

Nin

Landscapes of liminality

1 – Analysis

The synergetic working of sediment, salinity, the shape of the basin and the lagoon, as well as the specific plant world which grows in the lagoon and salt works – which make living conditions extreme – create a habitat for an interesting and varied ecosystem adapted to these conditions.

1A – Highlights – *What we are preserving?*

Natura 2000 – important site for halophilous scrubs and one of the most representative sites of mudflats and sandflats not covered by seawater at low tide
Birds – over 250 species
Mud – peloid, healthcare, tourism
Soil – significant opportunities for agricultural production (C – conurbation, marked with no. 3)
Tourism – sandy beach, camps, ornitology, saltworks, history
Manifestations – related to natural processes

1B – Problems – *What we have detected?*

Infrastructure – septic tanks, maybe releasing sewerage
River – flood, the dam and embankment system is badly constructed or not maintained
Underground water JKGN-09 (Bokanjac – Poličnik) – chemical, quantitative and total condition estimated as bad by the Hrvatske vode (*Water areas management plan, p. 243*)
Soil – as underground water, bad condition
Wind – *bura*, strong, cold
Tourism – active only during summer months, relatively ordinary
Agriculture – underdeveloped, without irrigation system, needs land consolidation

1C – Findings – *What we discovered?*

Detected Highlights (1A) – affect the environment
Detected Problems (1B) – affect the environment
Phytoremediation – the use of green plants and the associated microorganisms, along with proper soil amendments and agronomic techniques to either contain, remove or render toxic environmental contaminants harmless
Tourism – our „target audience“ are birdwatchers, education, schools, microregional center
Agriculture – vegetable cultivation by the Miljašić-Jaruga as an irrigation
Wind protection – fruit and olive cultivation

2 – Conurbation

Proposition: *New landscapes*

Changing metabolism as regulating disbalance, preparation for new biorhythm of the urban area.

Man-made logic intervenes in unmanageable space by supporting and protecting what is worthy by the scientific criterion (i.e. the condition of the planet), while at the same time limiting the spread of human presence to the one that is most favorable for the natural world.

3 – Strategic site

Proposition: *Landscapes of liminality*

In anthropology, liminality (from the Latin word limen, meaning "a threshold") is the quality of ambiguity or disorientation that occurs in the middle stage of a rite of passage, when participants no longer hold their pre-ritual status but have not yet begun the transition to the status they will hold when the rite is complete. During a rite's liminal stage, participants "stand at the threshold" between their previous way of structuring their identity, time, or community, and a new way, which completing the rite establishes.

New landscapes as response to the damaging forces (humans) vs repairing forces (nature). Their influence are giving shape to new productive protection. As a result, the third force is repairing damaged landscape with the elements which were formed according to nature. These elements are represented as green infrastructure. They are large-scale elements that draw out the existing characteristics of the environment – everything is large, territorial. It becomes new environmental system – anthroposcape.

- WJ541
- 1 — SS — strategic site: Forest landscape – planted forest
 - 2 — SS — strategic site: Deck landscape – phytoremediative plants
 - 3 — SS — strategic site: Forest landscape – planted forests
 - 4 — SS — strategic site: Swamp landscape – the existing flood area
 - 5 — SS — strategic site: Old town — unchanged
 - 6 — PS — project site — SW: New salt museum
 - 7 — PS — project site — W: Pergola landscape
 - 8 — SS — strategic site: Sand landscape — unchanged
 - 9 — PS — project site — N: Bench landscape
 - 10 — PS — project site — E: Handrail landscape
 - 11 — PS — project site — S : Embankment landscape
 - 12 — SS — strategic site: Cultivated landscape – growing plants and food
 - 13 — SS — strategic site: Salt landscape — unchanged
 - 14 — SS — strategic site: Handrail landscape – extension of the E
 - 15 — SS — strategic site: Corridor landscape – pedestrians

4 – Project site

Proposition: *The four shore strategy*

A shore is the fringe of land at the edge of a large body of water. It is a place where two worlds collide.

