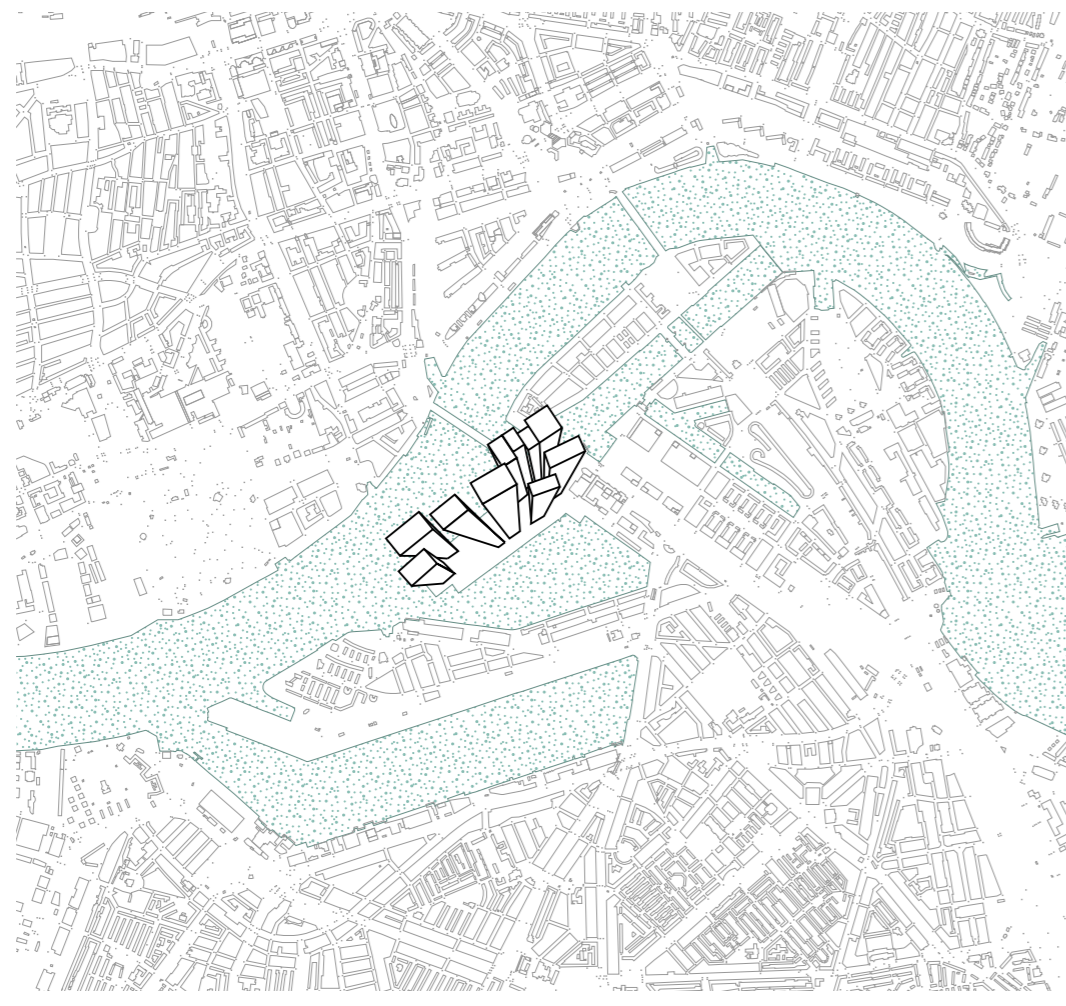




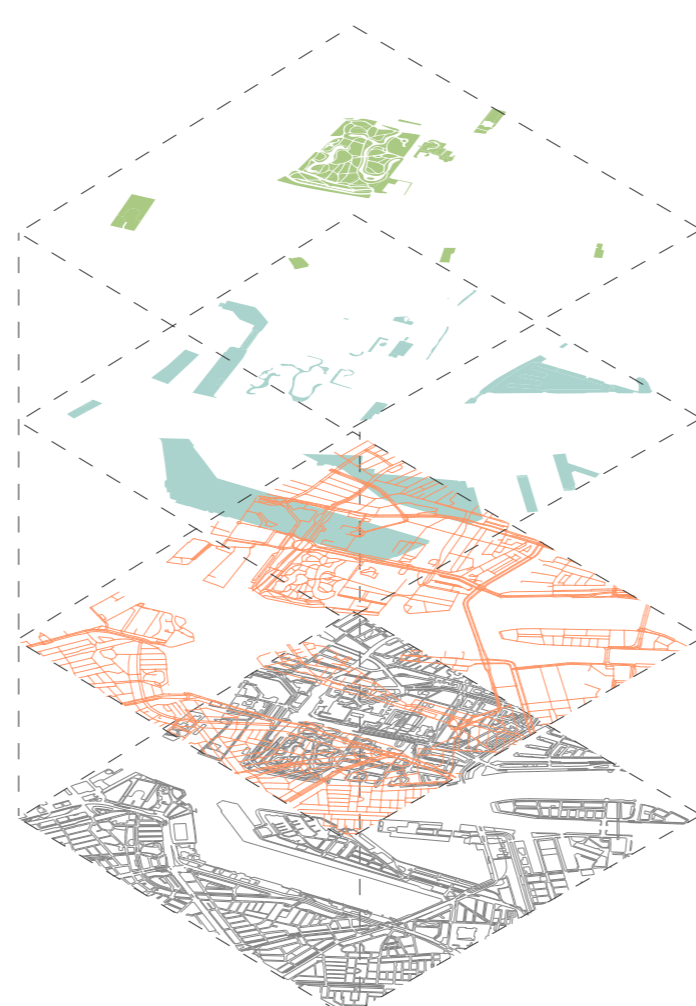
HOW?

URBAN LANDMARK



