

LR339



1:1000

SYNCOPATED CROSSING

Urban Principles

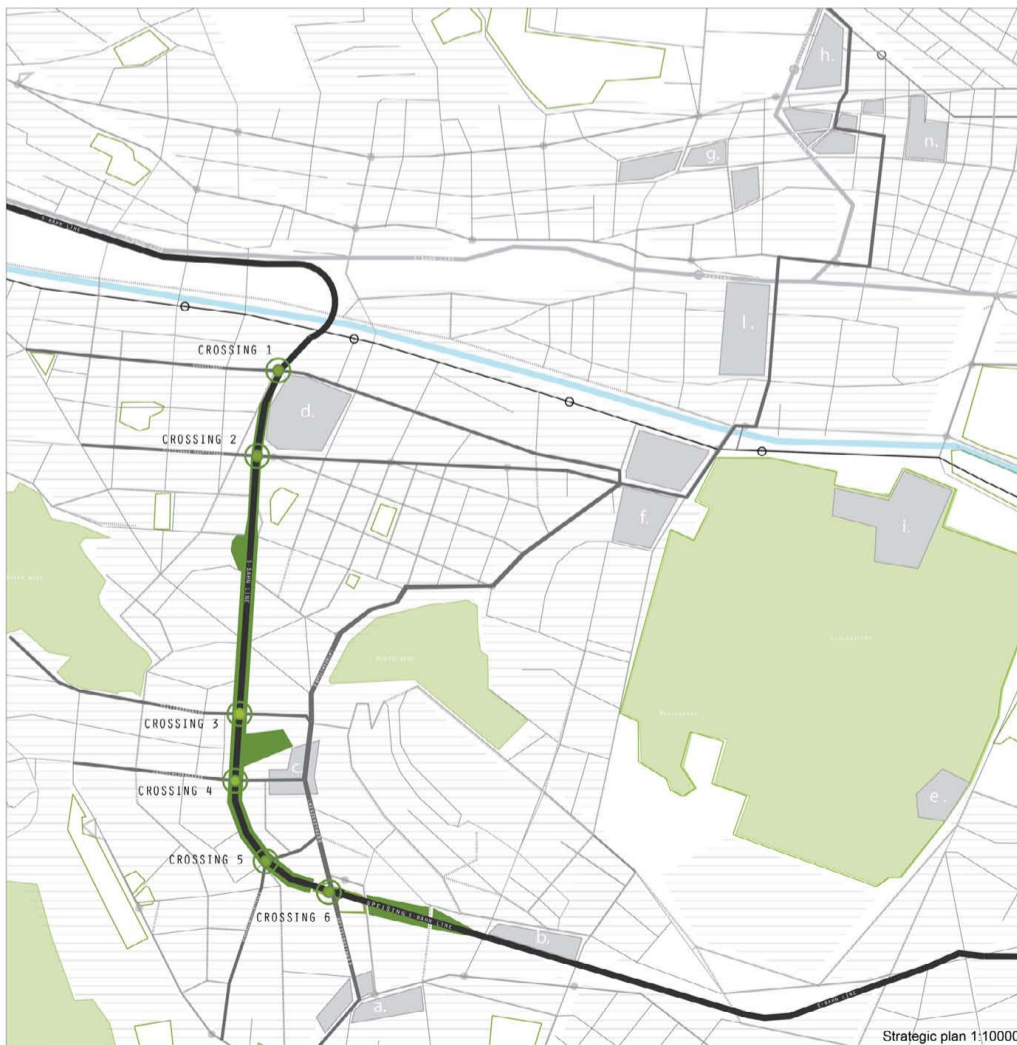
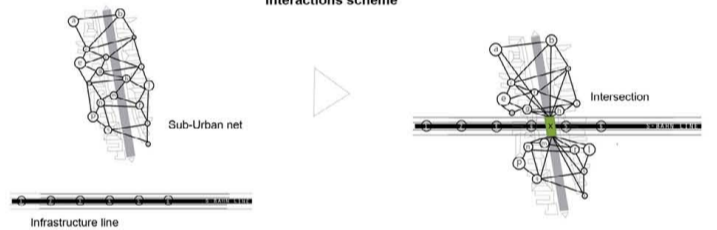
The infrastructure system of Vienna offers the whole gamut of urban experiences. Their differences and collisions could be the starting point for the redefinition of the strategy by way of a strengthening of the peculiarity of each system. This strengthening operation could lead to a redistribution of programs that would, in turn, create tighter urban dynamics in which every part of the city complements the others.

If present day Hietzing is marked by a fragmented condition, shifting the focus on the infrastructure system would help to turn the fragments into parts of a consistent whole.