The chaotic dwelling place Ždrijac is seen as an island (analogous to the island where the Old town of Nin is situated) within which we have detected 4 types of island shores: two of them are facing the sea, one is overlooking the river, and the last one faces the saltworks. Each shore aims to be perfectly adapted to their surroundings. They become places of control of water, soil, air, man. Shores allow year-round use of outdoor space, depending on the needs of a current season. Given the strength of human presence, the intensity of their influence is determined.

The shores' areas of influence can be graphically simplified as spreading in concentric circles (and thereby gradually becoming weaker as they move away from their starting points). The shores are seen as means of solving the problems inside the island, as well as the problems outside of it. Every shore overlaps its influence with its two other neighbouring shores, the overlap being strongest at their respective ends – the four „corners“ of the „island“. These contact zones become squares.

The shores are represented by these variables:

Present condition: gradation of shore spaces

Architecture: elements which represent every shore

Atmosphere: spaces which architecture builds

Activation: programs implemented in architecture

4A – PS — project site — W: Pergola landscape (West wing)

Pergola as an airy cage, protective area. In the cold months, it works as wind and rain protection. In the warm months, it works as sun, noise and sight protection. It is place of bird-nesting and plant-growing, with a nice view of the Old City.

It consists of a lightweight steel structure with all necessary stabilization elements (joints in the appropriate places in horizontal and vertical planes). The decomposition of this structure (due to corrosion) is a controlled decay – after a certain amount of time, the plants (grape vines) become its supporting armature. Lightning is placed at the top of the columns.

The pergola contains all the necessary infrastructure that supports the activities of the neighbouring areas. Due to this, it has a variable plan and section. Its main elements are: car and bicycle parking spaces, outdoor living rooms, water and irrigation stations, storage spaces and kiosks. All the elements are so to speak „parked“ under the pergola, each time occupying the exact module of a standard car parking space.

Present condition: apartments – fences – vegetation – driveway – lightning – parking – sea – Old town view

Architecture: roof – light construction – steel columns in combination with ties and plants – enclosed spaces

Atmosphere: a covered area that will have a different atmosphere from the outside in each season

Activation: kiosk (W1) + pedestrians (W2) + parking + birds + infrastructure (W3) + depository + waste + fish farming + fishing + demonstration pool + square (W4) + museum (SW)

PS — project site — W1: Beach: dressing room, wc, kiosk, beach depository, waste, bicycle parking.

PS — project site — W2: Houses: outside living rooms, bowling, grape depository.

PS — project site — W3: Garden: irrigation system, depository, theater depository.

PS — project site — W4: Museum: info point, checkpoint, electric bicycle parking, fishing.

PS — project site — SW: New salt museum

A small version of the saltworks, something you can see in a short amount of time. Its proposed location is on the south-west perimeter of the project site, where it makes up one of the four squares placed in the edges of the shores. Its axis is parallel to the ancient Roman road.

Interior: info desk, wc, dressing room, entrance, gift shop, showroom, presentation hall, salt room – halotherapy, entrance – employees, pool – nigari, depository, installation block, waste.

Exterior – fields (pools) of different programs associated with a high percentage of salinity: halophyte plant habitats, salt baths, red seaweed habitats, fish habitats, nigari spots etc., as well as other necessary exterior spaces such as pedestrian paths, squares and driveways.

4B – PS — project site — S: Embankment landscape (Fish, salt and greenery)

Small-scale, designed dunes or hillsides that form a kind of earthwork arboretum, a new landscape in a predominantly flat area. The excavations and embankments are a result of the process of agromelioration - mixing organic material to improve soil cultivation. At the same time, the new environment becomes a flood defense system. In the event of a real flood, the hills become small islands.

