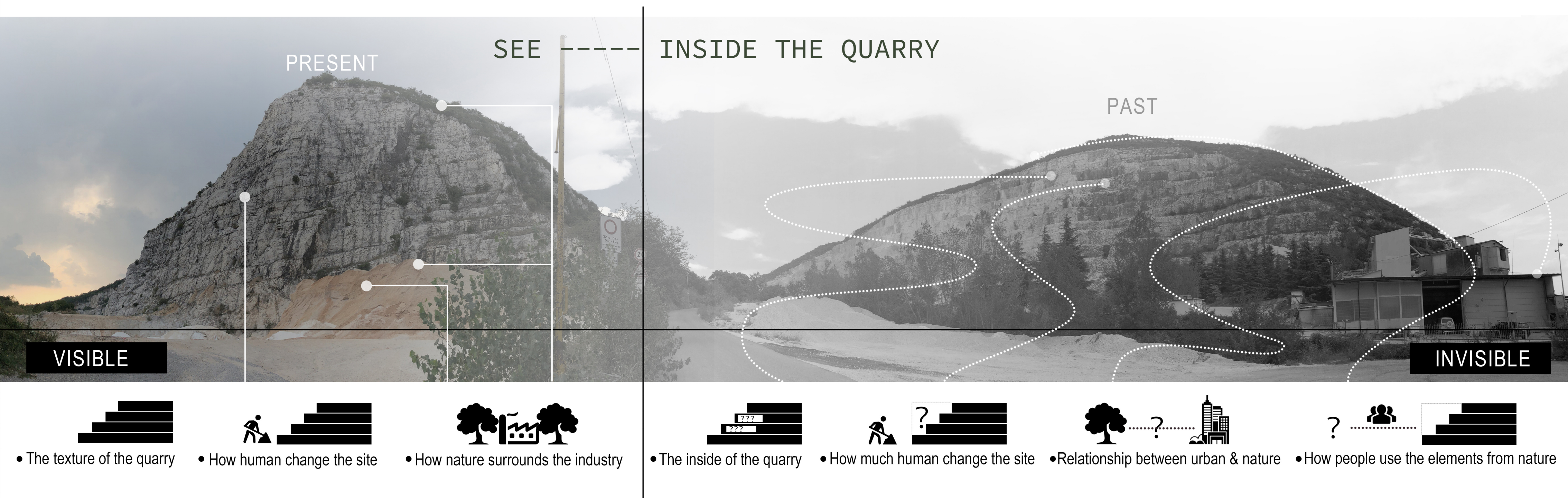


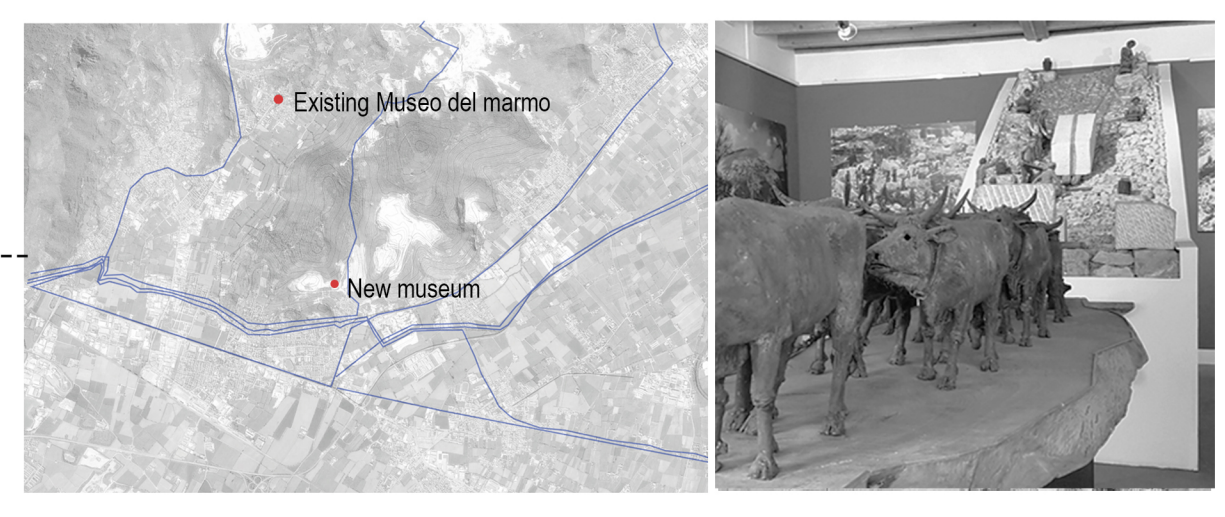
# STRATEGY OF FUNCTION



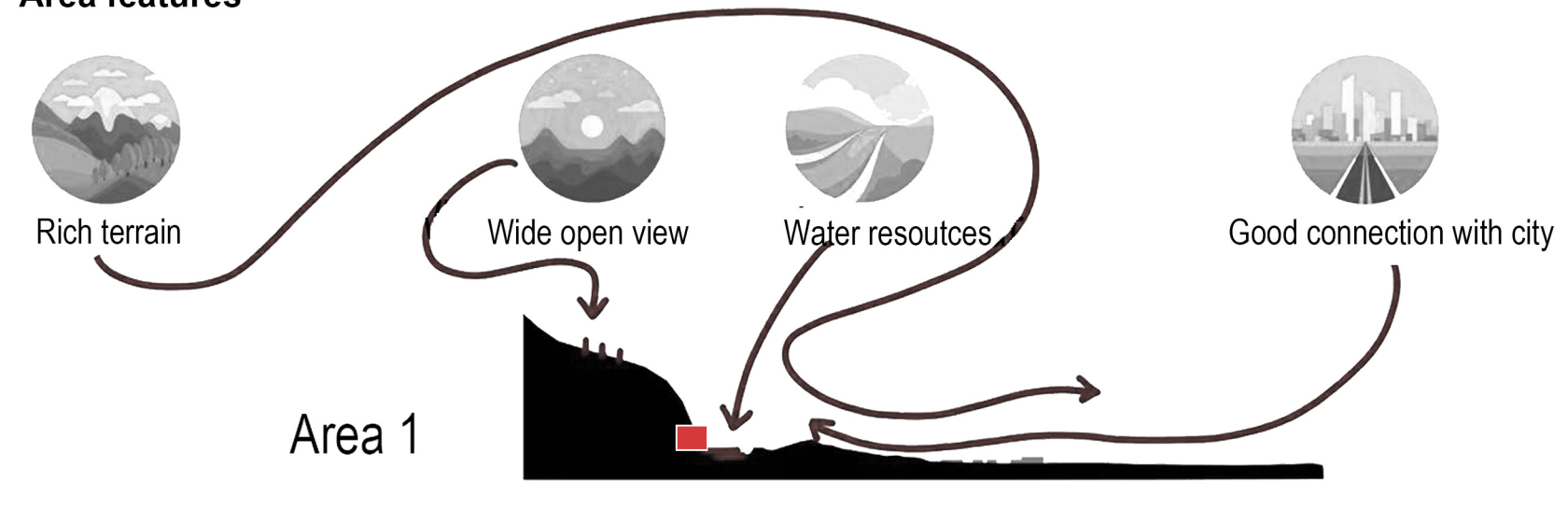
## Design strategy

### Strategy for area 1:

There is a long history of mining marble in this area since 1950s, quarry have important influences for local residents, abandoned quarry can be looks like heritage. Due to the existing marble museum in brescia is in bad accessibility, so we propose to design a new museum and accommodation facilities to promote marble culture and a new way to experience it. Put it in the start area also can attract tourists.



