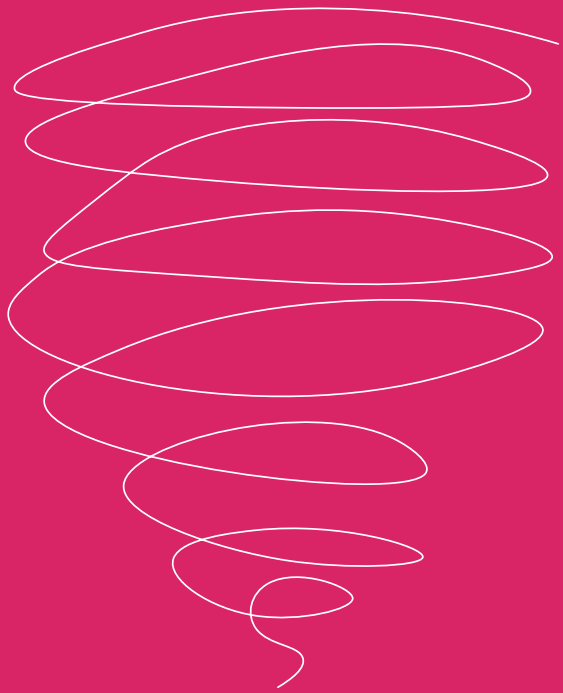
PROCESS CATALOGUE



THE GROUP

Adi Dukic

Melike Gültekin

Sofie Degn Jensen

Sine Bjerg Ernshof

Thea Dahl Christensen

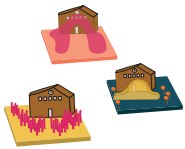
WHAT IS THIS?

In order to organize the process this Pixi book acting as a catalogue became a toolkit. As described on page 58-59 in Breaking Bubbles this process Pixi is consisting different phases, and is as well divided into these. All the different parts of the process is illustrated with help of the produced material in form of models, drawings, brainstorms, parametric experiments and diagrams.

STEP 1
Introduction to site

STEP 2
Concept workshop

STEP 3
From courses

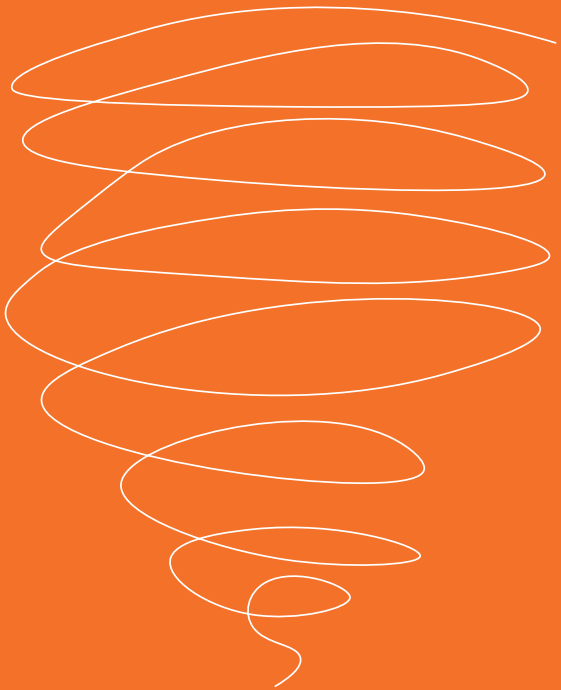


STEP 4
Digging deeper

STEP 5
Design

WORKFLOW METHODS

Through the process of developing the semester project it has been an iterative process where numerous of different medias have been used. These spans from being different design orientated workshops to doing experiments in order to find a solution for mobility with the use of computers. It was important to always twist the way of thinking and provoke the ordinary. And by always doing the controversial it was possible to push the boundaries and really let people see what it could become.



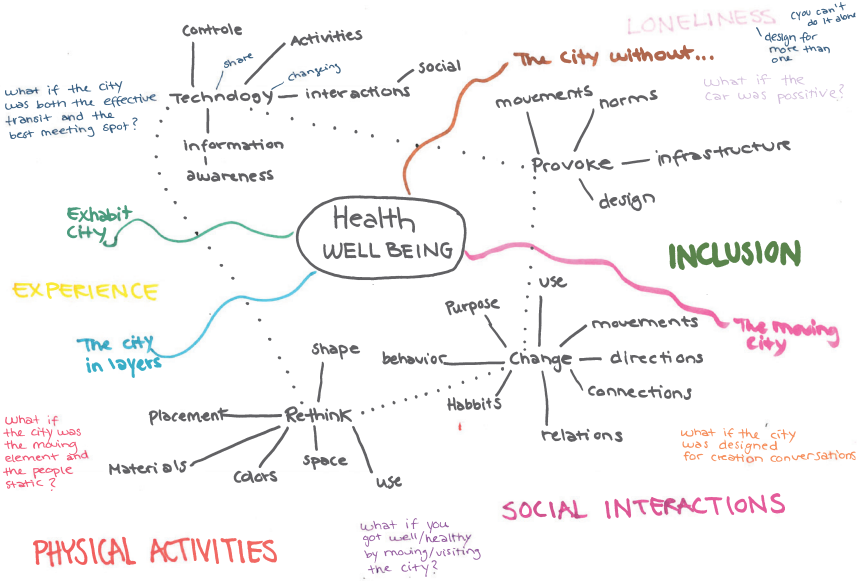
STEP 1
INTRODUCTION TO SITE

To understand the context a site visit was a must early in the process. By visiting the site it was possible to get an understanding of the complexity within Banegårdspladsen both in relation to the mobility and urban space. Also to talk and discuss Aarhus itself and the site with an expert from the municipality about the topic we are working with, gave a good foundation of the understanding of the site.

SITE VISIT 1

MEETING EXPERTS

At the meeting with expert Christina Fruergaard, who works as a exercise- and health coordinator in Aarhus Municipality, the pivotal point was Health and Wellbeing. When the conversation progressed loneliness and how the number of people feeling lonely in the city of Aarhus was increasing was one of the themes that came on the table. The scope was narrowed in and Christina told about several projects that was launched in order to fight this problem and in this relation how it was possible to create communities with implementing hidden exercise was discussed in order to increase the healthiness in the city.

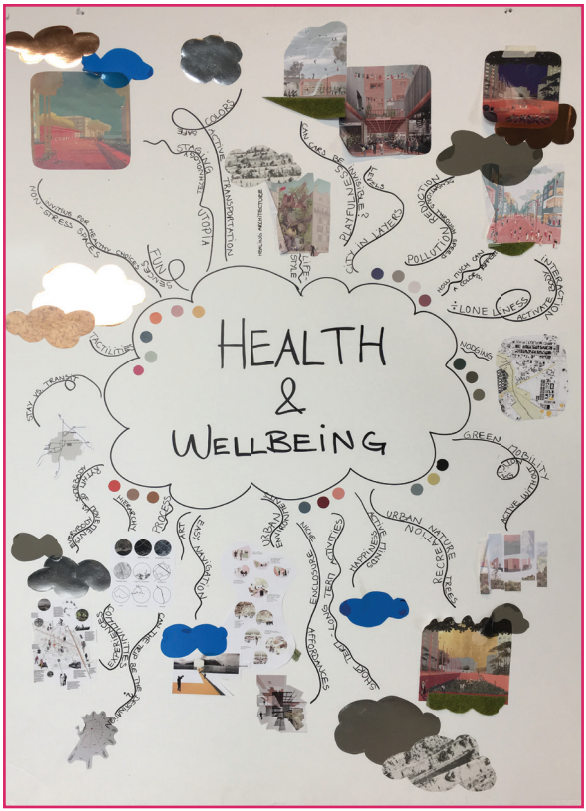

Health
WELL BEING
Technology
Controle
Activities
share
changing
social
interactions
What if the city was both the effective transit and the best meeting spot?
Information
awareness
Exhabit city
EXPERIENCE
The city in layers
shape
Placement
Re-think
Materials
Colors
space
use
What if the city was the moving element and the people static?
PHYSICAL ACTIVITIES
The city without...
movements
norms
Provoke
infrastructure
design
LONELINESS
you can't do it alone
design for more than one
What if the car was possitive?
INCLUSION
use
Purpose
movements
The moving city
behavior
Change
directions
connections
Habbits
relations
what if the city was designed for creation conversations
SOCIAL INTERACTIONS
what if you got well/healthy by moving/visiting the city?

STEP 2
CONCEPT WORKSHOP

A three day long workshop was the kick needed to start the concept process. Jens Rex, creative director at LabLand, was present for help and supervision in this set-up.

