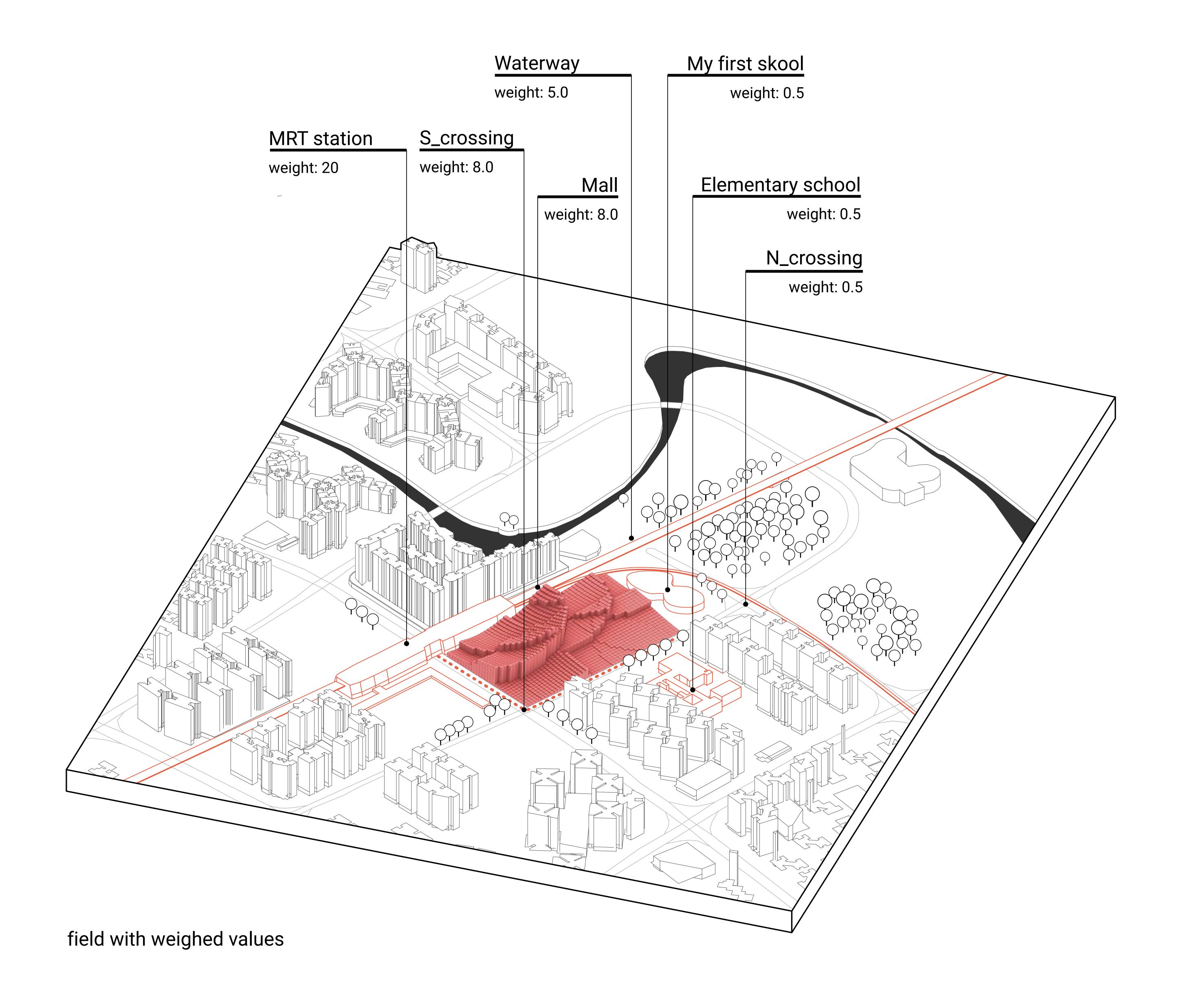




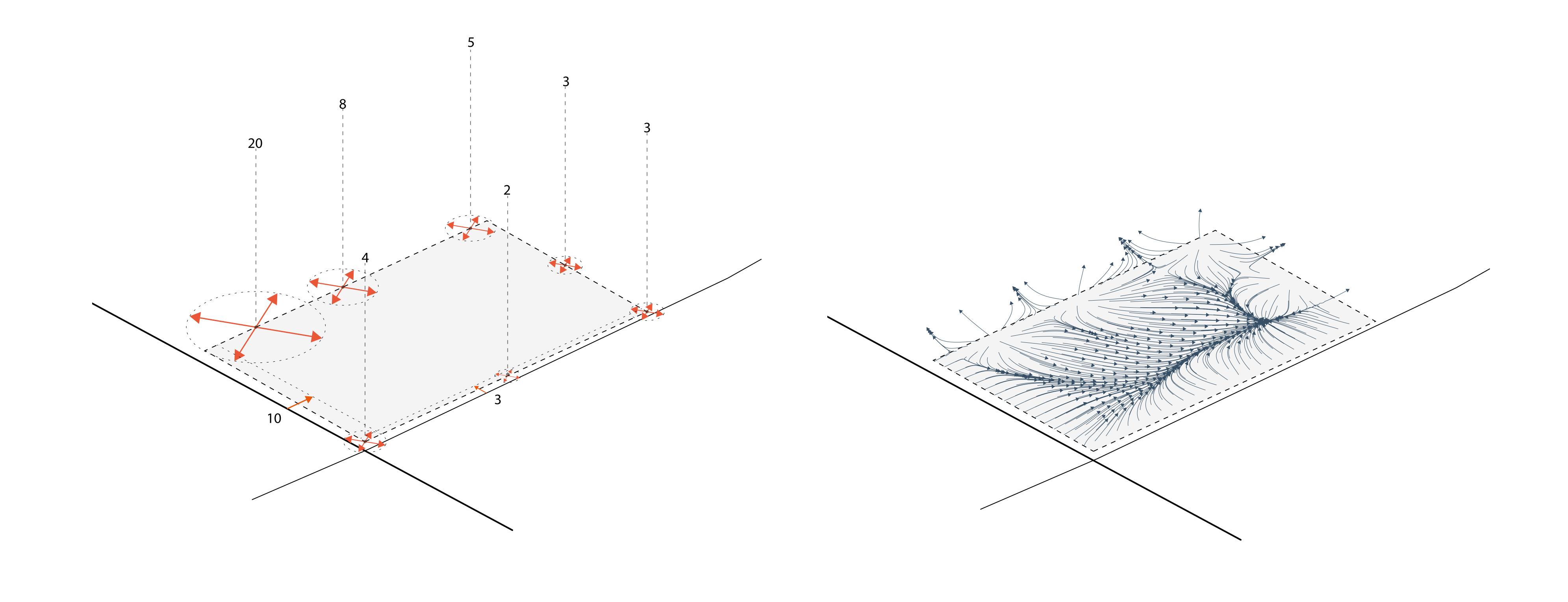
# PROGRAMMATIC DISTRIBUTION Density field



The main aim of the project is to blur the boundary between inside and outside and thus combine a park like landscape with integrated services and a seamless trasition between the two.