### Area features

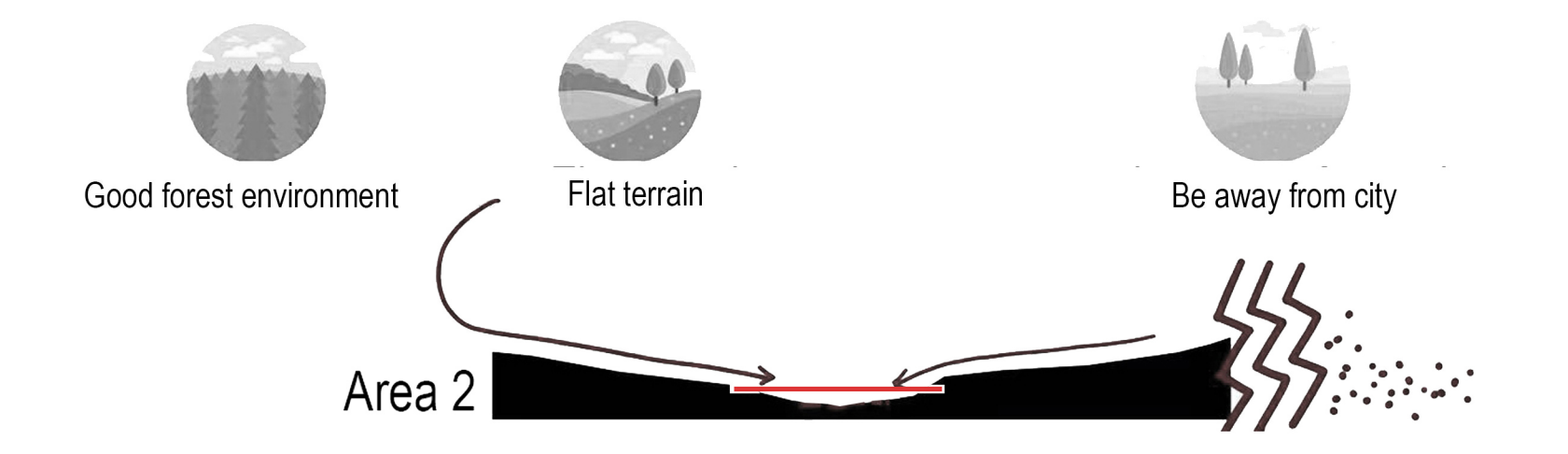


### MUSEUM

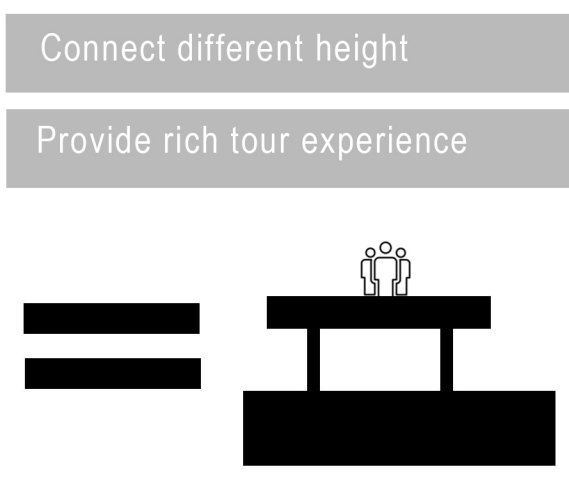


### Strategy for area 2:

To enjoy the varieties of changing levels of landscape in forest, a bridge is designed to through different heights, to get varieties of view of forest landscape.

