

# *Presentation of the Winning Teams*

LE:NOTRE Landscape Forum 2021  
Transforming Cityscapes with Art

**International Student Competition**

## **THE PORT ISLAND OF THE FUTURE**

Art-driven revitalisation of the local cityscape

Gdańsk, Poland

Organisers:



AKADEMIA  
SZTUK  
PIĘKNYCH  
W GDAŃSKU



Scientific partners:



POLITECHNIKA  
GDAŃSKA



Stowarzyszenie  
Architektury  
Krajobrazu

# First Prize: Polishing Amber

Urška Didović, Zala Dimč, Klara Korencan, Misa Kranjc

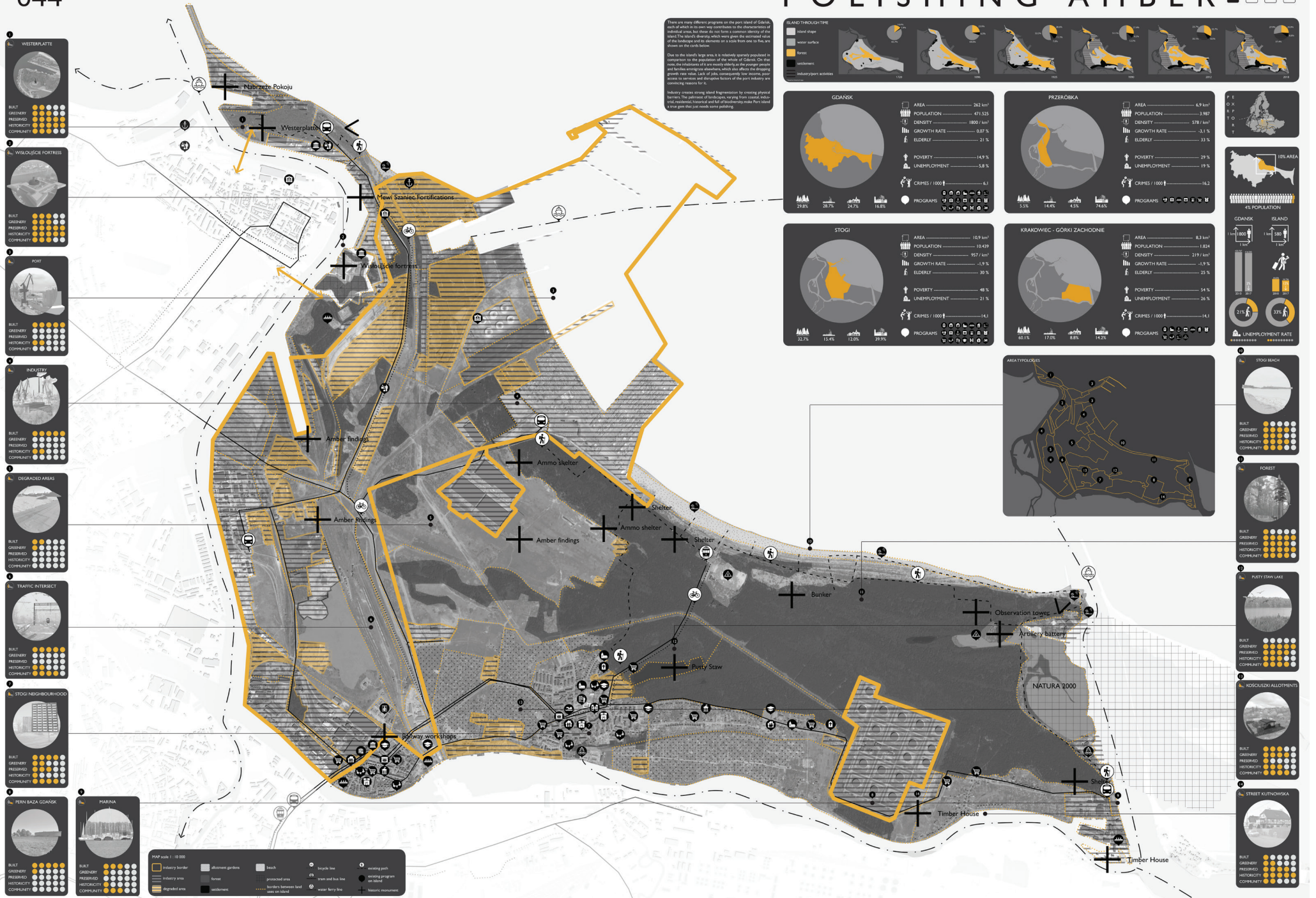
University of Ljubljana, Slovenia

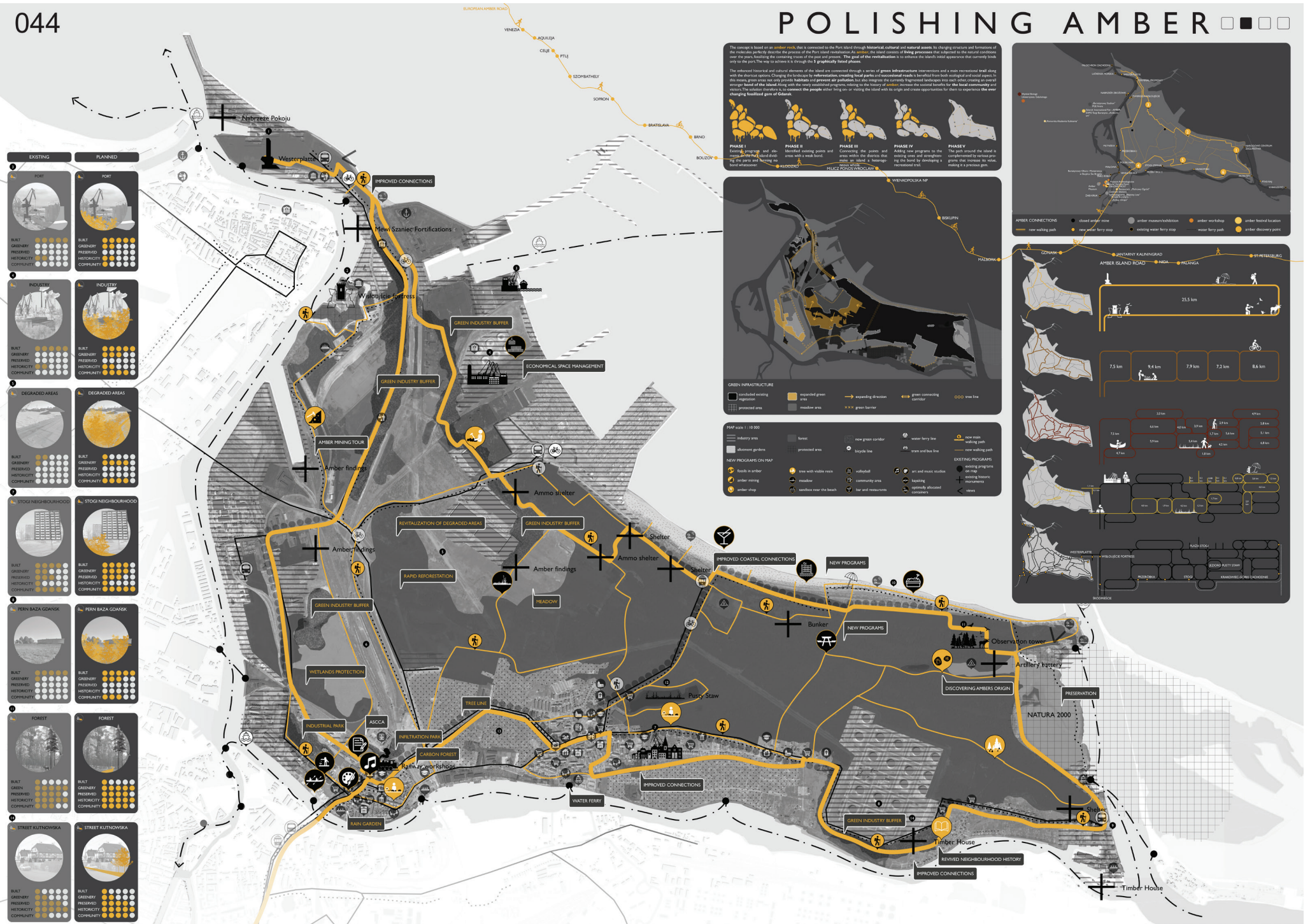
The Port island is a gem of Gdansk that needs some polishing, therefore an analogy is referring to the local Baltic amber. A stronger bond between the fossilized diverse landscapes needs to be established, in order to enhance the island's initial appearance and make it more resistant to external factors.

The proposed revitalisation process includes a green infrastructure plan that not only cleans the port industry air pollutants, but also passes in patches throughout the island. Additionally blurring the strongly expressed land use boundaries and creating passages to maintain a unique coastal wildlife biodiversity with benefits of fighting climate change at the same time.

