

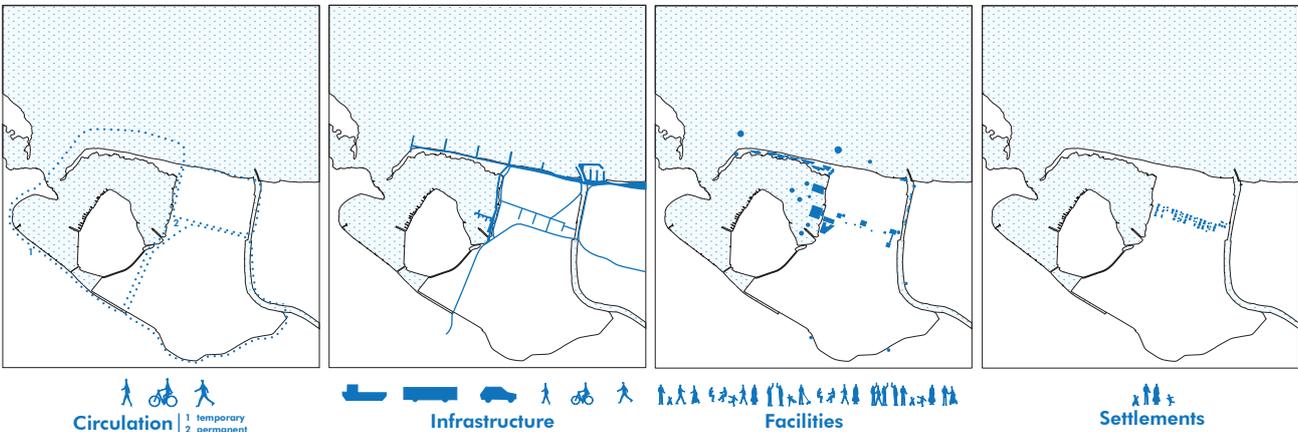
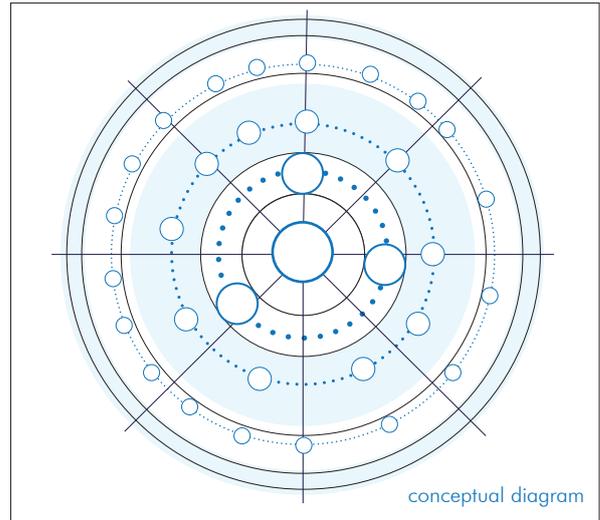
## Nin\_a productive town

### From monofunctional summer dormitory to productive settlement

We consider that the residential settlement of Zdriljac to have a problem with spatial planning. Misunderstanding and insufficient appreciation of the natural characteristics led to the creation of an exclusively mono-functional entity, which is now recognized as a multiple problem. The basic characteristics of a productive settlement, along with high quality planning methods, are used to the maximum and the affirmation of the natural potential. That was precisely the goal of our project.

The built-up structure requires a system change over a long period of time. For this reason, we have chosen the method of gradual action from the edges to the centre. The basic concept in planning is the affirmation of motion by forming a peripheral circular path that connects different character entities and creates a complete space experience. The continuous path around the Zdriljac settlement becomes a generator of development. It unites all age groups, pedestrians, bikers, recreationalists. It is linked to the contents of various functions that are graded in imaginative concentric circles and other paths of permanent or temporary catheter.