In the process of working with an upcoming concept a lot of twisted thoughts was illustrated and all the way through our way of thinking mobilities was questioned. By discussing with Jens the whole question about having an utopian thinking or a provoking way of approaching came up. In this relation the use of smartphones and how it affect the way we move and communicate became a focus point. *Has the smartphone taken over the social platform that before was out on the streets and now carried it into a digital platform?*

At the end of the workshop again a presentation was made and in this relation Breaking Bubbles was presented and the vision for the future transportation node of Aarhus was made.



The first section at the workshop was about presenting the brainstorm that was made from the headline Health & Wellbeing and to communicate our thoughts and how our controversial way of thinking was a potential for pushing boundaries in the way people act and think in mobility positions.

BRAINSTORMS

future?
car ≠ person
heavy
car = person

self-driving cars?

What is the future?

flying traffic?

teleportan, man with out elements?

future?
taken all cars out of cities
but cars = the future

Future?
what if cars where not bad for the environment?

what if cars are not the/a problem in the center

ROOMS

MINDS

MOVEMENTS

A CITY OF A 1000

MATERIALS

OPTIONS

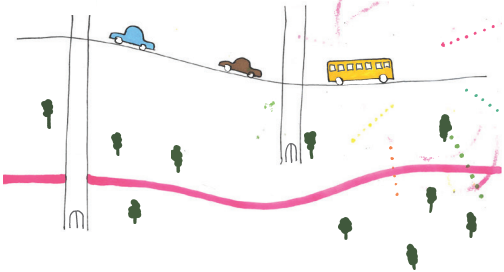
FLOWS

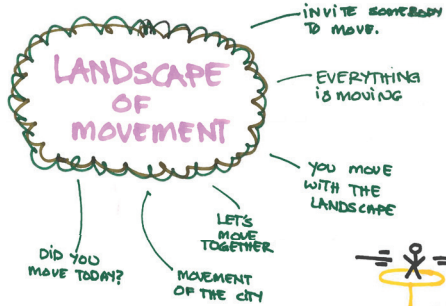
ACTIVITIES

MEETINGS

COLORS

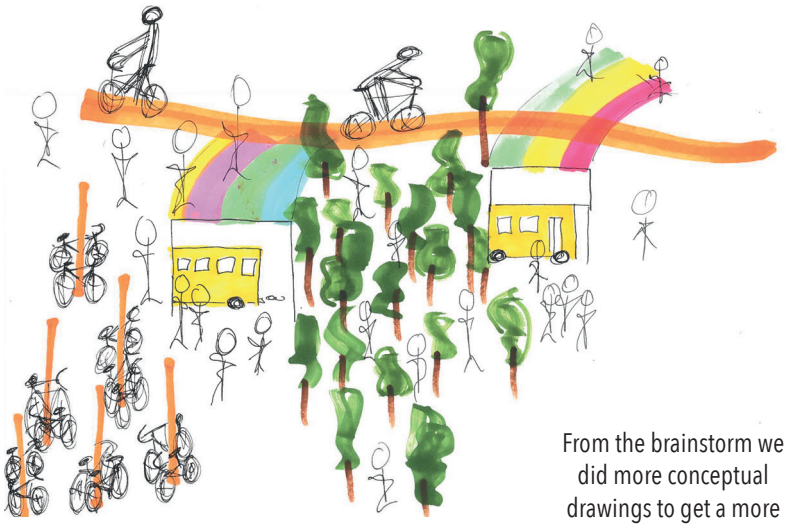
CITY IN LAYERS



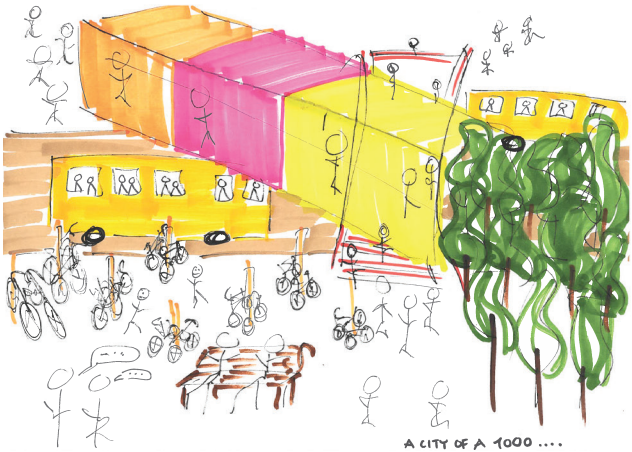


In the workshop we brainstormed from our sites visits, expert meeting and brainstorm from here as well as our thoughts about connecting mobilities.

CONCEPT DRAWINGS

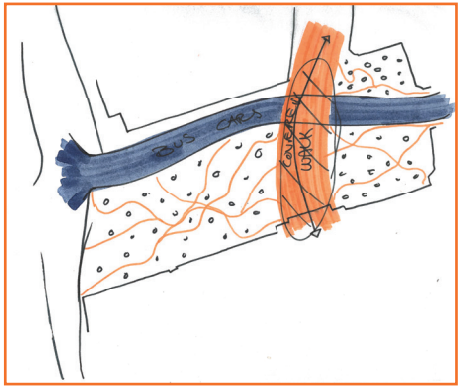


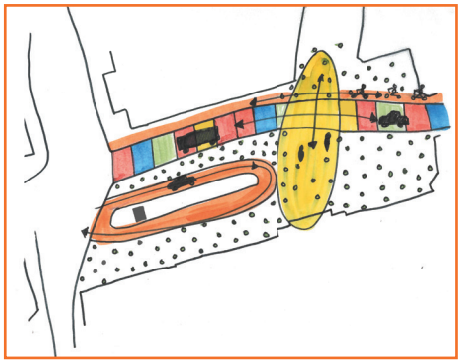
From the brainstorm we did more conceptual drawings to get a more spatial understanding of our ideas.

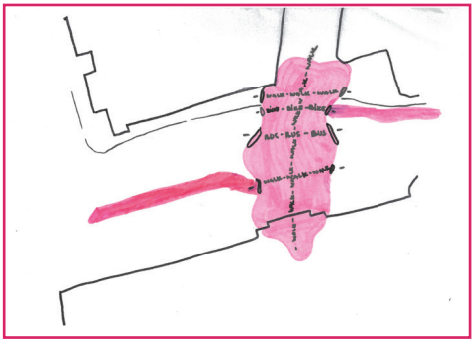

A CITY OF A 1000 ....

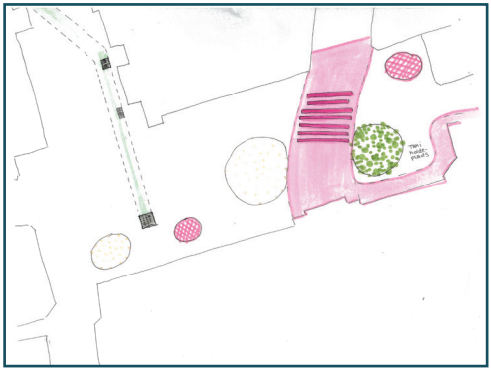
CONCEPT PLANS

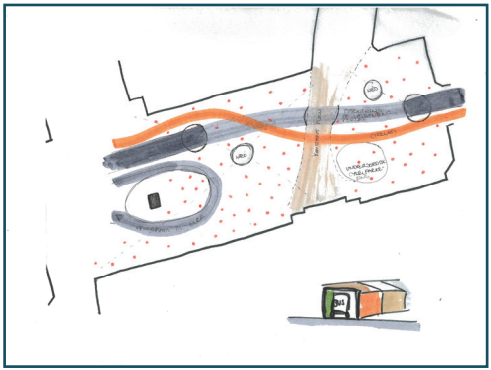
To get more site and context specific some of the ideas from earlier brainstorm, drawings and analysis were put into plans. In these we saw different solutions to roasflow, art installations, bike parking, green elements, paths, all with the purpose of creating experience for different types of mobilities in a transit hub without disturbing the flow negative.


BUS LANES
COVERED WALK









PRECEDENTS

Through the process different case studies, reference projects and precedents have been used as design inspiration. They have been used to investigate how to make installations that includes and activate users and observers. How to afford social interaction and how to design and use art as a catalyst to enhance the life in the city.

CITY LOUNGE RED SQUARE

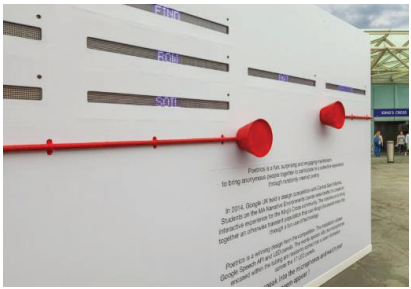
myswitzerland.com
Illu. 1

The installation is in the center of St. Gallen I Switzerland made by artist Pipilotti Rist and architect Carlos Martinez. The ground is covered in plastic granulate, looking like one big red carpet spread out on top of the city. It invites people to relax and marvel and experience what have happent to the city.