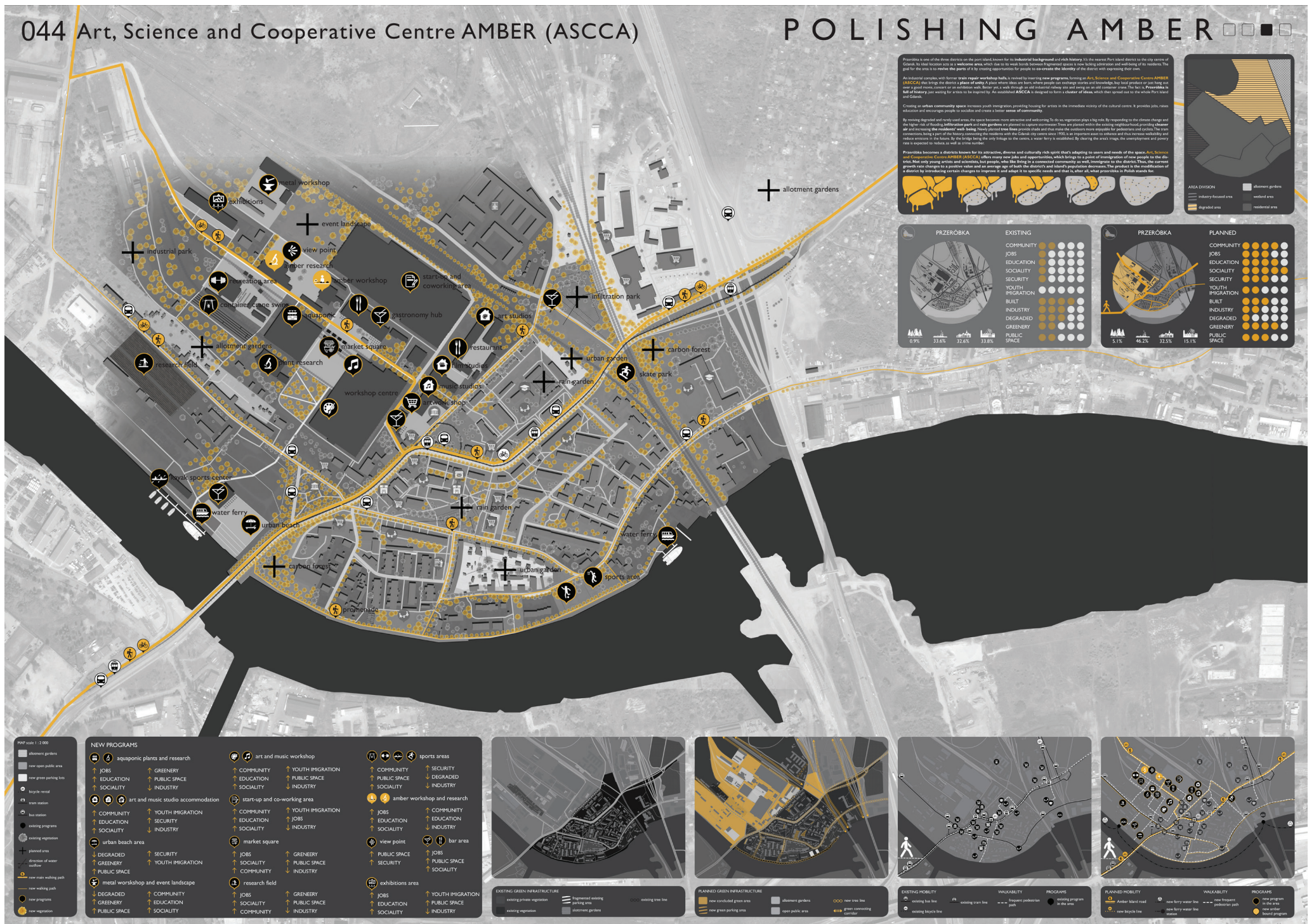
Achieving the goal with infiltration parks, rain gardens, carbon forests and nature parks is beneficial for the well-being of the inhabitants. It increases as the new recreational trail is proposed that allows the users to fully experience hidden parts of the island.

With a newly established Art, Science and Cooperative Centre AMBER, new jobs and opportunities arise on the island and with sustainable, frequent and reliable water ferry routes it is even better accessible for the residents from Gdansk as well. Creating a diverse, culturally rich core in Przeróbka raises interest, employability and immigration, especially among young artists and families, which impacts the local and tri-city level.





# POLISHING AMBER



# 044 Art, Science and Cooperative Centre AMBER (ASCCA)

# POLISHING AMBER



## 1 METALWORKSHOP



A place where artists transform leftover metal from ships into artworks. Metal artworks can be presented in the exhibition gallery, in the event landscape or they can be sold in the workshop shop. They can as well be presented as a land art on the island.

## 3 EVENT LANDSCAPE



A place where artwork made in the new culture center can be presented. It can also host exhibitions from all over the world and can also serve for music and theatre performances.

## 8 START-UP AND COWORKING AREA



Gdańsk is rapidly evolving in start-up and coworking programs. A building that was once used as an old steel roller plant is a perfect place for developing new ideas.

## 15 AQUAPONIC



The proposed area is known as a floating area. Therefore, a proposed aquaponic system must use the flooded water, produce plants and grow fish. Products are sold on the market place.

## 22 WATER FERRY



Visitors and residents can use water ferry as a replacement of a bus, train or car. Water ferry is a quicker and more environmentally friendly because it runs on electricity.

## 2 EXHIBITIONS



A place where artwork made in new culture center can be presented. It can also host exhibitions from all over the world.

## 4 VIEW POINT



Existing tower is transformed into a viewpoint and is accessible for all people. The visitors can observe all over the harbour and Port Island from up there.

## 9 ART STUDIOS



A place where painters and sculptors live and work. Between the buildings, there is an art room where they can spend their free time and use it as an outdoor studio space.

## 16 PLANT RESEARCH



Port Island has specific conditions. It is next to the city river and because of the harbour program and transport emissions, a lot of air is contaminated by a research centre, visitors of aquatic system and results from testing fields are made.

## 23 SPORTS AREA



Existing sports fields are improved and additional sports fields are proposed. Sports area contributes to residents' social life and creates opportunities to make new acquaintances. Therefore, new communities are created.

## 5 AMBER RESEARCH



One of the many names of Gdańsk is the Capital of Amber which is still a mystery for scientists. Therefore, amber research center is proposed next to the new amber recreation trail.

## 10 FILM STUDIOS



Live! work! housing for photographers, video and film makers. Between the buildings, there is an art room where they can spend their free time and use it as an outdoor studio space.

## 17 CONTAINER CRANE SWING



Existing container cranes get a new purpose. Visitors can use swings and experience cranes' height and their load capacity.

## 24 SKATE PARK



Skate park is located on a degraded area close to busy roads between the center of Port Island and a primary school Szkoła Podstawowa. Skate park contributes to younger residents' social life. It can also attract younger people from other districts.

## COOPERATIVE

## 8 START-UP AND COWORKING AREA

## 3 EVENT LANDSCAPE

## 4 VIEW POINT

## 5 AMBER RESEARCH

## 6 AMBER WORKSHOP

## 7 GASTRONOMY HUB

## 13 WORKSHOP CENTRE

## 14 MARKET SQUARE

## 15 AQUAPONIC

## 16 PLANT RESEARCH

## 17 CONTAINER CRANE SWING

## 18 RECREATION AREA

## 19 RESEARCH FIELD

## 20 KAYAK SPORTS CENTER

## 21 URBAN BEACH

## 22 WATER FERRY

## 23 SPORTS AREA

## 24 SKATE PARK

## 25 INFILTRATION PARK

## 26 CARBON FOREST

## 27 RAIN GARDEN

## 28 URBAN GARDEN

## 29 LOOKOUT PIER

## 30 PROMENADE

## 31 PRIMARY SCHOOL

## 32 PLAYGROUND

## 33 SKATE PARK

## 34 WATER FERRY

## 35 SPORTS AREA

## 36 URBAN BEACH

## 37 RAIN GARDEN

## 38 URBAN GARDEN

## 39 LOOKOUT PIER

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## 132 PLAYGROUND

## 133 SKATE PARK

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## 136 URBAN BEACH

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## 181 PRIMARY SCHOOL

## 182 PLAYGROUND

## 183 SKATE PARK

## 184 WATER FERRY

## 185 SPORTS AREA

## 186 URBAN BEACH

## 187 RAIN GARDEN

## 188 URBAN GARDEN

## 189 LOOKOUT PIER

## 190 PROMENADE

## 191 PRIMARY SCHOOL

## 192 PLAYGROUND

## 193 SKATE PARK

## 194 WATER FERRY

## 195 SPORTS AREA

## 196 URBAN BEACH

## 197 RAIN GARDEN

## 198 URBAN GARDEN

## 199 LOOKOUT PIER

## 200 PROMENADE

## 201 PRIMARY SCHOOL

## 202 PLAYGROUND

## 203 SKATE PARK

## 204 WATER FERRY

## 205 SPORTS AREA

## 206 URBAN BEACH

## 2

# Second Prize: **Balancing a conflicting landscape**

Rachelle El Khoury, Paul Maksoud, Luke Henry Miller, Taha Shayestehpour

**Nürtingen-Geislingen and Weißenstephan-Triesdorf Universities, Germany**

The Stogi port island is a land in perpetual motion that is changing with the processes of landscape and human society. Therefore, we aim to harmonize the different aspects of this tumultuous land.

The vision is balancing a conflicting landscape through the core values of coexistence. We will achieve this through our mission, by capturing the fundamental principles of coexistence and linking together the different layers of industrial/urban, ecological, and cultural landscapes through symbiotic synergies.

Our main concept focuses on a timeline spanning from the rich history of the area to the end of the century and the rising sea levels. We proposed a new mobility network reconnecting the scattered historical monuments to the present for the local inhabitants. Furthermore, we identified critical flooding areas that we turned into “flood parks”, giving room for the river using nature-based and grey solutions. This flood management system works in parallel with a newly proposed spatial strategy, reconciling our primary landscape layers: industrial and residential expansion, ecological preservation, historical and heritage significance of the island.

Our focus area exemplifies this concept, where we saw the “flood parks” as extended defenses for the Wisłoujście fortress. The “Blue Forest” and the “Meeting Plaza” reconcile the residents and the forest with the river, while the Fishermen’s Village is put into the spotlight with an artistic approach. The concept of coexistence is embodied in the “Zielona Stacja”, where the remnants of the sulfur industries are turned into a post-industrial park that complements the planned petroleum industries.

Gdansk\_019

GDANSK  
"maritime city"

HISTORICAL  
TIMELINE

mapping significant  
landscape  
changes & social  
events

930

Roman iron age

Tree-cut timber settlements

980

The foundation of Gdansk

Polish state - the trade routes of the Baltic Sea

997

Kingdom of Poland (997-1308)

Foundation of the city under king Boleslaw

1025

The fall of Truso

The complex combining the castle town city and port

1308

The construction Wislouchie Fortress

Based on wooden crates hidden under the water. The tower was assigned to control the passage of ships, traveling to and from the Bay of Gdansk's main port city of Gdansk.