### ESTABLISHING A DENSITY FIELD

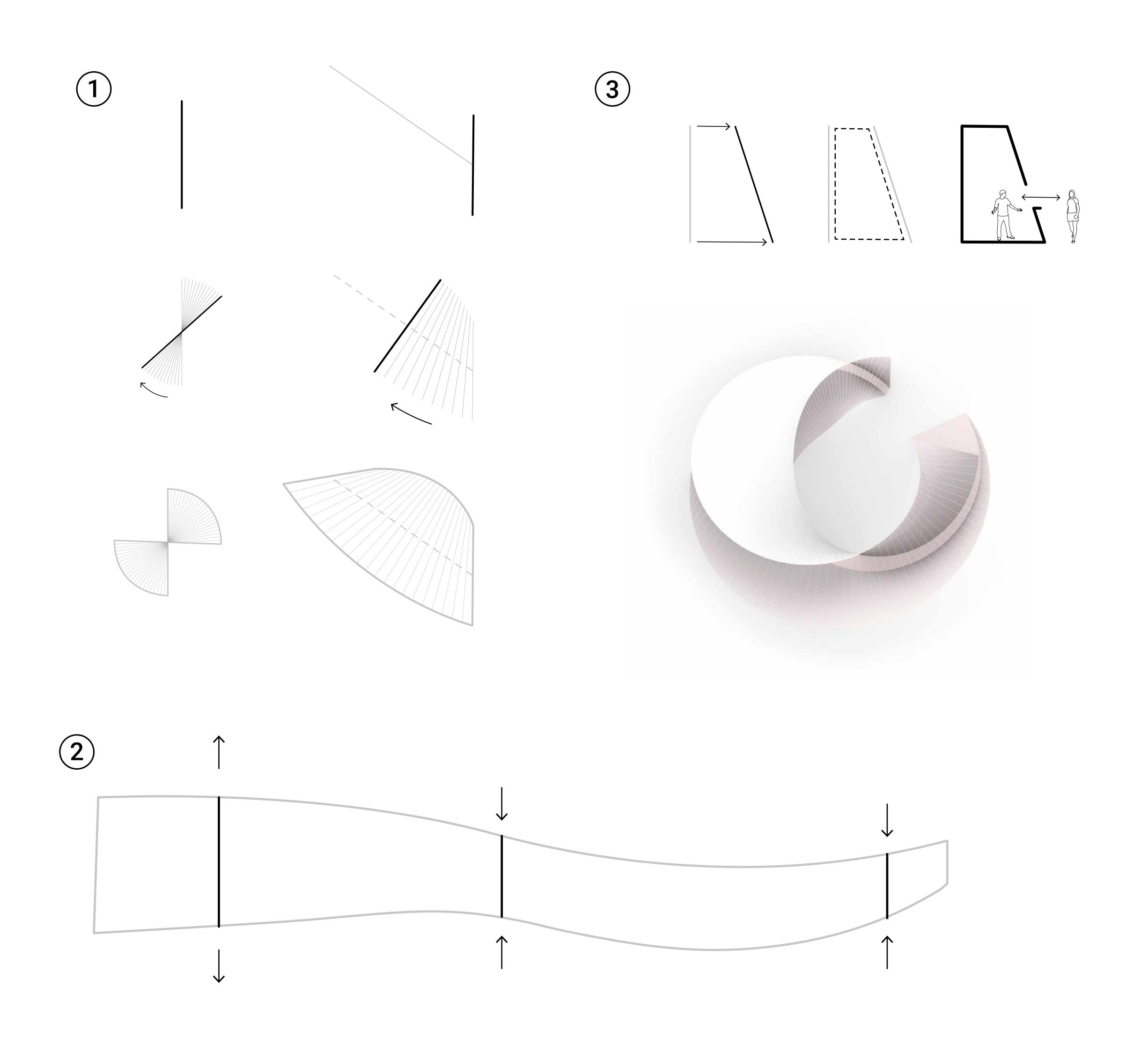


nodes as force emitters

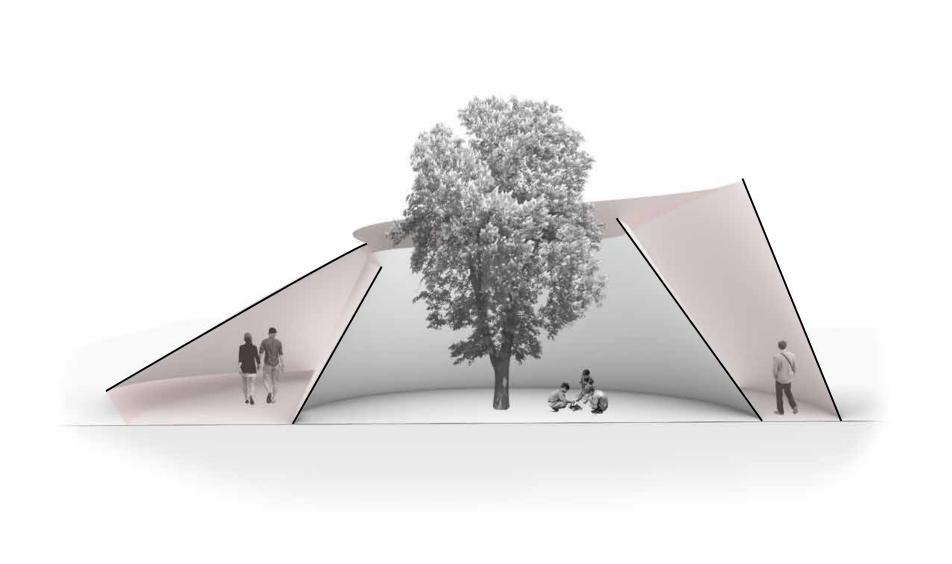
flow of test particles







### GEOMETRY construction of sheet



#### 1\_ROTATION ANGLE

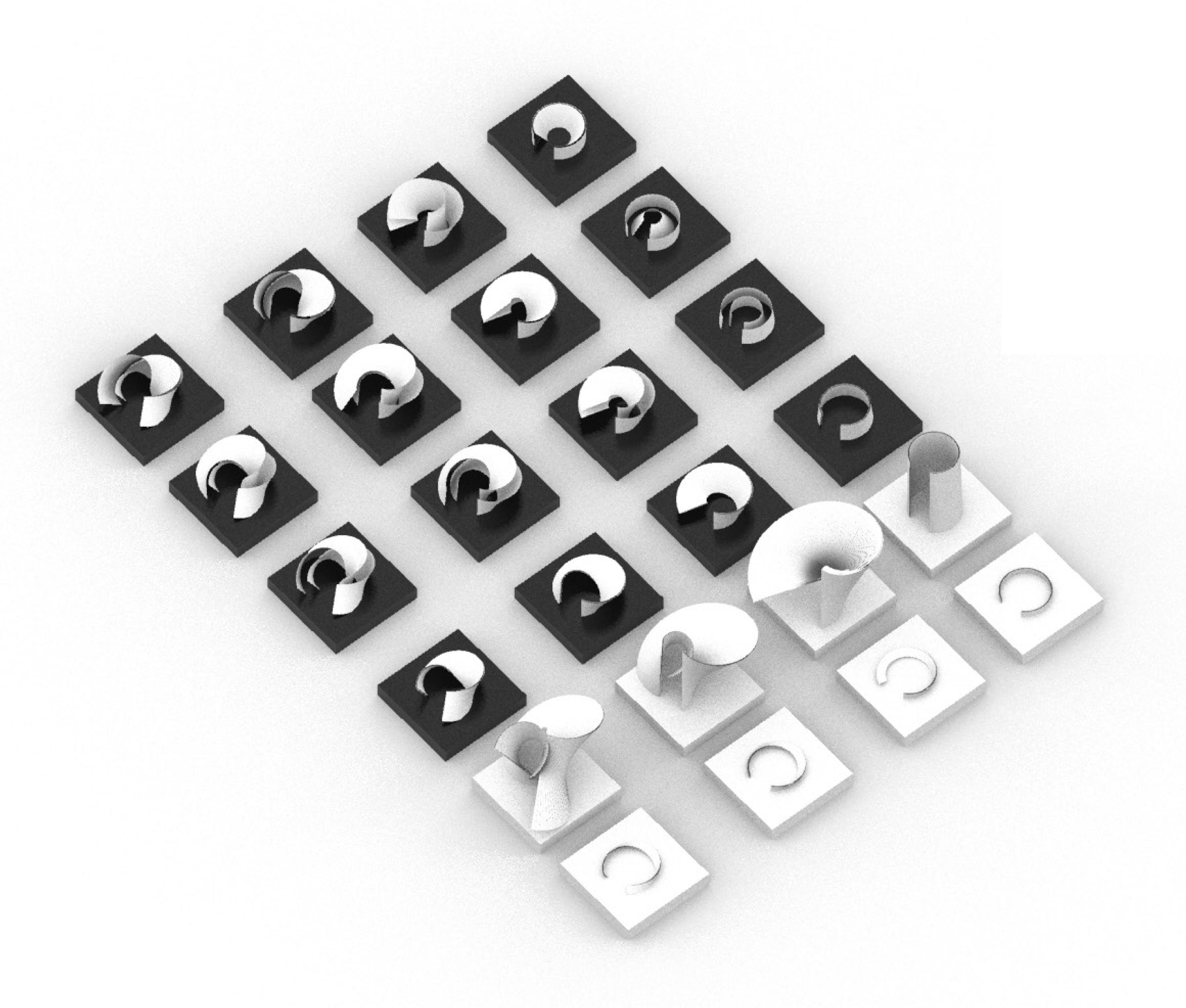
the sheets are constructed from a series of straigth lines that are then lofted