The space of connection is not simply a bidimensional connection but rather a sequence that generate urban rhythm. Moreover, the infrastructure should act as negotiating element between built mass and natural areas by ordering the settlements in a readable layout.

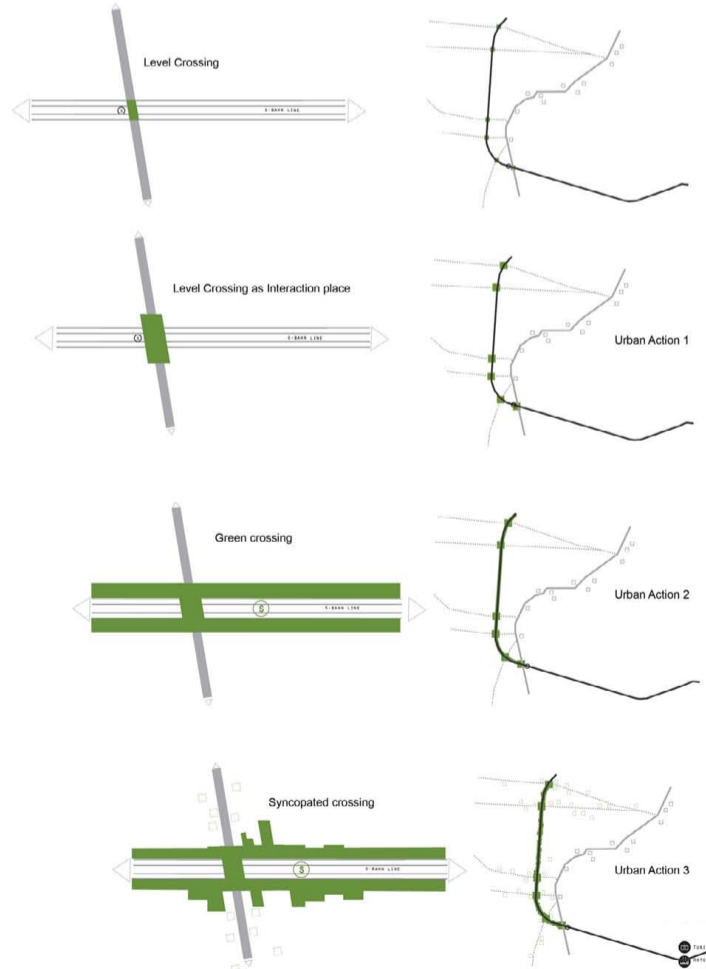
"In music, syncopation includes a variety of rhythms which are in some way unexpected in that they deviate from the strict succession of regularly spaced strong and weak but also powerful beats in a meter (pulse). These include a stress on a normally unstressed beat or a rest where one would normally be stressed. If a part of the measure that is usually unstressed is accented, the rhythm is considered to be syncopated."

Interactions scheme



Strategic plan 1:10000

General Strategy



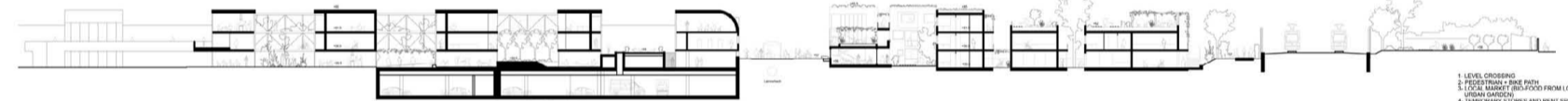
Attractors system



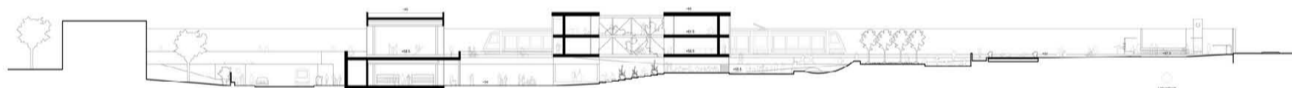
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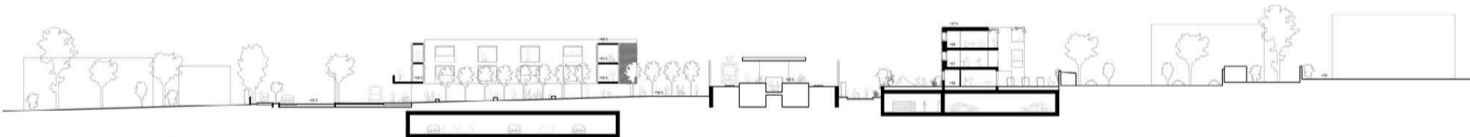
Ground Floor - 1: 500



