FROM URBAN PROJECT TO PROXIMITY

PUBLIC SPACES

The idea at the base of this category is to reactivate the public spaces of the city, with also the involvement of the citizens, that are the main actors. This category is the most important for the topic of the proximity, as public spaces represent the places that people have to walk or cycle every day to reach what they need near their homes. It is the place of interaction and relationship par excellence for people, where strong and lasting bonds are established between citizens.

PROXIMITY

1. Transform **spaces** into **places**;
2. Connect all the **elements** of the city;
3. Meet the **needs** of the **citizens** with some activities;
4. Regain **physical and psychological well-being** of people;
5. Create **intergenerational relationships**;
6. Use the **art** in the city.

1. Create a **path** that connect schools and public spaces;
2. Create **bike-sharing hubs**;
3. Install **outdoor equipments** that can be used by people;
4. Provide **sport** and **pic-nic area** along the cycle path;
5. Create spaces for **children** and **elderly people**;
6. Create spaces for **local art**.

URBAN SETTLEMENT

The idea at the base of this category is to provide new functions and services inside the urban settlement to promote and encourage the proximity. Here, too, there is a focus on citizens; this is done with the inclusion of activities, even temporary ones, in the urban settlement to promote its use by all people.

PROXIMITY

1. Realise new **functions**;
2. Design permable's **urban margins**;
3. Put the **people** at the center of the project;
4. Promote **short-term actions** and temporary activities;
5. Rethink the link between **city** and **countryside**;
6. Plan **sustainable** solutions.

1. Implement **residential** and **work area** with new **functions**;
2. Preserve **agriculture land**;
3. Revitalise spaces with **market**, **festivals and events**;
4. Create **temporary activities** and exhibitions inside the city;
5. Create new green spaces and **botanical gardens**;
6. Add **photovoltaic panels**.

INFRASTRUCTURE

The idea at the base of this category is to provide safe connections for the people in the city and to promote the slow and sustainable mobility. This ensures safer and healthier environments by reducing carbon emissions from cars and encouraging sustainability policies.

PROXIMITY

1. Create **links** and constellations;
2. Promote **slow mobility**;
3. Rethink the **street** as a backbone of the city;
4. Encourage **sustainable policies** to improve air quality;
5. Create accessibile, **safe** and inclusive cities for pedestrians.

1. Add new **streets**, **junctions and bridges**;
2. Create **cycle-pedestrians paths** from PGT;
3. Rethink and fix the **sidewalks** with also some ramps;
4. Encourage **public sustainable transports**;
5. Provide **LTZ zone** and **speed bumps**.

ENVIRONMENT

The idea at the base of this category is to preserve and improve the environmental biodiversity, also considering the climate changes that are accelerating in recent years. The environment is in line with the principles of proximity, but does not always find its applicability as it is conditioned by context.

PROXIMITY

1. Create **ecological network**;
2. Planning landscape historical-cultural **sensibily**;
3. Contain the **urban sprawl** and the grey infrastructure;
4. Create **multifuncional connections** inside the city;
5. Correct design of the **green spaces**;
6. Mitigate **climate changes**.

3. Care the **existing vegetation**, like the wooden area;
5. Encourage the use of **abandoned buildings** and **waste spaces** of the city;
6. Plant **tree** for every people born in the district.

LANDSCAPE

The idea at the base of this category is to protect and enhance the landscape, in particular the rural one to define a new identity of the territory. However, landscape does not always apply in the concept of proximity.

PROXIMITY

1. Improve a **landscape approach**;
2. Valorise the **permanent elements** of the landscape;
3. Create a **visual connection**;
4. Transmit the **cultural structure** of the landscape;
5. Re-create a **balance** inside the ecosystem;
6. Design open and **green spaces**.

1. Create new **green connections**;
2. Identified the **farmstead** and provide educational path;
3. Create **viewpoints**;
4. Create some **hubs** inside the rural landscape;
5. Provide an **expansions** of poplars and vineyards;
6. Create well-equipped **green spaces**.

PUBLIC SPACES

The term public space refers in particular to the most important space that constitutes cities, without which the urban settlement would have no value. It represents the place where a number of **human interactions** take place as it defines a space in the city to which all citizens have physical and visual access. Moreover, it mirrors human complexities and plays different roles in urban societies. Thus, the main characteristics of public space are the **usability** and **flexibility** of places and the **inclusiveness** of people; if spaces are not usable to people, they cannot become public.

URBAN SETTLEMENT

The term **urban settlement** refers in particular to the internal organisation that people want to give to a specific territory in order to create a place to stay and inhabit. Urban settlement considers everything that leads **people** to live in the territory and to come together in an organised space. Its arrangement is influenced by many factors, both **natural** and **anthropic**; the first category includes all those related to soil, topography, climate, vegetation and natural resources; the second category includes those related to history, culture, politics and economy inside the cities.

INFRASTRUCTURE

The term **infrastructure** refers to an element or set of components that are distributed over the territory, determining its structure according to the human and mobility needs and requirements. They want to define signs and traces on the territory that can no longer be removed and that become, over time, true **historical permanences** to be considered in the urban design as they influence it. In addition to these, this category includes **mobility**, which is influenced by the infrastructures and must be designed together to allow people to reach everything they need fastly.

ENVIRONMENT

The term **environment** refers to the need to preserve and improve the environmental biodiversity, to protect the existing cultural and traditional heritage and to promote the social and economic sustainability of the area. The idea is to create an **interconnected system** of habitats whose biodiversity must be preserved. In this way, ecological networks are created and defined by a structure based on the recognition of Core areas, Buffer zones and **environmental corridors** that allow a continuous relation between the elements to reduce the extinction risk of the local populations.

LANDSCAPE

The term **landscape** refers to the possibility of defining within the territory a set of symbols, identifiable only through an understanding of the natural and anthropic systems that constitute it. Infact, the landscape is intended as an expression of the complex interaction between the society, the nature and the stratification of the processes that accompanied the productive transformations in the course of the time. It is intended to protect and enhance the recognisable elements for their **historical**, **cultural** and **landscape value** that have created a true identity over the years.