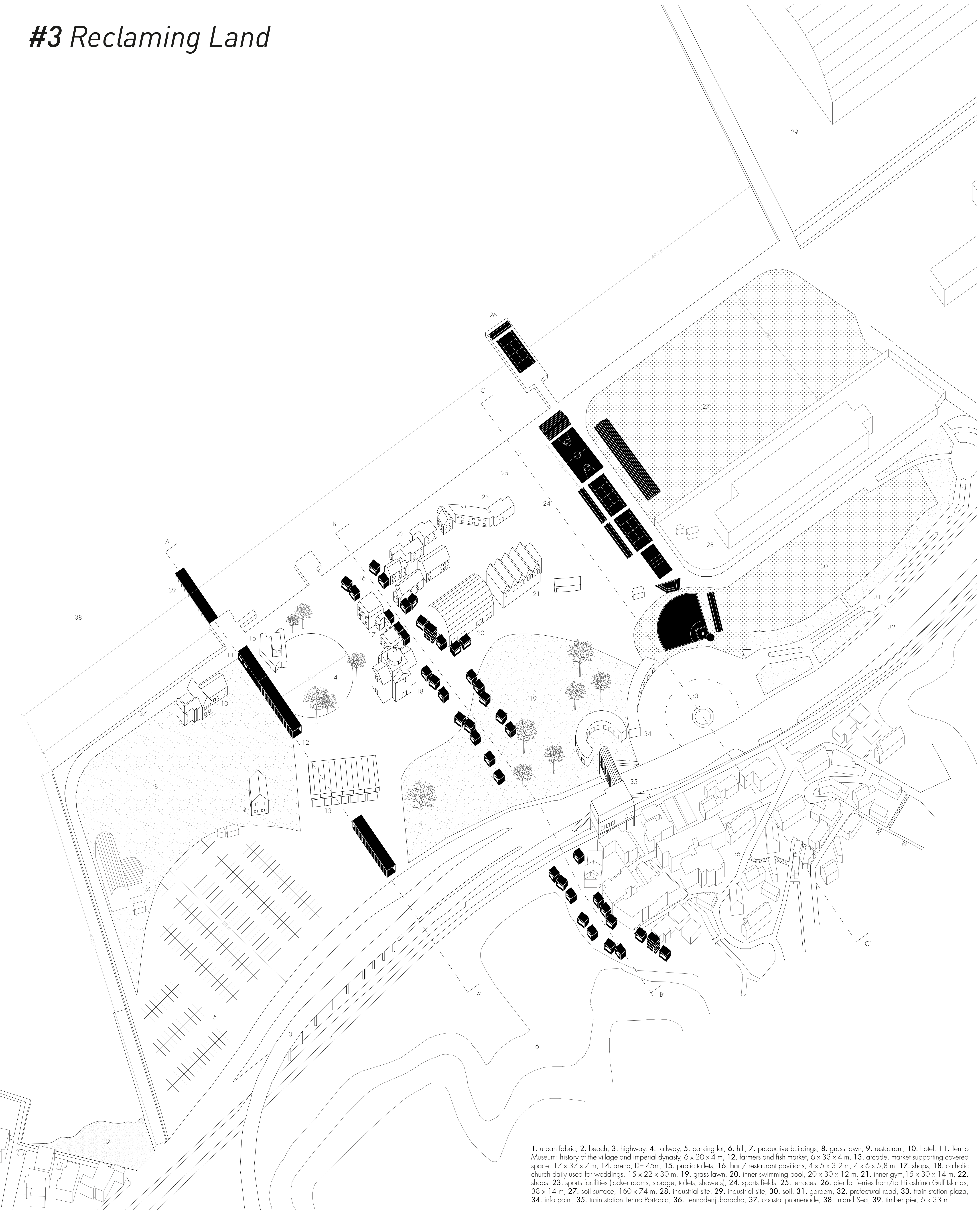


#3 Reclaming Land



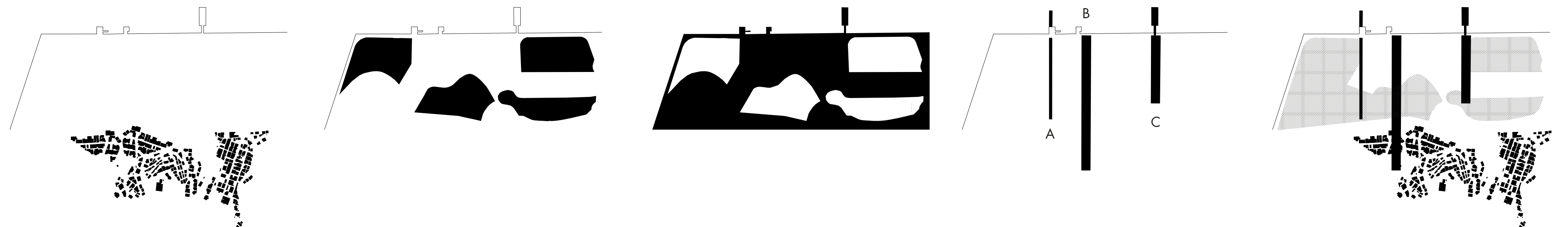
1. the value of void _ a void space is missing and needed in Japanese cities, so it's important to leave it but with a new design organization

2. materiality A _ lawns
the space is designed starting from unified surface without any barriers or small path within

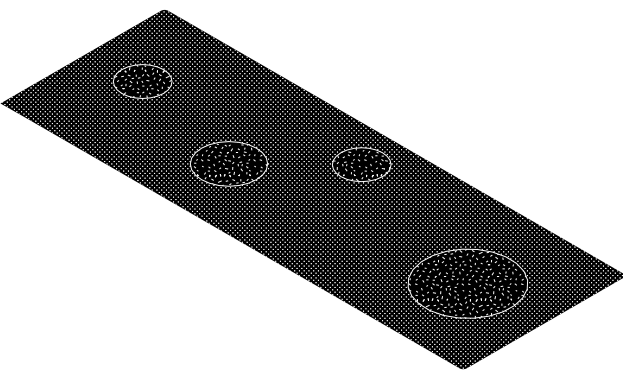
3. materiality B _ asphalt

3. activation _ spines for devices concentration, in order to give value and connect a void surface
A pier / market, B restaurants, C sports

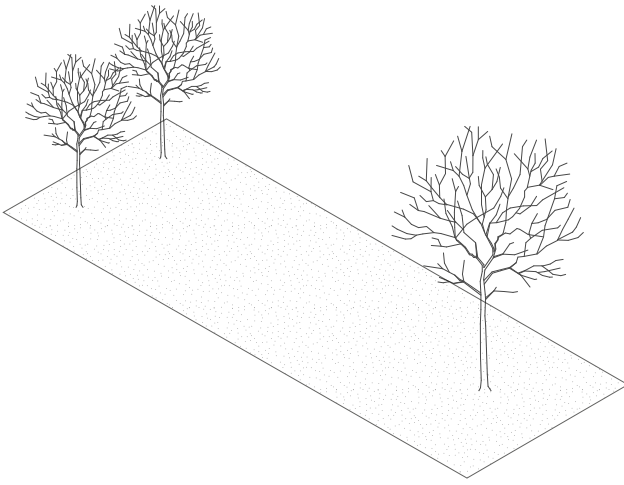
