

PHASE 1

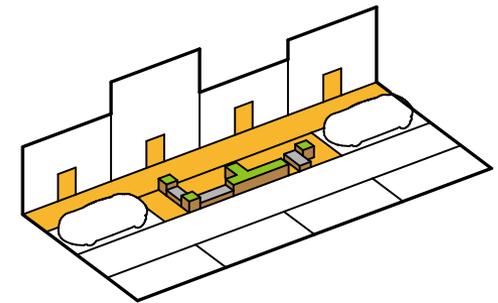
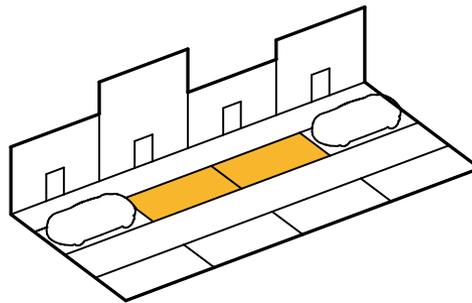
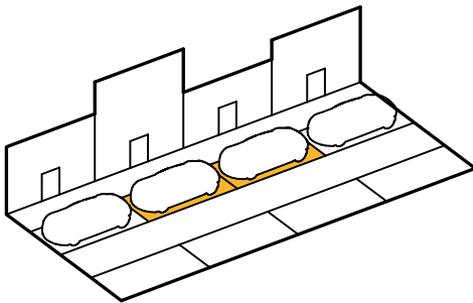
Foundation and Research

Nolan

What is a parklet?

Parklet is a temporary structure that uses one or more parking spaces to create a relationship with the surrounding buildings.

Parklet is a sidewalk extension that provides more space and amenities for people using the street. Usually parklets are installed on parking lanes and use several parking spaces. Parklets typically extend out from the sidewalk at the level of the sidewalk to the width of the adjacent parking space.



Urban spaces is a manifestation of urban spirit. Urban spaces are generally two forms, one is public spaces and one is private spaces.

Why does public space is important?

1) It benefits our health

Especially in cities or so-called 'concrete jungles', public spaces such as parks create a relaxing and inviting atmosphere where people can come and decompress from their stressful daily routines at home and work either by relaxing or being physically active. Parks can also mitigate air, climate and water pollution that is all around us.

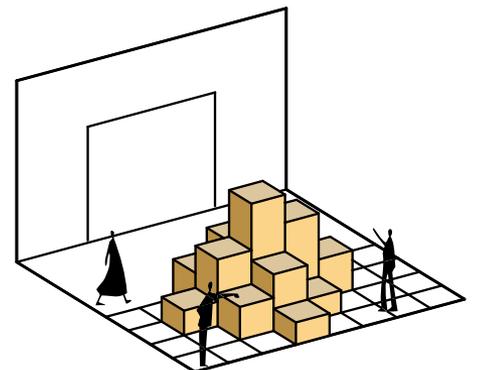
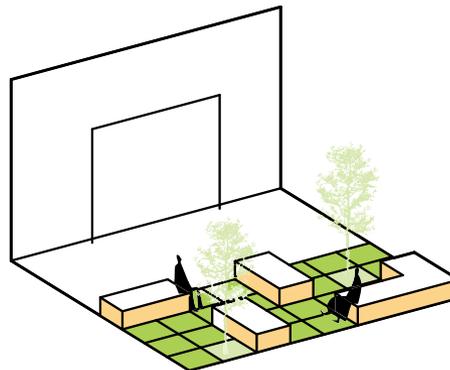
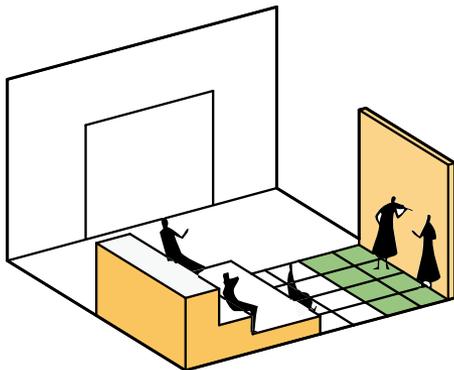
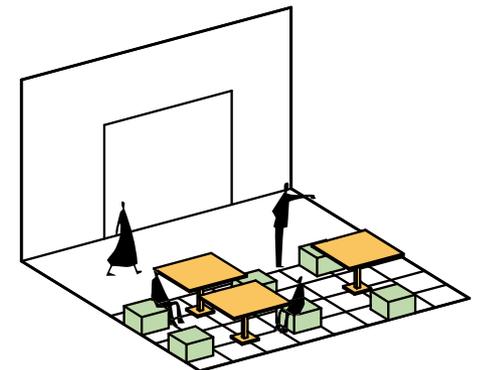
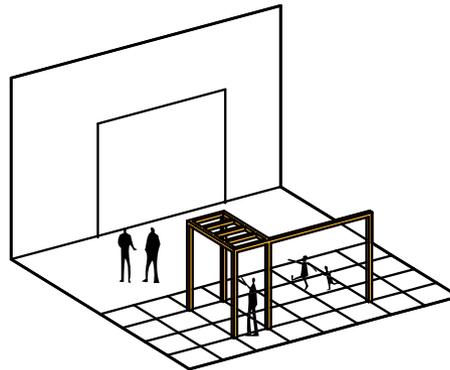
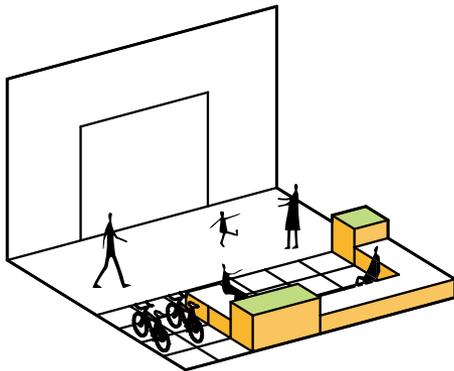
2) It helps build a sense of community, civic identity and culture

A successful public space can inspire and attract citizens to come together and interact in that space. Compare a park that's spacious, has plenty of seating space and greenery to attract citizens, versus a dirty, garbage ridden environment that has not been invested in or used wisely. While community can really be created anywhere, there needs to be space that is open and accessible so that community projects can take place.

Roles of parklet

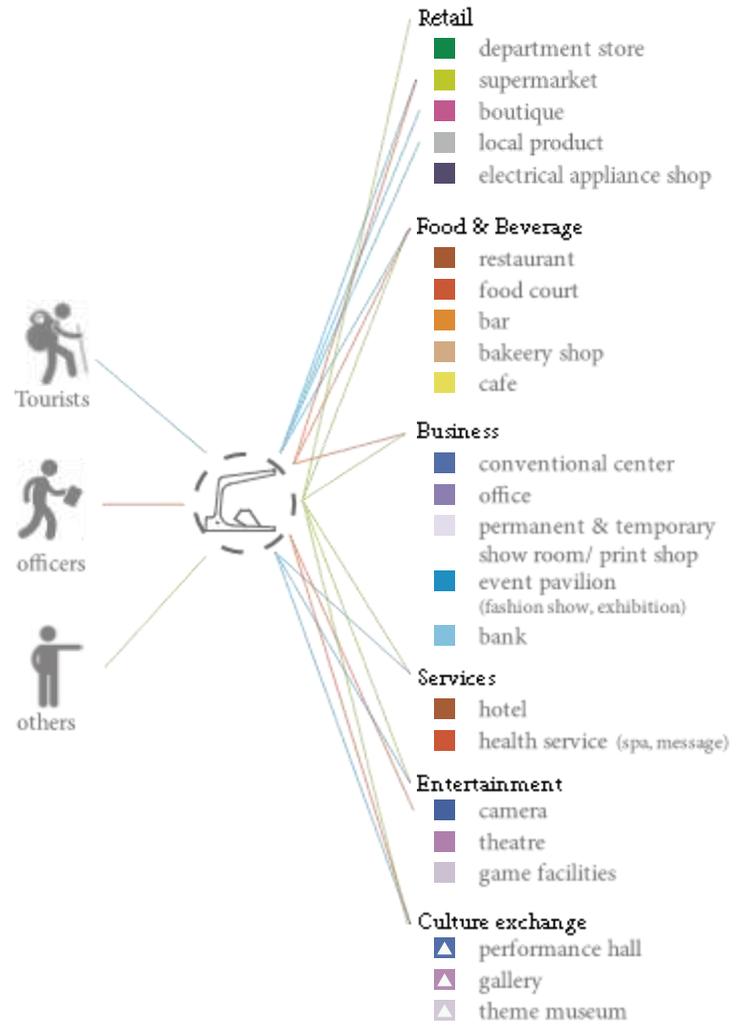
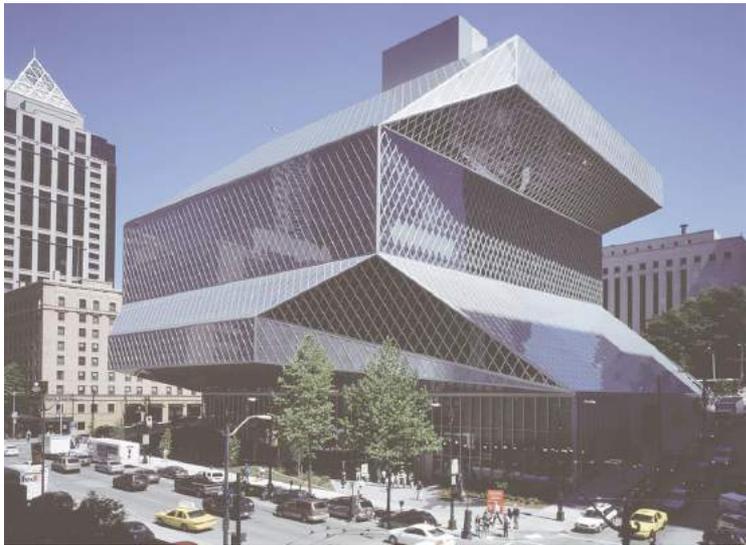
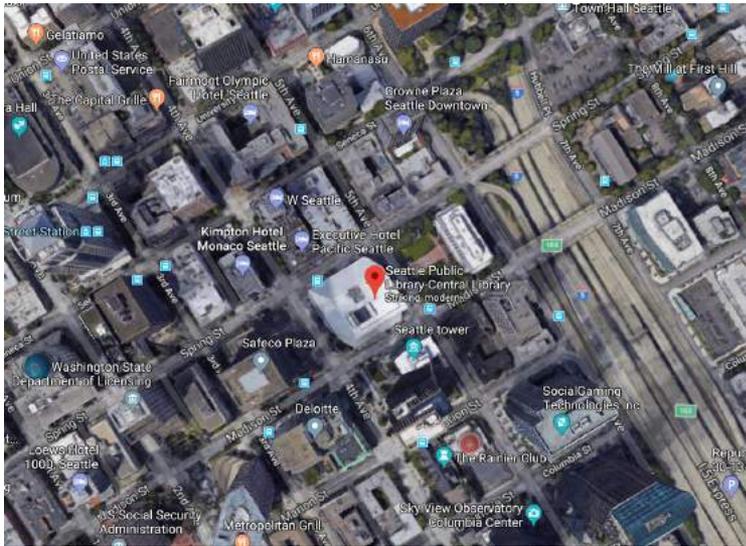
Parklet plays an important role in the modern urban spaces. It is not just an extension of sidewalks, but it increases vitality to the city's development.