1361

Teutonic order (1308-1354)

1361

The city became part of the Hanseatic League (1361)

1466

Kingdom of Poland (1466-1793)

Thirteen years war (1454-1466)

1622

The Wislouchie Fortress destruction

Artillery strikes destroyed parts of the fortress while only leaving the walls of the Fort Carré.

1772

Kingdom of Prussia (1793-1807)

The declaration of the city after two long wars

1807

Free city of Gdansk (1807-1814)

The proclamation of the Free city of Gdansk

1814

Free city of Prussia (1814-1871)

Defeat of Napoleon

1840

Ice jam development

A narrow dune barrier separating river bed from the Gulf of Gdansk was broken and a new mouth was formed.

1895

Bunkers and artillery batteries

-1890: Prussians started building coastal fortifications.  
-1952: The army approved its construction  
-1955: The 25th BAS was part of the 32nd coastal artillery Squadron  
-1977: The army withdrew from Stogi and the units were disbanded

1871

German Confederation (1814-1871)

The city became a part of German confederation under Prussia

1896

The Vistula River artificial channel opening

1920

Free City of Gdansk (1920-1939)

became a free city under the auspices of the League of Nations

1925

Fishermen's village

Extended by an organized working class settlement (Nowy Hel / Neu Heil)

1939

Third reich/ World War II (1939-1945)

The start of WWII - between the industrial cranes and the fortified walls of a small Polish barracks on the 1st of September

1945

Republic of Poland (1945-present)

The destruction of Wislouchie Fortress  
Artillery strikes destroyed parts of the fortress while only leaving the walls of the Fort Carré  
  
90 % of Gdansk downtown destroyed by air strikes and artillery fire

1995

The reconstruction of Wislouchie Fortress

1980

The birth of Solidarnosc movement against socialism

997 a.C.

1687 a.C.

1784 a.C.

1896 a.C.

1920 a.C.

1945 a.C.

1980 a.C.

BALANCING A CONFLICTING LANDSCAPE

through the eminent rise of WATER and the diminishing of land through floodwater management and the reconciliation of URBAN/INDUSTRIAL, ECOLOGICAL and HISTORICAL landscapes

ANALYTICAL MAP

INDUSTRY

RESIDENTIAL

ECOLOGICAL

HERITAGE

FLOOD RISK AREA

1. WESTERPLATTE

2. MEWI SZANIEC FORTIFICATIONS

3. WESTERN SCENCE

4. WISLOUCHIE FORTRESS / EASTERN SCENCE

5. REMAINS OF FISHERMEN VILLAGE

6. LEFT OVER INDUSTRY AREA

7. ARMS SHED

8. HISTORICAL IRRIGATION FIELDS

9. MILITARY SHELTER

10. COMMAND TOWER

11. STOGI BEACH

12. MILITARY SHELTER

13. COASTAL STOGI FOREST

14. OBSERVATION TOWER

15. ARTILLERY BATTERY

16. NATURA 2000 WETLANDS

17. DORA ZBODLANA BUNKER 2

18. TIMBER HOUSE

19. TIMBER HOUSE

20. ALLOTMENT GARDENS

21. RUINOUS CULTURAL LANDSCAPE

22. STOGI COASTAL GRASSLANDS

23. RAILWAY WORKSHOPS

24. SHIPYARD PORTS

EXISTING CIRCULATION

TRAINLINES & PRIMARY ROADS

TRAMLINES & SECONDARY ROADS

BIKE ROUTES

INDUSTRIAL ZONES & RESIDENTIAL AREAS

RECREATION AREAS, GREEN & BLUE INFRASTRUCTURE, HISTORICAL, RESIDENTIAL

RECREATION AREAS, GREEN & BLUE INFRASTRUCTURE, HISTORICAL, RESIDENTIAL

THE FUTURE?

River Flood Risk 1M and 2M

Rising Sea Levels Storm Surges 2M - 2100

RESIDENTIAL & INDUSTRY EXPANSION

ECOLOGICAL PRESERVATION

HERITAGE & IDENTITY

URBAN & FUTURE FLOODING

ECOLOGICAL & FUTURE FLOODING

HERITAGE & FUTURE FLOODING

Capturing the core value strategies of coexistence and linking together the different layers of industrial/residential, ecological and cultural landscapes through symbiotic synergies.

CONCEPT MAP

INDUSTRY RESIDENTIAL ECOLOGICAL HERITAGE

CONCEPT DEVELOPMENT

6 - INTERACTIVE INDUSTRIAL HARBOUR WALKWAY

7 - NATURE BASED INTERVENTION REDUCES FLOOD EROSION

ECOLOGICAL LANDSCAPE

**GREEN BUFFER**  
A proposed landscape green buffer extends from the coastal forest & acts as a green barrier between the heritage sites and the proposed harbour.

**FLOOD WATER PARK**  
The fishermen's village, next to the fort, is a area where flood water management strategies could be applied.

**COASTAL GRASSLANDS & FOREST ESTABLISHMENT**  
Coastal grasslands are encouraged to thrive without human disturbance, with forests acting as a water redunstorage.

**GREEN BUFFER**  
high risk flood zones are designed to withstand stormwater surges while also providing a particular habitat.

**WETLANDS & NATURA2000**  
As the sea level rises, the wetlands expand, providing essential habitats and ecosystem services such as carbon store and water filtration incase of storm surges.

**COASTAL FOREST**  
The coastal forest is a protected landscape that provide essential habitats to nature & additionally acts as a sponge during storm surges.

**LANDSCAPES & BEACHES**  
Sandunes provide important habitats to plants and organisms and also provide stormwater surge protection.

HISTORICAL LANDSCAPE

**WESTERN SCENCE**  
REMAINS OF FISHERMANS VILLAGE  
The historical position of the Western Scence can be reconstructed and industrial park is turned into a port industrial park for recreational SHIPYARDLAND.

**WESTERPLATTE**  
MEWISZANIE FORTIFICATIONS  
AMMO SHELTERS WISLOUSIE FORTRESS/EASTERN SCENCE  
AMMO SHELTERS MILITARY SHELTER  
COMMAND TOWER  
OBSERVATION TOWER  
ARTILLERY BATTERY  
MILITARY SHELTER  
TIMBER HOUSE

**INDUSTRIAL PARK**  
Industrial is turned into a port industrial park for recreational SHIPYARDLAND.

**PORTS**  
Part of the site identify the port & shipyard of the

**HISTORICAL IRRIGATION FIELDS**  
SRODZIMSKIE OLD DOWN  
RAILWAY WORKSHOPS  
PUSZY STAW CULTURAL LANDSCAPE  
ALLOTMENT GARDENS

INDUSTRIAL LANDSCAPE

**Brazzao**  
Redefined industrial zone to be spatially compacted with further storage capacity through flood water management techniques.

**WYBIEGLO**  
The shipyard - an important industrial port island shut is also associated with the start of the solidarity movement.

**Aniolki**  
Wagrowie Mickiewicz

**Strdmiescie - Old Town**  
Industrial, port and harbour zone are connected with modernized access routes.

**EXISTING harbour & port**  
Existing Stogi neighbourhood & urban expansion proposal.

**PERN S.A.**  
oil refinery to potentially expand to the east of the island.

**GDANSK oil refinery**

1- INDUSTRIAL BRIDGE

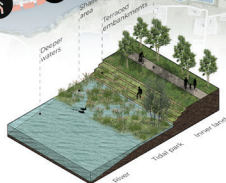
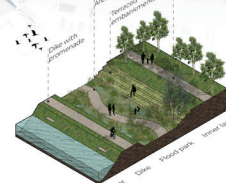
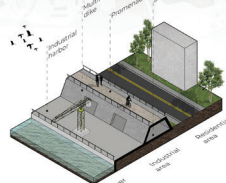
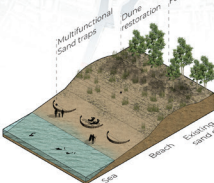
2-NATURE BASED SOLUTION DUNE ESTABLISHMENT

3-HARBOUR SERVICE DIKE

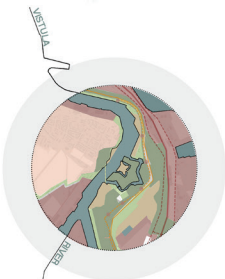
4-RIVER WALKWAY AFTER FLOODING

5-RIVER WALKWAY AFTER FLOODING

SCALE 1:10 000 Kilometers



ZONES OF  
COEXISTENCE



INDUSTRIAL ZONES



- 1 Inner Port Industry
- 2 New Port
- 3 Main Port
- 4 PEDN - Oil and Gas
- 5 Coal Deposit
- 6 Port Services
- 7 Connection to Harbour Extension

GREEN NATURALIZATION  
ZONES



- Nature Paths
- Forest
- Bats Habitat
- Wetland

PEDESTRIAN ACCESS  
ROUTES



- Walking Paths
- Bicycle Paths

- Industrial Zones
- Residential Area
- Heritage Parks
- Landscape Parks
- Green Fingers
- Vistula River + Baltic Sea

BLUE INFRASTRUCTURE  
MANAGEMENT



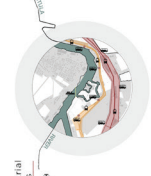
- Concrete Flood Wall
- Flood Park
- Crossing Bridge

NEW PROGRAMME



- Concrete Flood Wall
- Flood Park
- Crossing Bridge

TRANSPORTATION ROUTES



- Industrial Access
- Recreation Access
- Tram + Bus Stops

THE BLUE  
FOREST



1 Forest connection

Allowing pathways through the forest, and connecting to the urban fabric

2 Tidal park

Planted with reeds and other water based plants that attenuate waves and help manage floods

3 Terraced embankments

Allowing for the people to connect with the river and other recreational activities

FISHERMEN'S  
VILLAGE

4 Interactive installations

Hosting temporary exhibition spaces related to the history of Gdansk

5 Elevated pathways

Offering overhead access to exhibition space in all seasons

6 Flood dike

Dike with promenade for flood protection

7 Floodable area

Shallow area that is planted with reed and can be filled in flooding season

FOCUS AREA MASTER PLAN

MEETING  
PLAZA

8 Forest extension

Extending the forest through the "green fingers" and taking over the previous industrial areas

9 Tree line

Shaded semi paved area with a tree line allowing the green forest to meet with the river

10 Water channel

Allowing the river and the forest to meet, and providing a fresh attraction in the area

ZIELONA  
STACJA

11 Reuse of old buildings

Turning the old station into a bicycle hub and restaurant with a playground

12 Railway park

Turning the railways into a bicycle hub and restaurant with a playground

13 Constructed Wetland

Using plants that fix sulfur content in the soil and creating a new attraction for visitors

14 Elevated bridges

Allowing visitors to interact with existing industries with elevated vantage points

15 PERN industries

Oil and Gas Storage tanks

GDANSK  
"maritime city"

VISUALIZATIONS

Three critical areas are identified as potential for flooding.

