THE HYBRID CITY AS DESIGN STRATEGY

[SLAPNIK 46°2′36.89″N 13°33′9.33″E]

I MASTER PLAN SLAPNIK

II DESIGN BRIEF

III DESIGN

IV ELABORATION + DETAILING

Slapnik, is a small isolated settlement in the Municipality of Brda in the Littoral region of Slovenia. It is completely deserted & has no permanent residents. Namely, after World War II most of the villagers emigrated to the Koper littoral region as well as to Argentina and other places around the globe.
Although in deteriorating state, the village is full of interesting motifs and magnificent stone-cutting details that remind a visitor of a lively past.

assignment :

reconversion of Slapnik :
students are asked to design a combination* of **2 or more public activities** [or strategies] as the driving force behind & platform for new residential & social life in Slapnik.

The assignment falls within **The Goin Green Global** approach, which deals with a new trend, based on the awareness of the importance of sustainable and green design.
The approach combines different areas of interest, such as architecture, interior design, wood construction and production, photography, visual communications, fashion and textile design, as well as design management. The approach offers comprehensive support in developing green choices and positive changes in the production of systems, concepts and products with added value in global economy.

In order to avoid obsolete solutions & to achieve sustainable results, the students are asked to apply the knowledge of 'the hybrid city' as a design strategy [see lecture].
This means that all draft or design decisions will be examined in terms of :

added value
synergy
crossprogramming | disprogramming | transprogramming**
superposition

'The hybrid city' is a strategy to reclaim Slapnik as a personal, an interactive and social green place.

* the [hybrid] mixture you get when two or more things are combined

** Bernard Tschumi

0 TO BE DONE BEFORE WE START

- **classic collaboration**
- **plan of Slapnik + sections**
- **model[s] 1/….**
- **photographic report**
- **facebook | pinterest**

abstract

concrete

I **MASTER PLAN SLAPNIK** | **where ?** **3 weeks** + jury 20%

- **3-4 students**
- **public space | open space | built space | green space**
- **infrastructure**
- **implantation**
- **programming**

II **DESIGN BRIEF** | **what ?**

- **individual**
- **programmatic solution**

III **DESIGN** | **?** **5 weeks** + jury 40%

- **individual**
- **form follows programm | interior design**

IV **ELABORATION + DETAILING** | **how ?** **3 weeks** + jury 40%

- **plans & sections**
- **model**
- **presentation & 3D's**

public space

interior design

AGENDA

february

ma	19		GIDE	
di	20			
wo	21			
do	22			
vr	23			6h
za	**24**			
zo	**25**			
ma	26			
di	27	12:30	**introduction**	3h
wo	28	12:30	**studio**	3h

march

do	1			
vr	2			
za	**3**			
zo	**4**			
ma	5			
di	6			
wo	7			
do	8			
vr	9	o9:00	**Stanko Kristl exhib.**	6h
za	**10**			
zo	**11**			
ma	12			
di	13	12:30	**studio**	3h
wo	14	12:30	**studio**	3h
do	15			
vr	16			
za	**17**			
zo	**18**			
ma	19	12:30	**studio**	3h
di	20			
wo	21	12:30	**studio**	3h
do	22			
vr	23			
za	**24**			
zo	**25**			
ma	26			
di	27			3
wo	28	12:30	**jury**	3h
do	29	12:30	**design brief**	3h
vr	30			
za	**31**			

april

zo	1		**easter**	
ma	2			
di	3			
wo	4	12:30	**studio**	3h
do	5	12:30	**studio**	3h
vr	6			
za	**7**			
zo	**8**			
ma	9			
di	10			
wo	11	12:30	**studio**	3h
do	12	12:30	**studio**	3h
vr	13			
za	**14**			
zo	**15**			
ma	16			
di	17			
wo	18	12:30	**studio**	3h
do	19	12:30	**studio**	3h
vr	20			
za	**21**			
zo	**22**			
ma	23			
di	24			
wo	25	12:30	**studio**	3h
do	26	12:30	**studio**	3h
vr	27		**holiday**	
za	**28**			
zo	**29**			
ma	30			

may

di	1		**holiday**	
wo	2			
do	3			
vr	4			
za	**5**			
zo	**6**			
ma	7			
di	8			
wo	9	o9:00	**studio**	6h?
do	10			
vr	11			
za	**12**			
zo	**13**			
ma	14			
di	15			
wo	16	12:30	**jury**	3h
do	17	12:30	**jury**	3h
vr	18			
za	**19**			
zo	**20**			
ma	21			
di	22			
wo	23	12:30	**studio**	3h
do	24	12:30	**studio**	3h
vr	25			
za	**26**			
zo	**27**			
ma	28			
di	29	12:30	**studio**	3h
wo	30	12:30	**studio**	3h
do	31			

june

vr	1			
za	**2**			
zo	**3**			
ma	4			
di	5			
wo	6	12:30	**studio**	3h
do	7	12:30	**studio**	3h
vr	8			
za	**9**			
zo	**10**			
ma	11			
di	12			
wo	13	o9:00	**final jury**	6h
do	14			
vr	15			
za	**16**		**exhibition**	
zo	**17**		**exhibition**	
ma	18			
di	19			