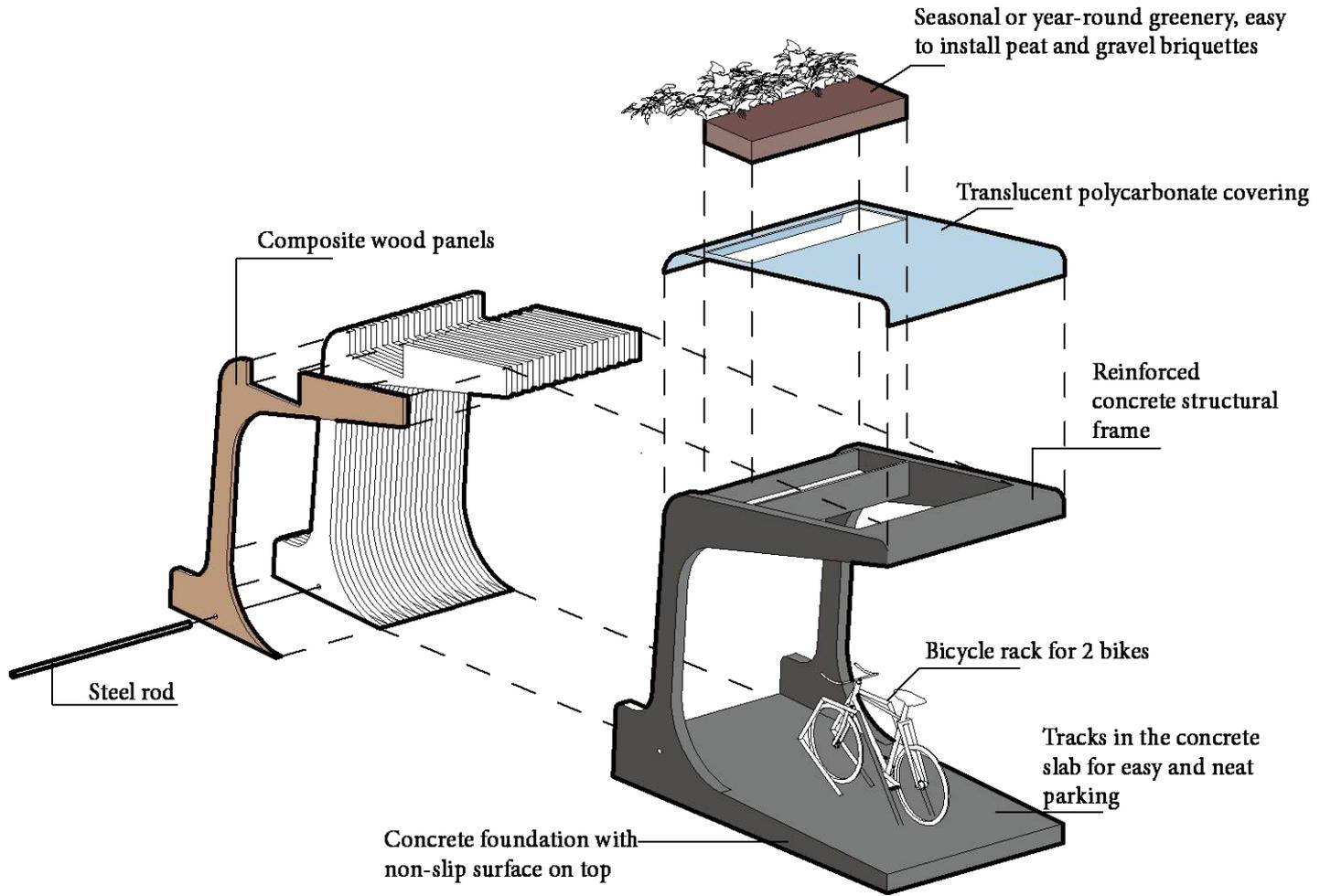
For different regions, parklet's functions are not the same. In the school district, parklet may be a playground for children; in the art district, parklet may be the stage for performers; in the park, parklet may be an extension of the greenbelt to provide more room for people to rest





Design for city modular parklet. The project tackles problem of parking chaos at bicycle parking facilities existing at present in many cities. The key idea for the project was to create a modern and modular furniture for the city, which could become the symbol of a bus & bike scheme currently undertaken by many cities. In addition to the bicycle parking the design could facilitate greenery, benches and a place for small vending machine and advertising cabinet which are incorporated into the form of the parking in an organized way.

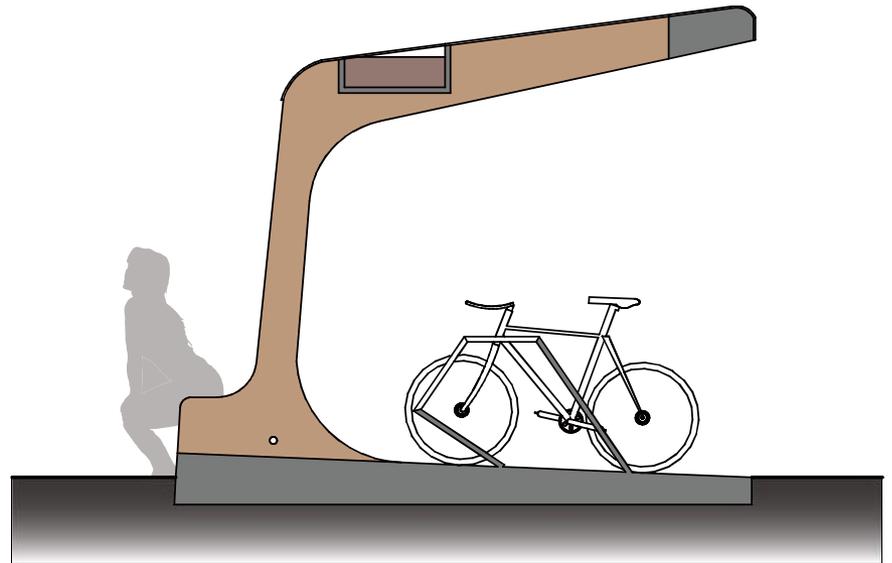
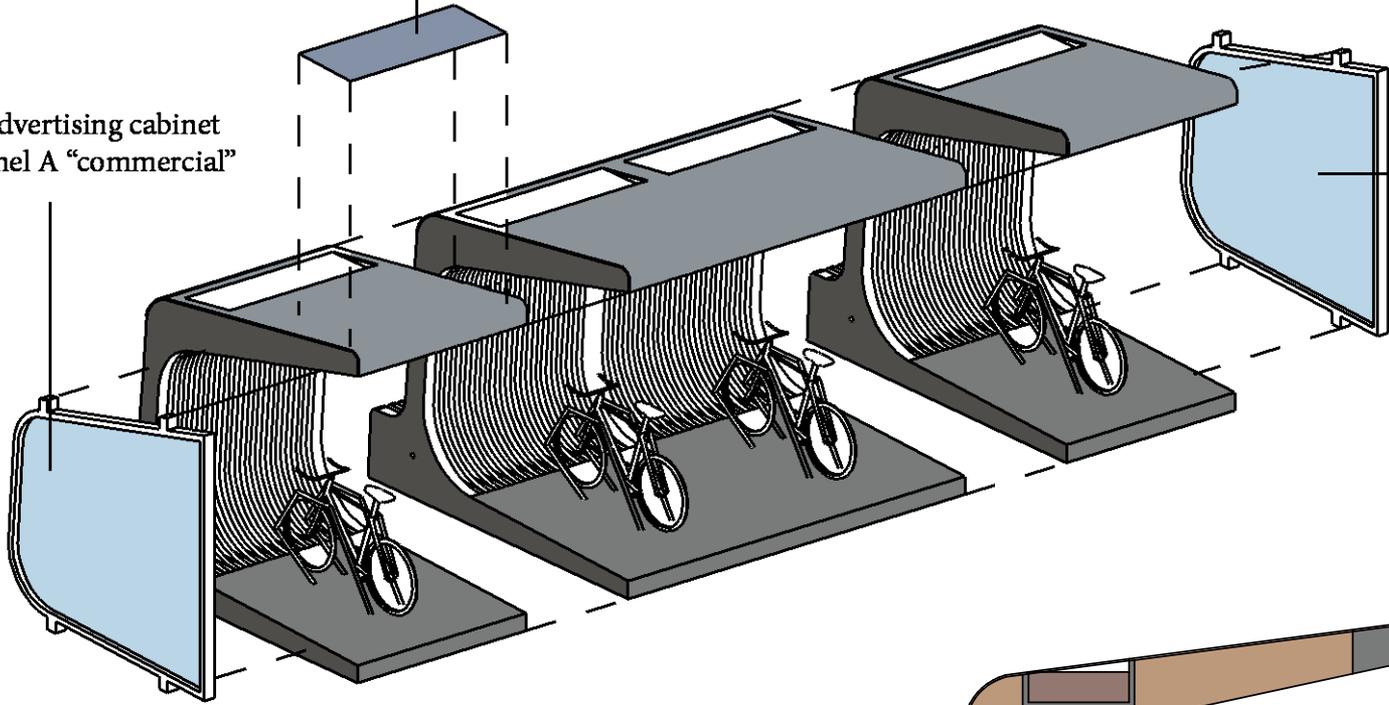