#### 2\_WIDTH

the profile width of the sheet varies based on a function

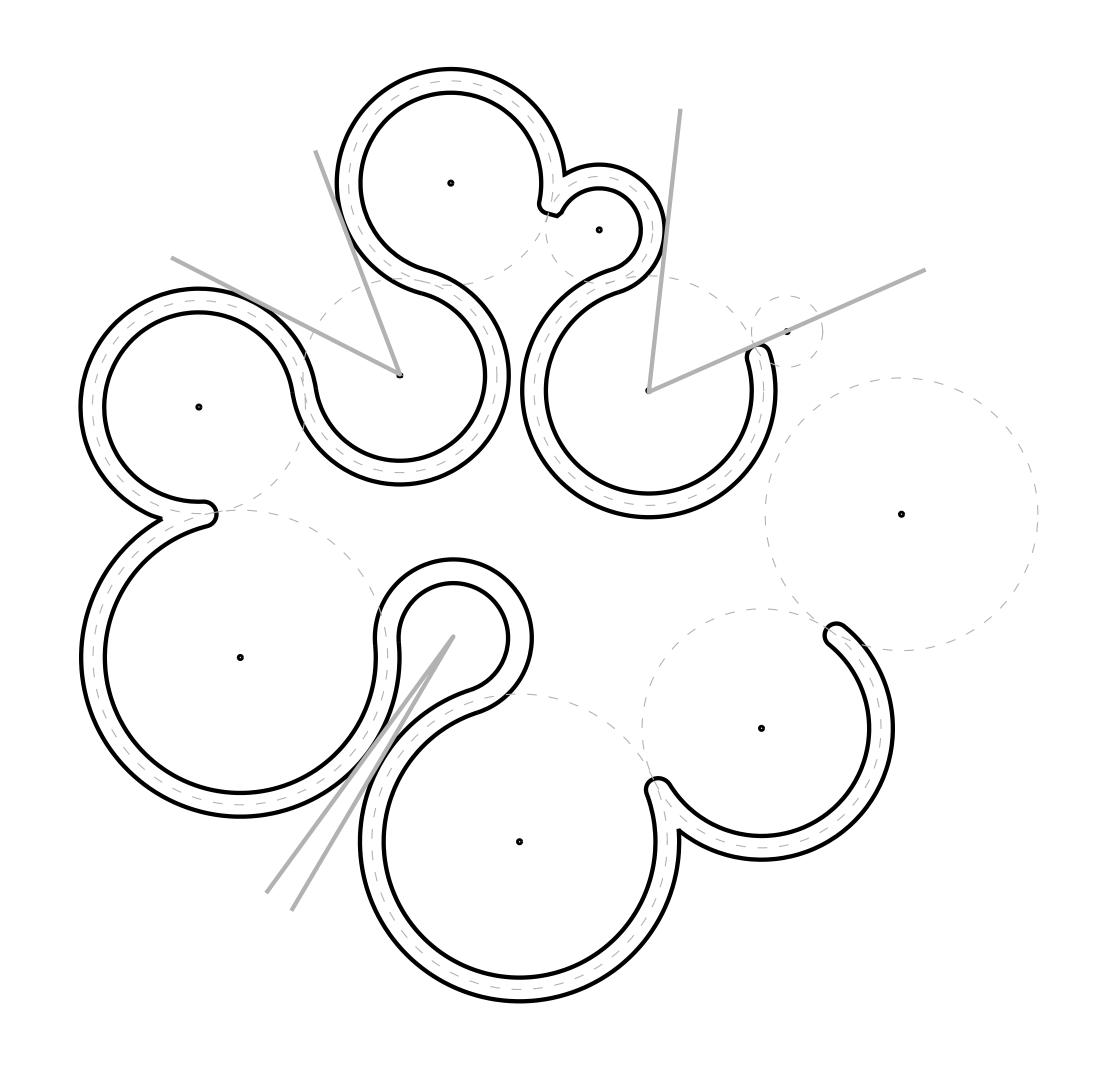
#### 3\_THICKNESS

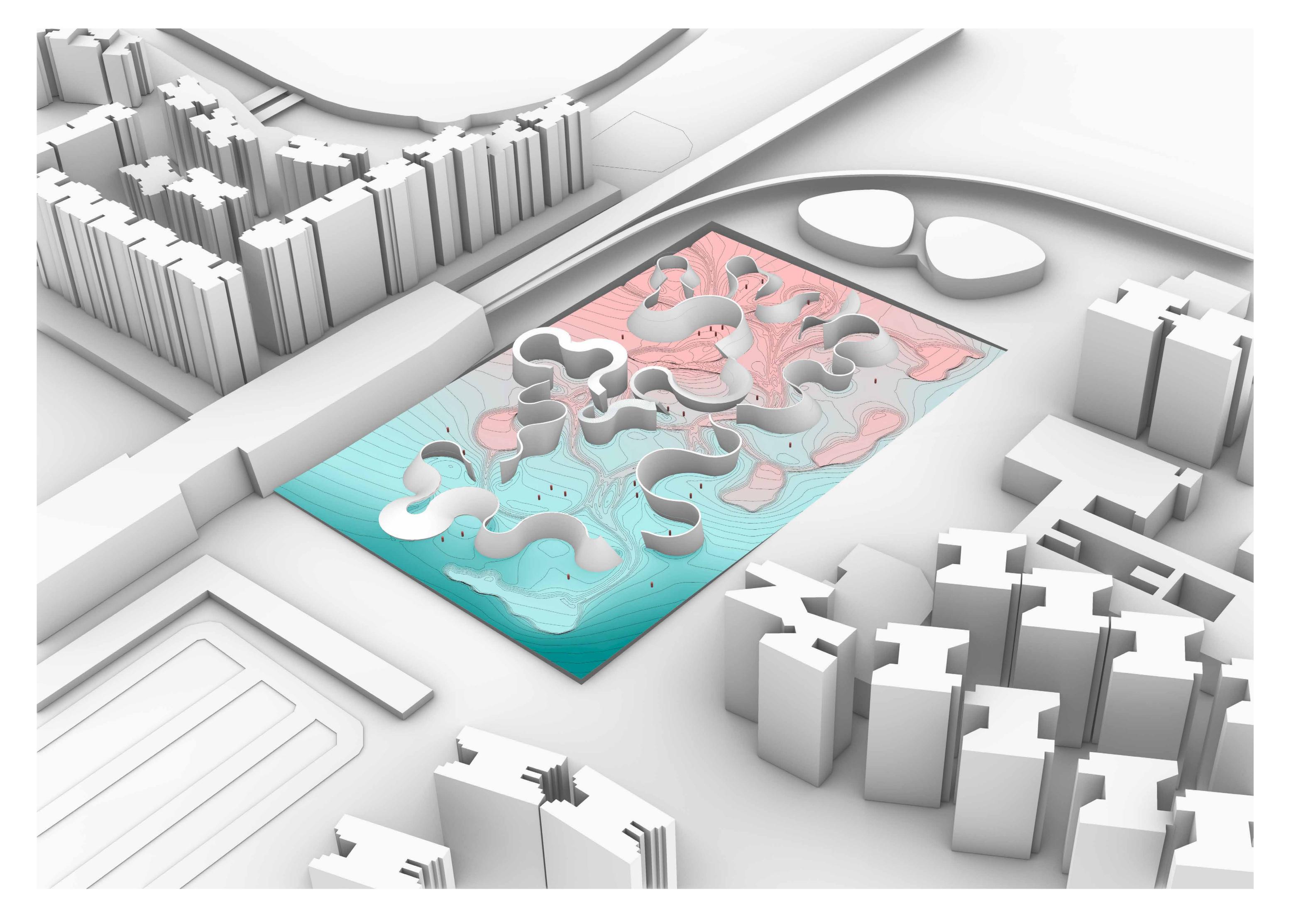
the sheet is offset by a second layer which leads to a space (of transition) between them. The offset amount is depending on a specific function and scale of the strip