ANONYMOUS HUGGING WALL KEETRA DEAN DIXON

toxel.com
Illu. 2

'POETRICS' INTERACTIVE WALL GOOGLE



home.bt.com
Illu. 3

The installation is placed outside Googles Head Quarter at Kings Cross in London. It is made from 17 LED panels, microphones. The Led panels displays words spoken into microphones, by pass-byers, which are mixed into random poets. The wall is a way to bring people together, as a collective and playful experience with language.

CLOUDE GATE (THE BEAN) ANISH KAPOOR

chicago.suntimes.com
Illu. 4

Sculpture phenomenon in Millennium Park. It is an advent of the self. It was created by using computer technology to cut 168 massive steel plates and then pieced together and welded. It is inspired by liquid and is one of the largest permanent outdoor installations. The surface reflects the city and activities around it in different perspectives, and hereby it invites visitors to touch and interact with it.

MODIFIED SOCIAL BENCHES L-U JEPPE HEIN

jeppehein.net
Illu. 5

Jeppe Hein has design a series of benches places all around the world to make the act of sitting an experience, an activity instead of a rest with a social interacting feature. The social features are created thus the bench makes sitting an activity, a new experience both for the passers-by and the user.

CHEWING GUM DEI GIARDINI 1 SIMONE DECKER

mudam.lu
Illu. 6

The installations is a part of sculptures in chewing-gum released different placed around Venice called Chewing in Venice. The installation makes the observer renew the understanding of the surroundings, and the installation also have a perspective by means of photography.

BULGING VIVID-PINK PAVILION SELGASCANO

drwong.live
Illu. 7

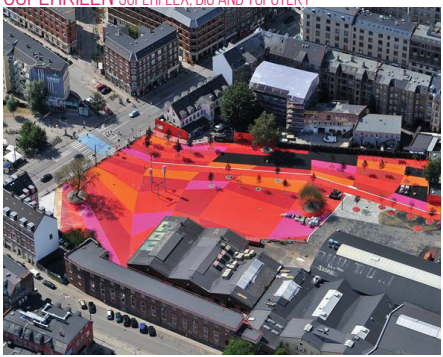
SelgasCano led by architects José Selgas and Lucía Cano. The pavilion was made doing the Trienniale Bruges where the focus has been how to bring people together with in unexpected places and ways. It was made on top of the Coupure canal hoping it to also serve as a sunbathing platform for swimmers.
It is made of fluorescent-pink vinyl underpinned by steel rods creating a bulbous shell which is placed on top of a yellow timber base. The colors and transparent vinyl change the usual view of the surroundings and creates a shambling atmosphere.

SERPENTINE GALLERY PAVILION SELGASCANO

dezeen.com
Illu. 8

The structure plays with materials in colored, translucent and mirrored ETFE, Ethylene Tetrafluoroethylene, sheets wrapped around a white steel frame. It is an experiment in how different materials creates different shadows, colors and spatial effects.

SUPERKILEN SUPERFLEX, BIG AND TOPOTEK1



realdania.dk
Illu. 9

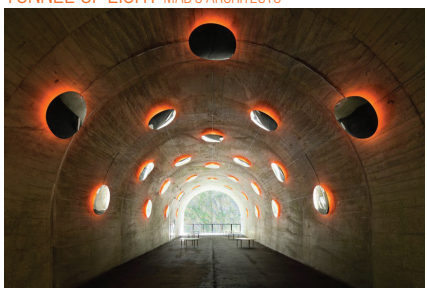
The Park as installations is a celebration of the diversity of nationalities of Nørrebro and is places as a connecting wedge of the quarters in the area. The area is made as an Imaginative all-round skilled public spaces, domain and infrastructure. It consists of three areas; the red square, the black square and a green area, made for different functions, in different tactility, materials and scales.

COLOUR ACTIVITY HOUSE OLAFUR ELIASSON

olafureliasson.net
Illu. 10

The installation is placed outside the 21 Century Museum of Contemporary Art in Japan. The installation is three curved coloured transparent glass walls. Moving through the visitor will experience a constant change in color reflected different depending on the light, the installations can when reflecting the light of the sun be turned into a vibrant lighthouse for the passers.

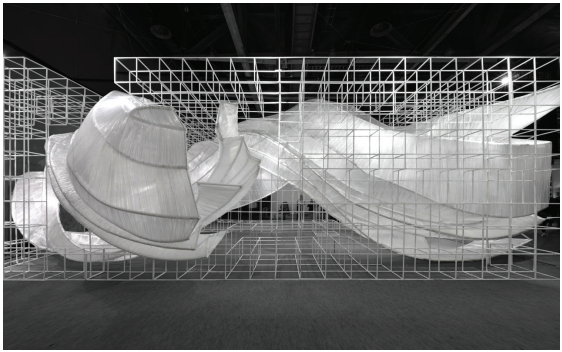
TUNNEL OF LIGHT MAD'S ARCHITECTS



designboom.com
Illu. 11

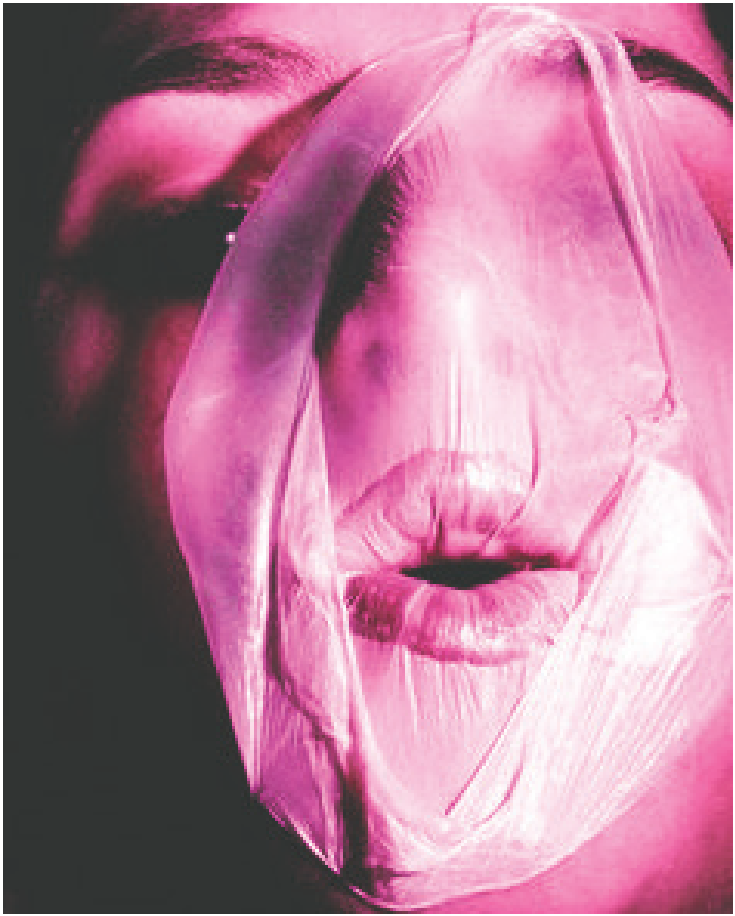
The installation is made doing the echigo-tsumari Triennale in Japan. In is working by enhancing the five elements of nature; wood, earth, metal, fire and water. The different installations in the tunnel concepts how art and nature connects a community, visitors and creates a poetic spaces where the visitor becomes a part of the art piece.