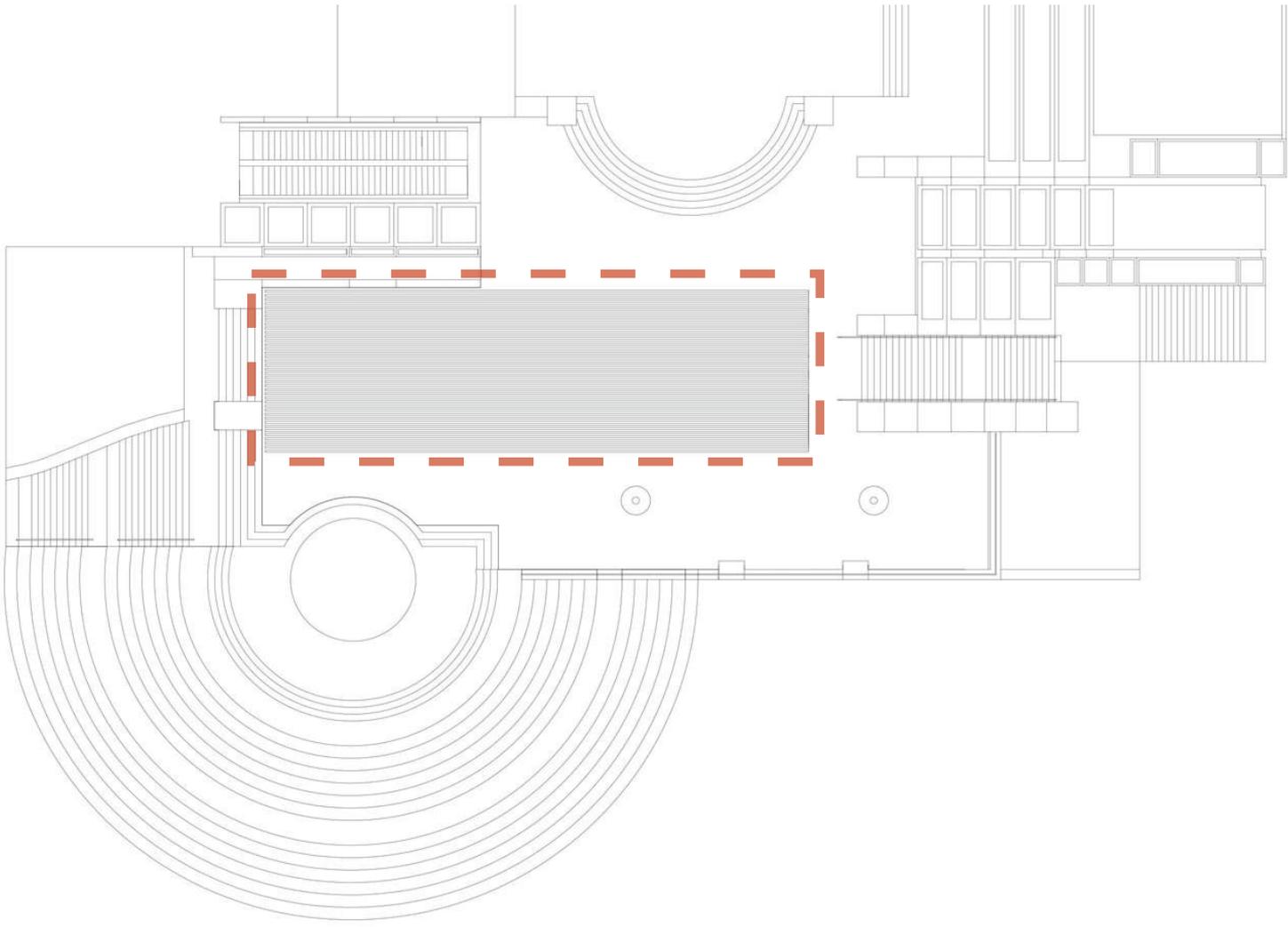
photovoltaic solar panels

backlit advertising cabinet
side panel A "commercial"

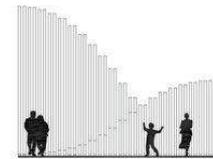
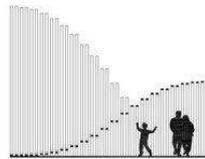
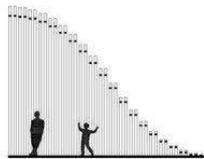
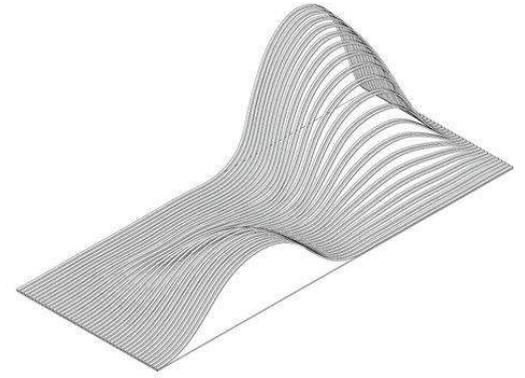
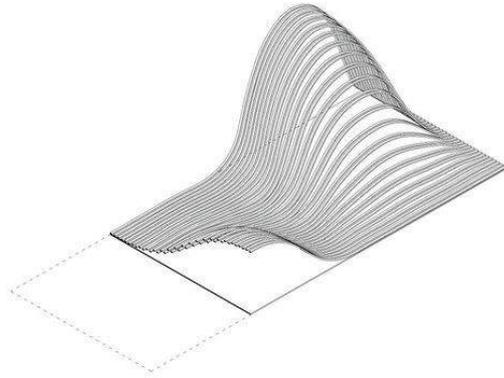
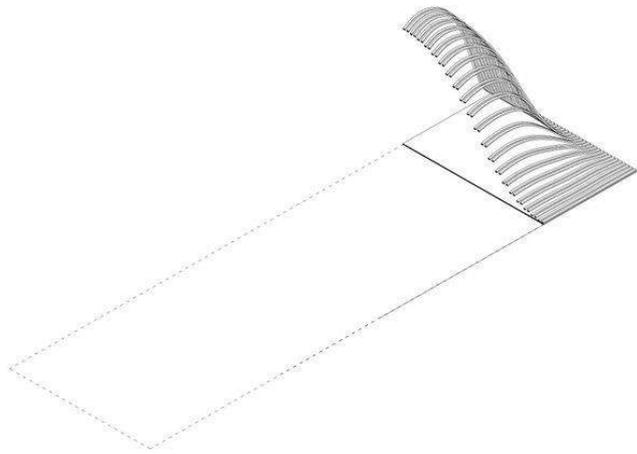
side panel B