Temporary housing and Golden age across the local axis - A

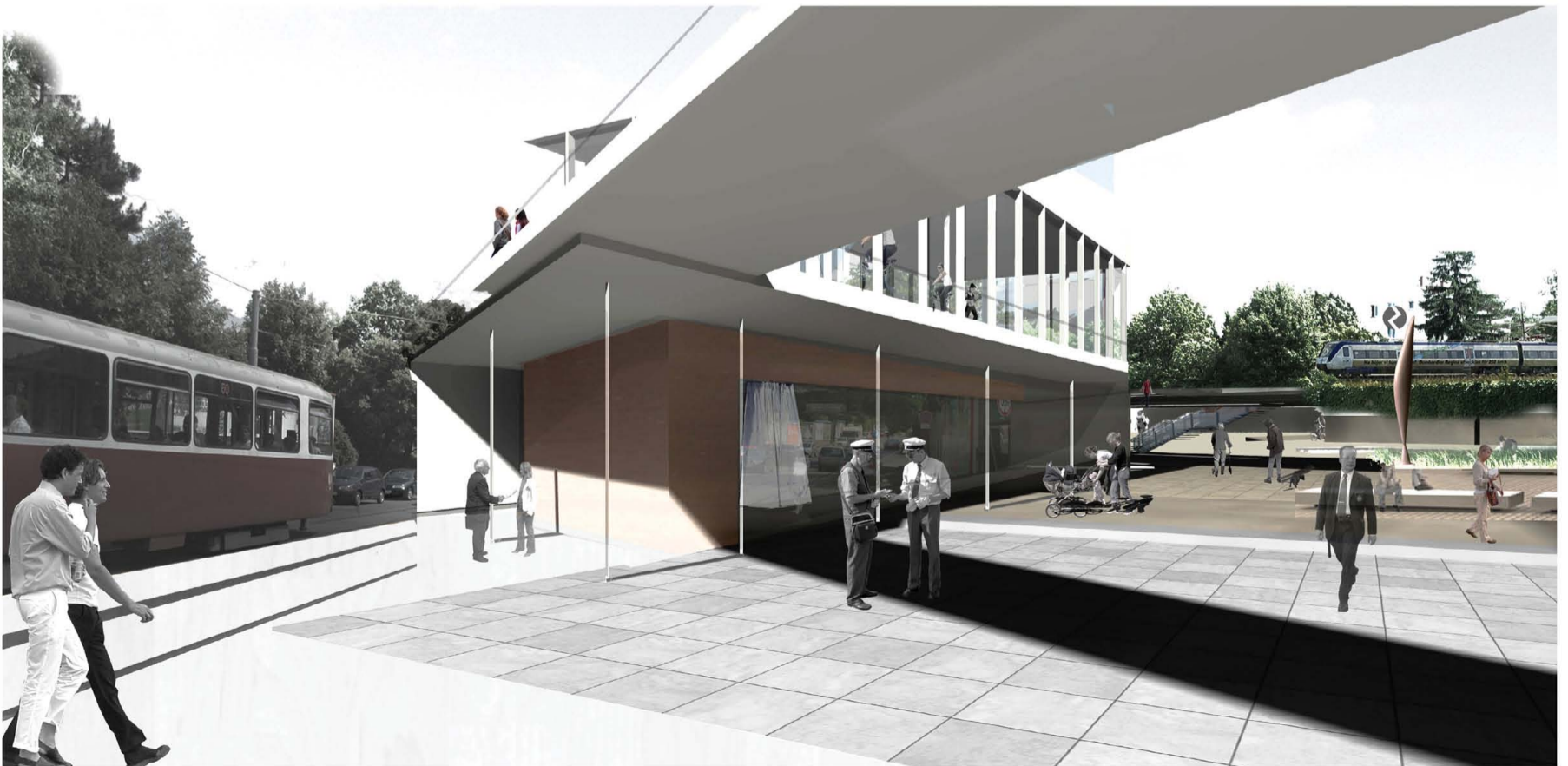


Temporary workers between the global hub and the local crossing - B



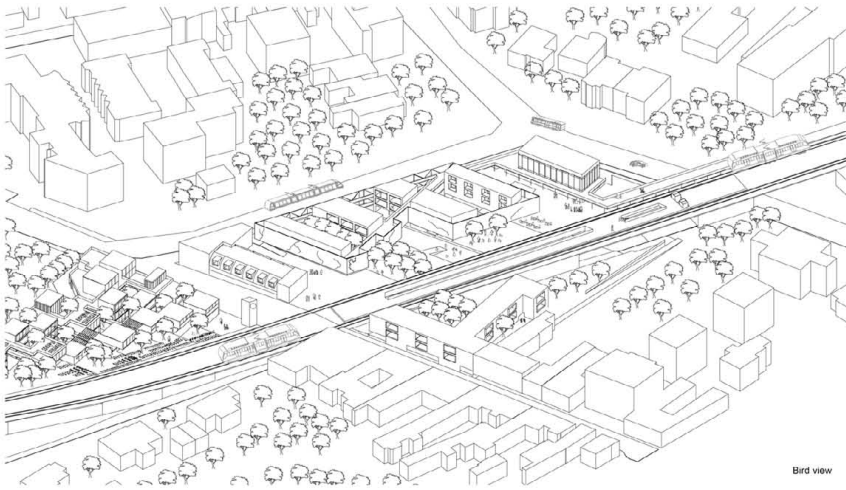
Infrastructure panorama - C

- 1 LEVEL CROSSING
- 2 FEED TRAIN + BIKE PATH
- 3 LOCAL MARKET (PRODUCTS FROM LOCAL PRODUCERS)
- 4 URBAN GARDEN
- 5 EXISTING COURTS AND RENT SPACES
- 6 EXISTING GREEN COURSE
- 7 EXISTING GASTROBAR
- 8 SMALL BUSINESS STORES AND ATELIER (80 M2)
- 9 COURTYARD
- 10 BUSINESS OFFICES
- 11 BUSINESS OFFICES AND CHILD MINDER
- 12 URBAN STRIP - TREES
- 13 PLANTINGS
- 14 BUSINESS STORES (120 TO 160 M2)
- 15 LOCAL CITY CORE
- 16 BUNKER
- 17 ACCESS TO TRAIN STATION PLATFORM (STAIRS, LEFTS OR RIGHT)
- 18 BUS STOP
- 19 CAR SHARING MEETING POINT
- 20 TRAM STOP AND BUFFERING OF TRACKS (BTRM) AND VENTILATION REDUCTIONS
- 21 WOODEN PLATFORM (TEMPORARY COMMERCE, NEWS/PEP BELLIES)
- 22 WALKING STAIRS WITH OPEN AIR EVENTS AND ARENA
- 23 GYM AND BOOK CENTER (800 SQM)
- 24 BAR WITH TERRACE (50 M2)
- 25 ACCESS TO TEMPORARY HOUSING