Hill sizing: the width depends on the size of the excavator machine's reach (cca 8 m), height on the soil type (clay with skeletal soil), angle of the friction of the ground and functionality for human activities (max 25°). The direction of the trenches is determined by wind and sun – the soil erodes in the direction of wind and more of its surface can be reached by the sun (important for plants). In time, the hills erode and as the fossils they begin to show their large aggregates.

This specific terrain is here to clean up the consequences of human presence by the means of phytoremediation – the process of introducing living plants that have the ability to slowly clean their surrounding soil, air and water. This arboretum is full of these plants, with specific species planted on specific areas to improve the effectiveness of the process.

On the hills – where it is dry, unstable, and the wind is constantly eroding the soil – low purifying plants are planted (*lysimachia vulgaris*, *scirpus paustris*, *cyperus capitatus*). In the valleys – where the environment is more stable, although flooding can appear and the soil can be eroded by water – high plants are planted (*quercus ilex*, *quercus pubescens*, *carpinus orientalis*, *salix*, *populus*, *phragmites*).

Present condition: vegetation – driveway – pedestrians – lightning - saltworks

Architecture: earthwork

Atmosphere: terrain becomes equal to the houses, the rooms without a roof, a representative man-made terrain

Activation: park + summer theater (S1) + fountain (S2) + playground (S3) + viewpoint (S4) + educational center + arboretum

4C – PS — project site — E: Handrail landscape (River be/in side)

A simple handrail is placed next to the river bank on the east side of the river, a way of encouraging pedestrian activity. The handrail is a delicate steel construction, a hollow pipe lit up from below, leading the way for passangers in the night. Viewpoint becomes shadow, sundial, depository, silos, sauna, square, cinema canvas. Brickyard, which is now a symbol of decay, becomes a symbol of productivity – greenhouse – the main producer. Fields with wind shields as dividing nets.

Present condition: apartments – fences – watercourse – driveway – apartments – meadow – brickyard – vegetation – driveway – apartments

Architecture: handrail by watercourse as a symbol for pedestrians, the brickyard is closed by glass elements in cold months

Atmosphere: open outdoor space

Activation: viewpoint (E1) + pedestrians (E2) + square (E3) + agriculture + greenhouse

4D – PS — project site — N: Bench landscape (Beach life)

Bench as a reincarnation of the Roman wall. Follows the coastline, a massive long element. Height 70 cm, width 80 cm, changing its section, made of concrete. Breaks every 20 m, long 120 cm. It is represented as passage or a place for tree (shadow). A console as storage at the market, as a shade at the beach. Bench becomes market, fence, place for sunbathing, wind protection, sun protection, cards, chess, reading newspaper, festive area, seating area.

Present condition: apartments – fences – driveway – lightning – beach – sea – roman waterfront – wind bura – Velebit view

Architecture: bench by the sea as a symbol for pedestrians

Atmosphere: open outdoor space

Activation: market (N1) + pedestrians (N2) + sea games + square (N3)

PS — project site — X: Living landscape (Nin dwellings)

The natural landscape is gradually colonized by human activity and turned into a living landscape. The proposed building phases may or may not appear in a linear order. Expected user profiles include: bird-watchers and researchers, classic tourists, students on school trips, adventurers and casual passers-by.

Building phases:

0 — empty: Natural landscape.

1 — start: Setting up of sanitary blocks, spontaneous development of temporary forms of dwelling: camps, picnic and caravan trailer sites, various forms of spending time in a natural environment.

2 — mid: The unit of the single house is being developed (by means of adding on to a sanitary block), nature is still dominant.

3A — full: The unit of the single house is being further developed, it becomes a semi-detached house, a paving is planned with them.

3B — full: The unit of the single house is being further developed, it becomes single multi rooms house, a paving is planned with them.

5 – Remark

„No hundred-year-old olive trees were harmed during the making of this project.

Should any valuable natural elements be found in the areas where the new landscapes are envisioned, they would proceed to be gently transported and nestled into the fields by the brickyard.