Architects : Aalto University Wood Program

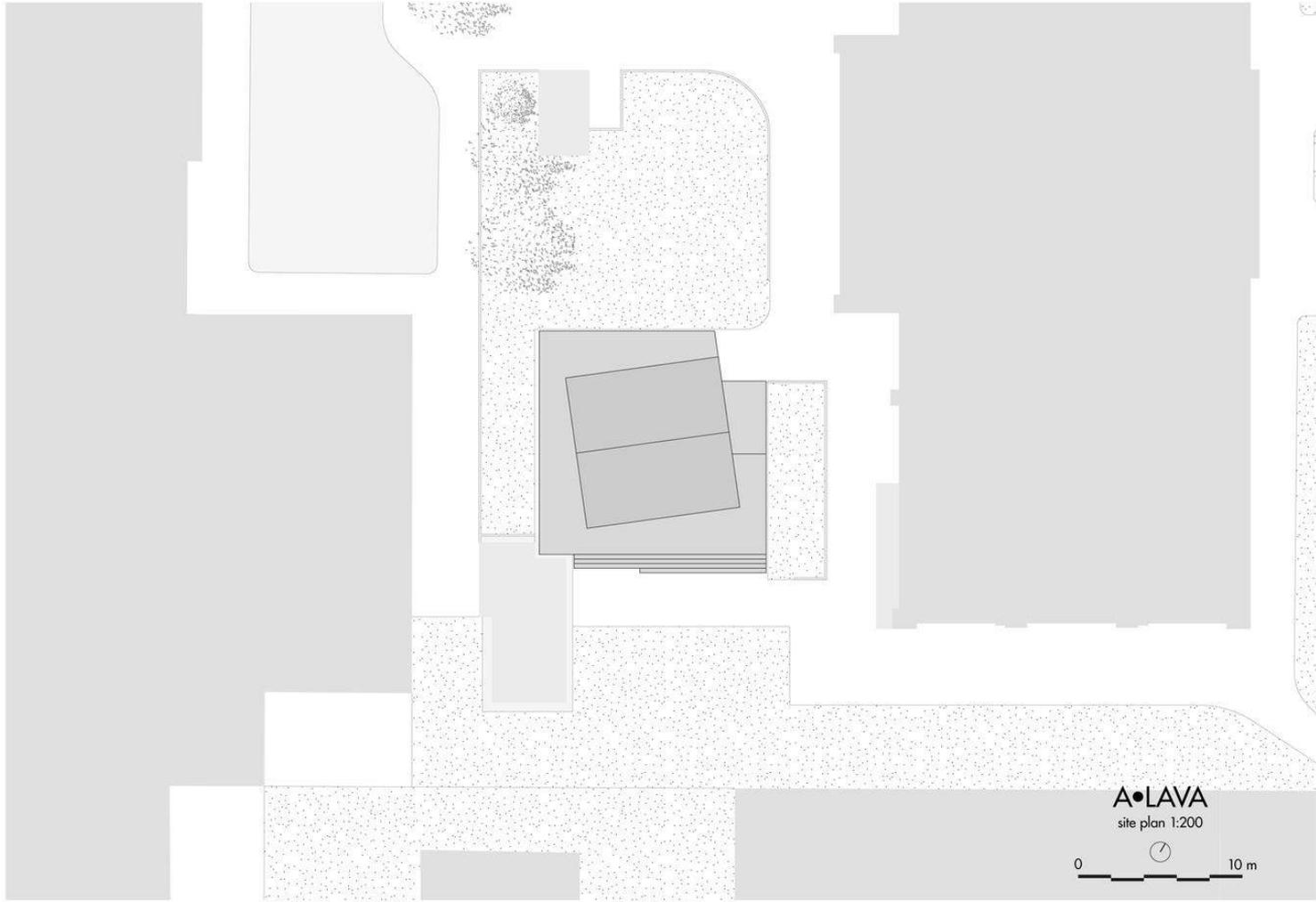
Location : Annankatu 30, 00100 Helsinki, Finland

Area : 81m²

Designed and constructed by a team of 20 students from the Aalto University's Wood Program, the pavilion provides a sheltered stage for Annantalo, an art center for young people and families in the center of Helsinki, Finland. The stage is build as a semi-permanent building and will accommodate various art events from the school during the summers for the next five years.

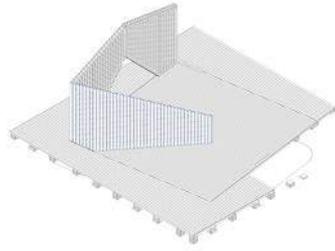
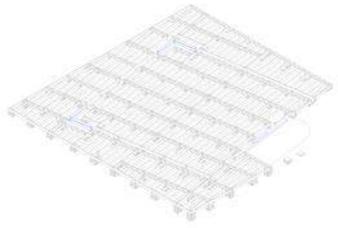
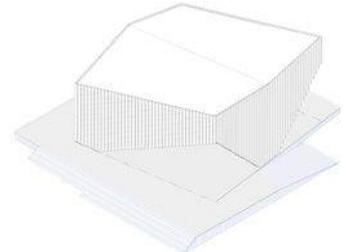
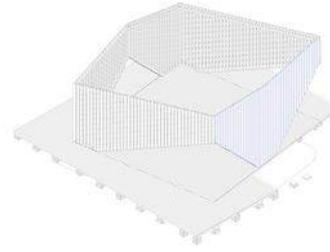
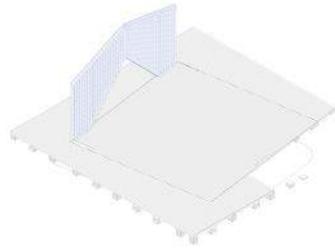
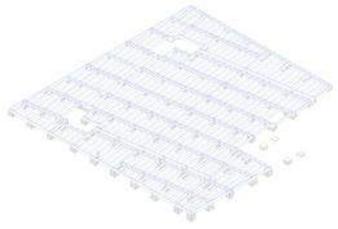
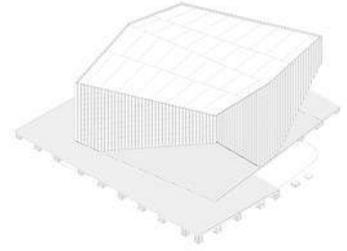
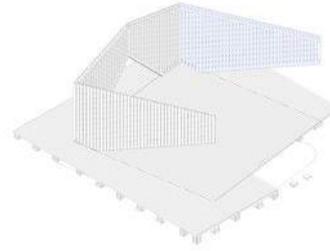
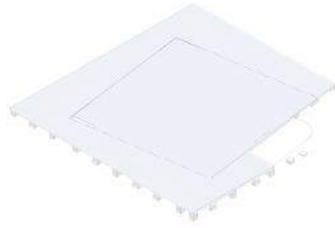
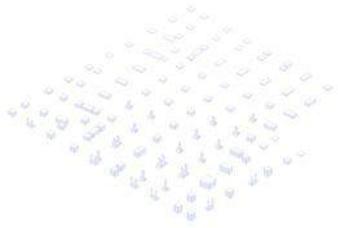
The stage is based on a square shape plan to provide a flexible and democratic space suitable for many types of presentations. The flexibility of the space intends to be a tools for the teachers and students of the school in there creative process. The design provides a main stage for artists and a 60 people audience, with the possibility to extend the show outside and host a larger event.