SERPENTINE GALLERY PAVILION SELGASCANO

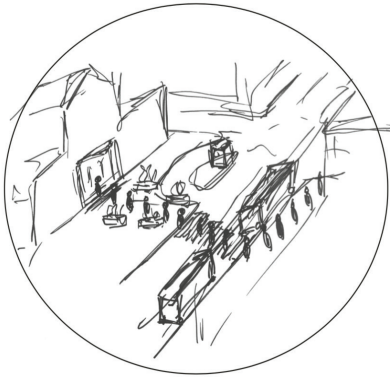


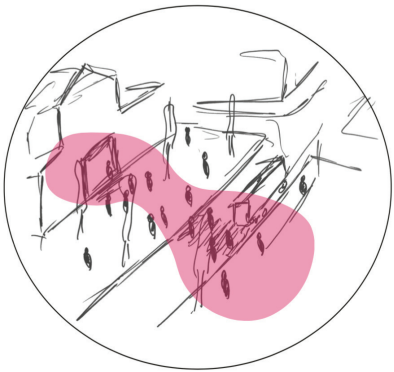
design-milk.com Illu.: 12

The installations wants to answer, "how to integrate architecture to further interact and blend cities, environments, human beings and spaces." Pone Architects. It is made of a grid that stabilizes undulating bending curves covered in clear film. The installations twist scale and space and both acts as ceiling, bench, wall and an art piece. The transparent material creates a play with light and shadow depending on how the light hits the structure.



therottenones.tumblr.com
Illu. 13





BREAKING BUBBLES

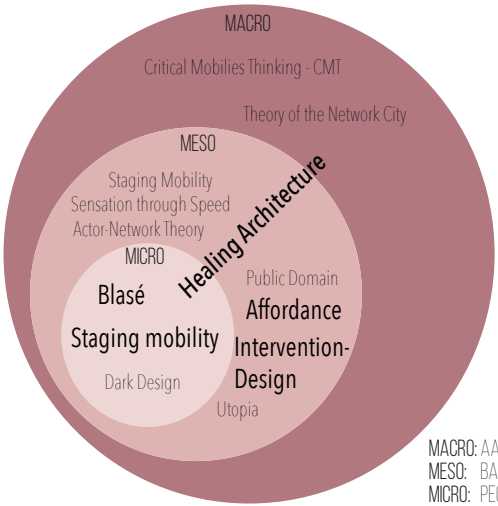
Breaking bubbles is the concept that wants to root out the way we move, see, experience, use and behave in the pubic room. We want to change the matter into another light. Banegårdspladens has therefore been turned into the catalyst of exhibit life, movements, settings. Breaking up with the monotone, self-centered, effectively moving from A to B. The homogenous almost automation of movement through the city's rooms and meetings. With our heads zoomed into our phones, in our own private bubble. Breaking bubbles stage the busy human, though a new layer. It exhibits, change the interaction with the surroundings and the surroundings notion of the happening. Banegårdspladsen opens the phones for a selfie, changes the flow from automatic to experimental

STEP 3
NEW PERSPECTIVE

From Theory of the Network City and a studytrip to Belfast we saw the project in a different perspective which gave us a deeper understanding of both a theoretical and practical way of designing.

Argh... Makes sense.
Theory
Hmmm..

THEORIES OF THE NETWORK CITY

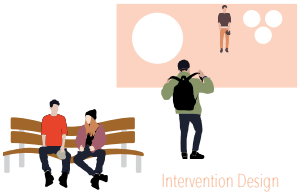


MACRO: AARHUS CENTRUM
MESO: BANEGÅRDSPLADSEN
MICRO: PEOPLE & ELEMENTS

Staging mobility

Affordance

Blasé



Intervention Design

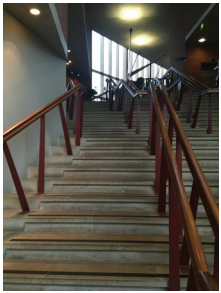
Healing Architecture

From the course we were introduced to different theories that gave the knowledge and foundation to narrow down the focus of the project. The theoretical way of looking at the project gave us the tools to sort different theories into macro, meso and micro scales and from that to dig even deeper and select the ones that fitted our vision with Banegårdspladsen.

BELFAST STUDYTRIP

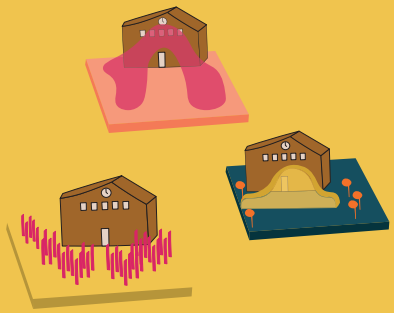
Mid March a study trip to Belfast was a huge inspiration for the future process of selecting a solution for public transportation in the urban mobility hub, Banegårdspladsen. Especially the use of Bus Rapid Transit system (BRT) in Belfast and their argumentation for using this instead of Light Rail Transit system (LRT) left a positive reminder in the minds.

As well as being a huge eye opener in demands of finding a mobility solution that was different and still had opportunities within it as was interesting to see how the hierarchy and priorities in the city of Belfast was different when compared to a Danish context.



STEP 4
DIGGING DEEPER

Next step is about the more focused design of Banegårdspladsen..

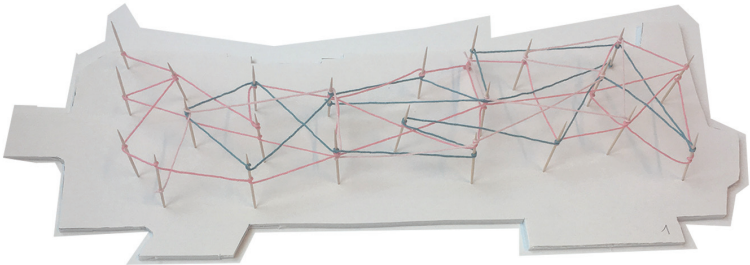


CONCEPTUAL DESIGN WORKSHOP

To kickstart the design process a conceptual design workshop was arranged in the group room. This was a creative workshop where every group member searched and produced small working models that communicated the thoughts for the further design process.

The outcome from here was discussed in plenum and analyzed with a focus on opportunities and constraints that was seen in each of the working models. In the end, to separate these from each other and for being able to compare them, a point system was developed with some keywords.

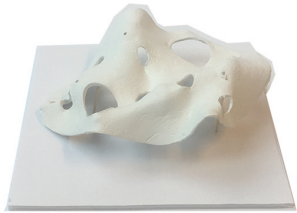
A



Creates a connection between different elements. A Link. Spectacular. Could be both in air and on ground. The different colors could symbolise something different. Could guide - different routes. Piles could be multifunctional; art, bike parking. The traffic could be combined, incorporated.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	5	2	4	2	2	2	20

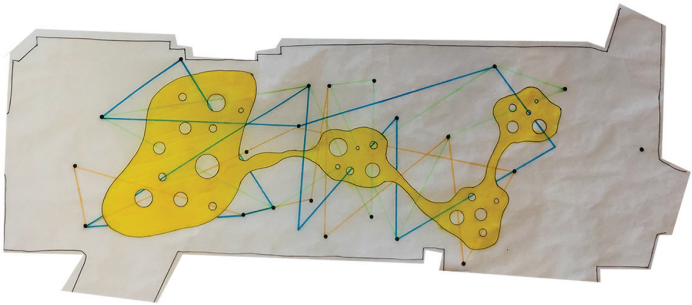
B



Specific spaces. Defined vs. undefined. Doesn't only work as cover/ ceiling, creates variation, instagramability, art, something you can walk on. Activities above and below. Mesh and trampolines integrated in the space - creates flow. They could have different sizes. Could create small exhibition spaces.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
6	4	4	5	5	4	3	31

C



A combination between A and B. Potential where the gaps can be variated by sticks and wires - could look like the wires tires it all up. "Wow-artistic". An illusion. To create connection. Structure. Colored wires or transparent? A cloud that covers the space. A wave that shapes on top of the space of a not solid material.

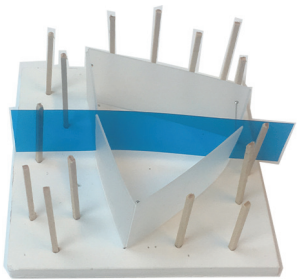
Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
5	6	5	6	5	3	4	34

D

Pavement in plan, something in 3D to create something connecting. Space and levels. Create variation. Temporary. Big variation in use. Play with, clim on, sit on.. Focus on the movement surface. Could it be a pictogram? Could it be virtuel, a projector that lightens up the space? Can you change the pattern? Turn around?

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	4	6	5	3	6	6	30

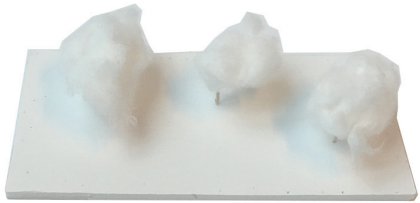
E



Space and definition of space. Transparent space. A performative space. A urban playfield without being a actually playground. Can you push and Staging, og exhibition of live and movement i city space.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
6	2	5	6	4	5	5	33

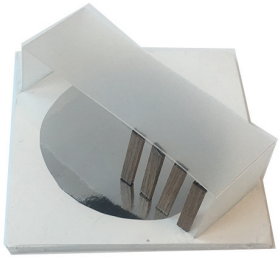
F



Clouds, portals. Clouds, could they be interactive, could they change color if an interaction happens og if people moves through, lightens up. A pink cloud, if you play would it may be something else? In our own bubbles. Soft and fluffy, unstable, differentiable, makes it interesting. Could we work with the tactile and material-ism.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	5	2	3	2	3	2	20

G



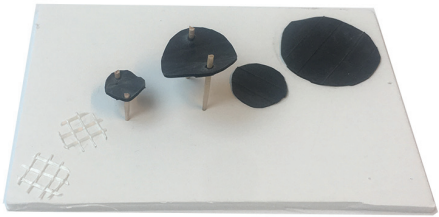
Staging the activity and cover. Works with spatiality in different ways. Bench? Busstop? Pavilion? Something you can walk on? Depending on the scale. Material on the ground, mirror itself, look at yourself from below. Sets you free. Could it be a faint mirror? silhouette? Could it be broken? Then it would show fragments of the world, the movements.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
4	3	4	4	3	5	3	26

H

Movements. Going through. Enclosure. An experience in movement. Randomness. Diffuse. Diffuse lightning. Surroundings becomes diffuse. Being guided. Crossed together. Something about the color, spectacular. Doesn't only embrace one but many. To be in something together, creates a connection, an inclusion. The unperfect that exhibit the unperfect, the unstraight. Something in the world where everything are supposed to be perfect. Exhibit all the rough and all the defects. Not defined. Only the fantasy set the limit for what you see and experiences. What is it?