At a time when the new structure becomes interrelated with the existing, interaction takes place and we see it as a tool to form a better quality of life, work, tourism, recreation ...



## West wing

### The new town center

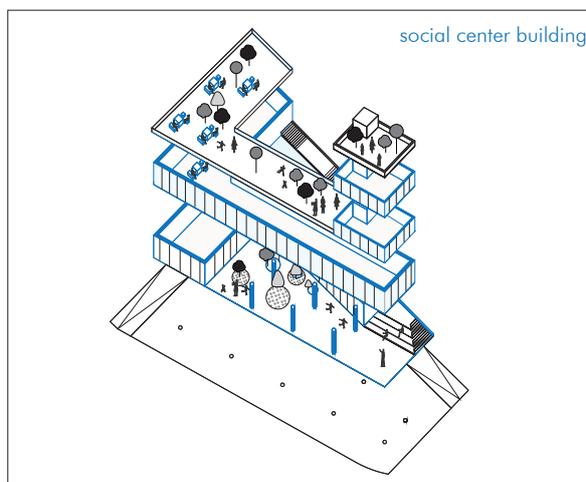
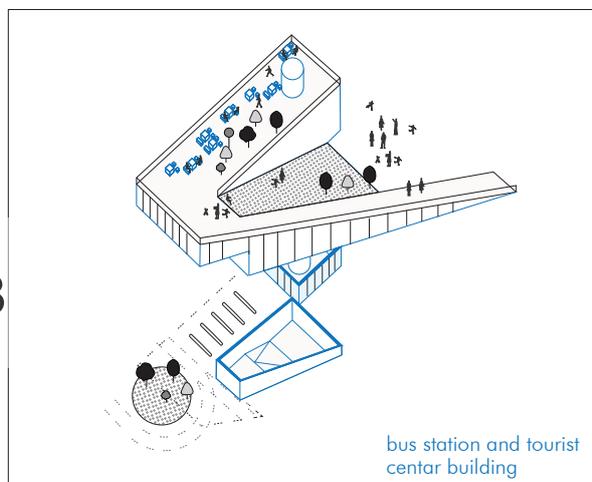
The purpose of the west wing (coast) is to form a new city centre. It is the site of the first contact with the settlement and with the city of Nin and it has to meet different city needs and functions. It was interesting to establish a connection between completely unbalanced parameters, form urban areas and provide sufficient parking spaces. In the south the building of the tourist centre and the bus station is formed. The roof of the building is for public use. The point of unification of different experiences and visions.

To the north starts a pedestrian-cycling trail which contains a range of public facilities. The new main city square with a stage as a public gathering place, a swimming pool for education and recreation. Between are a range of contents connected to the sea and the land, small islands, children's parks, seating areas, cafes etc.

Knowing the problem of lack of parking spaces, the urban proposal of the parking position fits into the newly designed facilities. The existing street is planned to be two-way only to the parking lot, while through the rest of the settlement it passes as a narrow, one-way street, leaving more places for pedestrians and a cycling path.

TG938

The northern part of the zone ends with a social centre, as the central place for the population to socialize. The building was formed by forming a public square on the plot as an extension of the promenade - a meeting place, holding various small cultural events. Within the building, the contents set out in the project assignment - space for small occasional market for local agricultural products, a space for a small library, reading of daily newspapers and playing board games are envisaged. The accessible rooftop and the observation point at the corner provide a view of the entire beach and the scenery.