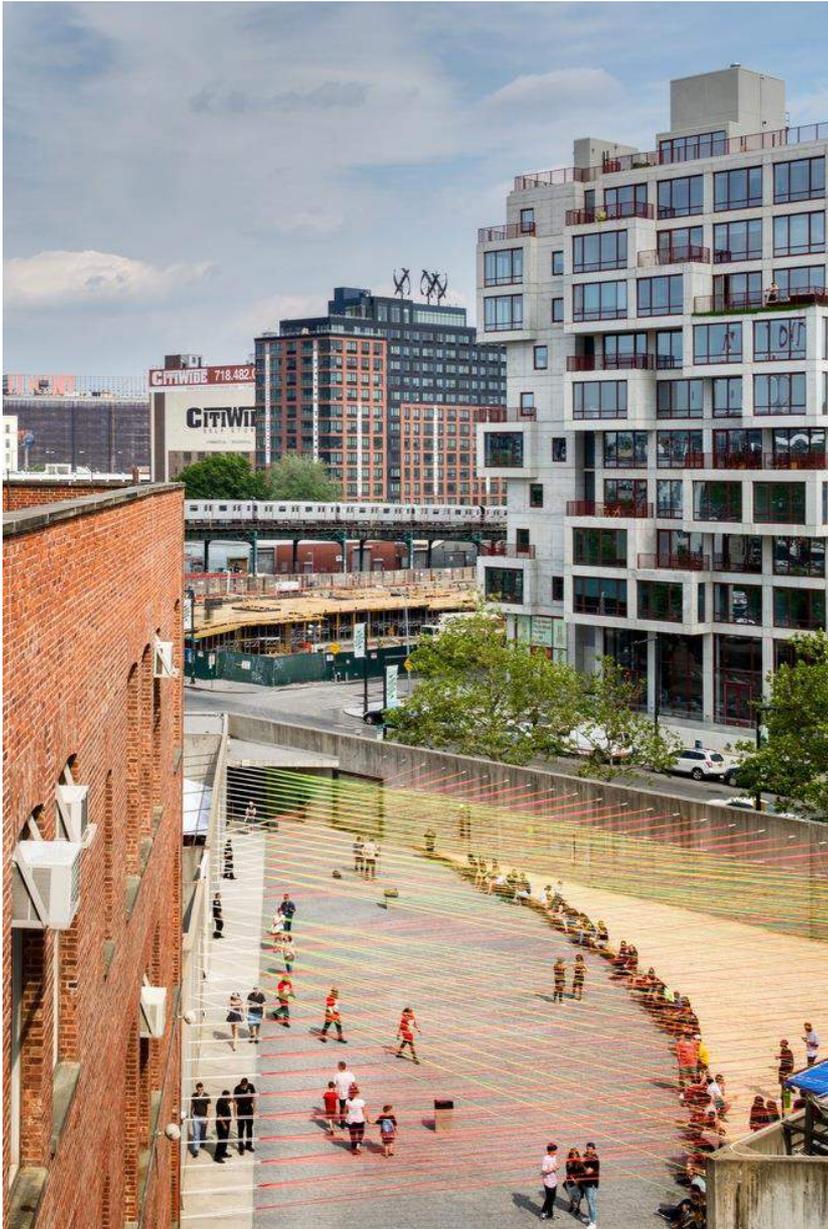
A•LAVA
site plan 1:200





- 1 foundation
- 2 platform frames
- 3 steel foundations
- 4 decking
- 5 back wall
- 6 first side wall
- 7 second side wall
- 8 front wall
- 9 beams
- 10 roofing
- 11 stairs, ramp and platform sides

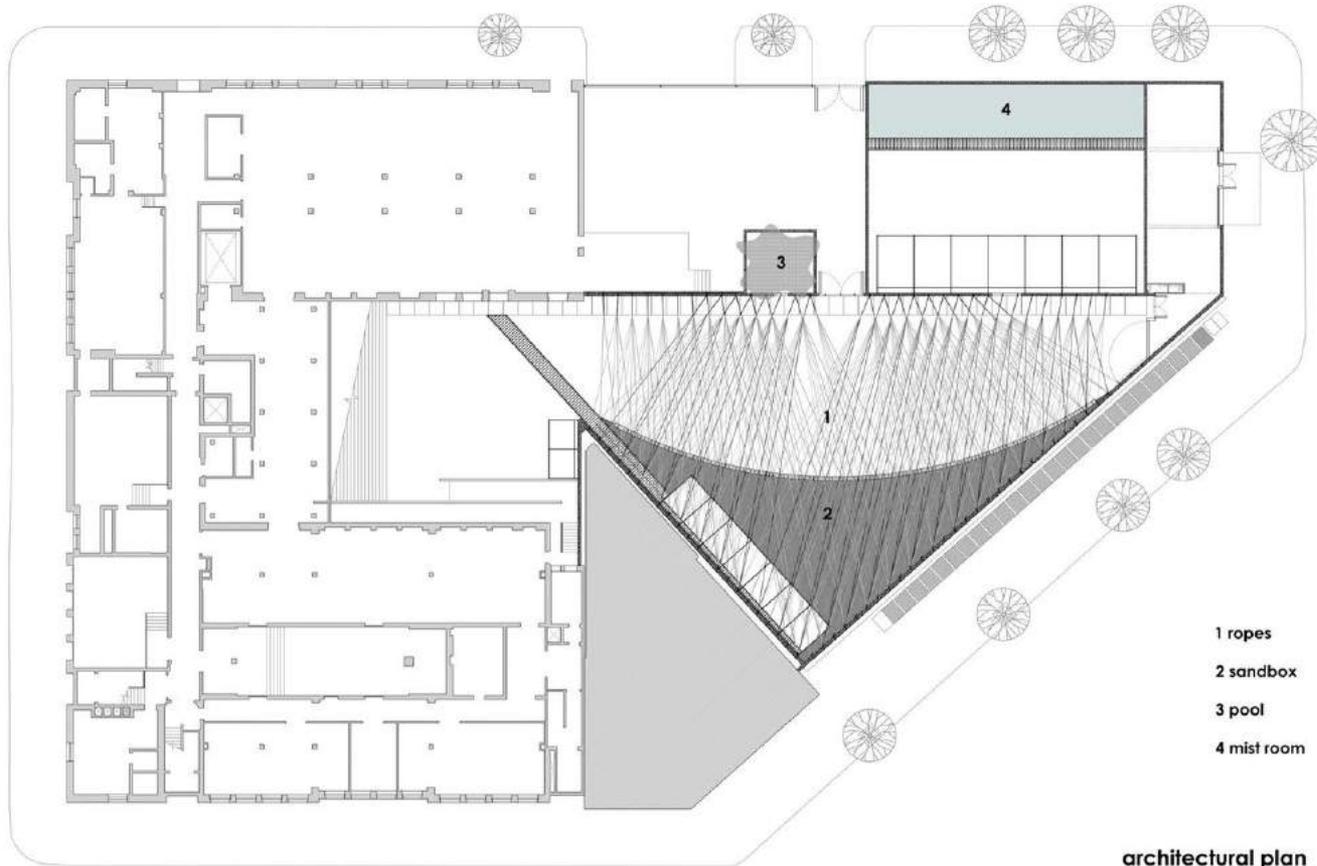
A•LAVA
construction sequence

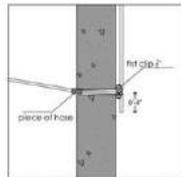
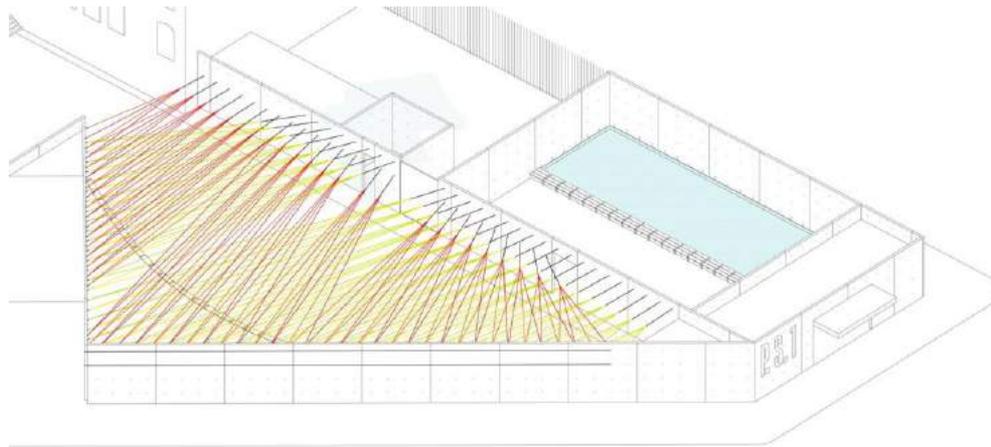


Architects : Escobedo Soliz

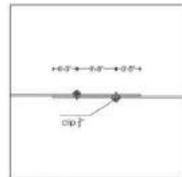
Location : 22-25 Jackson Ave, Long Island City, NY

Escobedo Soliz was selected to construct the temporary installation for the PS1 warm ups in summer 2016 through the YAP Program 2016 of MoMa Ps1. Weaving the courtyard is not an object nor a sculpture standing in the courtyard of the PS1, but a series of simple but powerful actions on the preexistence that generate new and different atmospheres in every space of the courtyard.

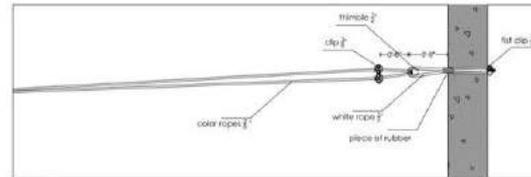




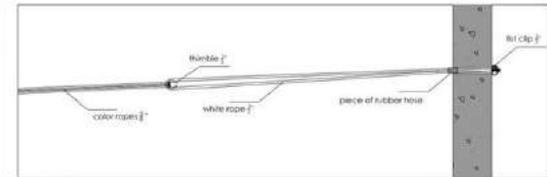
DET 01
finishing & beginning
white rope



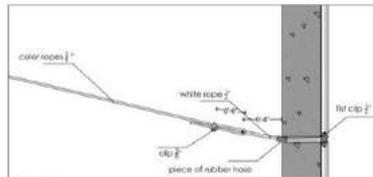
DET 05
overlap



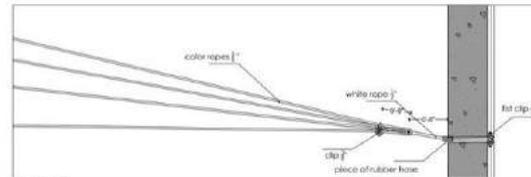
DET 03
section



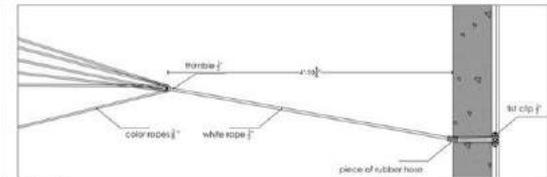
DET 04
section (aisle)