4. open space _ space without barriers or with small buildings within, in contrast with the dense urban fabric, connected by the spines



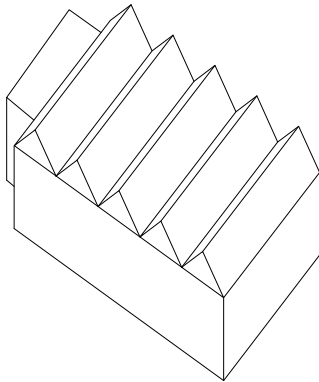
activation process



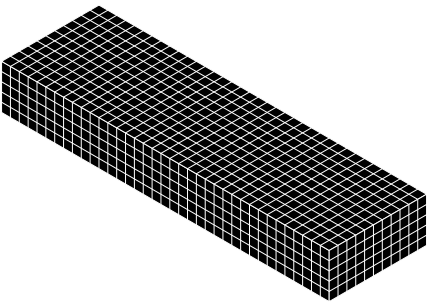
concrete areas
unified existing asphalt surfaces with some "arena", flexible and suitable for different functions, gathering, events



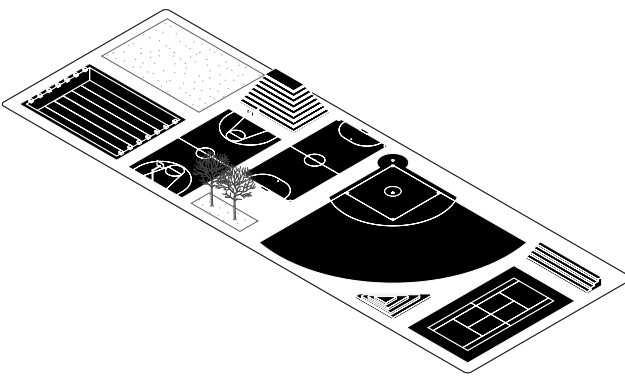
grass lawns
unfied and restored existing pot surfaces, without any barriers or small paths in the middle



existing buildings
both abandoned and in use buildings in the area, connected functionally and physically to the activating devices

