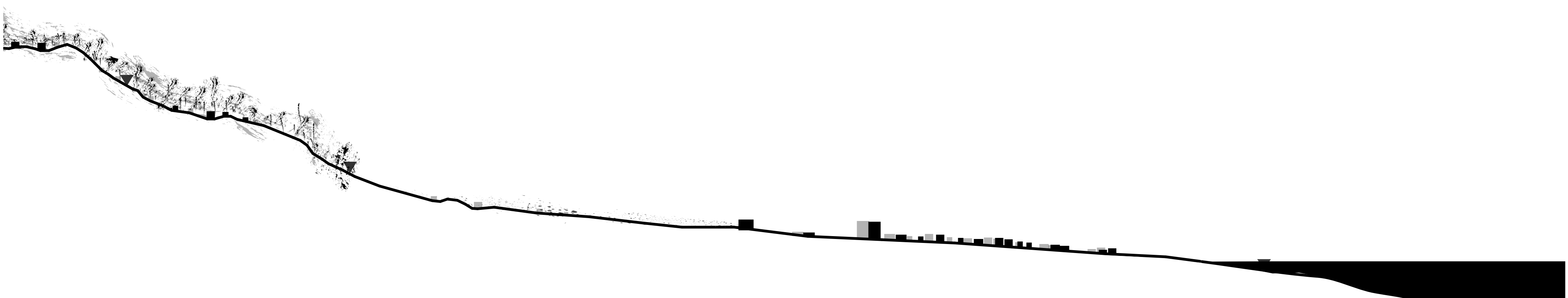
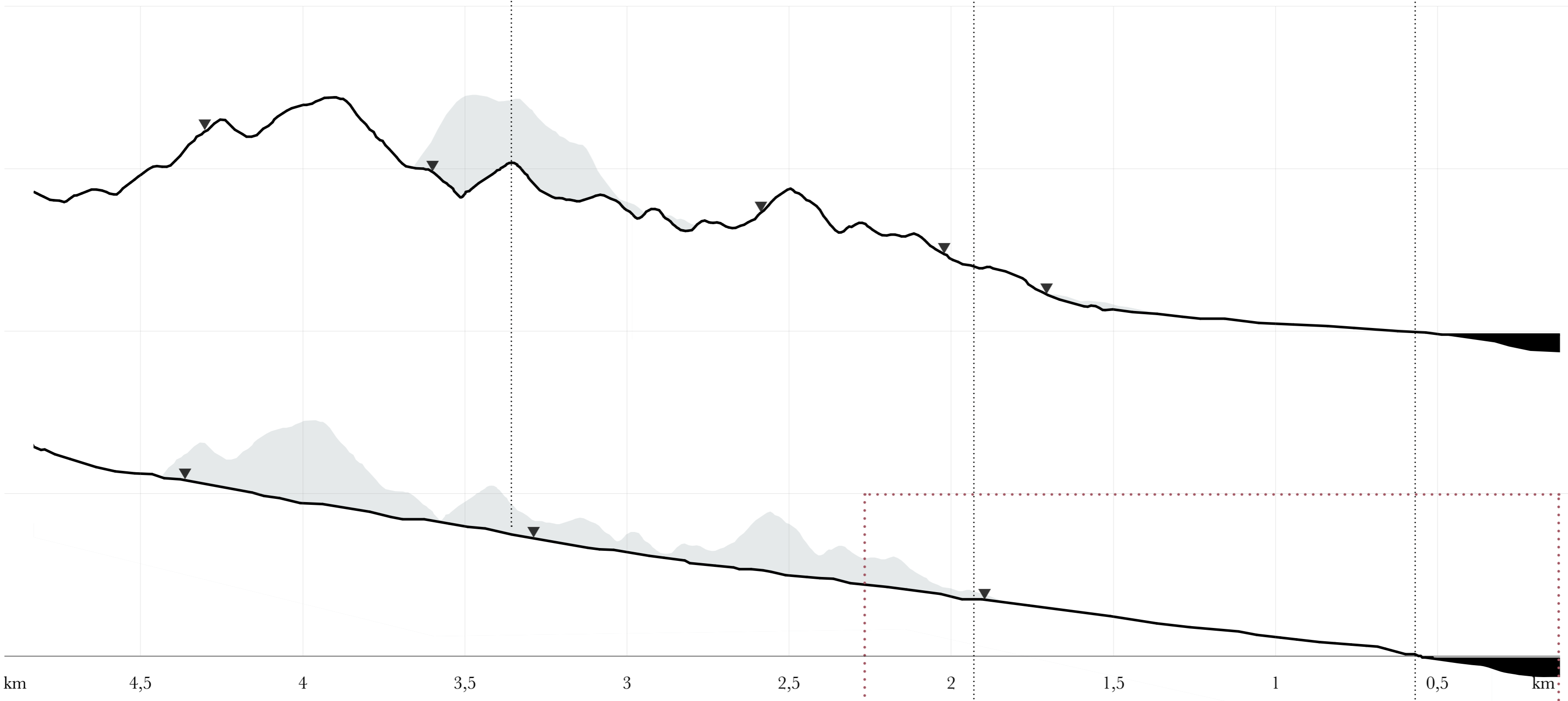


THE THRESHOLDS OF VILASSAR DE MAR

Recovering an identity through the continuity between mountains, countryside, city and sea