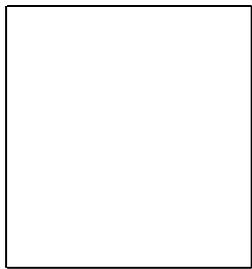
DET 02
finishing & beginning
color rope



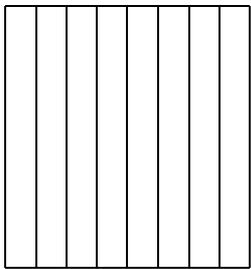
DET 03
plan



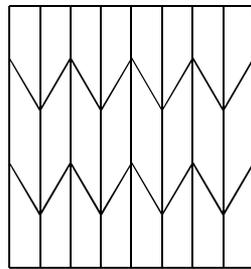
DET 04
plan (aisle)



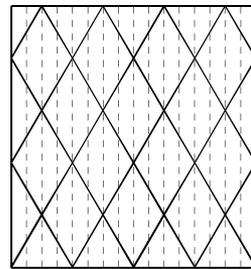
step 1



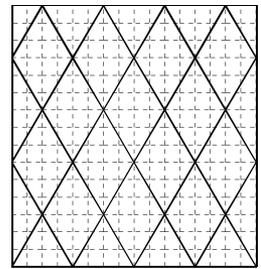
step 2



step 3

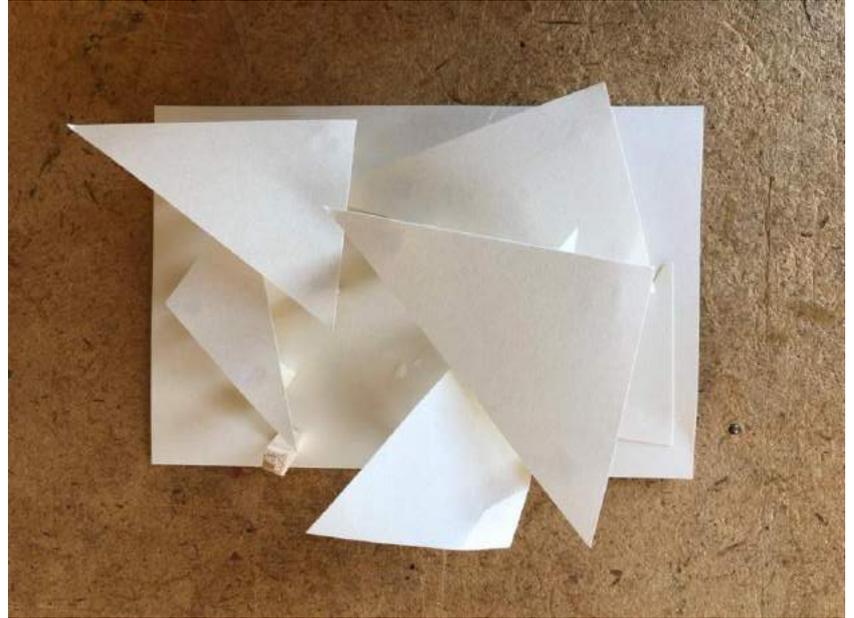
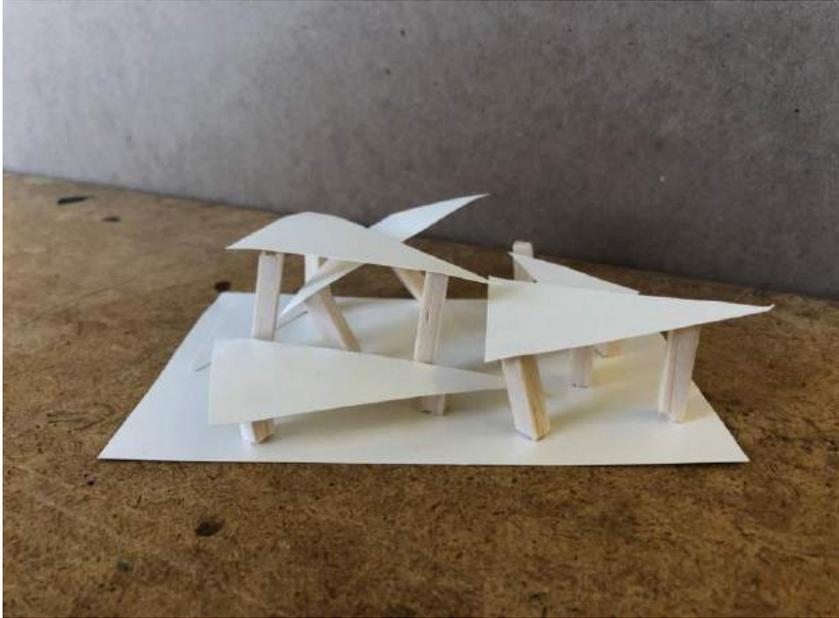


step 4



step 5





Temporary Architecture: An urban mirage

Al-Mousa , Sukainah Adnan

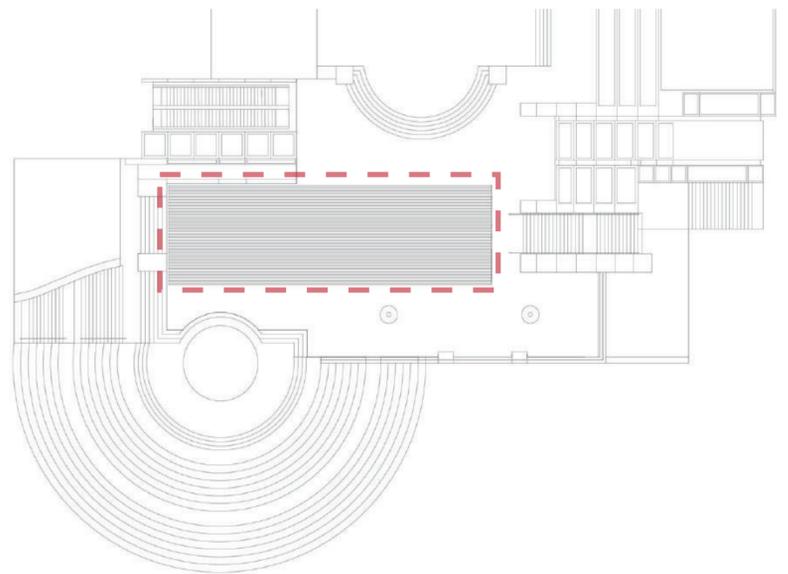
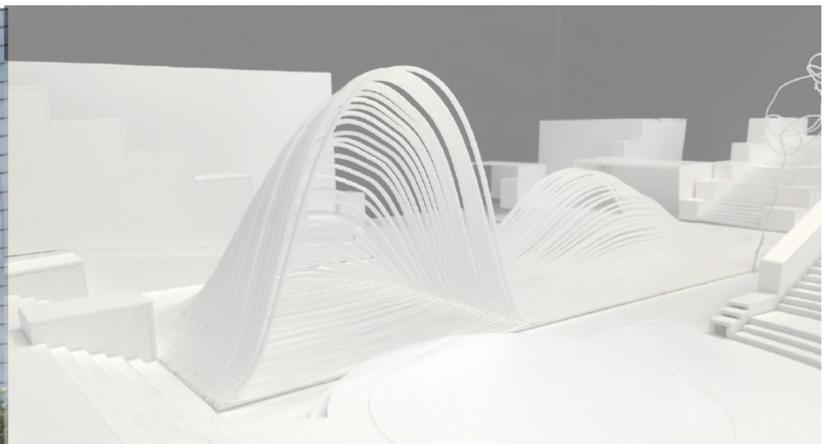
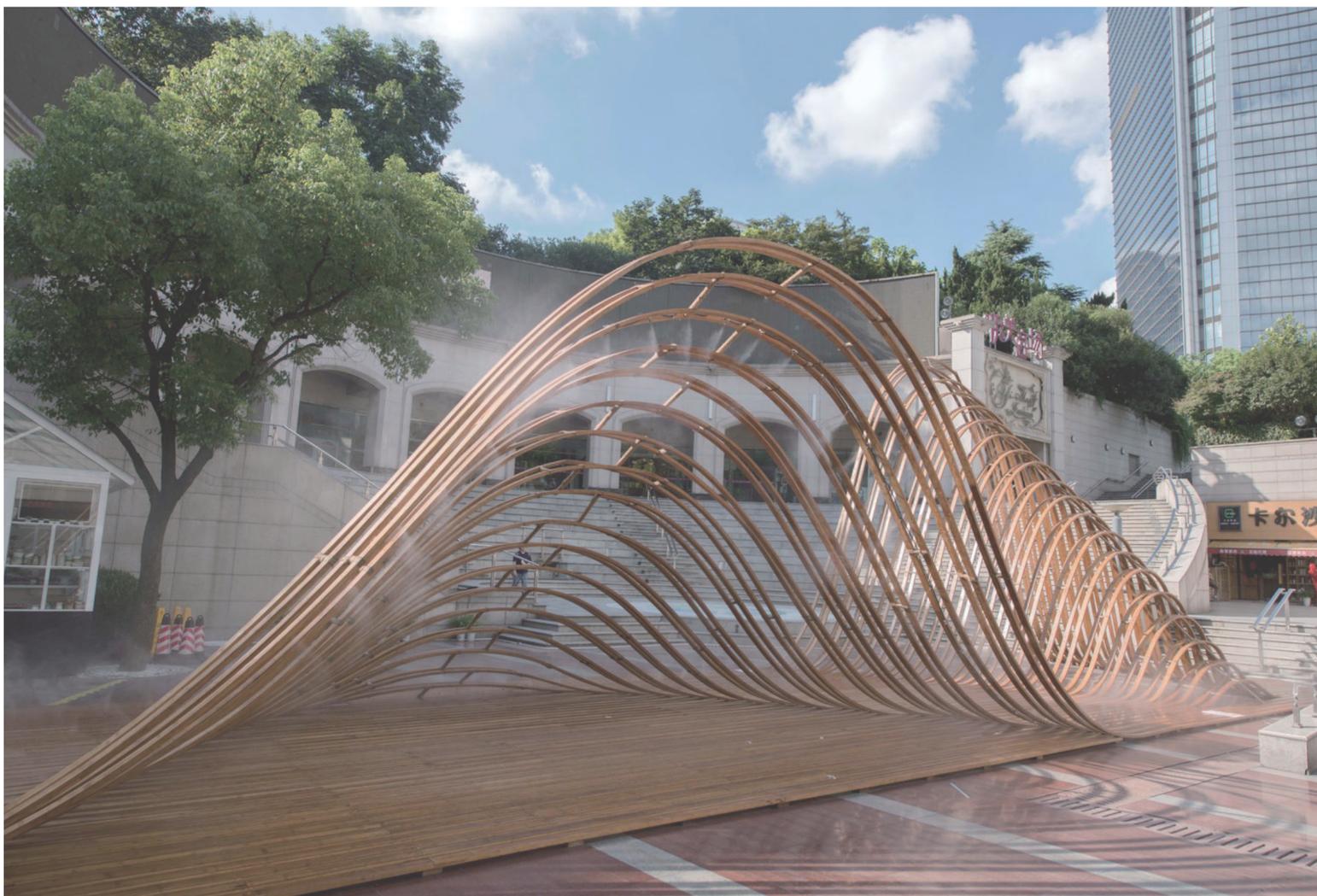
One of the emerging multidisciplinary contemporary art practices is interactive installation art, which focuses on creating a temporary, digital, attractive and attractive artistic environment. It usually appears in the context of existing buildings, whether in gallery space or outdoors in public places. Recent examples of such art projects show that interaction and hallucinations are effective and have a very strong influence on the perception and memory of the place. Even after the display is removed, the digital display on the facade of the building can still be attached to the live history in the viewer's memory. Interactions involving physical and emotional sensory interactions determine the narratives perceived in experience. These trends seem to bring together the physical environment and digital space to contain the audience. Together, these two media offer a new form of space that becomes the new cognitive form of the art space that mediates people's activities and superimposes new situations.