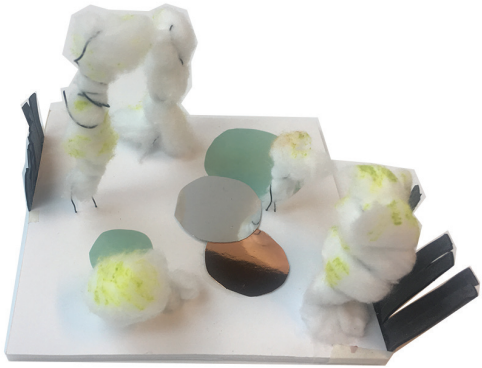
Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
6	4	4	6	4	4	4	32



Play with. Activity and playfulness. The material is soft and nice. Child Friendly. Reuse. Stage the reuse and create new. Contrast to the shopping street and capitalism and materialism. Can you work with illusions? 2D and 3D. Seems fragile even through it is robust. The strength in the materials. Dramatic. Feel vs. See.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	5	5	5	5	3	2	28

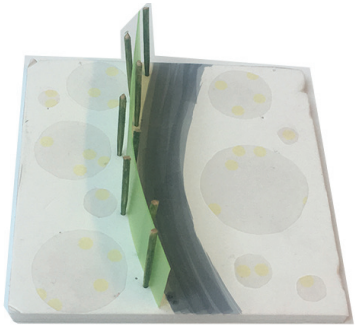
J



Cartone. A fantasy world. Abstract, what is it, how do you use it? What is the purpose? Spatiality, can be created by small and big. Spaces as points, surfaces and limits. Contrasts. Industriel vs. nice and soft. A limited defined park. A provocation, a conversation subject. What is a limit? A wonderland. Fucked up.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
4	5	6	5	5	4	4	33

K



Diffuse. A road gets exhibited and covered. A positive barrier. Blasé. Can only glimpse to the opposite side of road. A part of a part creates smaller spaces on the space.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
2	5	4	4	2	2	6	25

L

Abstract. It is about splitting and playing. Contrasts. Creates contrasts in the splitted areas and creates room for different functions and expressions. To look and play with the movements pattern. Two sides. Clear definitions of space, stay vs. movement. Different movements controlled, crossed and meets. Scale, what if it was tiny? Could it then be bike parking, playground for kids. Maybe an edge and not a wall? Stage and exhibit. Reflection of itself. Sees yourself in a new light, new color. Reality vs. fantasy. Concrete vs. abstract.

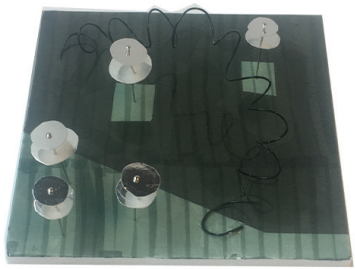
Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
2	5	4	4	5	3	5	28

M

Slopes and valleys. Slope creates space in between. What creates the space, what happen to the slope vs. no slope. Creates walls. A safeplace. A hidden place. A playing area. Different levels. What happens it the benches continues on the slope. Challenges the norm about how a bench works. The direction of arrival can change the experience. The flow is very segmentet. Can be interrupted and make people to stop - without them knowing? Have to engage with your movement and surroundings - have to make a decision. Lots of choice.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	6	5	4	4	3	2	27

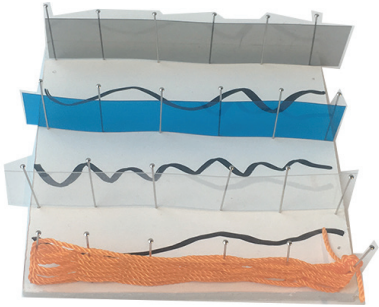
N



Pavements. Break the pavements to create a connection. Sees deep contrasts. Sharp and straight. Colors in connection. Connects two areas. What scale? Could there be trees, lamps, a bench? Interpret. The smooth surfaces do something different. Abstract. There isn't thought about everything which give room for more programming. Make it abstract, turn upside down, living pavement and everything else artificial. It's about interprent on the normal. Open up tools as colors, function and interpretation.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
2	5	4	4	3	4	3	25

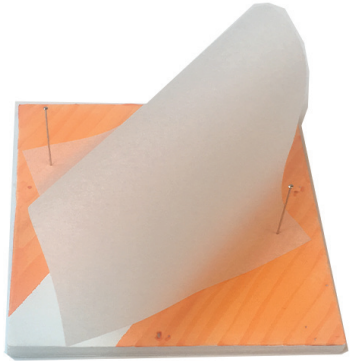
0



Barriers and flow. Reminds a lot about 11. Separates without being seperated. Soft barriers. You look at each other in caves. An exhibition. Exhibition walls. Too guided? What if the whole space were a maze? How much can you provoke, how much to changes people habits? Sees the world in new light/color? Can you control how to move? Can a structure/color have an influence of how the movement/flow runs?

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	5	5	4	2	2	6	27

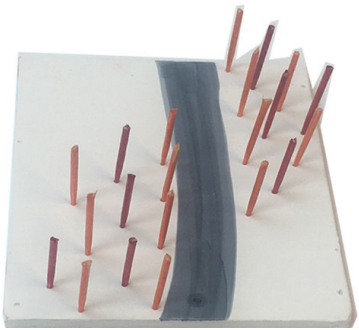
P



Reminds of the principles in no. 8 but less random and guiding. A very static shape, twisted to be/become organic. Very light. Illusions. Different answers to the shape depending on how you see it. Something to walk on, walk through. Can it provoke? What if you made a path that ends blind? And what about creating spaces without guidance. You need to register it. Can you move in your own world? What if we break up the normal, guide without guidance, misguide? Follow the undefined or next to the defined. To get a destination. Walk on you own route. Make something on the roads, the normal road, men guide into a wall?

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
5	5	3	4	4	3	3	27

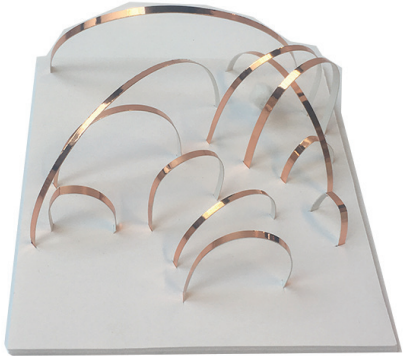
Q



Messy and controllers. Focus on bike parking as an exhibition. Flow even though it is bike parking. People have to move. It's also a screen against the road. Can the bikes be parked up? Create a gate? Transport Life gets different. Different between lady- and mens bike.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	6	4	4	3	3	3	26

R



The idea was to use the arches for different purposes, both spaces and flows. Had an idea about all arches collected, but also different. A swing in each? An exhibition space that transform. The tiny cloud shows potential for different things to happen. Made in white/cobber, because people mirror themself, because they are interrupted, they changes between how you see yourself and others. Try to stage how vainglorious we have become.

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
3	5	3	4	4	4	2	25

S

Playing urban spaces. Creates flow. What is the scale? Are they hollow, spatial er limited. Both on ground and in space. Wow factor.

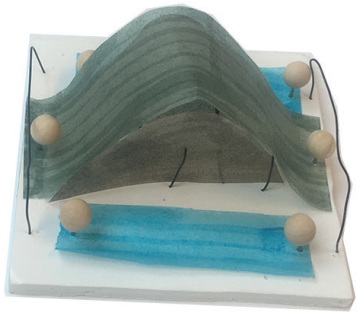
Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
2	5	4	2	3	2	5	23

T

Transit and city space. Traffic is just traffic - interaction on the space in front og station. Can work interaktiv with materials and transparentness. A contrast. Creates and increases on both by working with the contrasts. New or old? What happens to the space between? Connecting?