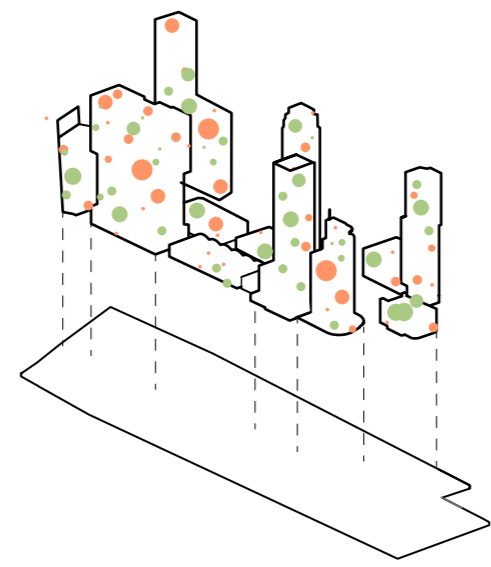
WHERE?

CENTRAL IN THE URBAN SYSTEMS

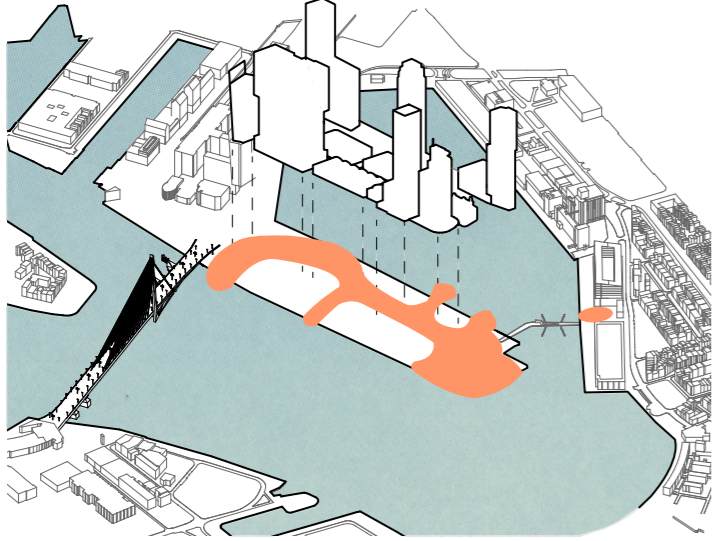


WHEN?