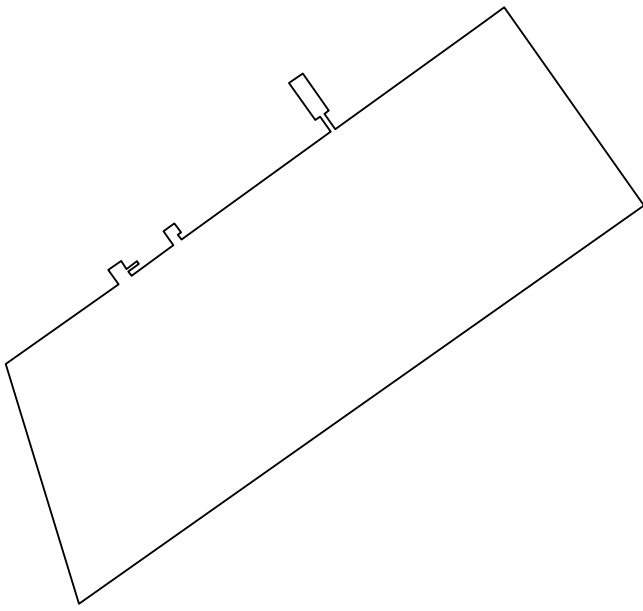


activating urban devices
one spine or cluster of buildings aimed to set different areas with three main functions: events and market, commercial activities, sports

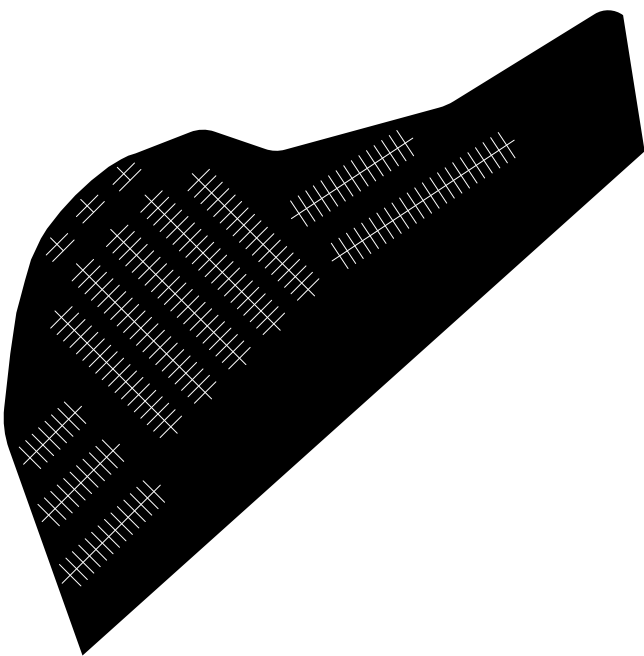


activating sport devices
sport field and facilities connected with the existing sport building in the area (gym and pool), terraces for supporters