They act as an extension for the fortress protecting against the risks of flooding. They become their own flood park.

How they mitigate this risk?  
They have their own identity while embodying key flood management strategies

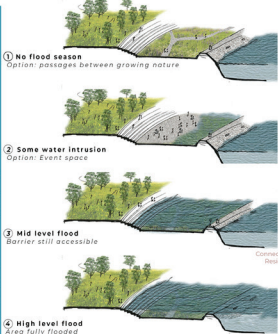
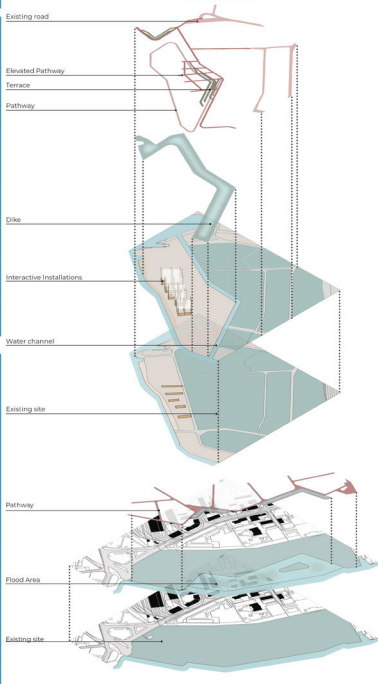
- Heritage | River**
- **The Blue Forest**.....  
Flood management | Terraced Embankments  
Seating area | View points  
Recreational space  
Pathways
  - **Meeting Plaza**.....  
Flood management | Water Channel  
Forest | Cultural Area | River
  - **The Fishermen's Village**.....  
Fishermen's Village memory  
Flood management | Dike + Water Channel  
Cultural + Recreational aspect  
Interactive installations
- People | Industry**
- **Green station**.....  
"Zielona stacja"  
Bicycle Station  
Post Industrial Parks  
Pedestrian & Bicycle Pathways
- Residential | River**
- **Flood Park**.....  
Flood Water Parks  
Recreation  
New Residential Zone



The Fishermen's Village

Blue Forest

Flood Park



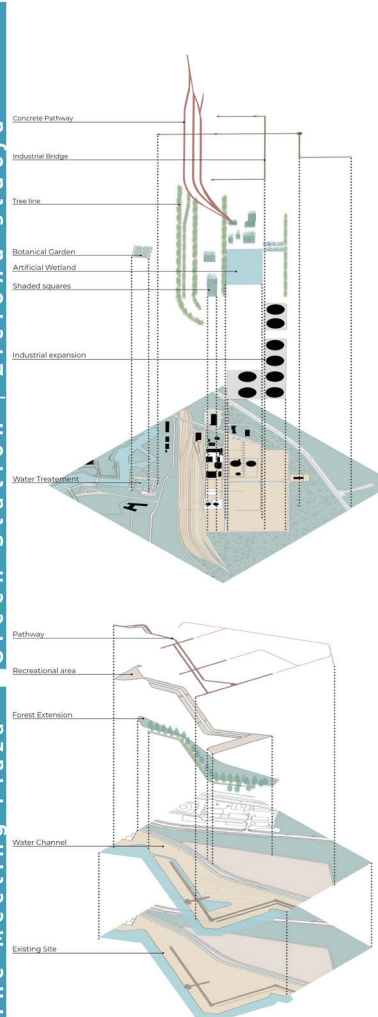
**The Fishermen's village**  
Looking back into history this area used to be a Fishermen's village before it got destroyed during the war. Some remains of old structure still exist. Following our coexistence concept, we combined the flood water management with the recreational and cultural aspects of the landscape.



**The Blue Forest**  
A flood park that creates a vis a vis situation in front of the fortress. Reminding of the old fortress that used to exist in this area



Green Station | Zielona stacja



DETAILED SPATIAL VISION

The created lines will bring a **different experience** depending on the user's location



**Green Station | Zielona stacja**  
A project that highlights the coexistence concept with the left-over industrial site by transforming it into a post-industrial park.



The existing railway acts as a linear park that hosts pedestrians and cyclists. Green and resting areas are also implemented in between.



**The Meeting plaza**  
It is the product of the gradual dynamic succession of the forest meeting the river through symbiotic synergies.



# Third Prize: Banding

Junyu Diao, Cenfeng Li, Suting Li, Kexin Lei, Yulian Pan, Ye Shang, Xi Xu, Yuwei Wang

**Huazhong Agricultural University, China**

Water brings both separation and opportunity to the island. Here, residential communities compete with scenic recreation and port industries for coastal/ river resources. Combined with the development of villages, ports, and military in different historical periods, the fragmented landscape of today's port island was formed.

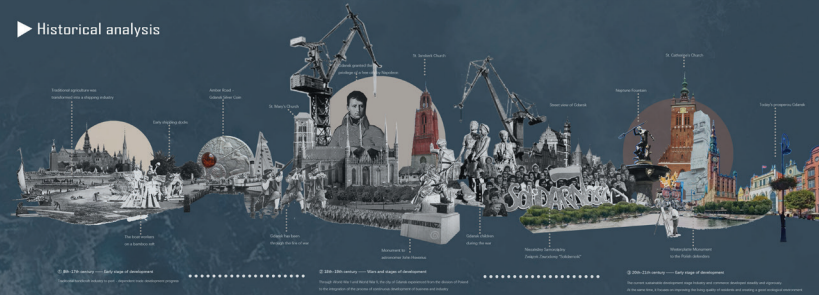
We hope to banding these areas of different land use to rebuild the integrity of the landscape. So we integrates existing resources, analyzes the development direction of ecology, culture, service, and industry area based on MCR (minimum cumulative resistance) model, and selects three different types of corridor spaces: culture, waterfront and marginal based on the results of the resistance model.

Inside this corridor, landscape with art theme forms a link for the integration of various types of landscapes. Comfortable travel experience establishes a link between both inside and outside service area. And vibrant public space become a link between people in the community. Based on those linkage, the future development of the site is supported, an homeland as a whole is built.

We chose some examples to explain the banding of different artistic themed corridor, as well as the specific expressions of various artistic themes, such as ruin art, container art, and land art.

Plot B is the intersection of the old industrial area and community. Combined with the memory here and integrated with the development trend of the site, the design is carried out focusing on culture, ecology, waterfront and community service.

## ► Historical analysis



## ► Design Description

As an important base for port development, the site itself is the home for the local people first, and then the positioning of various functional areas. The design hopes to integrate the resources of the site, analyze the development resistance of various elements of the site based on the minimum cumulative resistance model, and select corridors suitable for urban development based on the resistance model, to create three different types of corridors for culture, waterfront and connection. Connect the relationship between different land properties through different public spaces on the corridor, and strengthen the integrity of the site landscape. Enhance the vitality of the community to strengthen the communication and connection between people, create a bound landscape different from the main urban area to develop the tourism industry and strengthen the connection with the main urban area.

## ► Site problem



Broken Land

Broken Landscape Image

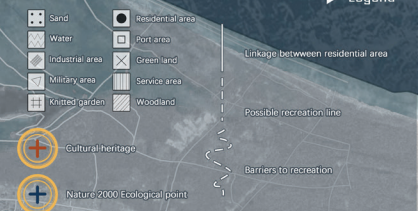


Around community  
Chaos Space  
Unified factory and residence  
Broken landscape

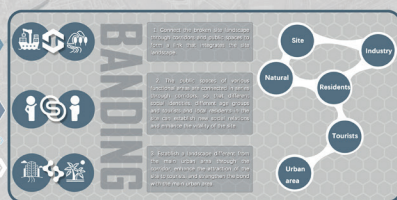
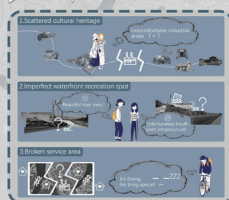
Waterfront  
Many leisure spaces  
Sandy beach cut off by river