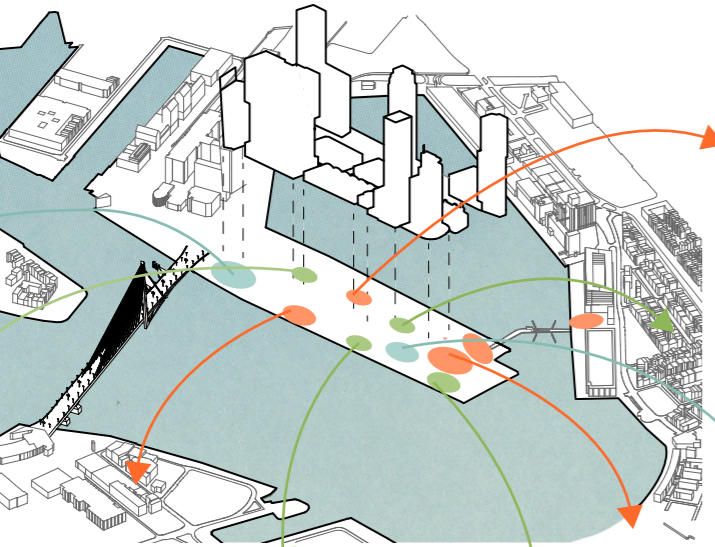
HYSTORICAL SYMBOL



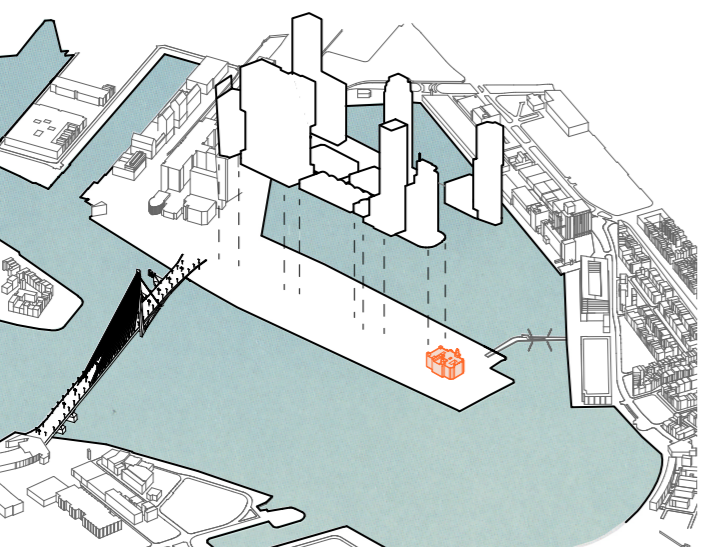
INTROVERTED LANDMARKS:
NO ACTIVATION ON THE GROUND LEVEL



LOCAL STRATEGY
to generate a dynamic activation system of activities for the new life of the pier, involving the high-rises and the public areas