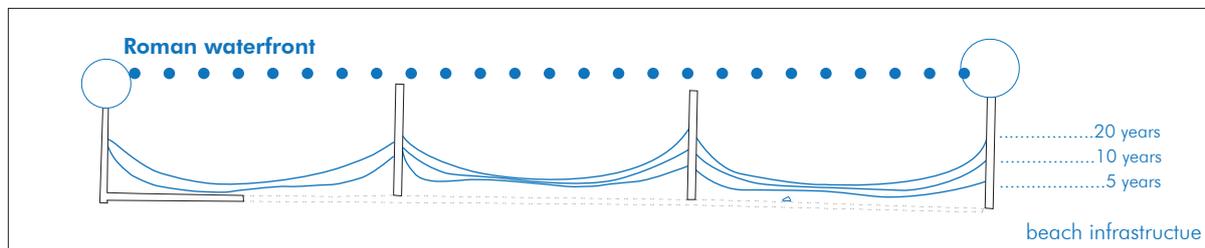


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## Beach life

With the aim of preserving and extending by natural wind processes, along the beach we plan to set several piers like extension of pedestrian path infrastructure. Literally, visitors can take a walk trough the sea. At the end of some the piers - past Roman seafront line - additional facilities are included: lighthouse, sports facilities - ski-lift installations.

On the central, main pier the accent is on the space - the wind pavilion. We consider it an installation that unifies people, space and nature. The inspiration for the installation comes from observing the everyday life of people by the sea, because, after all, their lives are shaped by the winds' power and speed. Our goal is to build a creation with a social, musical, as well as a spatial function. The pavilion would center around a bench as a gathering place for the community. It would use wind power as a clean natural power source, and pipes in different sizes to allow the wind flow to create melodies. Since each wind creates different sounds and vibrations, the installation would allow us to recognize the wind. Patrons of the pavilion would be able to join in on the melody on some of the pipes, allowing them to interact with the nature as well as each other through composing a melody. This interplay between the people and nature, the music becomes an inviting game, and the pavilion a playground for both children and adults.



In the eastern part of the zone, sandy springs, interventions are minimal, to keep its natural appearance. Beach facilities: cafes, fast food, sanitary facilities, wind surf clubs with sports equipment stores, beach volleyball courts, sunbathing platforms, showers, changing cabins. All built objects are pre-assembled.

The western part of the zone has different, more urban and articulated approach. The main trial descends cascading towards the sea. Strech of sitting-stairs all along the waterfront enable a free flow from the street level to the beach. Holiday, sitting, sunbathing, playing, bouldering ... Beach facilities are collected in a building that is buried in the ground.