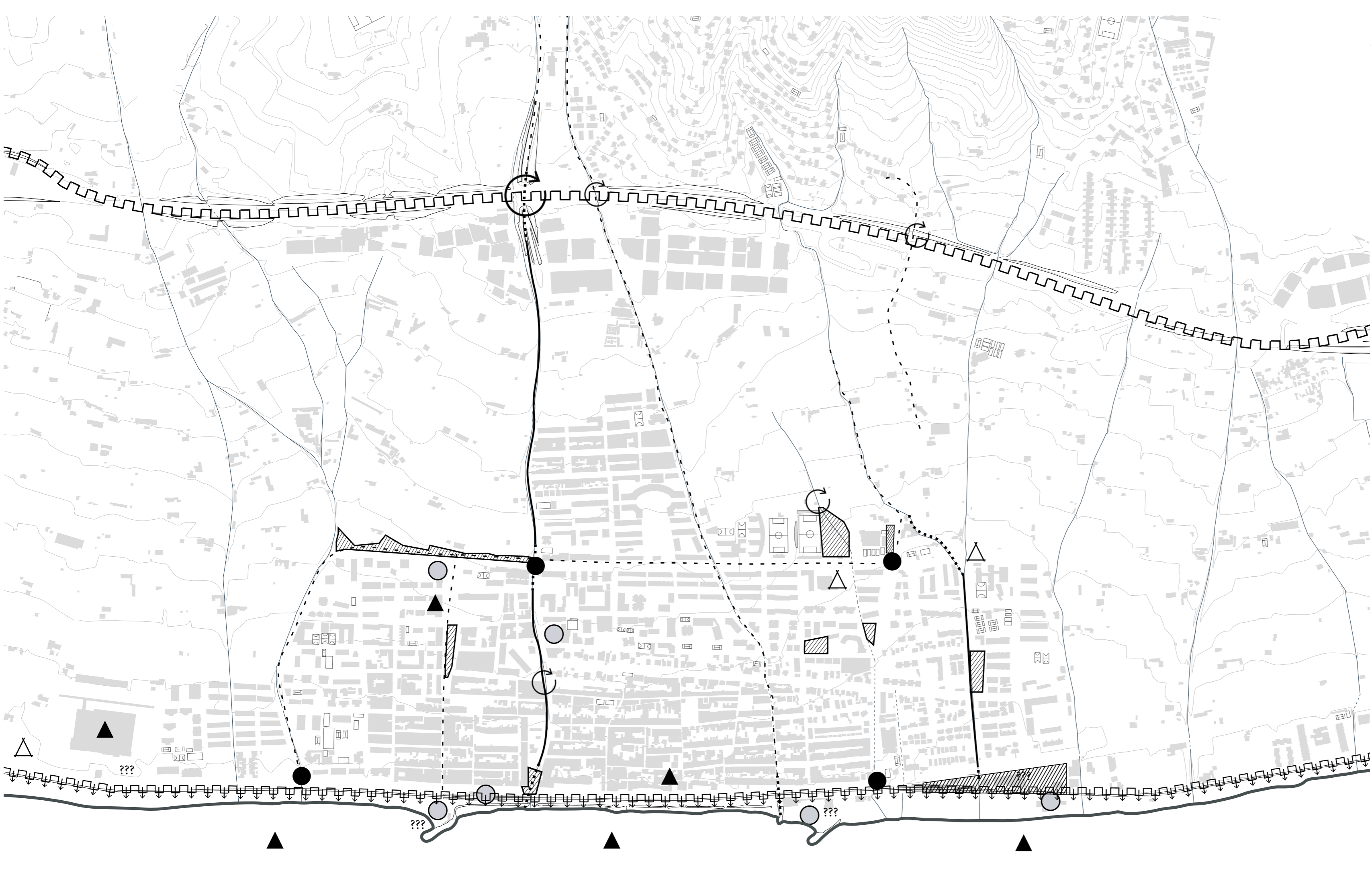
Thresholds and barriers

The route between the peak of the mountain of Cabrils, where the Serralada Litoral Park is located, and the coastline of Vilassar de Mar, presents a remarkable diversity of landscapes within a relative small distance, just 5 km. Descending from the Serralada Litoral Park, the path passes through the pristine wooded areas of the mountains, where the only settlements are the remains of the defensive towers. This leads to the town center of Cabrils, "clinging" to the sides of the mountain: an urban settlement characterized by small single-family houses along roads scattered in the greenery. We proceed along the industrial area close to the highway, and then cross the agricultural area, with the fields, the greenhouses, narrow passages. It then enters the commercial-residential area of the city of Vilassar de Mar and eventually reaches its consolidated urban center with its typical houses, the *cases de cos*, up to the end of the coast.



Lynch analysis

As Lynch analysis underlines, the succession between the thresholds of Vilassar de Mar is not continuous because it is interrupted by two major infrastructural barriers: the highway (Cami del Mig) and the railway. The mountain settlements (Premià de Dalt, Vilassar de Dalt, Cabrils etc.) are therefore separated from the coastal area and the latter is forced into a thin strip because it is limited by the railroad barrier and the limit of the sea. Despite this strong point of criticality, it is possible to identify paths that cross these barriers transversely, and that in some way attempt to mend this fragmented landscape and also tries to physically connect the various thresholds: these are the paths marked by the "rieras".



- ▲ Landmarks
- Nodes
- Nodes of people
- △ Point of confusion
- ▨ Chaotic and/or characterless areas
- Discontinuity
- ??? Lack of relation
- ⋯ Characterless path
- Incomplete broken path
- ⋈ Disconnected, hidden waterfront
- ⋈ Barrier
- Paths