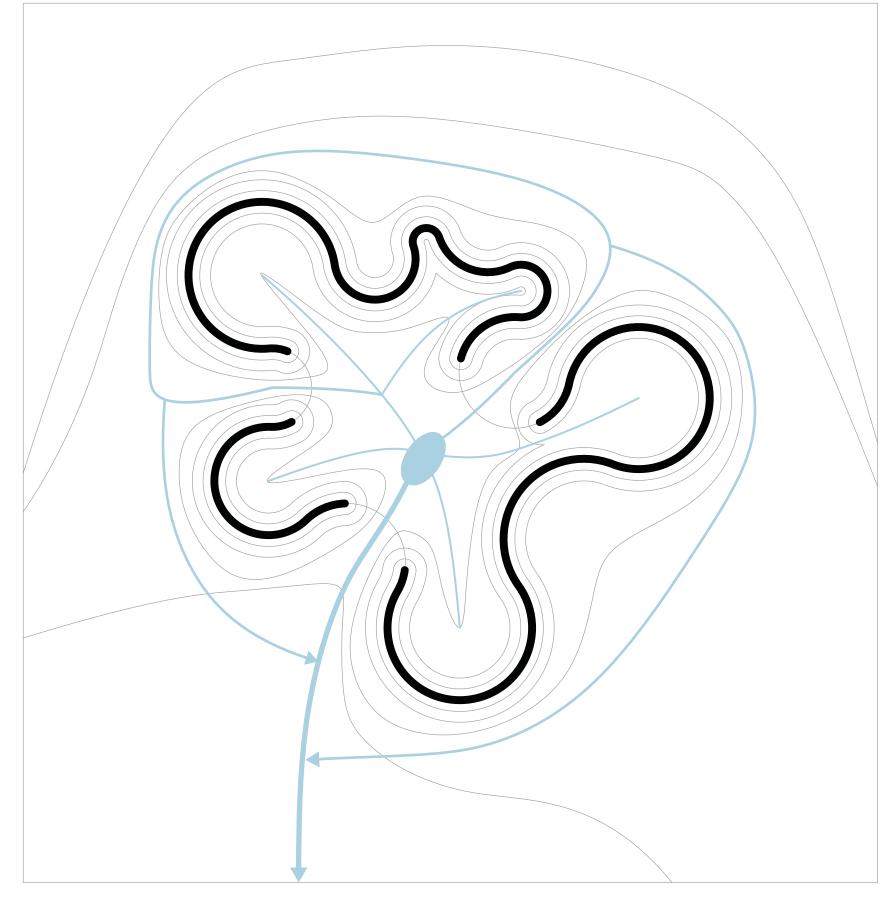
### GEOMETRY form finding

The array explores the three set parameters in a variety of combinations to determine possible spatial qualities inherent to the system of geometry. The aim was to establish proto spaces with a certain set of qualities that are linked to exact parameter settings, these can then be recreated in the field condition in a more controled way.





### TOPOGRAPHY the water network



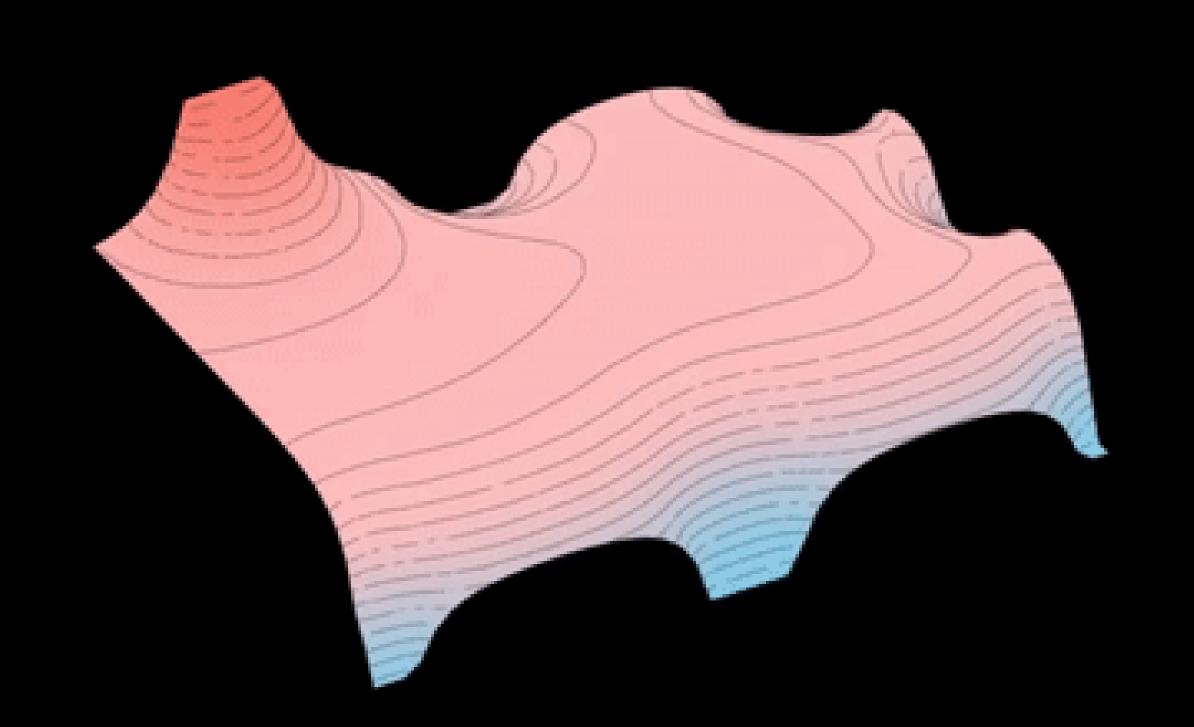
To the waterway

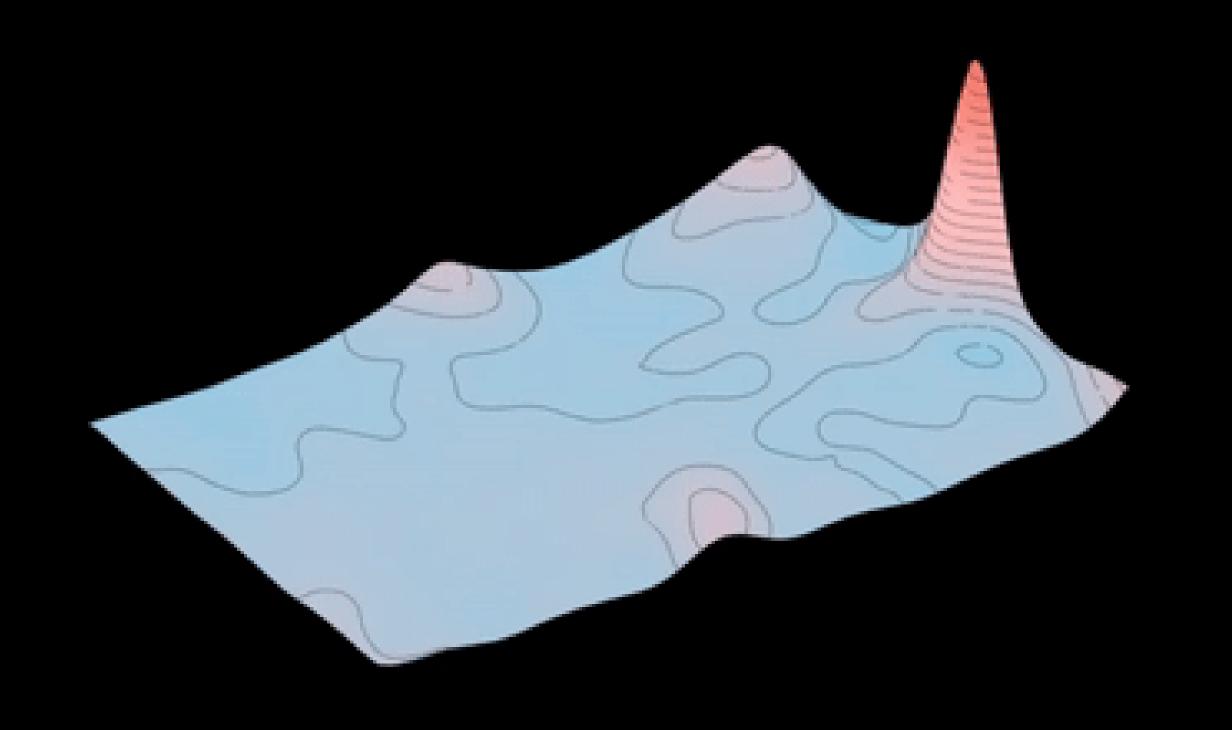
The geometry is overlayed or interwoven with a system of water drainage that acts as microclimate regulation and sensory guide, connecting the site with the waterway promenade in a fluent manner.