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
6	4	4	6	6	4	3	33

U



A bridge. A closed space which still gives something to the surrounding. Interact. Kind of framing. Creates barriers. Privat. Bridge over the water? Is it water? An illusion about walking on the water. A reference to what happens now. Artificial. A bump. A bridge that people walk around. What if we could make something people actually walked on? Arch or bridge are very programmed. Walk on something, walk below something. Under the bridge - see but no touching. Scale, something to lean to, walk on? Is it a furniture?

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers	Total
4	3	5	4	3	4	5	28

TOTAL

Enclosure	Motion	Diversity	Experience	Interact with	Static	Barriers
78	95	88	92	77	73	78

From the point system made in coherence with the working models it was clear that the ones getting a high score was the ones that primary afforded motion and experience. In this process the mobility requirements were not incorporated and if they were the outcome would have been different since it has a huge effect on the understanding of motion and experience that you get on Banegårdspladsen.

WHAT CAN IT BECOME

What could Banegårdspladsen become? Could you directly unfold some of the models that was made in the model workshop at the square? What would that become?

Workmodel P is imposed on top of the existing pedestrians crossing and creates an cover on top of the route where the main flow would move. It center the entrance both to the main entrance of the train station as well as the entrance to the shopping street. By giving the roads a bright and eye-catching color it slows down the speed and really define the movement. But is this enough? What about the rest of the transit hub?

EuroEyes
JAPAN photo
BYENS BEDSTE FOTO

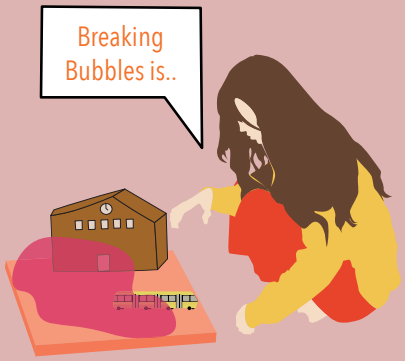
A path all through Banegårdspladsen shaped by artistic bike parking all in colors that brightens up from the grey asphalt below. But what would the bikes do to the "art sticks"? Could there be light to create focus on the path? The bikes? Would the space inbetween, on the path, be inviting and guide the direction? Or would it be too narrow and messy for an positive experience?

Ensrettet

An eye-catching sculpture that affords to sit on, crawl on, look at and maybe even to crawl below. The pink color wants attention and creates a combination between art and potential function as a place to relax or wait. How would it affect the traffic? Would it slow down the speed? Would it just be an annoying brick on the road?

A cover with gaps. To walk under, to sit on, to crawl on. When walking below it you get a ceiling. A ceiling with gaps where you can look out, up. The shape creates different spaces below, som where you have to crawl on the ground and some where you can stand straight up. Different spaces on top. More than one way to sit on it. Different directions. Can look down on the ones walking below. The protecting cover replace your umbrella somewhere. It creates a tunnel. It guides you from one entrance to another. An entrance to below the cover and an entrance to what's outside.

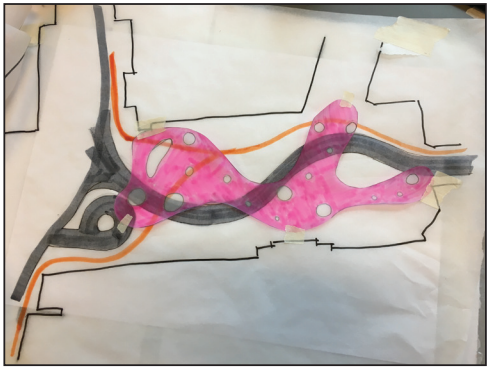
STEP 5
DESIGN



OPTIONS

We did different option about how to integrate the bubble in the infrastructure and the infrastructure in the bubble. From the options we did pluses and minuses to understand potentials and problems for the design options. And from these we selected the structure of the traffic on Banegårdspladsen.

1

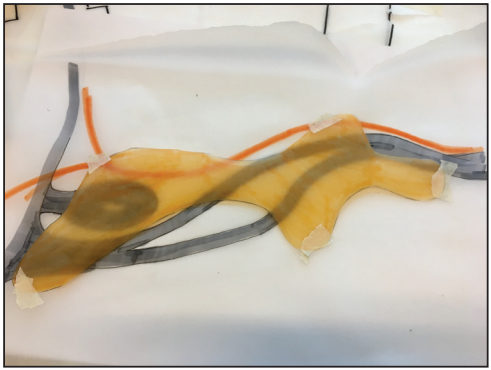


+ The road is integreted in the square
+ The cover guides the flow
+ The location of Kiss & Ride -> easy access to station
+ Simple bikelane
+ Soft turn for BRT to Park Alle
+ BRT lanes are placed along eachother -> uptimizes the space
+ Open square in front of trainstation entrence
+ Experience

- The road turns too much which means a bigger risk for getting sick from driving
- Bikes have to cress BRT lane
- Difficult to connect the bikelane to others
- Too big a turn for the BRT to stop

The road's turn split the square into smaller and bigger areas

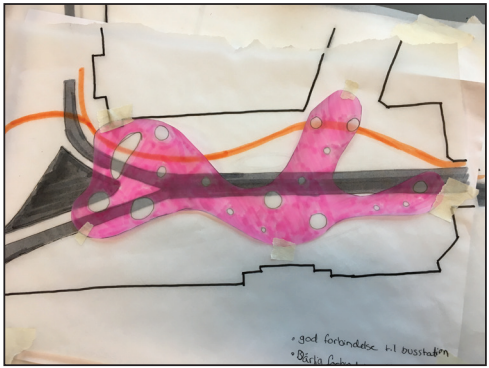
6



+ Good connections to shopping street, M.P. Bruuns gade and through Banegårdspladsen
+ Easy to cross without traffic light
+Good connection for bikes to bike parking on M.P. Bruuns gade
+Good oppotunities for cover of the BRT platform
+ Kiss & Ride covered creates good connection

- To big turn for the BRT
- Platform splits the space in too many parts
- Difficult for disabled to get to the platform
- Kiss & Ride location creates difficulties in the crossing
- Flow between the train station and Park Alle / BRT platform gets interrupted and can seem confusing

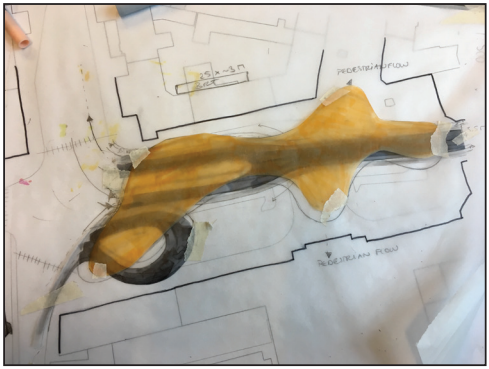
3



+ Good connection to the busterminal and shopping street
+ Simple to cross BRT lane
+ Bikelane creates a good connection to bikeparking on M.P. Bruungade
+ The cover connects Kiss & Ride to train station
+ BRT uses minimal space
+ Open space in front of train station

- Kiss & Ride isnt in direct connection to train station
- BRT lane creates a connection to M.P. Bruunsgade which isnt nesserary
- Bad connection to M.P. Bruunsgade
- Not a "ring solution" which can seem confusing and create conflicts between people

7



+ Highlights important flows from train station to shopping street
+ The cover connects the whole site og bind important factors together (Kiss & Ride, BRT, busstation)
+ Lots of good and big spaces
+ Good location of Kiss & Ride with god connection to train station
+ Bike lane is located close to BRT which doesnt seperates the area more than nessary

- Shared platform cretaes an island which splits the ares
- Too big turn for BRT
- Bikes arent seperated from traffic which can make it hard to create experiences along bike lane

10

+ Good connection between train station and Kiss & Ride
+ Soft BRT lane creates variation through the space and give the oppotunitiy to experience the whole space
+ Open space in front of train station which creates a good arrival to Aarhus
+ The cover creates partly a connection between important flows/routes
+ BRT lane is compact and take up a minimum of space
+ BRT platforms are an integreted part of the space and in that way is easier to access

- BRT lane creates a narrow space on the northern part
- The cover is big and covers a lot which can seem confusing: does it guide?
- Sharp turn for BRT can create a bad experience as a passenger

