

WHITE ECOLOGY — A Cradle to Cradle City Transformation For Carrara

FRAMEWORK

1. TYPICAL PROBLEM IN POST-MINING CITY



2. CASE STUDY: MICROREGION SOKOLOV-EAST (CZECH REPUBLIC) - FROM OPENCAST PIT TO NEW LANDSCAPES



3. SUSTAINABLE URBAN DEVELOPMENT THINKING - CRADLE TO CRADLE



4. NEW INDUSTRY OPPORTUNITY FOR CARRARA

MARBLE WASTE RECYCLING

5. THEORETICAL REFERENCES AND CASES STUDY



6. SOCIAL PROFILE AND EVALUATION

CARRARA'S CURRENT SITUATION SURVEY

TANGIBLE AND INTANGIBLE EVALUATION

7. PLANNING CONCEPT TREE OF CARRARA

THE HIERARCHY OF A CHERRY TREE -> THE HIERARCHY OF CARRARA

A NEW CITY PLANNING BASED ON THE INDUSTRIAL TRANSFORMATION

8. STAGE PLANNING AND DESIGN

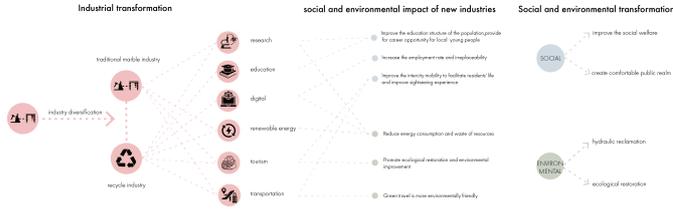
CRADLE 1: THE QUARRY -> CRADLE 2: THE INDUSTRIAL DISTRICT

9. RISK MITIGATION AND OUTCOME PROSPECT

1. TYPICAL PROBLEM OF POST-MINING CITY IN EUROPE



2. CASE STUDY: CITY TRANSFORMATION OF MICROREGION SOKOLOV-EAST (CZECH REPUBLIC)



4. NEW RECYCLE INDUSTRY OPPORTUNITY FOR CARRARA: MARBLE WASTE RECYCLING

Marble waste used in the construction industry: asphalt, cement, concrete, mortar and bricks.



Marble waste fine processing



Marble waste used to produce paper



TM: a company based in the southern city of Lisbon, they were the first to use marble waste in paper and convert it into high quality paper.

Marble waste used to produce cultural and creative products



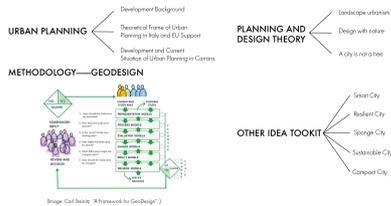
There are some independent artists and designers who have developed some great ideas to recycle the waste material into products. These products are used for interior decoration and consumer goods. Some types like Marmor can be the creative and unique for household items, etc.

Marble waste used in hightech processing



An Italian startup (Marble Eco Design) has developed a research project the main goal is to develop new 3D printing materials and high-tech products made with marble waste. It provides some scientific support with links on how to develop the production of high-tech processing marble design products. These products can also be used for the production of some electronic products, chips, and ultimately in the field of intelligence industry.

5. THEORETICAL REFERENCES AND CASES STUDY:



3 DESIGN TOPIC CASE STUDY

Case Study 1: Quarry Reclamation and Landscape Design - Brilke quarry park	Case Study 2: Resilient City Strategy - The Copper-Range Cloudburst Formula	Case Study 3: Urban Transformation - IBA Brno Park, Rijn district
<p>Context</p> <ul style="list-style-type: none"> 1. Very large scale and large height difference 2. Downhill and degradation and environmental damage 3. Conflict for competing garbage plant and housing towers 	<p>Context</p> <ul style="list-style-type: none"> 1. Flood the same threat of flooding 2. Preserve the urban environment of downtown areas 3. Building improvement necessary for city transformation 	<p>Context</p> <ul style="list-style-type: none"> 1. Industrial sites basically built along the river 2. New population caused by industrial sites 3. Employment situation needed to be improved
<p>Strategy</p> <ul style="list-style-type: none"> 1. Single-income quarry 2. Good soil conditions 3. Large vegetation cover 	<p>Strategy</p> <ul style="list-style-type: none"> 1. Some spaces built-out and create 2. Flood zone surrounding 3. Secondary vegetation 	<p>Strategy</p> <ul style="list-style-type: none"> 1. Already closed areas 2. Large green areas by connecting patches
<p>Key points</p> <ul style="list-style-type: none"> 1. Ecological restoration of the site 2. The design building of the hydrologic system and waterflow space 3. Vegetation restoration 	<p>Key points</p> <ul style="list-style-type: none"> 1. Systemic decision-making model 2. Comparison between the innovative project and conventional methods to demonstrate the advantages of the project 3. Communication between experts and stakeholders 	<p>Key points</p> <ul style="list-style-type: none"> 1. Interconnection between the industrial district 2. Ecological restoration strategy 3. Keep the original value of the industrial sites, respect the industrial culture