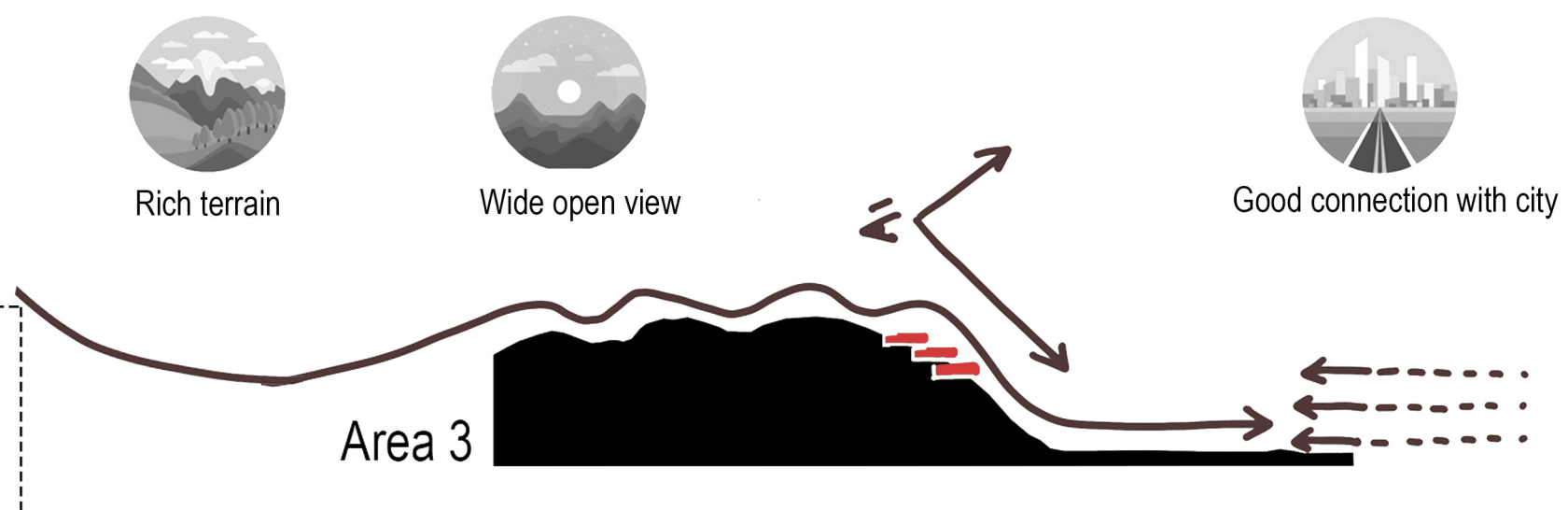


### VIEWING PLATFORM

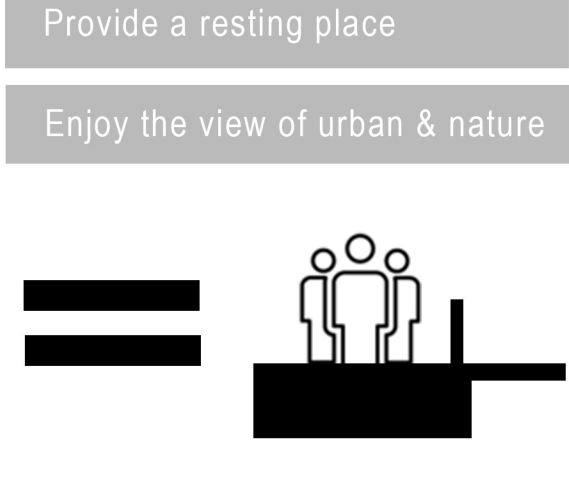


### Strategy for area 3 :

The position here is almost the highest point in the whole design area, we are going to build a viewing platform to provide rest area and great views of both urban and nature landscape.