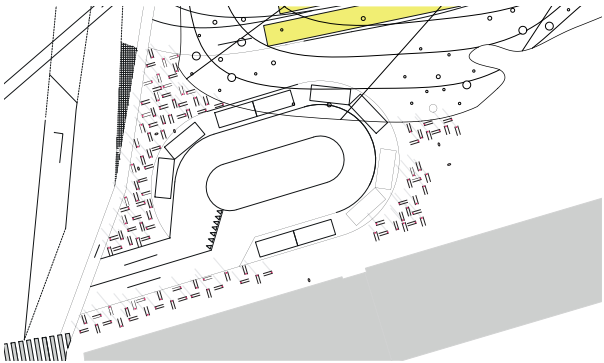
13

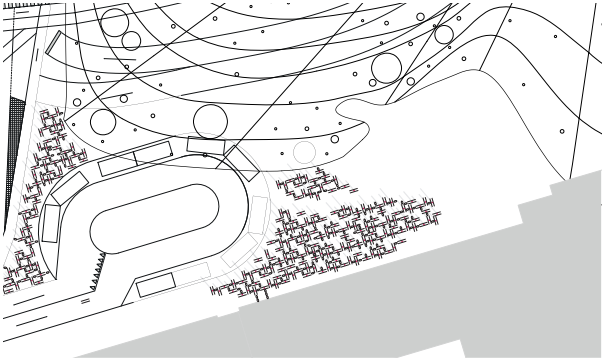
+ Kiss & Ride is in connection to train station
+ BRT lane has a soft turn
+ Creates good oppotunities of a covered platform
+ Missing cover guides people to shopping street
+ BRT lanes are compact and take up less space

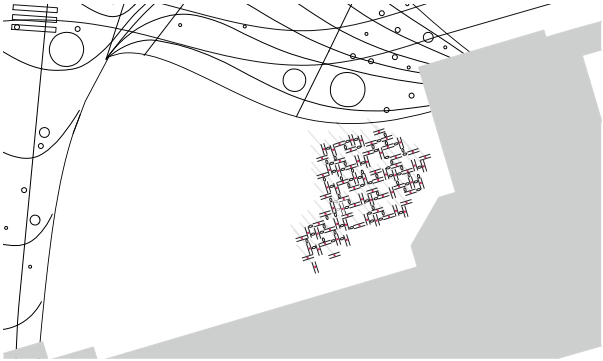
- The road is close to train station which can give a negative first-impression when arrive
- The cover is big and covers a lot which can seem confusing: does it guide?
- Sharp turn for BRT can create a bad experience as a passenger
- Missing guide to bus terminal and M.P. Bruuns Gade

BIKE PARKING

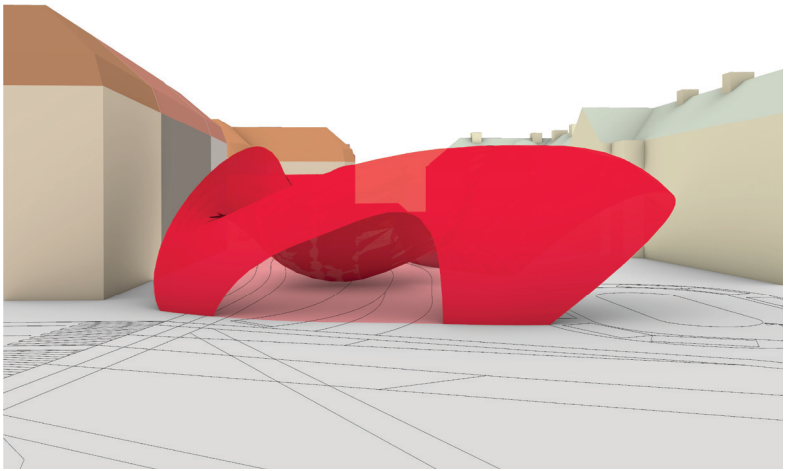
We have tried different option of bike parking to create the 500 bike parkings as the municipality demand, but also to create an experience on the site. Each parking is places to create an experimental maze between the bikes and a part of the room creating elements. The challenge was how to make it an experience but still easy accessible and navigable.



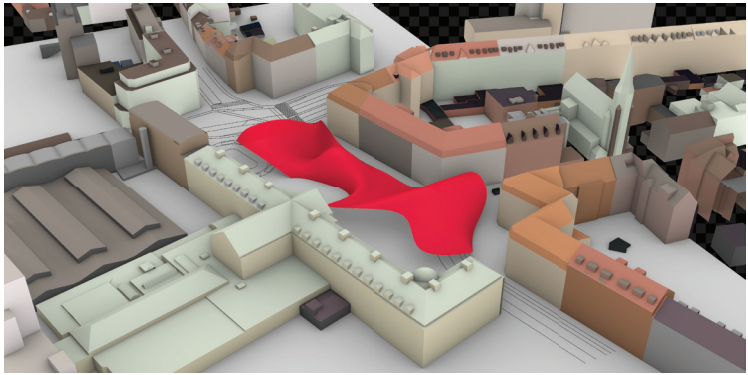


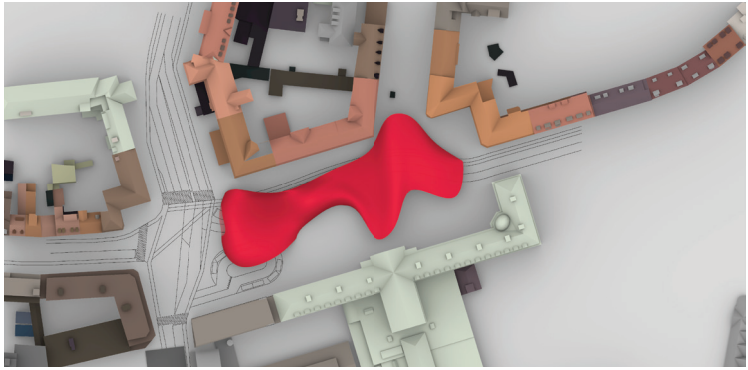


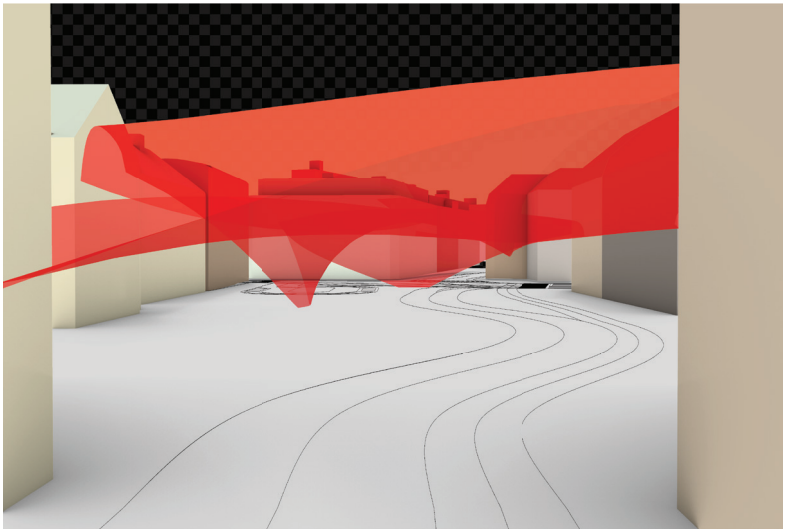
RHINO & GRASSHOPPER

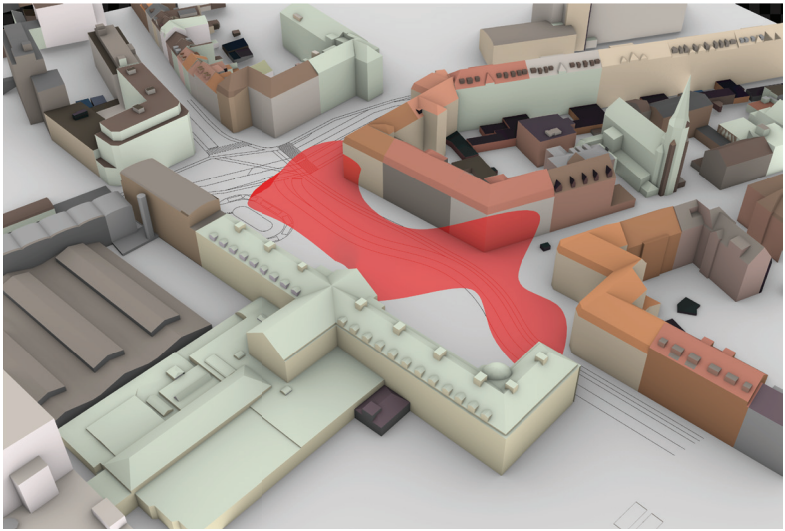


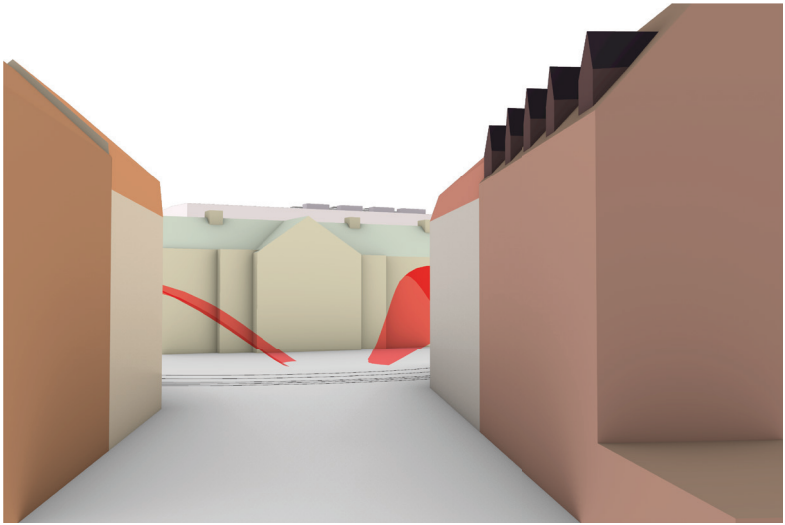
By building up the cover in 3D in Rhino and Grasshopper, we got an easy tool to change and experiment with the shape. From this it was possible to see the site with this new intervention from every angle.

