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**Territory, Industry and Arts. Design strategies for Long Island City (NYC)**

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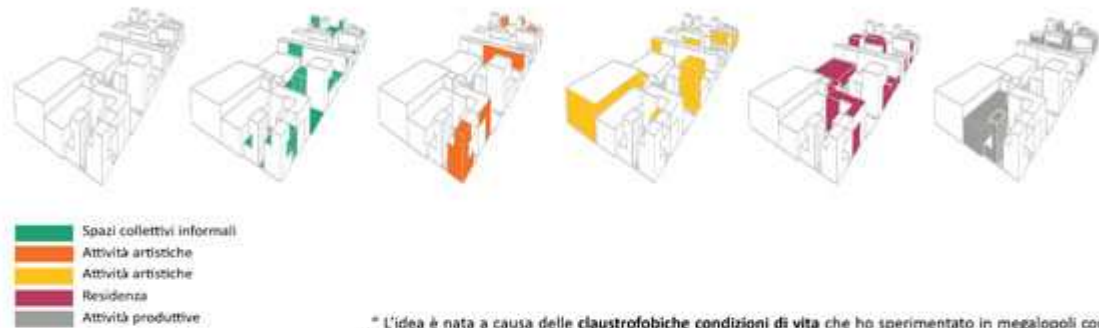
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This work tries to define design strategies for Long Island City. These strategies consider the existing processes of transformation as a resource and they want to give answers to needs linked to arts growing and living in the area.



The first step is a technical reading of Long Island City's territory. Trying to restore an adequate interpretation thanks to the knowledge acquired on site and numerous interviews with residents, artists, architects and planners involved in the transformation of this part of town. Apparently Long Island City is a suburb of Manhattan, but actually it can be consider as an entity in itself, a heart for the economy and trade in NYC.

The area itself is strongly typify by industries, museums and low income houses. In order to approach in the right way some of the critical issues emerged in the interviews, it has been necessary to deeply investigate and study the area.



" L'idea è nata a causa delle claustrofobiche condizioni di vita che ho sperimentato in megalopoli come Londra o New York, abitando in piccoli appartamenti in cui a volte c'era una sola finestra sul mondo esterno. Invece di limitarmi a guardare attraverso quella finestra, ho immaginato che lo spazio di fronte diventasse un autentico "walk in space". Attaccandoci letteralmente dello spazio! È stato un approccio diretto e scultoreo e volevo anche che la sua sospensione diventasse visibile".

(Stefan Eberstadt, progettista della Rockjack House)

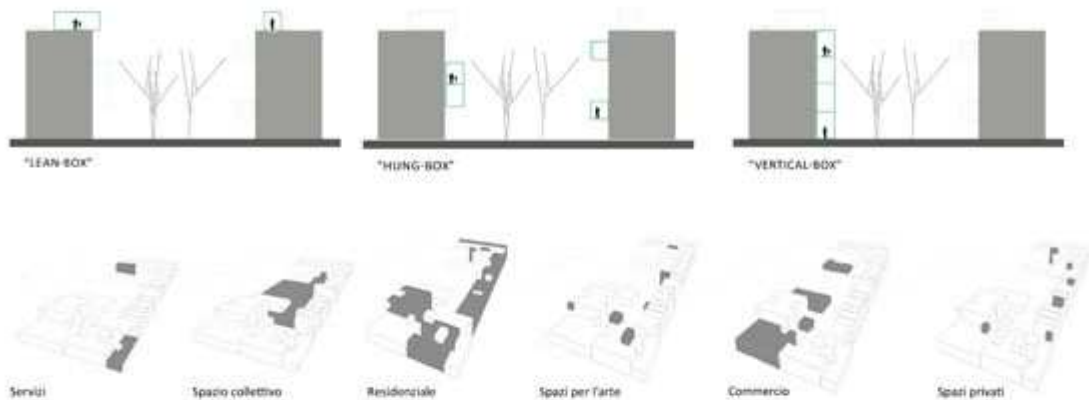


Proposta progettuale: inserted parasite

This research is divided into three steps that describe Long Island City as:

- A part of the city marked by a strong industrial past that still determines the main character and identity;
- A vibrant place where artistic practices are strongly rooted
- An area as a target for heavy and high-density real estate developments that are redefining the main characters of Long Island City.

A second section tries to focus on the role that informal artistic practices play in Long Island City, and their influence on the transformation of this part of the city. On one hand the conditions of the current situation, on the other hand needs that emerge.



Finally, this work proposes a design strategy based for the transformation of some areas on the results of the previous studies. Long Island City can be divided into two different blocks typologies: residential (porous block) and industrial (compact block). This project tries to stress the existing porosity of the city through the suggestion of new spaces dedicated to arts, galleries and houses for artists and young people. Long Island City's porosity is so surprising that it appears, in many ways, the opposite of Manhattan.

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