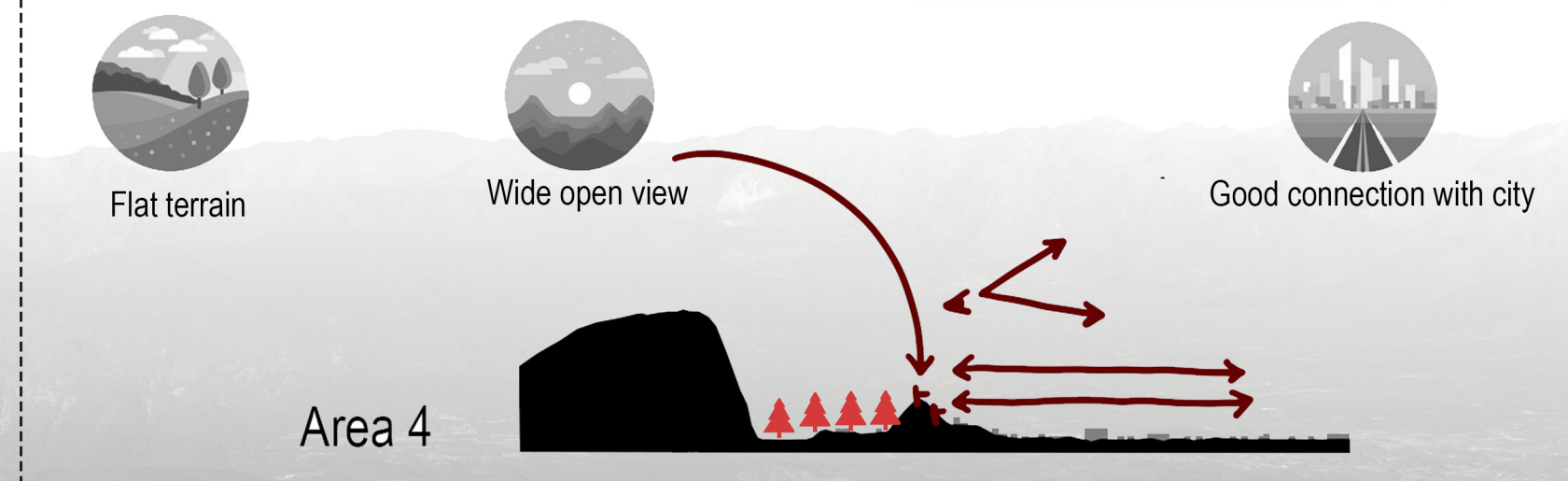
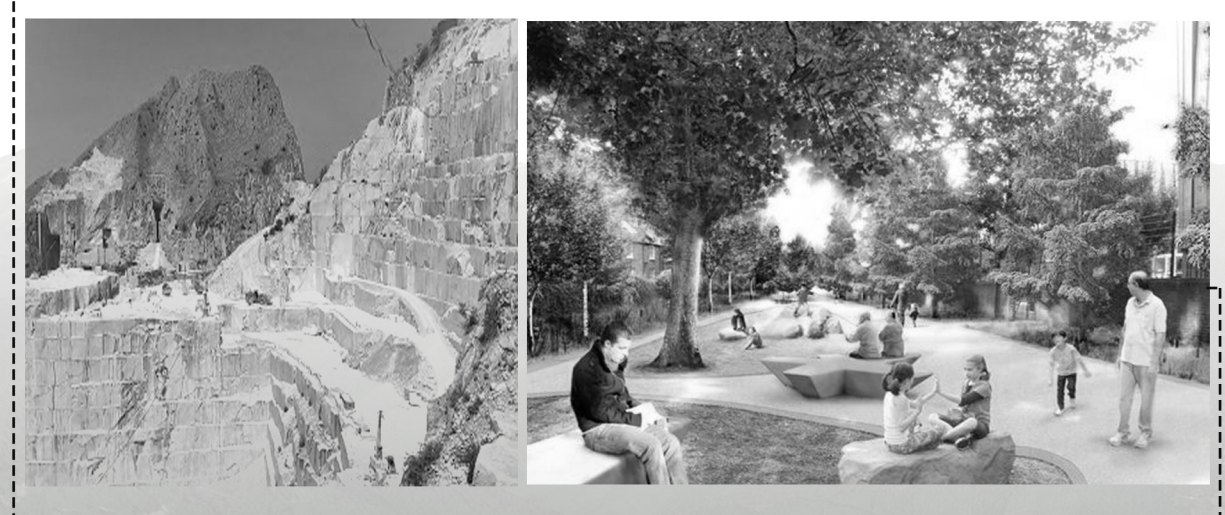


### FOREST BRIDGE



### Strategy for area 4:

Existing landscape here is main a leftover from quarry process. Quarry is also a industrial ruins, to combine natural element and quarry element, we are going to restore the vegetation, to form a park providing rich tour experience.



### RESTORATION PARK