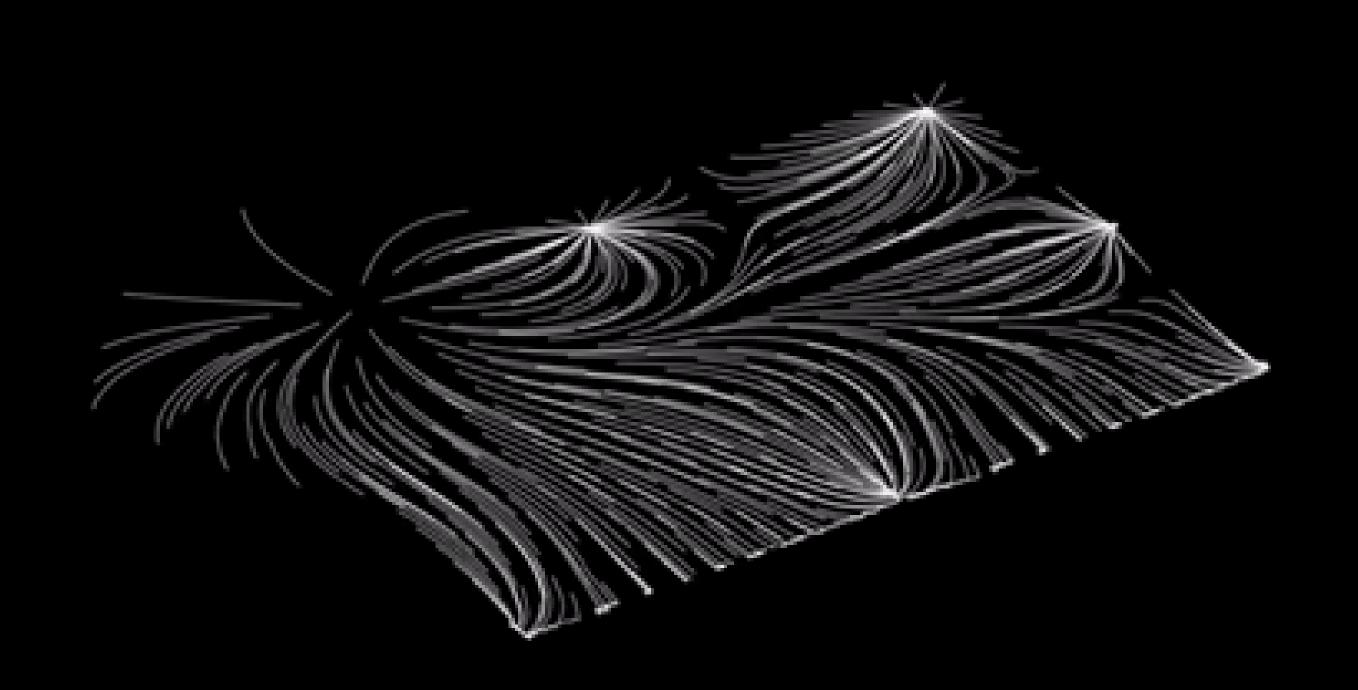
### GEOMETRY — TOPOGRAPHY

### GEOMETRY — TOPOGRAPHY

#### field experiements

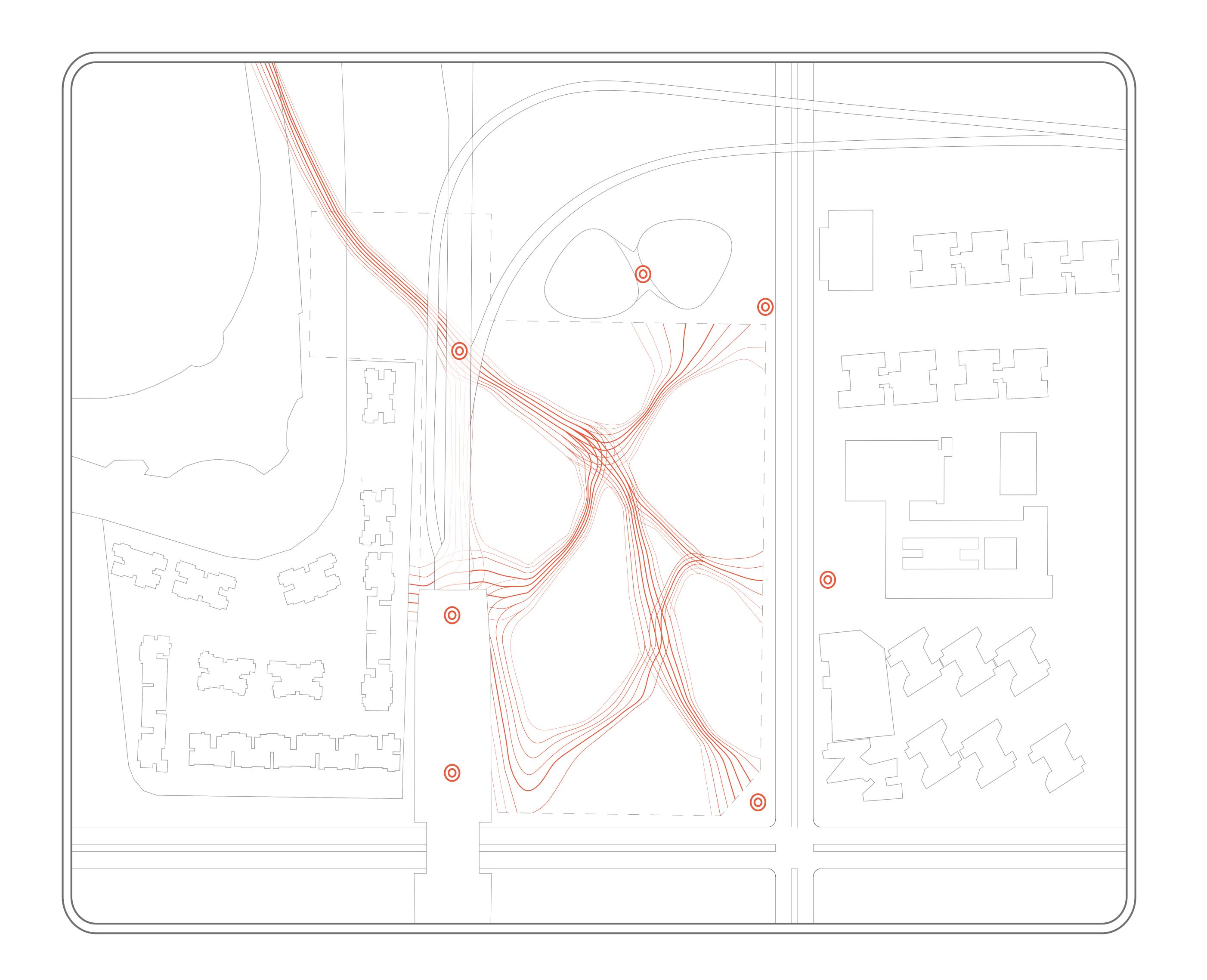




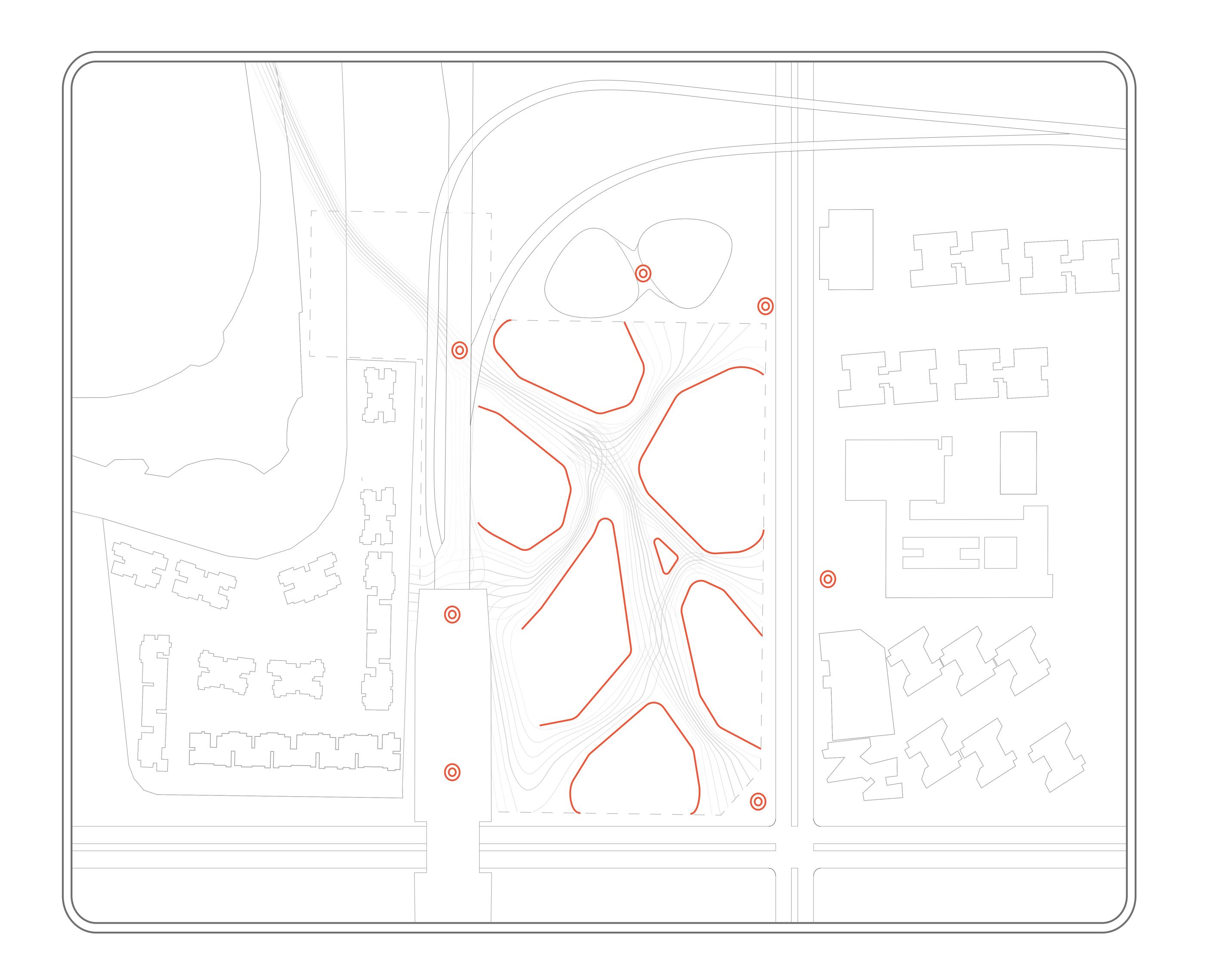