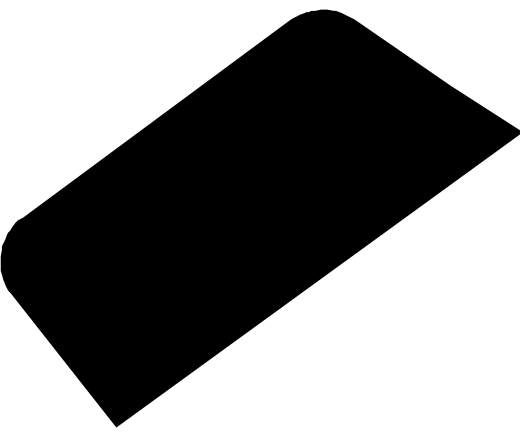
scale



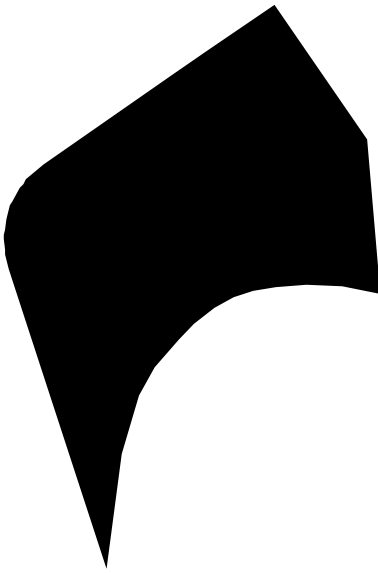
total area: 104.304 mq



area_1: 14.250 mq



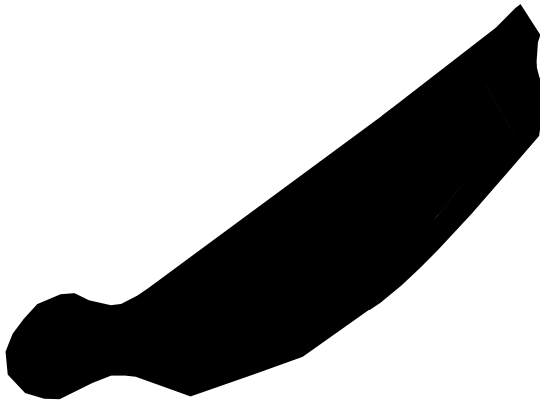
area_2: 10.820 mq



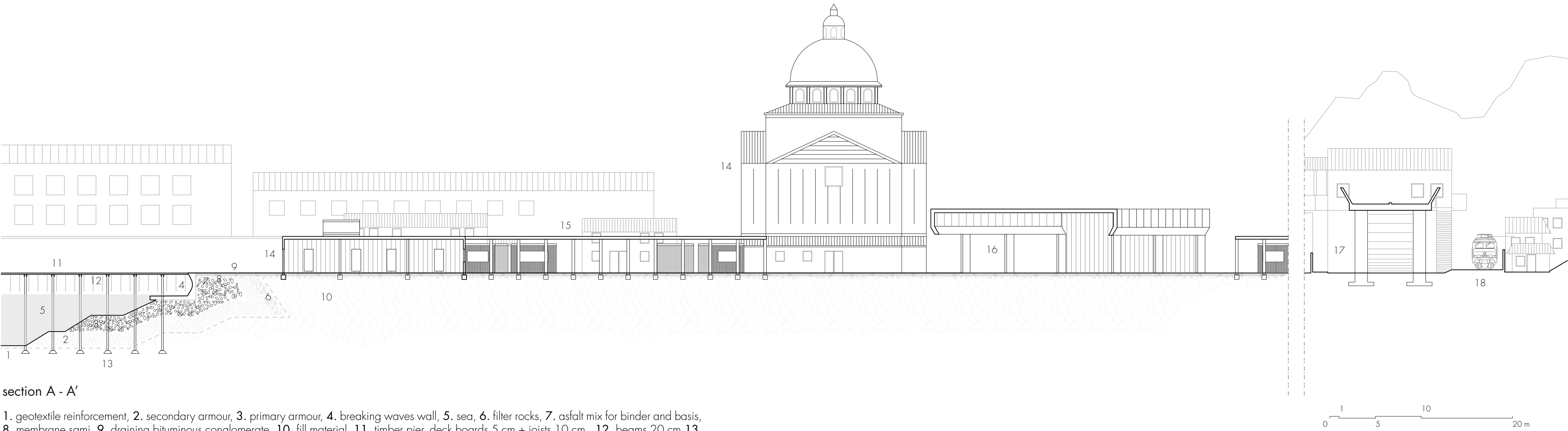
area_3: 10.104 mq



area_4: 8.570 mq

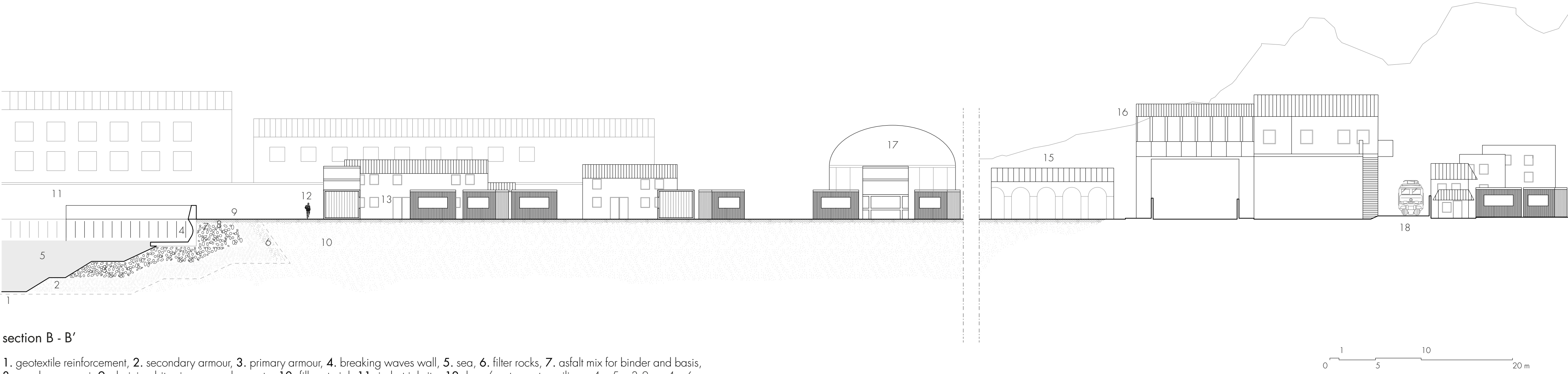


area_4: 7.880 mq



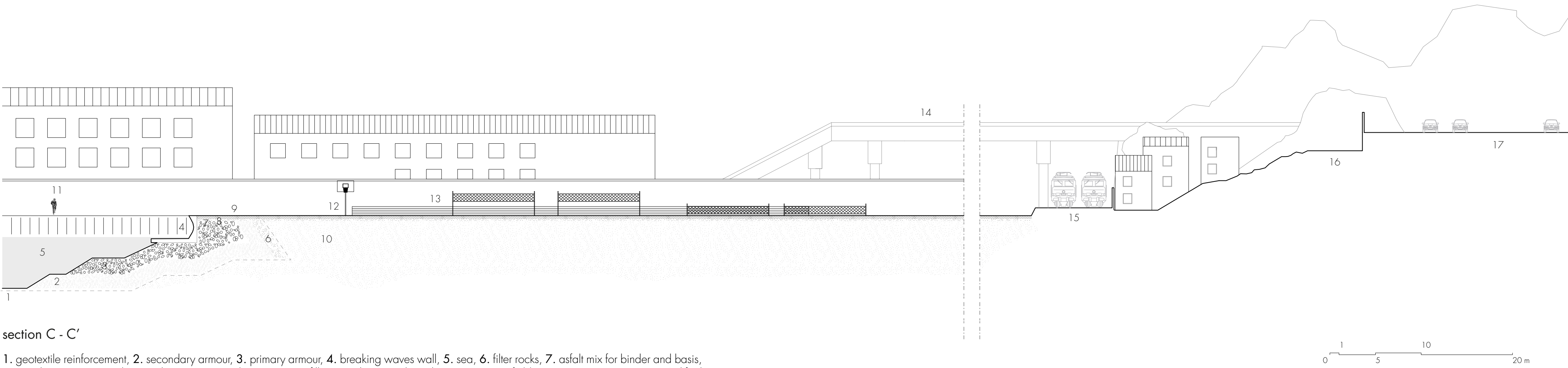
section A - A'

1. geotextile reinforcement, 2. secondary armour, 3. primary armour, 4. breaking waves wall, 5. sea, 6. filter rocks, 7. asphalt mix for binder and basis, 8. membrane sami, 9. draining bituminous conglomerate, 10. fill material, 11. timber pier, deck boards 5 cm + joists 10 cm, 12. beams 20 cm, 13. pillars 20 cm x 8 m + concrete foundation blocks, 14. Tenno Museum: history of the village and imperial dynasty, 6 x 20 x 4 m, concrete, open space divided by pillars in three portions, 15. arcade_1: farmers and fish market, 6 x 33 x 4 m, 16. arcade_2, market supporting covered space, either with tables or other stands, 17 x 37 x 7 m, 17. lifted highway, 18. railway.



section B - B'

1. geotextile reinforcement, 2. secondary armour, 3. primary armour, 4. breaking waves wall, 5. sea, 6. filter rocks, 7. asphalt mix for binder and basis, 8. membrane sami, 9. draining bituminous conglomerate, 10. fill material, 11. industrial site, 12. bar / restaurant pavilions, 4 x 5 x 3,2 m, 4 x 6 x 5,8 m, 13. shops, 14. catholic church daily used for weddings, 15 x 22 x 30 m, 15. info point, 16. train station Tenno Portopia, 17. inner swimming pool, 20 x 30 x 12 m, 18. railway.



section C - C'

1. geotextile reinforcement, 2. secondary armour, 3. primary armour, 4. breaking waves wall, 5. sea, 6. filter rocks, 7. asphalt mix for binder and basis, 8. membrane sami, 9. draining bituminous conglomerate, 10. fill material, 11. industrial site, 12. sport fields, 13. suporters terraces, 14. lifted highway, 15. railway, 16. road, 6 m, 17. highway, 24 m.

