Urban design of Parc Habité for the district Cité de la Méditerranée in Marseille

The thesis starts with an analytic review of urban planning regulatory issues in France. In this part the urban instruments every decisional organ has got to organize, plan and manage a territory are described and studied. My thesis concerns the project of Euromediterranée, in the city of Marseille. Referring to the urban planning in France, I evaluate weaknesses, problems and values of this project for each objective, elaborated by the Schéma de Cohérence Territoriale (SCOT) of the Communauté Urbaine Marseille Provence Métropole. In the eye of my work I suggest an urban alternative plan more consistent with the objectives of SCOT. Moreover, with reference to both wide and local area plans, I suggest an urban design for the residential neighbourhood which is in this area, called Cité de la Méditerranée. The project site is next to the industrial port. This part of the city is now in strong decadence condition: there are lots of abandoned industries and crumbling buildings. The Northern and western borders of this district are shaped by a highway and beyond that street high skyscrapers are going to be built, as a waterfront, so this will be an architectural barrier to the sea. My project is characterized by the creation of a public park network consistent of a main park and two other smaller “linear” parks connected to each other. These green spots represent the rays of a continuous texture so as to allow the ancient orthogonal pattern of the district to be broken in irregular forms. Instead of big orthogonal avenues, I imagined a green irregular texture to separate the district from high streets and towers and to create communication spaces for people and workers.
As for population density, the buildings are designed with an uneven average height. The buildings close to the towers are in fact taller, with buildings from 8 to 11 floors, while the other buildings, close to the historical urban area, are from 4 to 6 floors tall. This kind of design provides a discontinuous skyline, giving each apartment a better sunlight exposure, in accordance with the rules of PLU, the local plan. Open blocks are provided instead of closed court blocks, opening to the inside between each other, typical feature of the Parc Habité.
Use classifications have been studied so as to allow offices to face the highways, with windows and screens to minimize the effects of acoustic noise and air pollution; while commercial buildings are concentrated on streets close to the public parks across the district. The residential buildings are located perpendicularly to the major road networks, with balconies on the public and private green areas of each block.

Linear parks are broken by paths, continuing the local streets, consisting of wooden walkways that create discontinuities: small public spaces with different functions in the district as green spots, small lakes, public spaces, *dehors* of commercial places. Particular attention is given to the design of each residential building; alternating balconies, loggias and large embossed terraces I tried to ensure an optimal sun exposure, integrating functional and dynamic aspects of the architectural composition of the facade.
Residential unit model in tridimensional view

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