## Riverside walkaway

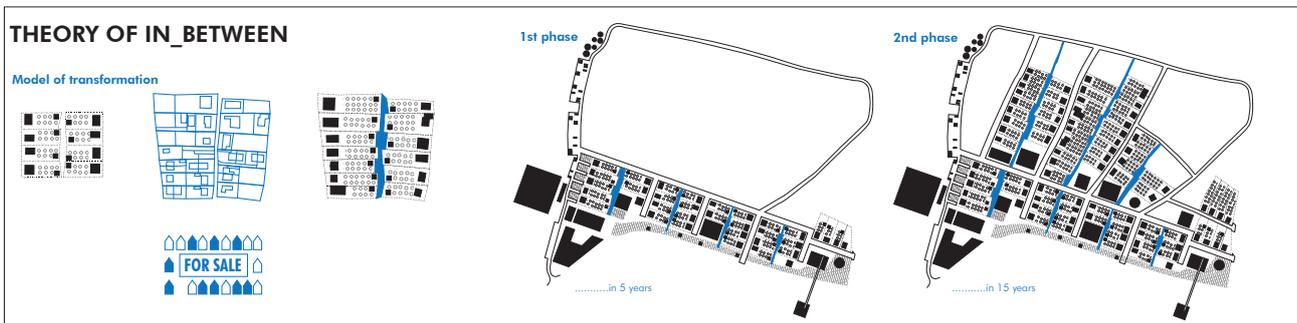
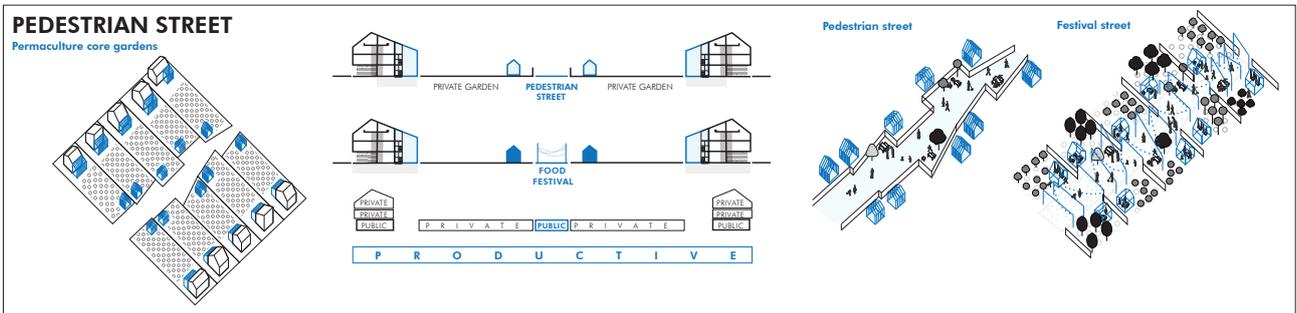
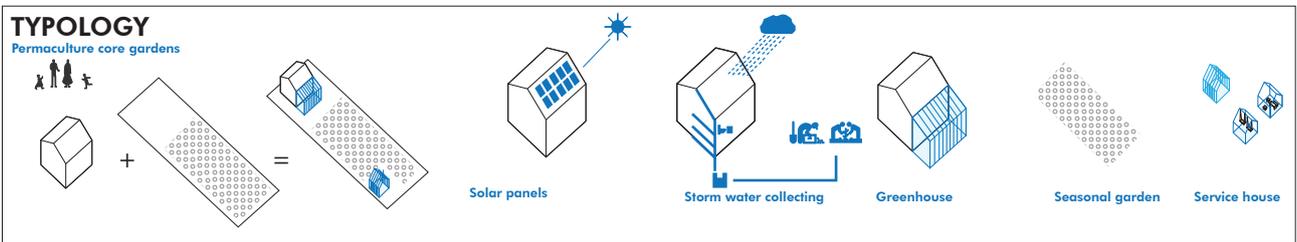
In order to free the river channel from moored boats and to enable the continuation of the river crossing, at the mouth of the river we plan a marina for the accommodation of small boats of the local population. The west bank of the river is reserved for private parcels, and it is difficult to intervene. The pedestrian and cycling trails continue along the eastern coast, flowing through the occasional holiday pavilions.

## Fish, salt and greenery

### Unlimited green ares as a key of transformation

This undeveloped part of the settlement creates a perfect opportunity for transformation. With the continuation of the circular promenade with its range of contents here we want to show actually how we see that the Ždrijac settlement should be planned. For this reason, we set up a new orthogonal street scheme in this section and formed a new typology that gives an advantage to agricultural production. It is an excerpt of one agrarian settlement intended for family housing and the occasional acceptance of tourists with the affirmation of agricultural production. Between the protected parcels pedestrian walkaways are planned, which together with the parcels have different scenarios of use. The pathways through the Nin gardens join to the main pathway, creating a new pedestrian net across the village.