Cultural heritage  
Unified industrial space  
Barren dirt road

## ► Legend



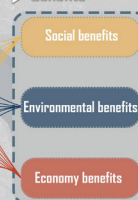
## ► Concept derivation

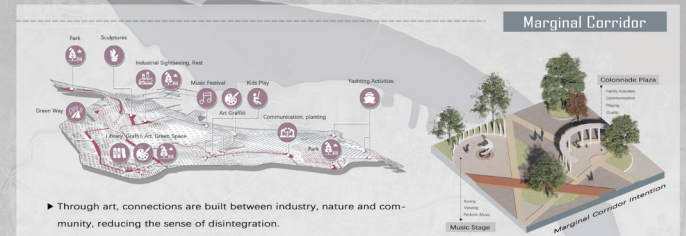
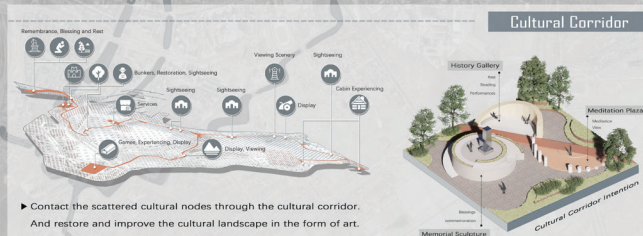
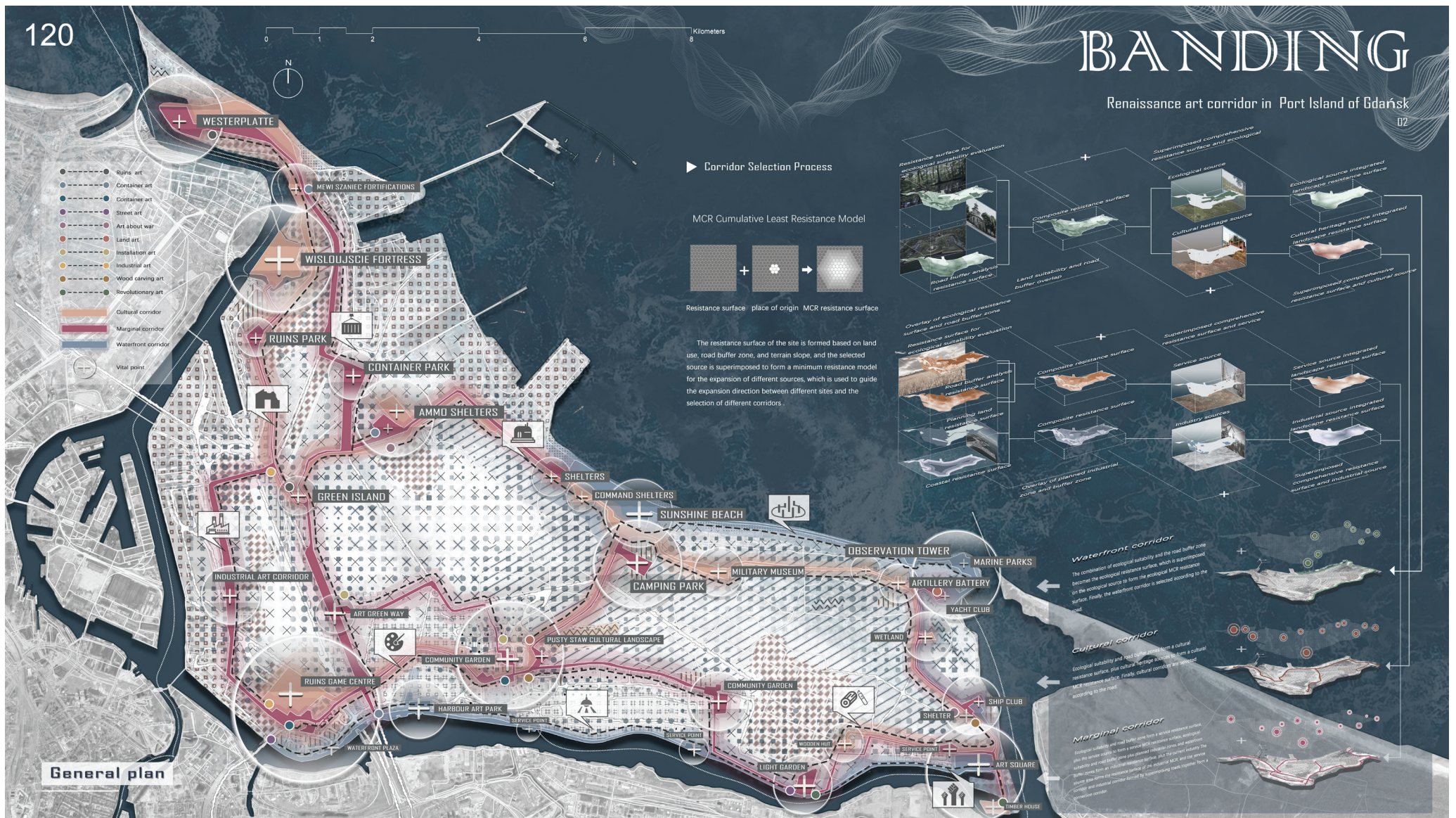


## ► Strategies



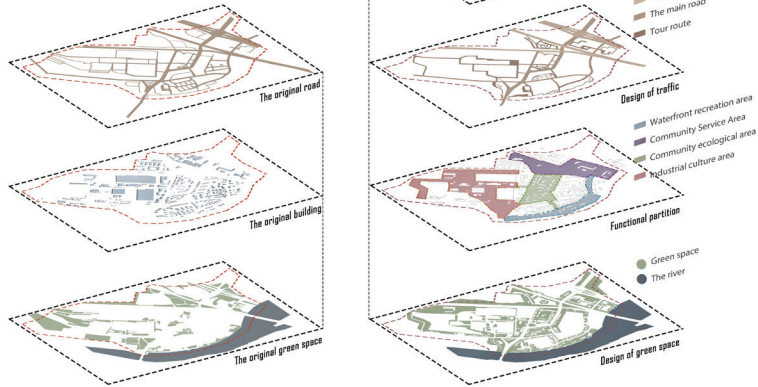
## ► Benefits





## DESCRIPTION OF PLOT B

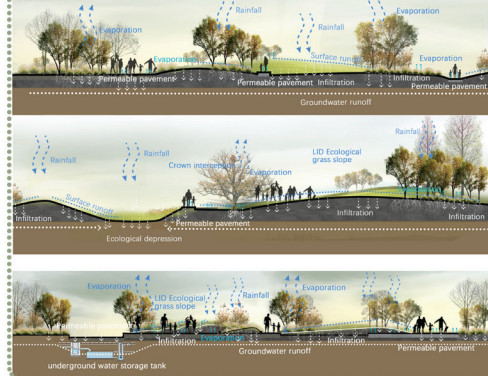
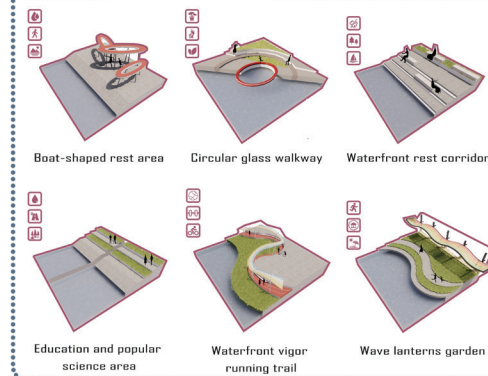
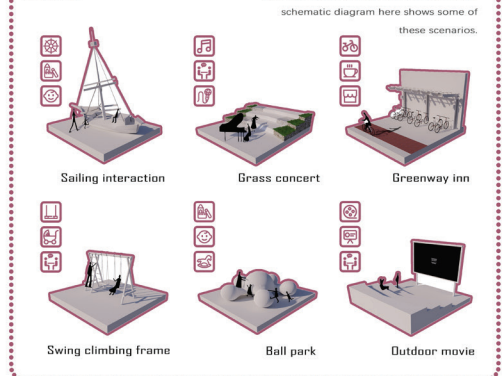
Plot B is the intersection of the old industrial area in the main city and the island community. It is also a site radiated by many routes in our master plan. The following axonometric analysis chart shows the current situation of the site and the planning and design analysis of our specific scheme.



## DESCRIPTION OF DESIGN:

The design of Plot B is carried out from four aspects, namely culture, ecology, waterfront and community service design. The specific selection of these four points is based on the current situation of the site, combined with the memory of the site, and integrated with the development trend of the site.

- Culture**: the railway repair plant will be transformed into an industrial cultural area to provide a place for cultural exchange for the community. At the same time, retain the original architectural style of the factory building, set up industrial art museum, sales office, etc. The three open spaces in the region are created to create open communication, rich in railway culture, and ecological places for rest.
- Ecology**: The design combines the current situation of the base, gives priority to the use of local materials, and coordinates the use function and ecology. We emphasize the use of low impact development that amplifies the powerful natural landscape and makes it dominant. Through the perfect application of native plants, the aim is to maintain a balance between design and nature, while connecting industrial culture with the waterfront experience.
- Waterfront**: the design of the waterfront seeks to create a coherent waterfront ecological walking path, providing residents with a new fitness play mode. The greenway includes a plaza with wavy lanterns, a circular glass terrace, and a space for residents' activities in the sailing garden.
- Service + community**: the service block of the site covers the main residential areas on the island, and the addition of the captain station, sailing playground, forest theater and other nodes to meet the needs of people of all ages for social interaction, play and rest.

COMMUNITY BANDING  
CULTURECOMMUNITY BANDING  
ECOLOGYCOMMUNITY BANDING  
WATERFRONTCOMMUNITY BANDING  
SERVICE



## MEWI SZANIEC FORTIFICATIONS



### MEWI SZANIEC FORTIFICATIONS DESIGN EXPLANATION

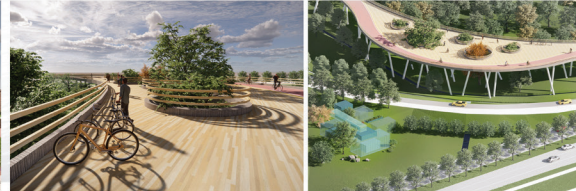
In the north entrance, we use the combination of container appearance and wilderness-style planting to complete the transition of the two art theme lines. The element of incomplete wall appears repeatedly, and resin bricks are used to form a strong contrast between the primitive red wall and the transparent modern materials, which echoes the Mewi szaniec fortifications and strengthens its heritage nature.