The process of creating interactive installation art involves multiple backgrounds, all of which involve examining concepts through the contact of art and temporary space. Here, especially as a result of interaction and immersion, the audience becomes part of the performance (thematic); as he moves and responds, he activates the narrative and possibly shapes it. The purpose of this article is to explore the potential of digital space displays to enhance or diminish our sense of belonging to the surrounding environment while creating an illusory space within the real physical space. It also aims to discuss how this influence affects the memory of mixed experiences. Devices are digital, temporary, and unreal, and space is material, permanent, and real. What happens when digital interaction and the physical media include "viewers"? To address these issues, this study uses perception and performance theory as reflected in the recent live case studies of art projects in which researchers also become viewers and observers to track this new medium. In a time when times are harder to grasp, as visual cultural identities become harder to define, temporary responses to the environment can provide some room for permanence, influence, and the visual activity of people in the visual landscape More meaningful opening.

pneuSENSE - Transcoding social ecologies

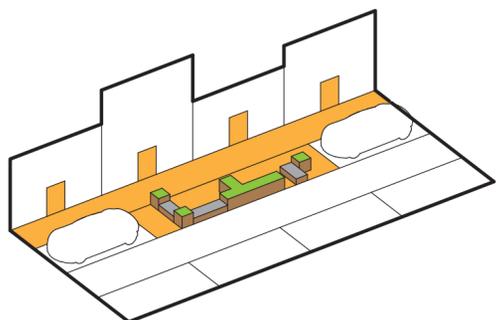
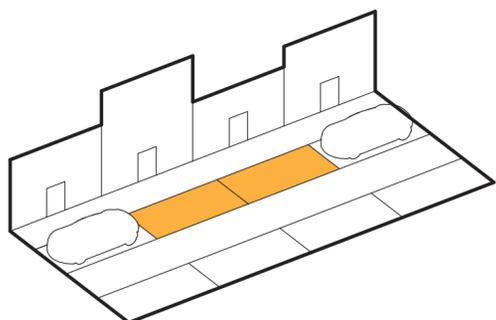
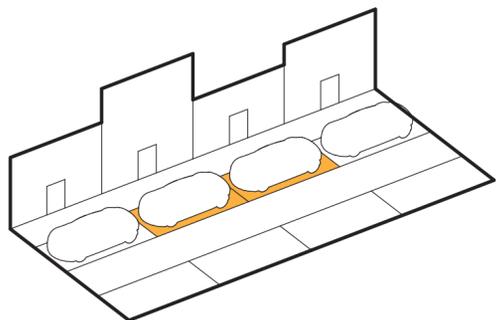
Del Signore, Marcella

Cities are constantly evolving through an entropy process that mediates between complex networked systems and direct urban life. Emerging media technologies inform new relationships between information and things, code and space, and redefine new urban ecosystems. The patterns of perception, experience, and living in cities are fundamentally changing with the radical changes in the tools we design. As a complex system of biological city need to adopt a new multi-scalar strategy to connect the physical layer and networked ecosystems. This article seeks to reconstruct the material city by studying emerging and novel forms of reading and producing urban space through intelligent and mediated processes. The temporary aerodynamic structure and membrane realization were explored through data structures and sensitive urban processes and design approaches, material performance was tested through manufacturing and sensing practices through the pneuSENSE project developed at Navy Pier, Brooklyn, New York, July 2016, and "IaaC - Catalonia Institute of Advanced Architecture - Global Summer School "

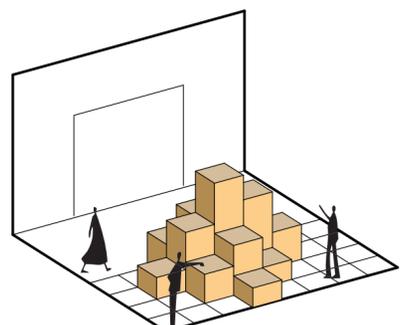
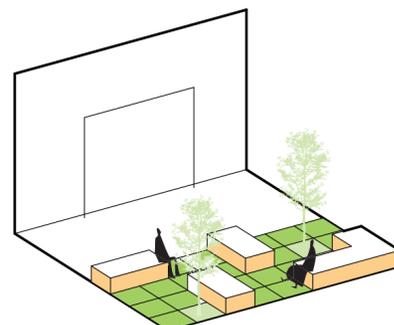
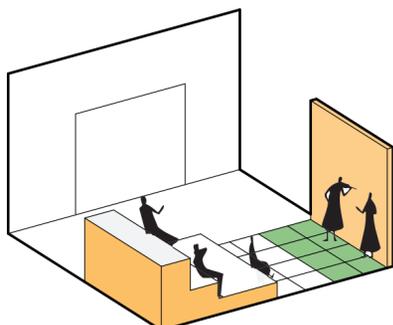
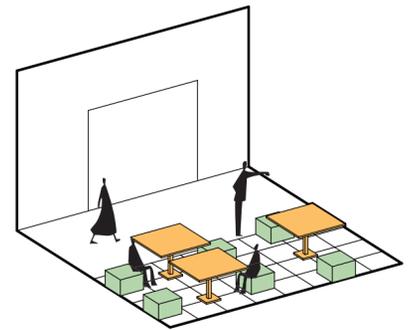
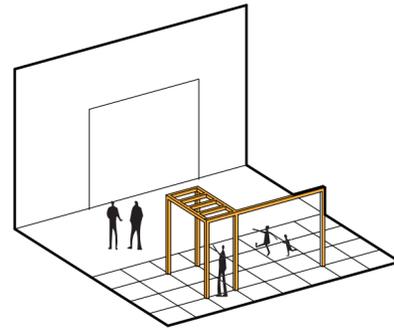
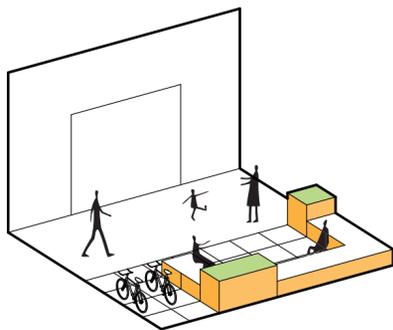


