#### **PUBLIC AXIS**

EUROPAN 15 - Ždrijac settlement- Nin - Croatia - CHANGING METABOLISM



**GY731** 

#### THE SYNTHESIS OF THE EXISTING CITY

The existing area, it can be specified in several functional zones, constituting its character. These are:

# 1. OLD CITY CENTER

A place of historical significance. He tries to be the centerpiece of the city.

# 2. BEACH

One of the more attractive tourist destinations in NIN, sandy beaches attract a lot of tourists.

# 3. VILLAGE

A housing estate with a major seasonal importance, its biggest drawback is the fact that after the season it begins to be deserted until the next season.

# 4. RIVER

A place with interesting landscape values.

#### 5. SALT FIELDS

A unique place with a huge tradition and history.

# 6. OLD FACTORY

A building in ruins, it can be re-adapted or dismantled.

# 7. LAGOON

A place with huge tourist and landscape potential.

# **PROBLEM DEFINITION**

The development area consists of many functions. Functions that should be part of the urban structure. The individual functions work in isolation from each other, they act as independent islands and this is the largest problem of terrain. No connections between individual components.

#### **GOAL**

The goal is very simple, let's create links between different function of plot. The question is only how is do?

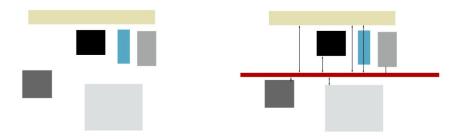
# **GY731**

# STRATEGY

Let's arrange the strategic tasks for which the project corresponds

- 1. Let's create a system that links all functions.
- 2. Move the center of gravity of the city center to a place that will allow the best access from each area.
- 3. Let's create a new housing standard.
- 4. Let's do it so that the area can be used throughout the year.

# **CONCEPTION**



Responding to the problem of space and analyzing the character of the development of neighboring towns (their linear layout, very characteristic for coastal towns), it is proposed to create PUBLIC AXIS. What would be such space? The axis extending along to sea to which all communication functions could be connected.

PUBLIC AXIS would be a linear public space where centralization functions would be located (salt museum, cinema, theater, pubs, restaurants, offices), under the building is find thematic gardens, each garden is designed individually. Its purpose is to make the space more fun.

The paths and road that lead to other functions linking to the axis, creating a quick system of relations between functions and public space.

#### **CHENGE THE METABOLIZM**

What is the city's metabolism? for me it is a rhythm that gives the city life intensity. it can make cities drowsy or vibrant. Nin is a city whose metabolic rhythm is closely related to seasonality. Sandy beaches and historic past are very much in the rhythm of a part of the city. The introduction of a linear public space will make functions gain new motivations for functioning. The change is so strong that it will change the metabolism of the place. the change will make the individual functions develop evenly with stimuli in the form of axes. They will give impetus to the live of the place GY731<sup>throughout the year</sup>

#### ADOPTED STRATEGY

The main assumption of the city's development strategy is to focus the development on the combination of all functions (beach, housing estate), one axis.

#### ADOPTED PROJECT SOLUTIONS

#### **PUBLIC AXIS**

Project of public axis will be a linear public space stretching from Laguna and ending on an old brick factory, the width of the axiss is planned to be 24 m, and buildings located on the axis, have repetitive size modules 12x12m

# **BUILDINGS ON THE PUBLIC AXIS**

The site plots heve great archaeological significance, and probably is the marshy and unstable area, therefore it is proposed that, all buildings in the axis will be free ground floor, the projected building structure situated on pillars. The modularity of the facilities will allow for flexible stages. On the ground floors there will be thematic gardens.

#### RIVER

In the riverbed, it provides for the creation of a raster of baysfor boats, with stepped descent. Some of the bays would be equipped with buildings supporting boat trips and servicing.

# **DWELLINGS**

The existing single-family housing is very chaotic and visually inconsistent, yet it is proposed to preserve the existing buildings as individual properties. The new buildings will constitute a grid of quarter quarters that will fill the missing holes. One quater will have a size of 16x16 m. Each quarter will be parceled out into 3-4 plots with an area from 300 - 600 m2, the size of houses from 80 - 160m2.

Project combines small plots into dwellings complexes. the complex will consist of a combination of 3-4 plots. in this way it is easy to imagine that one investor can own 2-3 small plots with options for a full-year flat and for seasonal rent. Each of the bands is fenced with a wall, very characteristic of regional buildings

#### **BEACH**

The beach will be equipped with:

- 1. cycle path with bicycle stations.
- 2. changing rooms and showers.
- 3. planned river bridge with a restaurant
- 4. next to the lagoon, a gastronomic building with a pier and viewing point is planned.

# **PARKING**

It is planned to liquidate the existing parking lot next to the beach. Its role is a pleasantly designed linear car park along the PUBLIC AXIS.

#### OLD FACTORY

The old factory will close the public axis, its character is of great importance, it is proposed to adapt the existing building ruin to the center of regional culture.

## **FIELDS SALT**

On the part of the salt field, it is planned to create a salt park that is part of the salt museum.

# **AREA FOR SITE PROJECTS**

Dwellings:	number of quarters: 45 (area of a single quarter: 1200m2), sum: 54 000 m2 typ A 50% typ B 25% typ C 25%
Public axis:	Public axis area: 14 400 m2
	Sum of building area: 14 400 m2
Beach:	Area: 50 944 m2
River:	number of bay boats: 18