## MARINE PARK DESIGN EXPLANATION

In the design of the marine park, the site is divided into five main functions: education, commemoration, recreation, sport and viewing, based on good current conditions. The themes of War Art and Land Art are reinforced through artistic graphic forms and installations. Create an artistic coastal landscape and improve the fragmented coastal landscape.

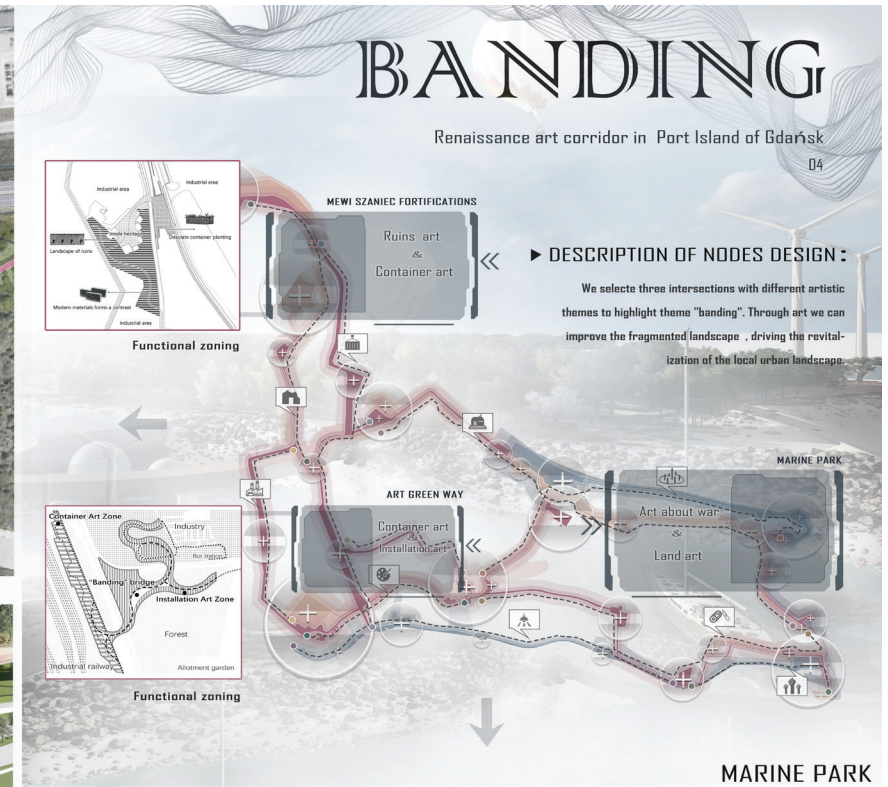


## ART GREEN WAY



### ART GREEN WAY DESIGN EXPLANATION

Through the public art space formed by the intersection of container art and installation art, the design establishes the link between industry and nature at the junction of three fork roads, and improves the cycling traffic here. The combination of container elements and plants forms an interactive art landscape, which symbolizes the integration of industry and nature and brings comfortable experience for pedestrians.



# Honorable Mention: *Port Culture Island*

Leila Hoffmann, Chiara Marquart, Carolin Lenz, Paula Seifert

**Nürtingen-Geislingen University, Germany**

The port island has many potentials but is at danger of becoming a large industrial area according to development plans. This concept focuses on designing an area that also accommodates attractive living spaces, valuable greenery, culture, productive landscapes, challenges of the future like flood protection plus sustainable mobility and developments.

Current industrial areas along the Vistula and on Mlyniska transform into mixed districts near the city center with high living qualities due to the riverside location, culture and working spaces including tertiary and quaternary economic sectors. The industry gets its own area where green corridors will be woven into. Concepts for all new development areas - urban and industrial - are developed to manage long-term sustainability including renewable energy, local retention, and creation of a cooling microclimate. Various proposals for flood protection are made, like defining floodable areas and demonstrating different forms of flood-proof living.

Another target is to emphasise historical and cultural places by highlighting and connecting them with the 'Culture Loop' while also revealing the potential of diverse landscapes and different waterfront sceneries. The center of the mobility concept is a cable car corridor connecting riversides as well as within the island. Each station has its own character and forms a node in the net of public transport and bikeways. The cable car pole design originates from harbour cranes and will integrate into the landscape like an art element and can become an image and marketing catalyst for Gdansk.

# 043 Port Culture Island

uncover corridors





STRENGTHEN GREEN STRUCTURE

DENSITY AND EXPAND THE

A map showing the intersection of Highway 101 and Highway 15 in San Francisco. A yellow oval highlights the intersection area, with the text 'Q TRAN' next to it. The map includes various colored regions representing different areas, such as green for parks and orange for urban areas.

[illegible]

A map of Port Island, showing the island, the observation point, and the surrounding area. The map includes labels for 'PORT ISLAND', 'OBSERVATION POINT', and 'ION AREA'. A yellow dashed line indicates a path or boundary. A red area with white buildings is shown in the bottom left corner.

[illegible]

The typologized urban modules for the newly developing residential and industrial areas systematically show the energetic characteristics of the urban spaces.

The diagram illustrates a combined system for air pollution control. It shows a cross-section of a city street with trees, a car, and buildings. Labels include 'vertical green', 'local water reservoir', 'thermal road collection', and 'phytoremediation in combination with green roofs'. Arrows indicate the flow of air and water, showing how the system captures pollutants and manages water.

**traffic/open space split | industrial areas**

- CAR TRAFFIC**
  - ② There is of thermal road collectors are profitable for highly frequented commercial and industrial roads with heavy goods traffic.
- PEDESTRIANS 6 BICYCLES**
  - ② moderate the people to use walk or cycle to work
- GREENERY**
  - ② cooling effect
  - ② trees are harvesting
  - ② drinking water & food products from
  - ② mitigation of emissions

**GREENERY**

- cooling effect
- wind protection
- qualitative open spaces for residents
- fresh air corridor
- local retention

**CAR TRAFFIC**

- speed limit

**PEDESTRIANS & BICYCLES**

- support local business
- spacious cycle paths and footpaths

UNIQUE PLACES  
 EXISTING SPOTS ON CULTURE LOOP  
 NEW SPOTS ON CULTURE LOOP  
 HISTORICAL CENTER  
 MAIN STATION  
 TRAM  
 EXISTING/NEW BUSSTOP  
 FERRY

● NATURAL LANDSCAPES  
 ● CULTURE/COINED NATURE LANDSCAPE  
 ● GREEN AREAS  
 ● USED GRAY POTENTIAL AREA, GREEN ROOF  
 ○ NATURA 2000

----- BIKE HIGHWAY  
 = CABLE CAR  
 ○ CABLE CAR STATION  
 ■ FOOTPATH  
 ■■■■ CULTURE LOOP WALK & BIKE PATH

NATURE RESERVE

WORKING HOTELS  
LIVING GASTRONOMY  
SHOPPING CULTURAL EVENTS

**8** | use water spaces and operate  
**FLOOD PROTECTION**

**A** | The flood area improves by widening the river cross-section.

**B** | Broad riverbank steps function as flood area.

**C** | Swimming houses rise with the water level and are thereby flood-protected.

**D** | Landscape between river and dyke is a floodable area and wetland. Nearby districts are protected by the dyke.

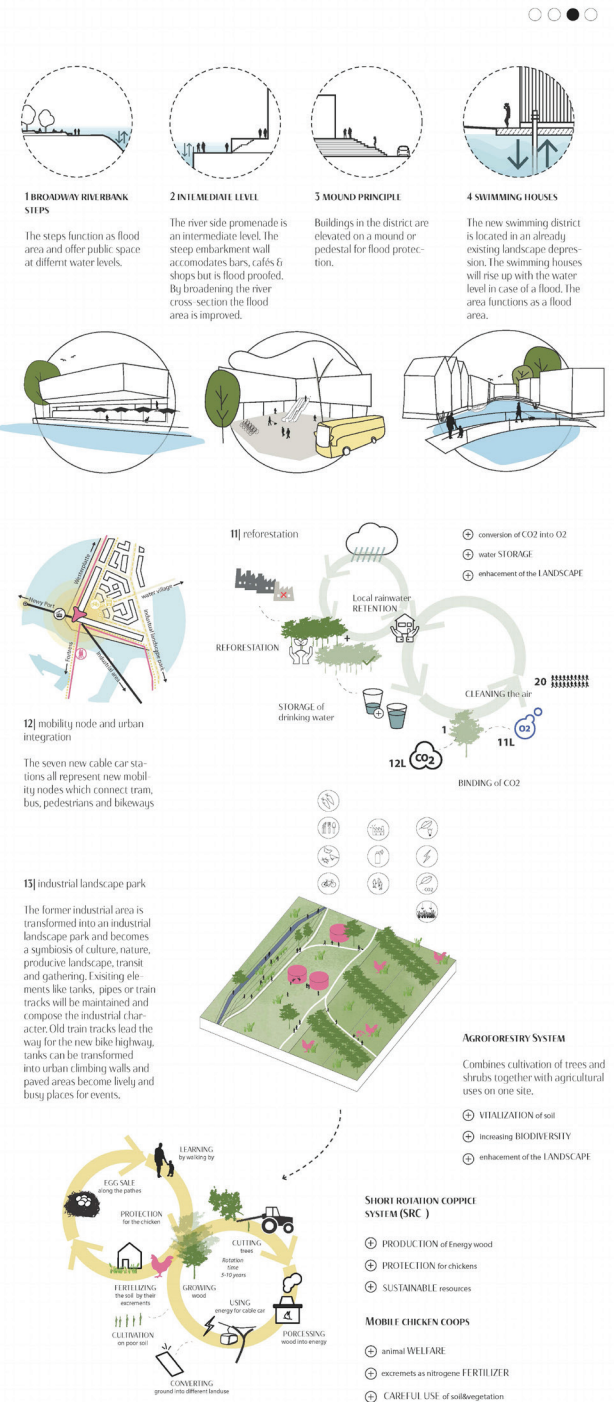
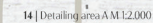
## A | INTERMEDIATE LEVEL