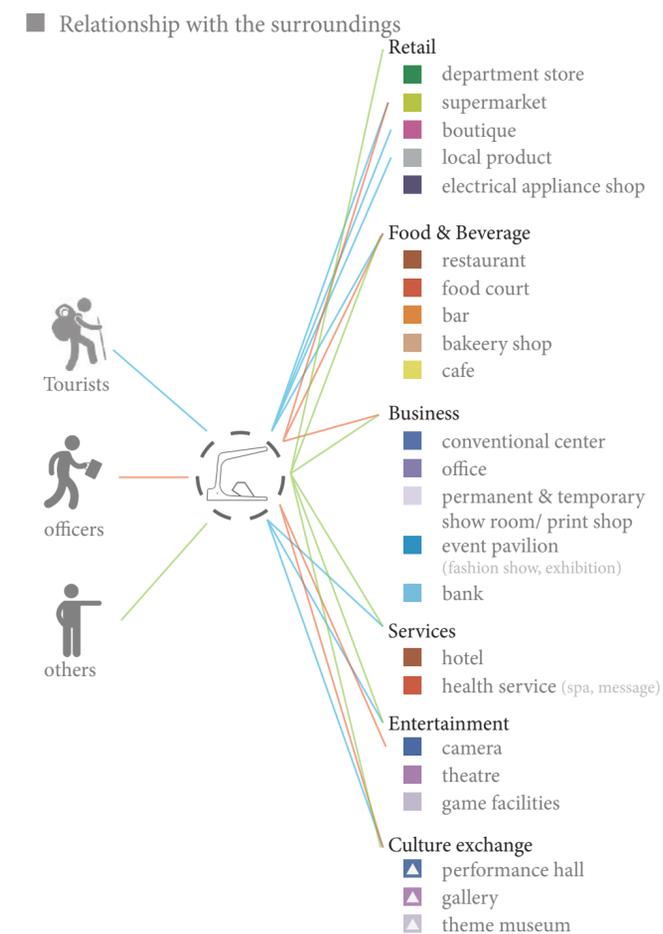
■ What's Parklet

A parklet is a sidewalk extension that provides more space and amenities for people using the street. Usually parklets are installed on parking lanes and use several parking spaces. Parklets typically extend out from the sidewalk at the level of the sidewalk to the width of the adjacent parking space. Parklets are intended for people. Parklets offer a place to stop, to sit, and to rest while taking in the activities of the street. In instances where a parklet is not intended to accommodate people, it may provide greenery, art, or some other visual amenity. A parklet may accommodate bicycle parking within it, or bicycle parking may be associated with it

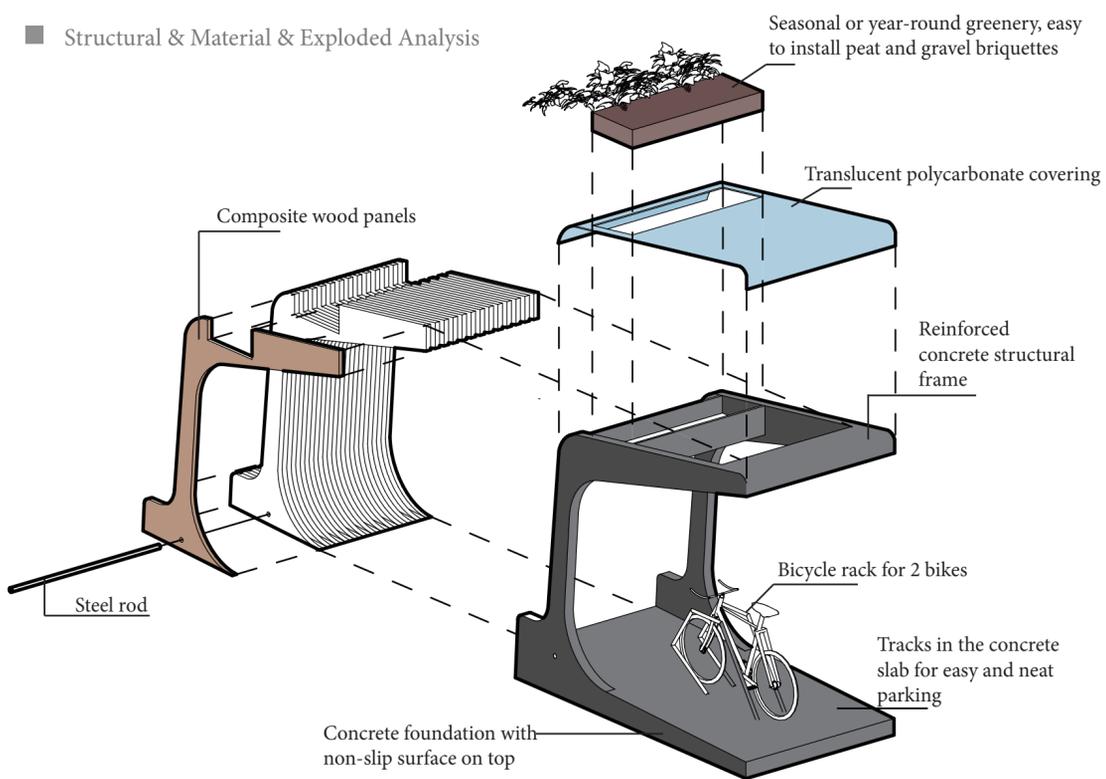


■ Roles of Parklet



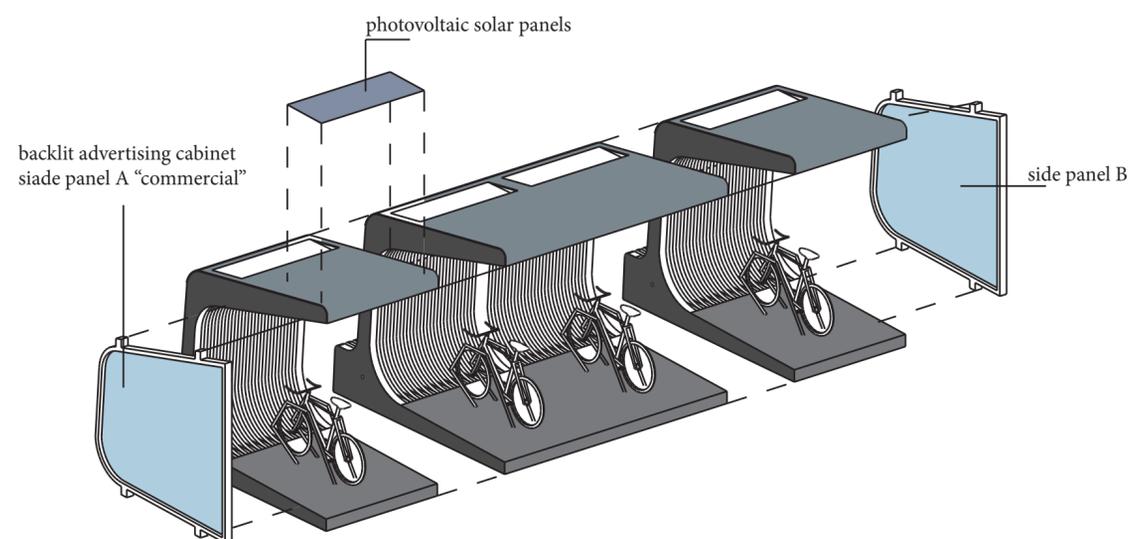


■ Structural & Material & Exploded Analysis

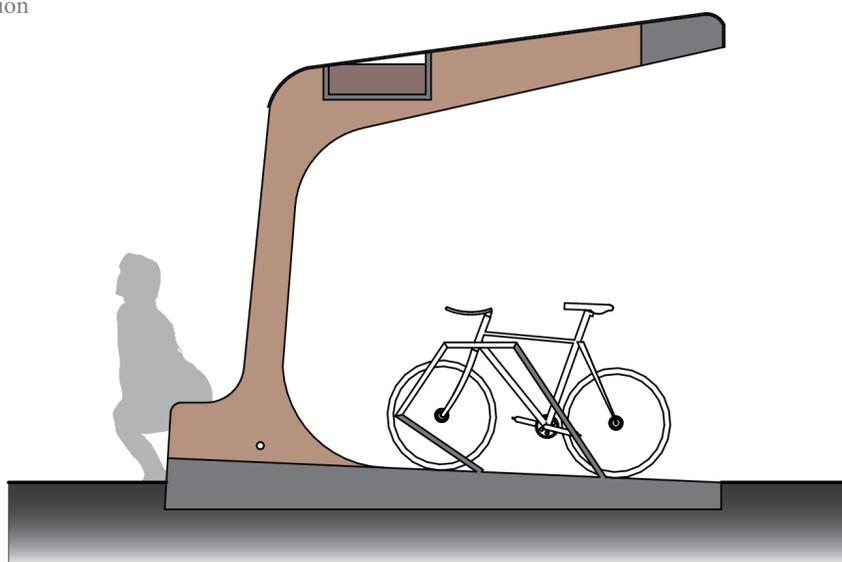


Design for city modular bicycle parking. The project tackles problem of parking chaos at bicycle parking facilities existing at present in many cities. The key idea for the project was to create a modern and modular furniture for the city, which could become the symbol of a bus & bike scheme currently undertaken by many cities. In addition to the bicycle parking the design could facilitate greenery, benches and a place for small vending machine and advertising cabinet which are incorporated into the form of the parking in an organized way.

The proposed modules are made of prefabricated reinforced concrete mould or frame with infill screen made of wooden profiles. Concrete could be a good background for growing vines and it would fit well into the urban landscape of the city. Concrete recycled form old concrete bus shelters could be used in production process.



■ Section



■ Concept Generation