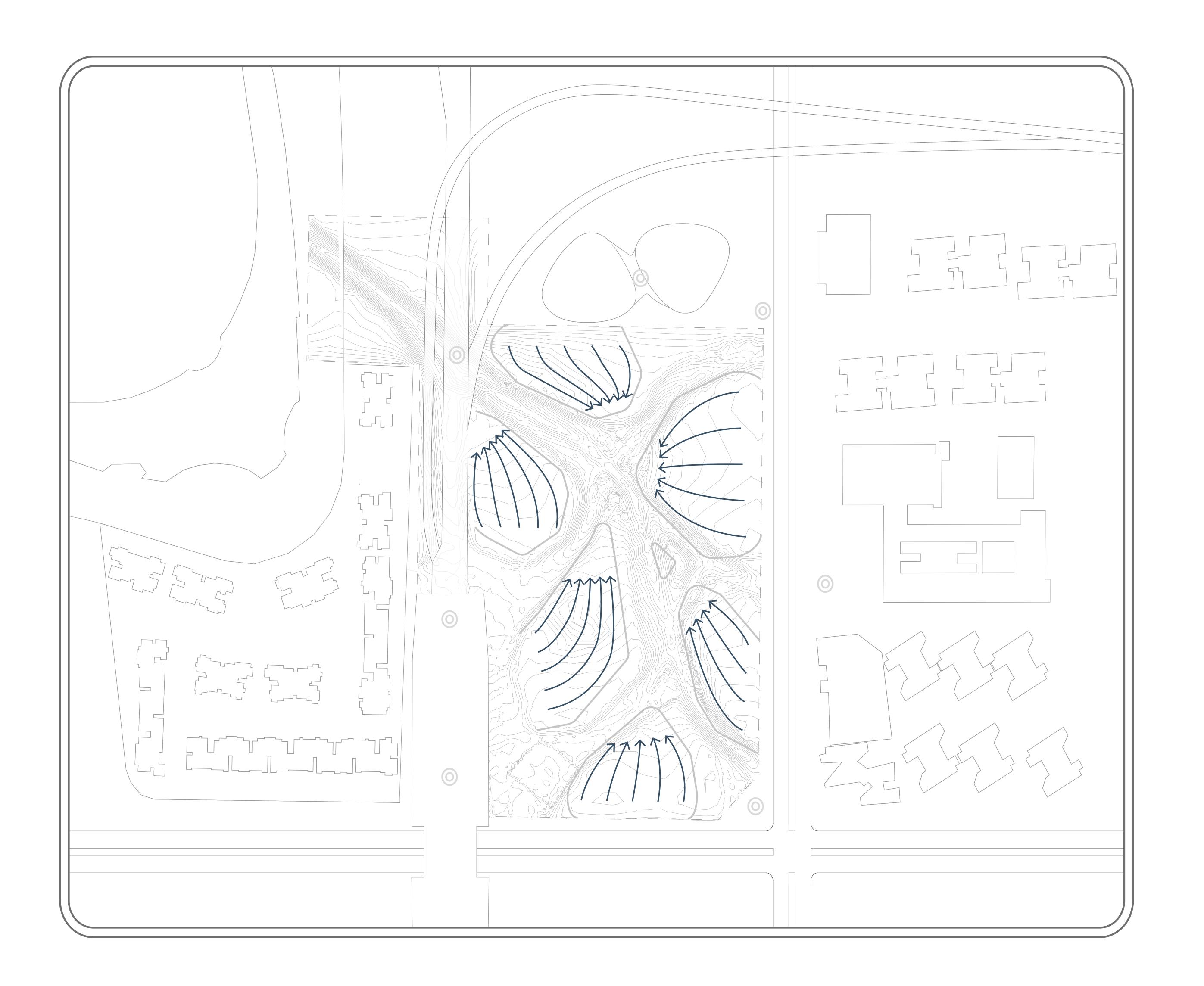
## PLOT HANDLING weighing the nodes



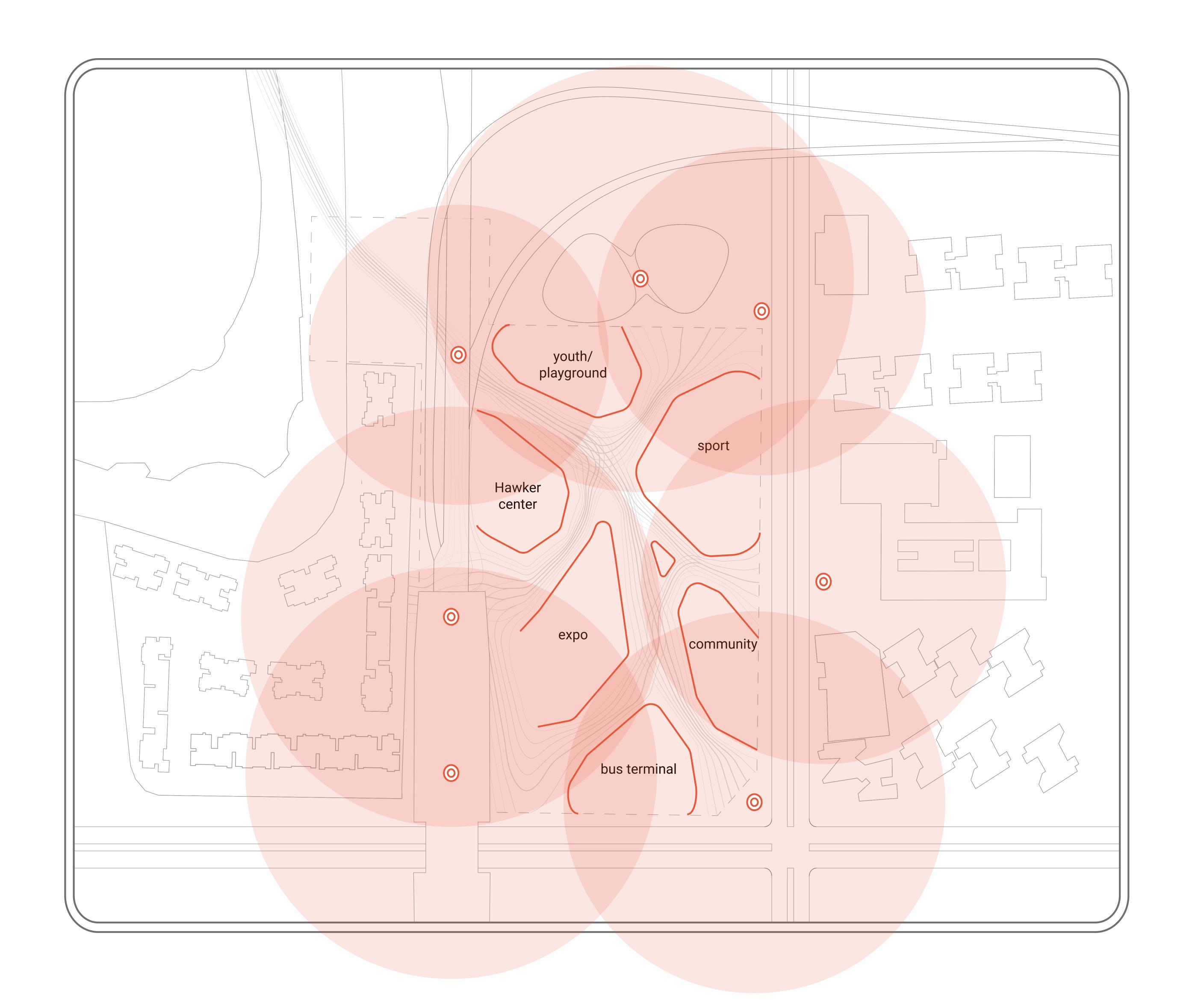
## PLOT HANDLING extending the river



### PLOT HANDLING formation of islands



## PLOT HANDLING water funneling