TG938

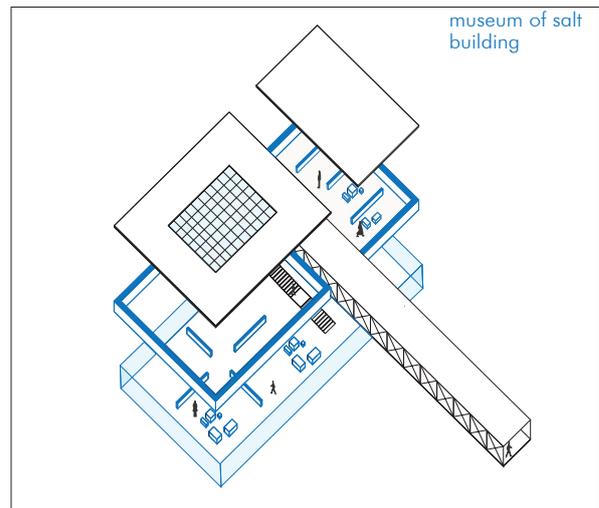


### Agropark instead of summer dormitory

The new typology is used as a matrix by which the transformation of the settlement or at least a large part of the settlement occurs. The process of over-sale of already-built small plots can be used to create new agrarian parcels with a specific city subsidy. Ždrijac can become a completely new productive zone as an excellent example of proper spatial planning and valuation of the characteristics of the space.

From the east to the west, a host of public facilities: a salt museum, sports grounds and children's playgrounds. Towards the west, the concentration of content increases: skate parks, markets, children's parks and public parks all come together to the main city square overlooking the old town of Nin. A true centre of settlement has been formed that can receive various public events and manifestations.

The museum building was conceived as an association for the production of sea salt. The lower part of the building, fully transparent like sea water, glazed, with a glazed roof, allowing the sun to reach the ground floor, i.e. the exhibition space. From the roof of the building it is possible to cross the road through the bridge, and to tour the actual salt pan fields.



The strategic objectives of the project are focused on the new continuity flow which mends the rupture between the settlement and its surrounding landscape, accessibility in all aspects, ecology approach, urban matrice including public buildings as a generating spots, public urban spaces and facilities and specification in every part individually according to its natural character and specifications.

#### CONSTRUCTION CONDITIONS:

##### RESIDENTIAL BUILDINGS – EXISTING SETTLEMENTS

Residential building can have up to 3 units  
 Unit can be residence, apartment or business space  
 Minimum plot area: 500 m<sup>2</sup>  
 Maximum building coverage: 150 m<sup>2</sup>, for all plot sizes  
 Maximum building coverage ratio: 0,25  
 Maximum floor area ratio: 0,75  
 Maximum number of floors: basemant + ground floor + 1 floor + attic  
 Maximum height of the building: 7,5 m  
 Minimum 40% of plot surface must be covered by protective and decorative greenery using native plant species  
 Obligation to plant at least one tall tree (min. 15 m high)  
 1 car per unit  
 The same conditions apply to semi-detached houses

##### RESIDENTIAL BUILDINGS – NEW TYPOLOGY

Residential building can have up to 3 units  
 Unit can be residence, apartment or business space  
 Minimum plot area: 750 m<sup>2</sup>  
 Maximum building coverage: 150 m<sup>2</sup>, for all plot sizes  
 Maximum building coverage ratio: 0,25  
 Maximum floor area ratio: 0,75  
 Maximum number of floors: basemant + ground floor + 1 floor + attic  
 Maximum height of the building: 7,5 m  
 Minimum 40% of plot surface must be covered by protective and decorative greenery using native plant species  
 Obligation to plant at least one tall tree (min. 15 m high) and permaculture garden  
 1 car per unit

##### PUBLIC AND BUSSINESS BUILDINGS

Minimum plot area: 1500 m<sup>2</sup>  
 Maximum building coverage ratio: 0,4  
 Maximum floor area ratio above ground: 0,8  
 Maximum number of floors: basemant + ground floor + 1 floor  
 Maximum height of the building: 8,5 m  
 Minimum 40% of plot surface must be covered by protective and decorative greenery using native plant species  
 Obligation to plant at least 10 tall tree (min. 15 m high)

##### SOCIAL AND CULTURE BUILDING

Minimum plot area: 1000 m<sup>2</sup>  
 Maximum building coverage ratio: 0,5  
 Maximum floor area ratio above ground: 1,15  
 Maximum number of floors: basemant + ground floor + 3 floor  
 2nd and 3rd floor maximum 15% of 1st floor area  
 Maximum height of the building: 15 m  
 Minimum 15% of plot or roof surface must be covered by protective and decorative greenery using native plant species