- 26 COMMON HUB WITH OPEN HOUSING
- 27 OPEN AIR GAMES AREA (CHECKBOARD, BOWLING GREEN)
- 28 PLAYGROUND AND SCALE AREA
- 29 LOBBY BOOK CROSSING LIBRARY, GAMES AND TV ROOM
- 30 PAULIEN OF THE GENERATIONSHIP
- 31 URBAN STRIP - PLANTINGS ACCESS
- 32 UNDERGROUND STATION ENTRANCE
- 33 AMBULANCE STATION ENTRANCE
- 34 AMBULANCE STATION ENTRANCE
- 35 HEALTH CENTER ROOMS
- 36 RESIDENCE FOR GOLDEN AGE HOUSING
- 37 HOBBY AND MEETING AREA
- 38 ATTENDANT'S HOUSE
- 39 BUNKER
- 40 GOLDEN AGE PRIVATE HOUSE
- 41 STAIRS AND LIFT TO GOLDEN AGE HOUSING
- 42 URBAN GARDEN
- 43 CONNECTION OPEN (POSSIBLE FUTURE CONNECTION OR EXTENSION TO NEAR FUTURE URBAN AXIS)
- 44 SPORT AND WELLNESS OUTDOOR FACILITIES

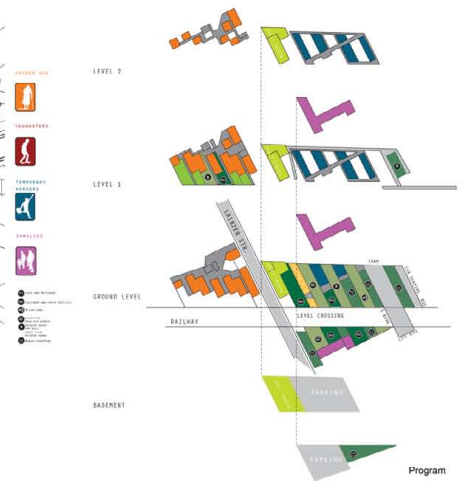


View from Preygrasse

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Bird view



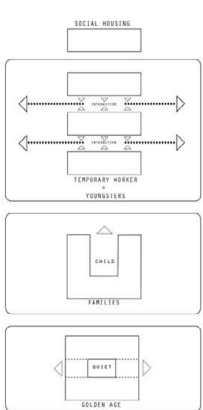
Program



Golden age residence - Urban garden



Temporary living area - void sequences



Typology Strategy



Golden Age typical plan 1:200



Temporary workers and youngsters - typical plan 1:200



Families - typical plan 1:200