# PLOT HANDLING programming of islands

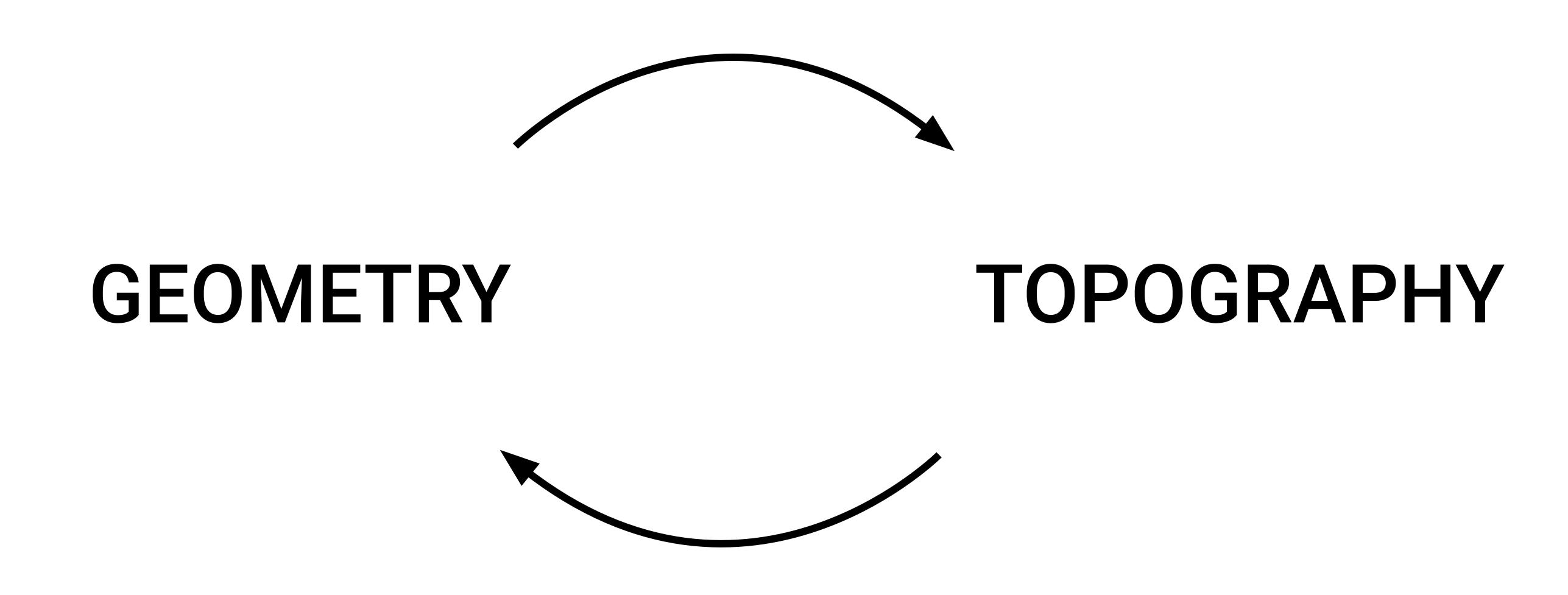


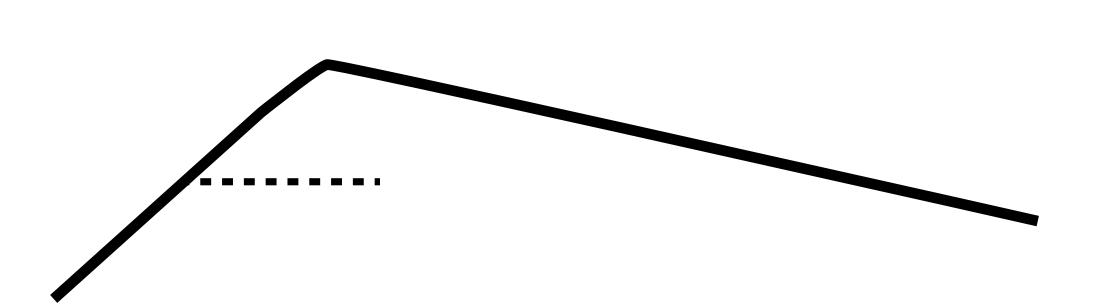
# PLOT HANDLING overlapping

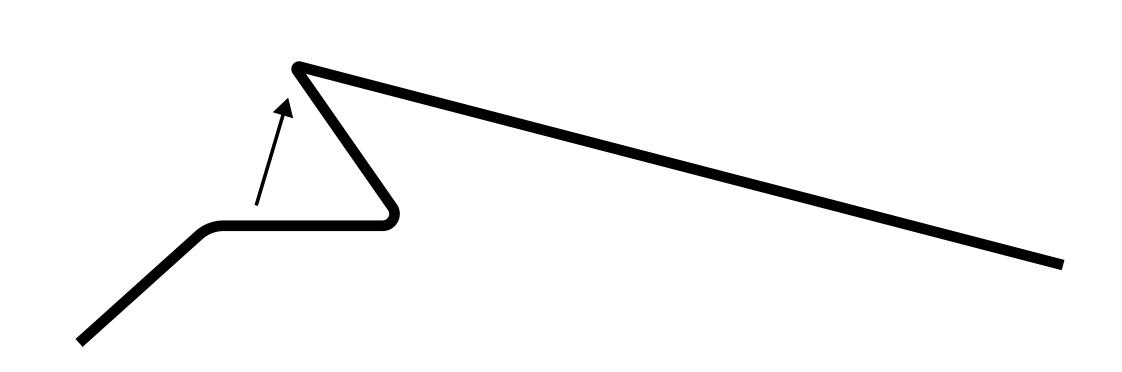
GEOMETRY

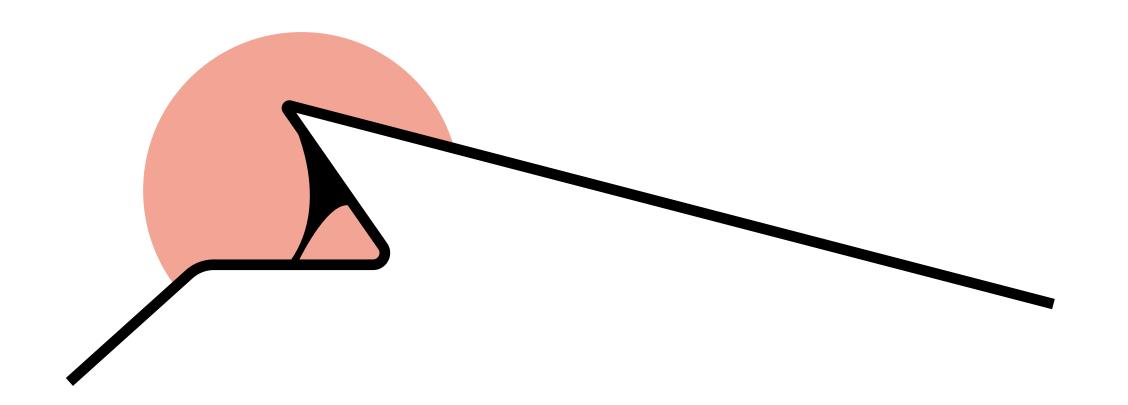