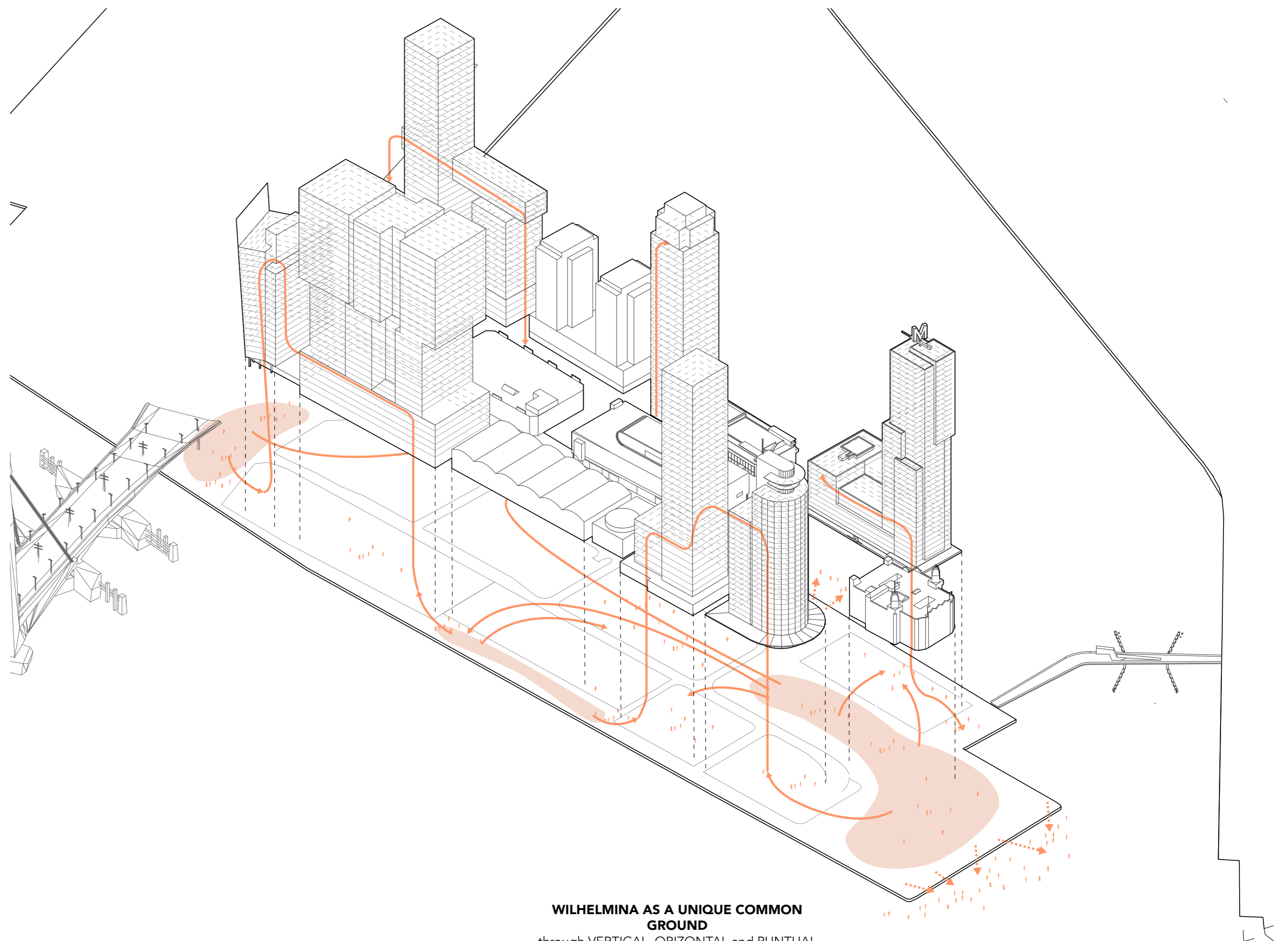
URBAN STRATEGY
to integrate the program of the pier with the urban context



CENTRALIZE HISTORICAL BUILDINGS
to become a significant part of the pier to be recalled with a land art installation designed on a competition base