## B | PARK IN THE FLOODPLAIN

C | SWIMMING HOUSES

Martwa Wisła

9] Conceptual Map M 1:10,000



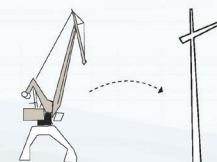


- ⊕ multifunctional USE OF SPACE
- ⊕ CITY IMAGE forming
- ⊕ energy and resource EFFICIENT
- ⊕ no emissions, SUSTAINABLE

social  
& cultural  
identity

sustainable

landscape  
image



set landmarks

blend into the landscape

## CABLE CAR AS DEVELOPMENT CATALYST

## 16| Facts

7  
stations

6,5km  
in total

(27kmh  
speed

15 min  
for total

17] Priorisation timeline of cable car stations and districts

## Implement

## Build culture 8

## Install leisure

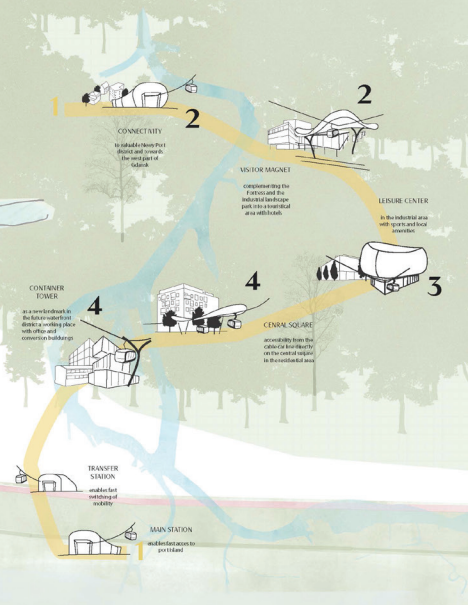
## Transformation



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18| Vision collage - no scale

# Honorable Mention: Mosaic Island

Stasa Breclj, Polona Gorse, Liza Kosutnik, Tanja Mauer, Anamarija Pernus

**University of Ljubljana, Slovenia**

Implementation of industry on the island started changing space through time. History analysis of original space is telling us a story about landscape, that was once a wholesome unit and is today full of particles that seem to be physically divided although they are connected through processes and activities in them. Construction of space reminds us of how sometimes is forgotten to abide that natural processes and landscape are not unambiguous but are strongly connected not only with each other but also with life of people that presents an important part of mosaic and gives each place its essence.

Landscape that is intertwinement of sea, people, forest and meadow land, became fragmented since new parts were not without character of space.

Implementation of new uses in landscape started physically disconnecting landscape, but processes, all, natural and implemented, are still connected, or need to be connected for landscape to function as a whole. Looking at port island and discovering its development made us think of landscape as a mosaic, full of particles, that are put in landscape which carries a possibility to connect them. Proposing that all mosaic particles connect through processes of green and blue infrastructure, circular economy, transport and social infrastructure will help space to function as a unique but wholesome structure.

Developed solutions propose ways to unite landscape with connecting particles of mosaic in to a wholesome structure. That is New Przerobka, a part of Port Island that abides all aspects of space and needs of its inhabitant's.

Analysing the landscape of port island shows how development of industry in the area changed space through time. History analysis of implementing new uses in uniform space is telling us a story about landscape, that was once connected and is today full of particles that seem to be divided although they are deeply connected through processes and activities in them.

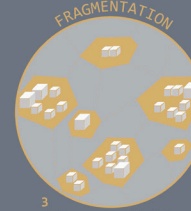
Landscape that was at the beginning intertwinement of sea, people, forest and meadow land, became more and more influenced with development of heavy industry. In late 1780, island was still just a forest land with few fishermen villages and smaller ports, while in 1900 almost 50% of the island was built up with industry. Implementation of new uses in landscape started physically disconnecting parts of landscape, but all processes, natural and implemented, are still connected or need to be connected for landscape to function as a whole.



- 1**
- | Problems   | Potentials   |
|--|--|
| LACK OF GREEN INFRASTRUCTURE INSIDE THE PORT AND INDUSTRY AREA | PRESERVATION AND USE OF ORGANIZED URBAN GARDENS                    |
| LOSS OF PARTICIPATIONS SYSTEMS FOR INDUSTRY WATER              | POTENTIAL (AREAS FOR GREEN INFRASTRUCTURE) RESIDE LOCUSTIC CENTERS |
| SOIL DEGRADATION WHEN COLLECTING AMBER WITH SEA WATER          |  |
| LACK OF FLOOD MANAGEMENT                                       |  |



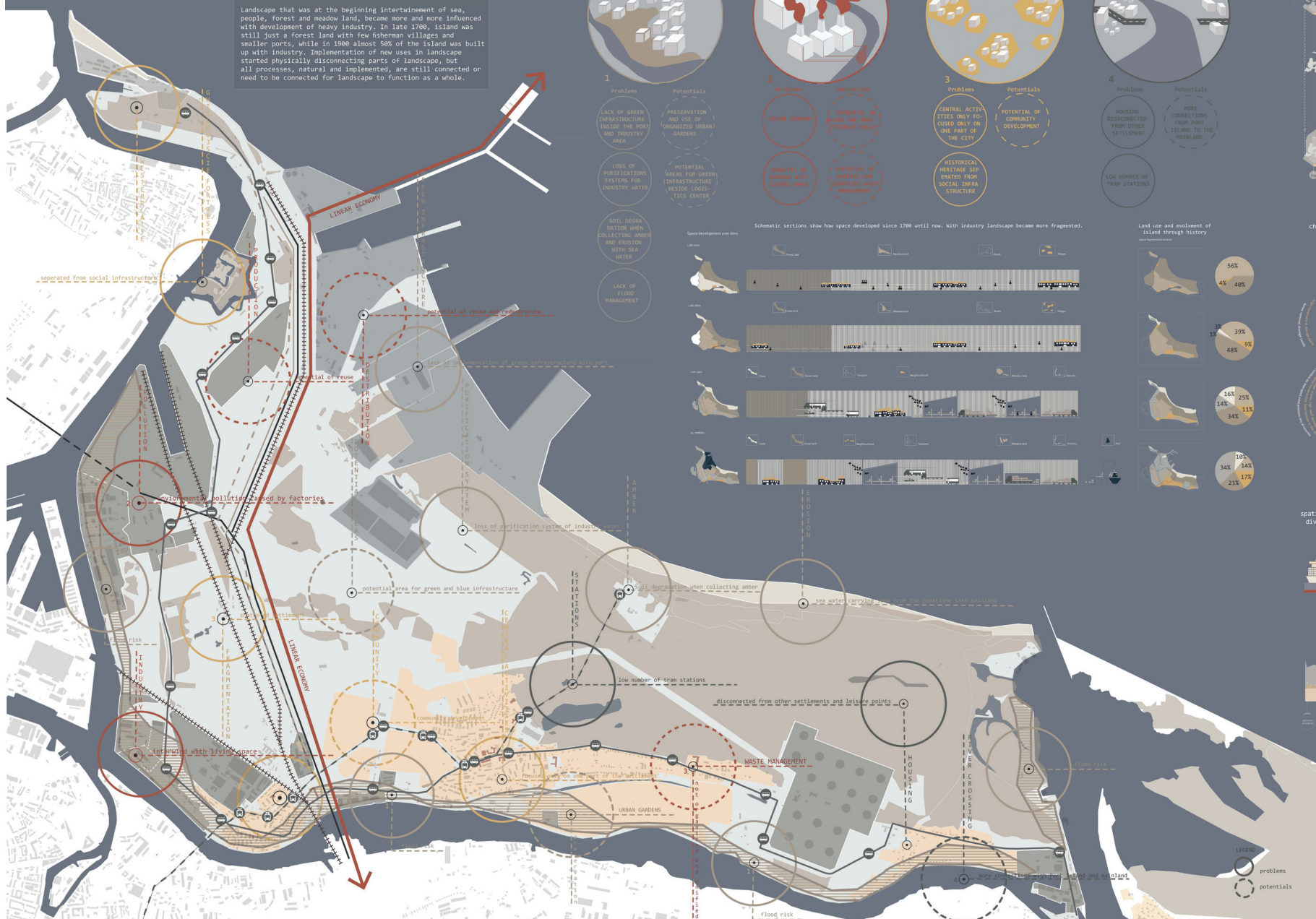
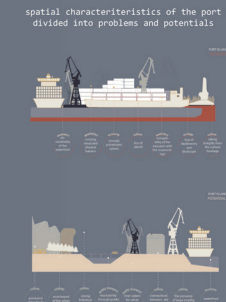
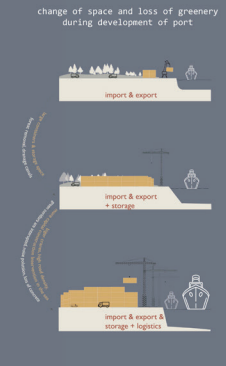
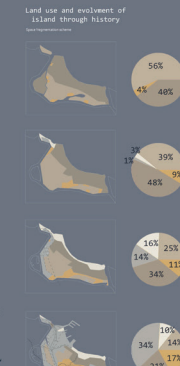
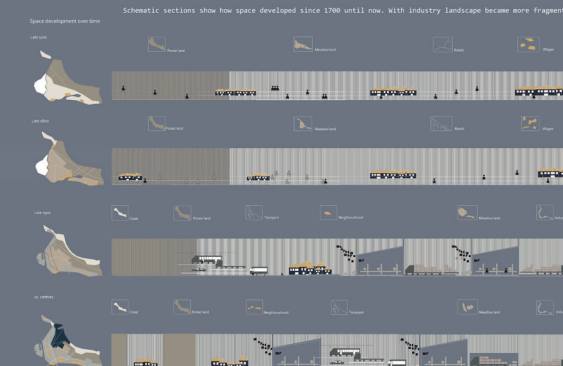
- 2**
- | Problems                              | Potentials  |
|---------------------------------------|---|
| LINEAR ECONOMY                        | SUPPORTS OF POWER AND KNOWLEDGE NETWORKS              |
| INDUSTRY OF TRADING WITH STRONG POWER | POTENTIAL OF OFFICE AND COMMUNITY WHICH IS COMPARABLE |