TOPOGRAPHY

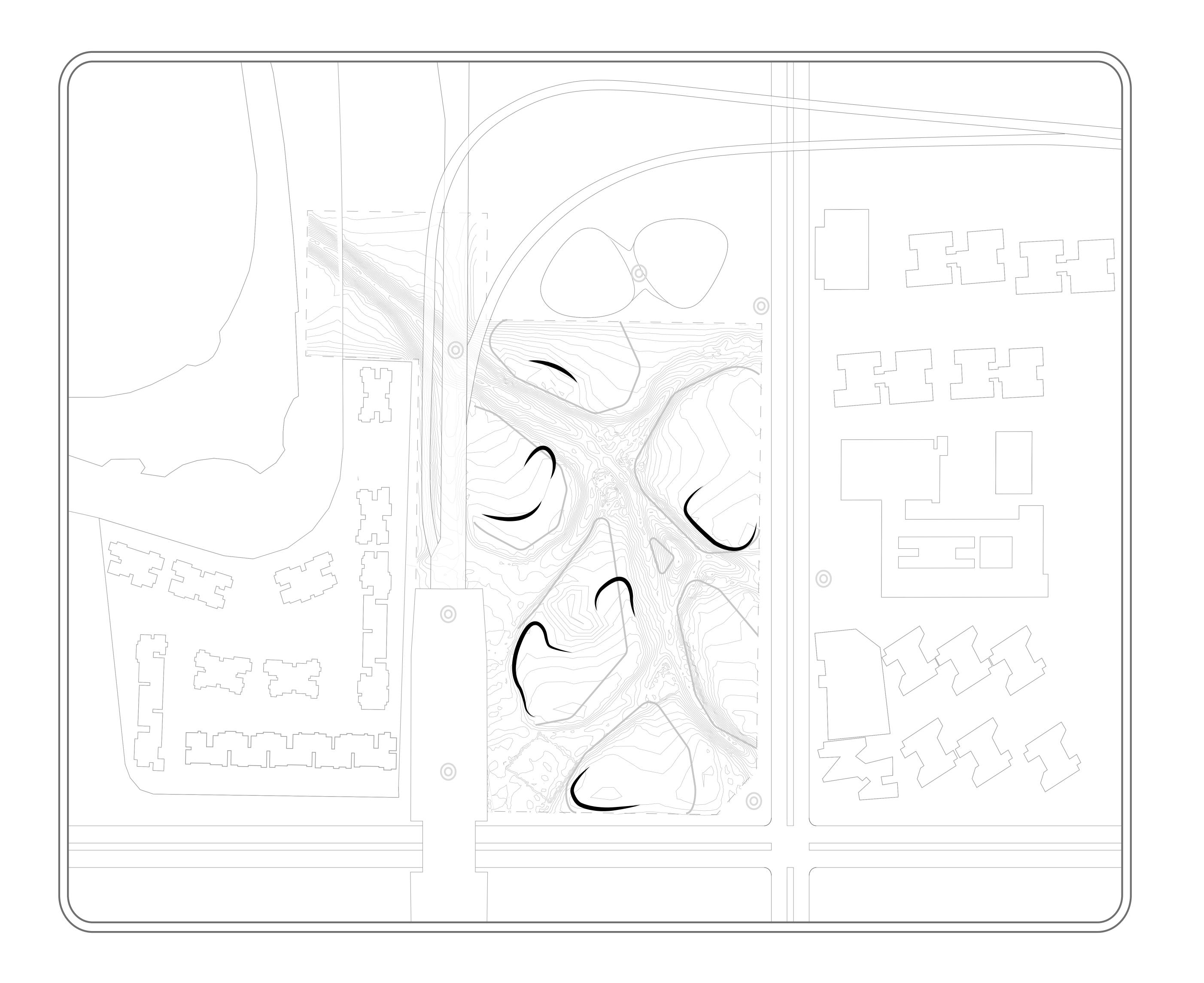
### GEOMETRY TOPOGRAPHY



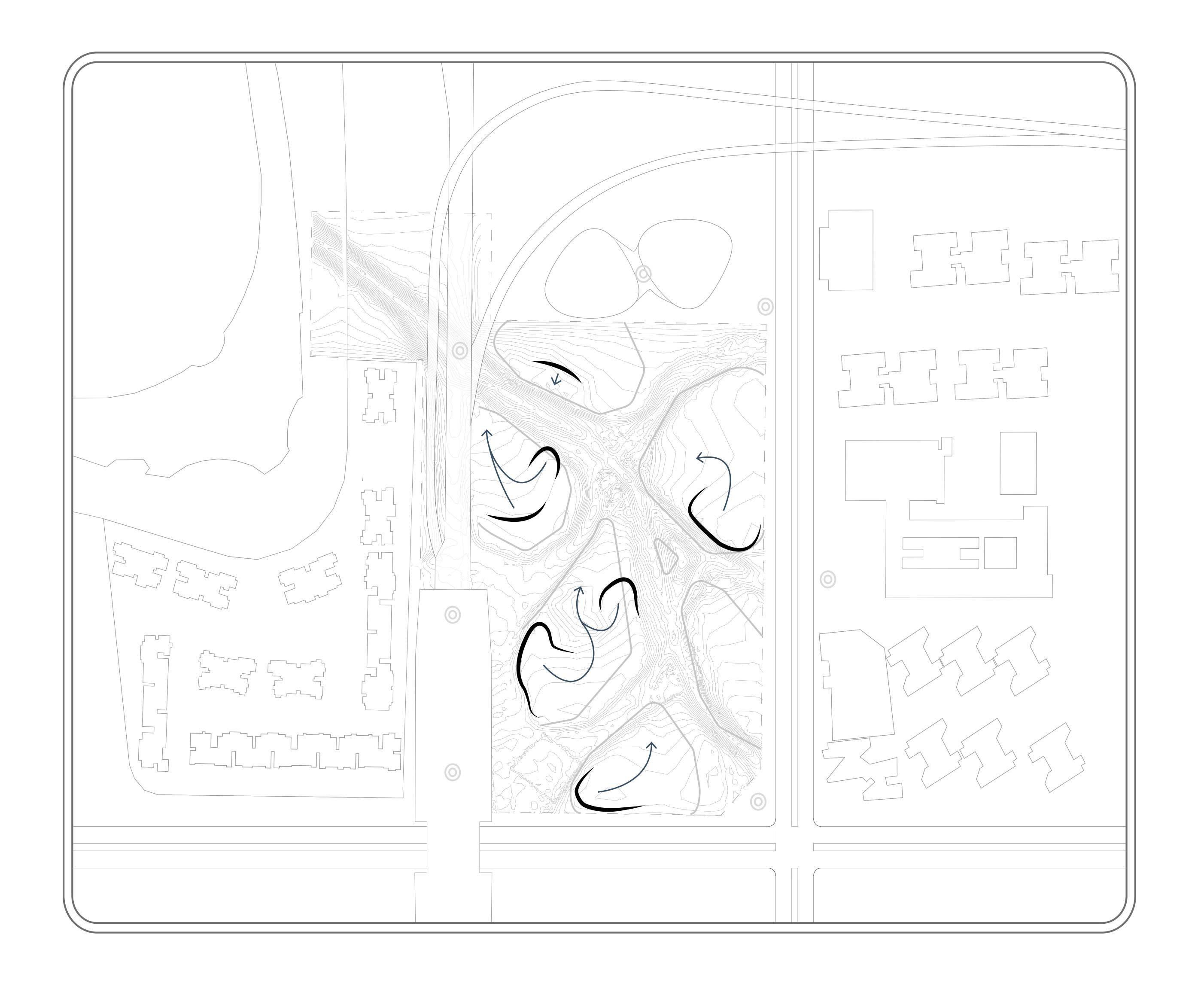








## PLOT HANDLING placement of folds



## PLOT HANDLING placement of folds