I MASTER PLAN SLAPNIK | where ? **3 weeks** + jury 20%

- **per 4 students**
- **public space | open space | built space | green space**
- **infrastructure**
- **implantation**
- **programming**

This 1st part of the assignment is about **CONTEXT**

What do we have as context : site, environment, views etc.....& what would we like to achieve?

& what do we need to reach our goal[s]?

- will Slapnik be pedestrian only? Or do we allow cars? [parking lot?]
- was there and | or should there be a town square? A well or fountain? ...
- How are the houses connected to each other?
- And what about the houses : are we planning to keep them as [intelligent] ruines or reconstruct | restore them?
- The green environment : woods ? vineyards? yards | kitchen garden? olive groves?
- What kind of activities do we think Slapnik needs to become a renewed town ?
- Where can we locate those activities?
  intersection versus interchange
  intersection =
  a place where two distinct entities overlap without interacting whith each other
  interchange =
  a physical place in which an exchange occurs between two distinct entities
- What should be the overall impression when visiting Slapnik ? [moodboard]
- ...

! programming = crossprogramming

= layering multiple functions & actions

= a promiscuous colllisions of programs & spaces

1 + 1 = 2.65 = synergy

outcome :

'collage' | combination of masterplan + moodboard + picto's + text [cfr. banner GIDE]

= mission statement

II DESIGN BRIEF | what ?

- **individual**
- **programmatic solution**

what exactly are you going to design as individual student?

In this brief you 'describe' your own personal assignment : the intensions of the 'mission statement' [part I] | does need to be given tangible form & exact defining [otherwise it will be an exercise in empty forms instead of designing activities].

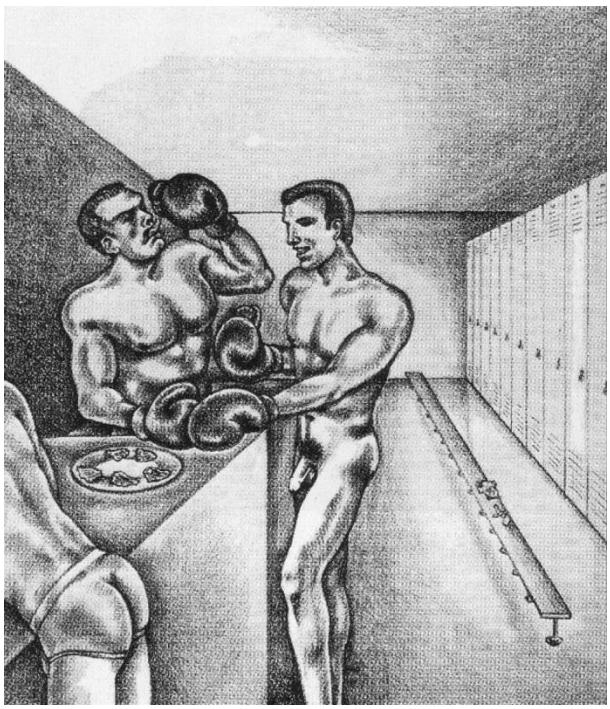
What exactly? **1 + 1 = 2.65**

How large?

For how many people?

1, 2, …… building[s]

Side programm : toilets – kitchen - …… anything that is needed to let your activities stand



outcome :

provisional | preliminary description of the exact programm [will obviously change during the design process]

= design brief

III DESIGN | ? **6 weeks** + jury 40%

- **individual**
- **form follows programm | interior design**

tangible outcome | design

all [external] 'form' will be the result or the consequence of internal 'needs' [space | lightning | atmosphere.....]

! this is not an architectural exercise !

Activity dictates the interior | the interior dictates the external form

outcome :

model + plans + sections | elevations 1/50

IV ELABORATION + DETAILING | how ? **3 weeks** + jury 40%

- **plans & sections**
- **model**
- **presentation & 3D's**

adjustments to overall design + elaboration

technical plans 1/20 or 1/50

materials

detailling [1/5 – 1/1]

lightning

fourniture [indoor + outdoor]

...

outcome :

complete presentation of the design in any possible way

! success !