- 3**
- | Problems   | Potentials                         |
|--|------------------------------------|
| CENTRAL ACTIVITIES ONLY LOCATED ONLY ON ONE PART OF THE CITY | POTENTIAL OF COMMUNITY DEVELOPMENT |
| HISTORICAL HERITAGE SEPARATED FROM SOCIAL INFRASTRUCTURE     |                                    |



- 4**
- | Problems                                   | Potentials  |
|--|---|
| HOUSING DISCONNECTED FROM OTHER SETTLEMENT | MORE CONNECTIONS FROM PORT ISLAND TO THE MAINLAND |
| LOW NUMBER OF TRAIN STATIONS               |   |



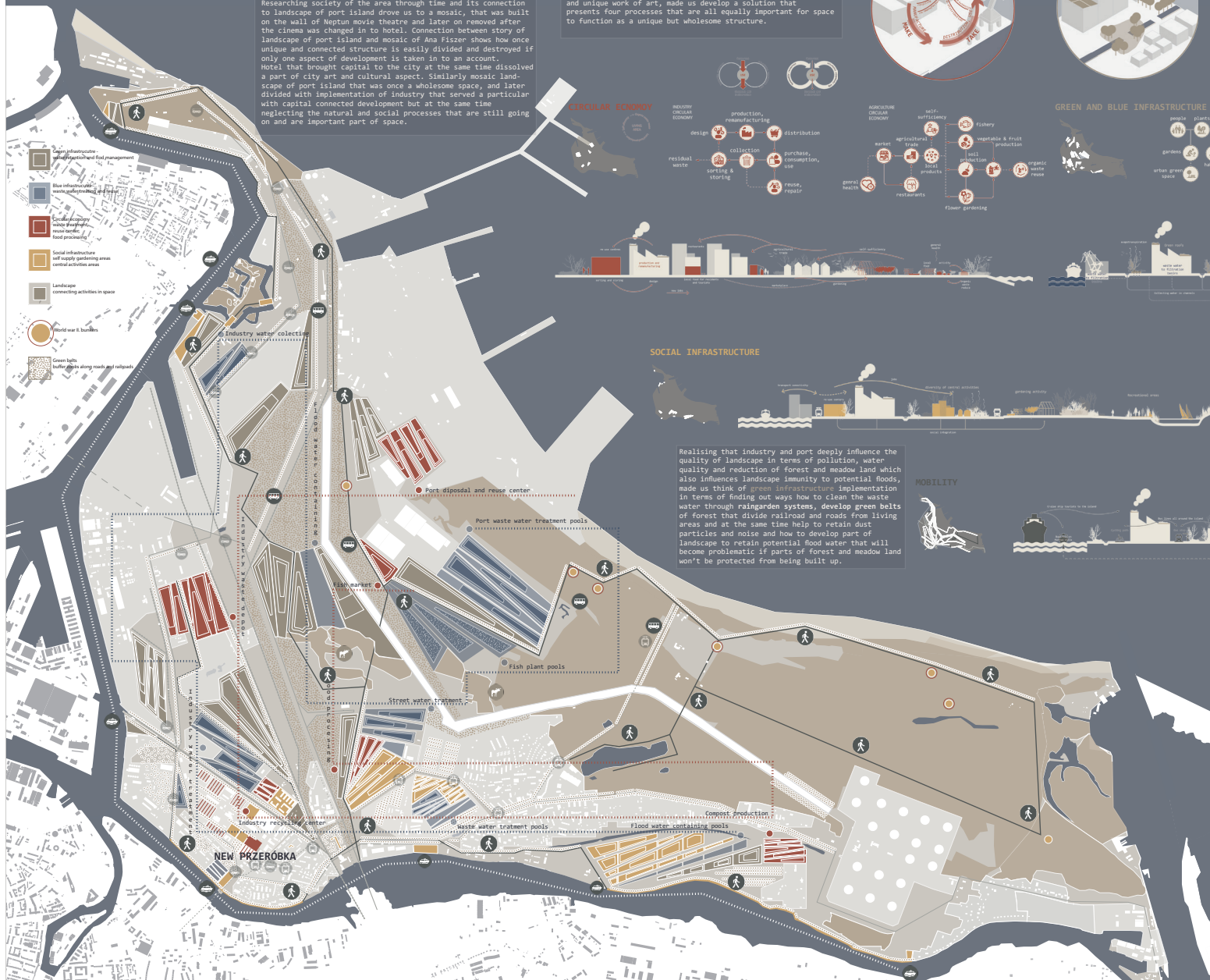
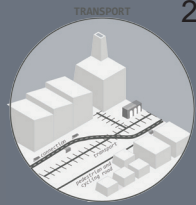
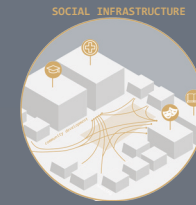
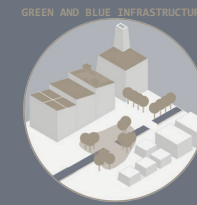
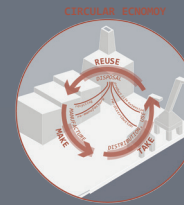
Looking at port island and discovering its development made us think of landscape as a mosaic full of particles. Those are put in landscape which carries a possibility to connect all mosaic particles through processes such as green infrastructure and blue infrastructure, in terms of natural processes improvement, while and social infrastructure improvements are important in terms of developing quality of life.

Researching society of the area through time and its connection to landscape of port island drove us to a mosaic, that was built on the wall of Neptun movie theatre and later on removed after the cinema was changed in to hotel. Connection between story of landscape of port island and mosaic of Ana Fiszler shows how once unique and connected structure is easily divided and destroyed if only one aspect of development is taken in to an account.

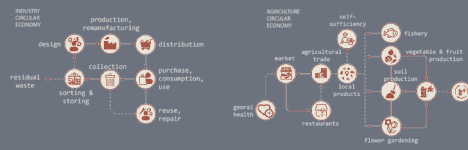
Hotel that brought capital to the city at the same time dissolved a part of city art and cultural aspect. Similarly mosaic landscape of port island that was once a wholesome space, and later divided with implementation of industry that served a particular with capital connected development but at the same time neglecting the natural and social processes that are still going on and are important part of space.

That reminds us of how sometimes we forget to abide, that natural processes that construct landscape are not unambiguous and are strongly connected not only with each other but also with life of people that is also an important part of mosaic that gives a place its essence.

Thinking of industry areas, port areas, living areas, forest land, meadow land and water as if they are particles of complex mosaic, that is connected with processes and through landscape and unique work of art, made us develop a solution that presents four processes that are all equally important for space to function as a unique but wholesome structure.



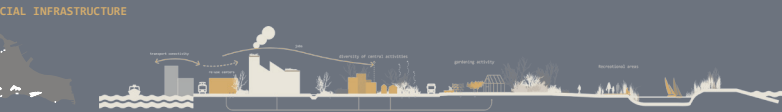
### CIRCULAR ECONOMY



### GREEN AND BLUE INFRASTRUCTURE



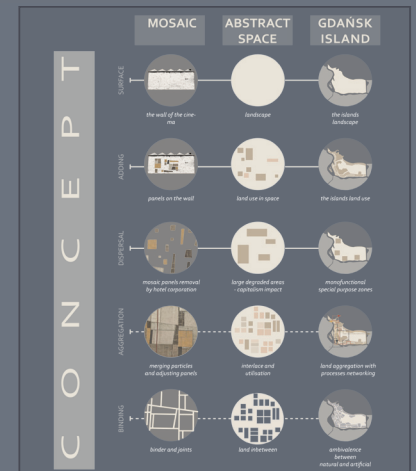
### SOCIAL INFRASTRUCTURE



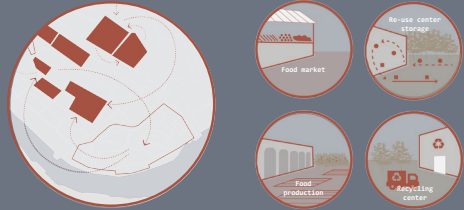
### MOBILITY



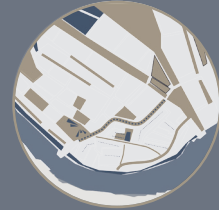
Realising that industry and port deeply influence the quality of landscape in terms of pollution, water quality and reduction of forest and meadow land which also influences landscape immunity to potential floods, made us think of green infrastructure implementation in terms of finding out ways how to clean the waste water through raingarden systems, develop green belts of forest that divide railroad and roads from living areas and at the same time help to retain dust particles and noise and how to develop part of landscape to retain potential flood water that will become problematic if parts of forest and meadow land won't be protected from being built up.



## CIRCULAR ECONOMY



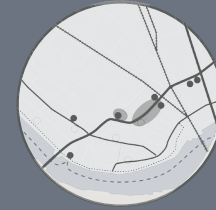
## GREEN AND BLUE INFRASTRUCTURE



## SOCIAL INFRASTRUCTURE



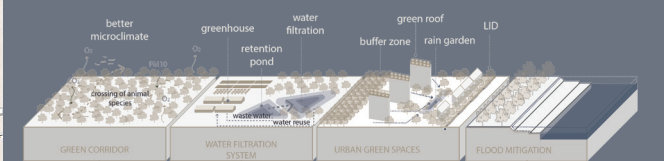
## MOBILITY



## CIRCULAR ECONOMY



## GREEN AND BLUE INFRASTRUCTURE



## SOCIAL INFRASTRUCTURE



## MOBILITY