NO RELATION WITH THE CITY

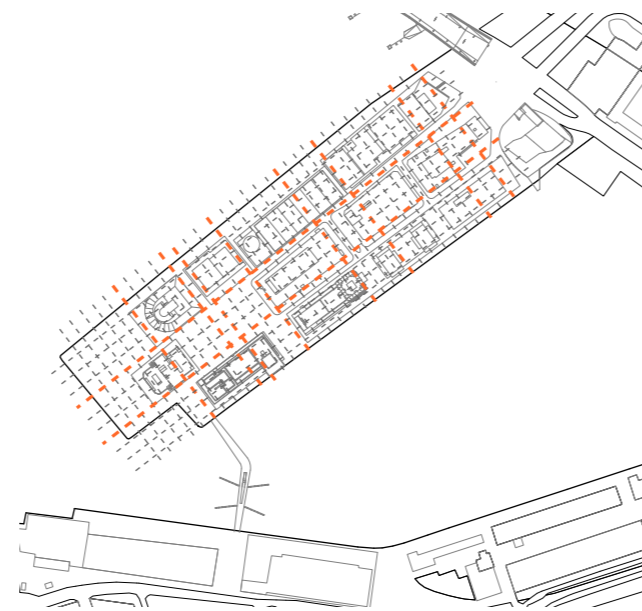
HIDDEN HYSTORY



WILHELMINA AS A UNIQUE COMMON GROUND
through VERTICAL, HORIZONTAL and PUNTUAL colonization of the high rises



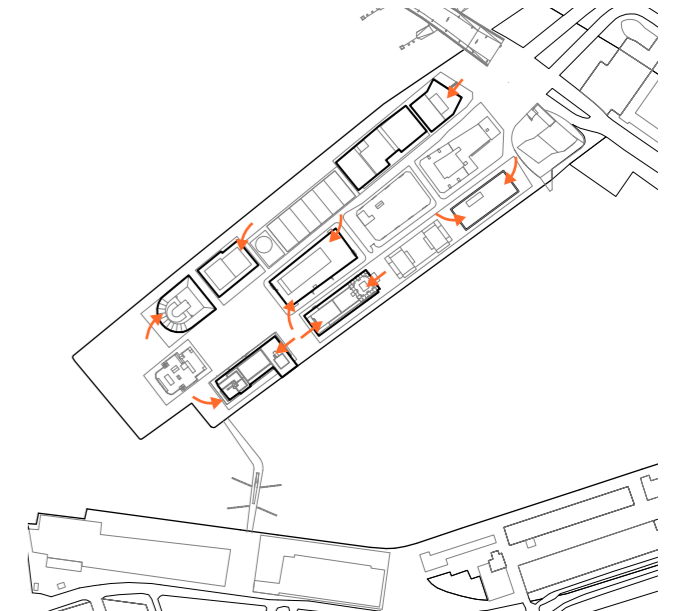
1. WILHELMINA GRID



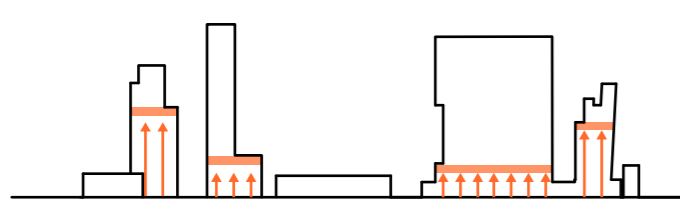
2. GROUND FLOORS GRID



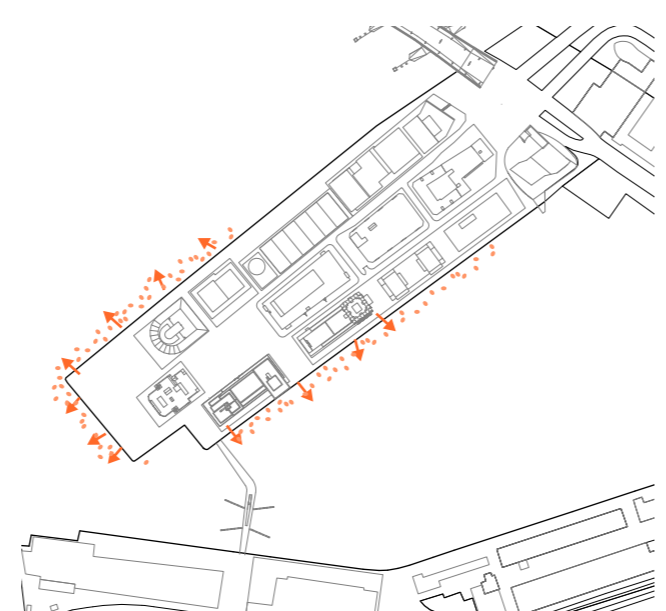
4. FLUID LANDSCAPE
as the main "principle" to break the grid and penetrate any areas



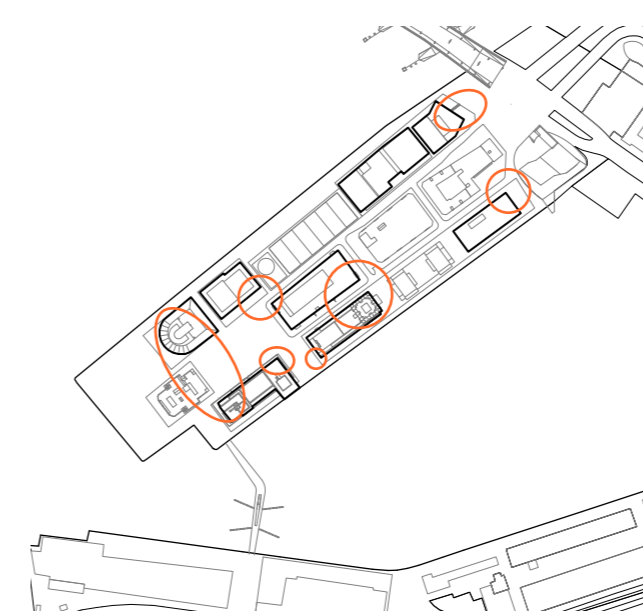
3a. HIGH RISE COLONIZATION
once the grid is broken the groundfloors of the high rises can be colonized



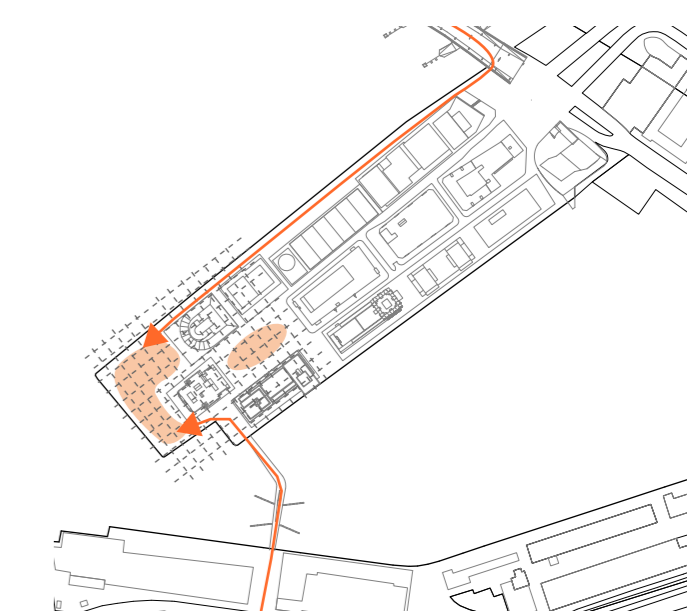
3b. HIGH RISE COLONIZATION
the colonization also develops vertically, involving also one common floorin each high rise



5. WATER EDGE ACTIVATION
the fluid can not be stopped: it is an opportunity to generate a water experience



6. RESIDUAL AREAS
once colonized the groundfloors can be connected among each other through the residual spaces among them



7. MAIN PROGRAM
structured by the same grid of the high rises and captured in the same fluid landscape