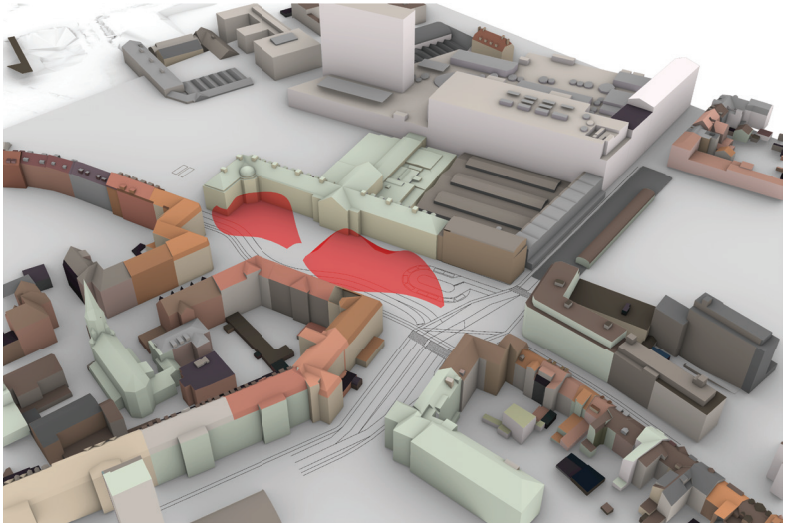






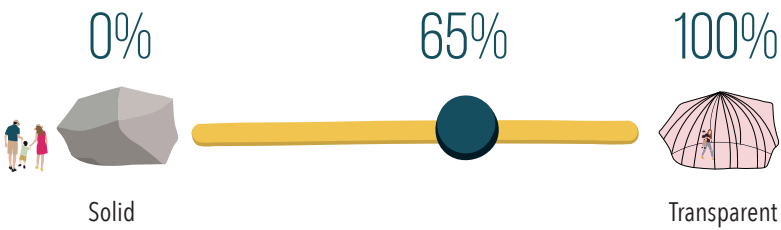






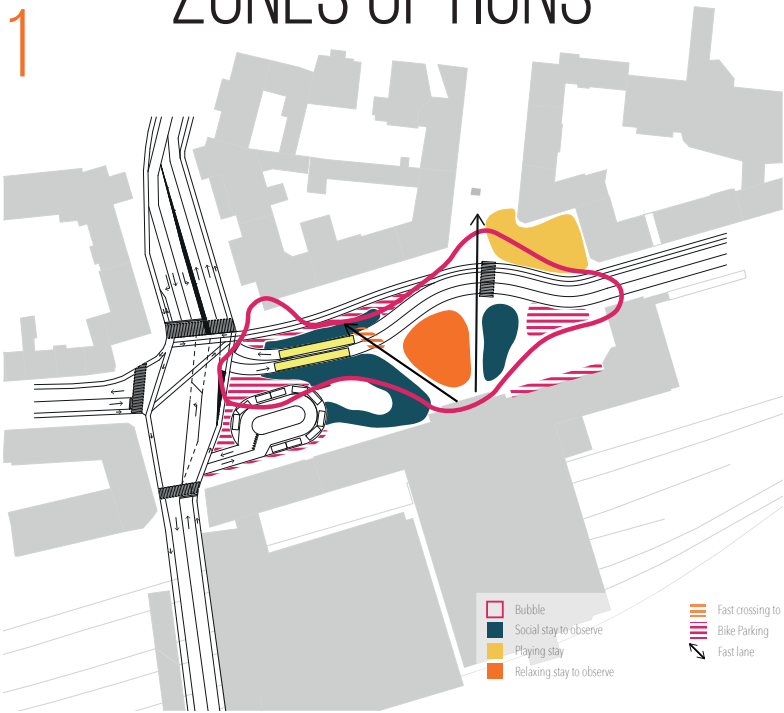
THE BUBBLE

Breaking Bubbles is the tool to adjust the extremities of being controversial. It shows how you can provocate and push the boundaries of ordinary thoughts, but still be able to do it in a higher or less quantity.



ZONES OPTIONS

1



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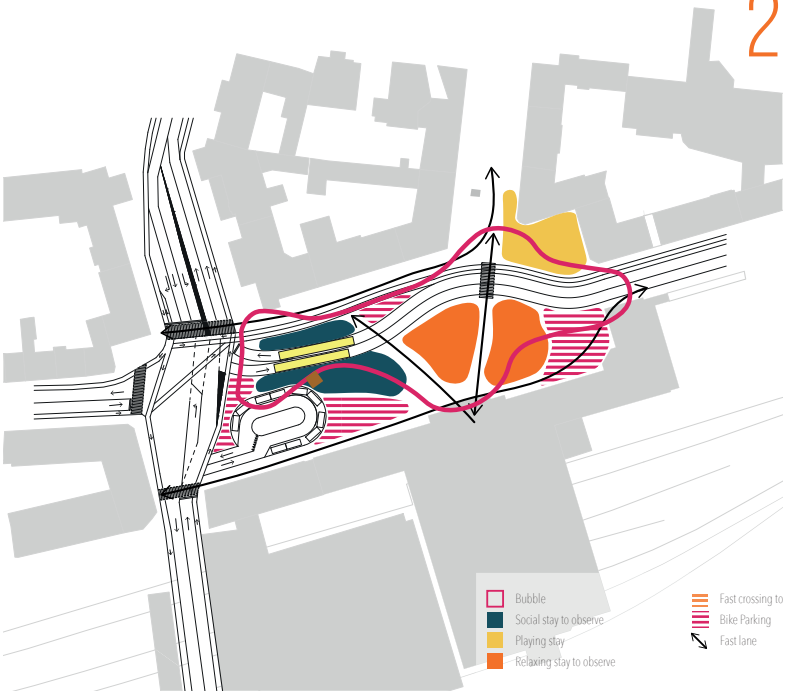
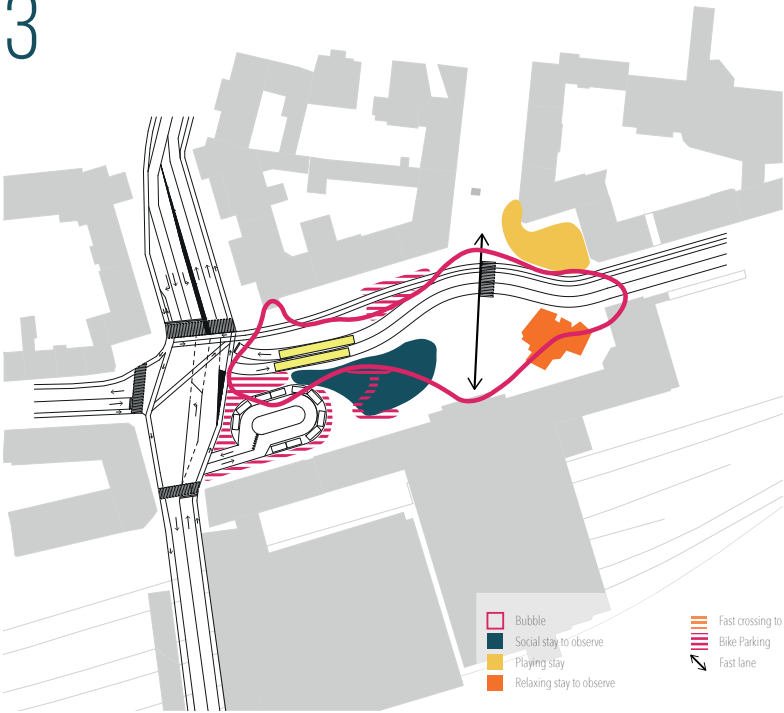
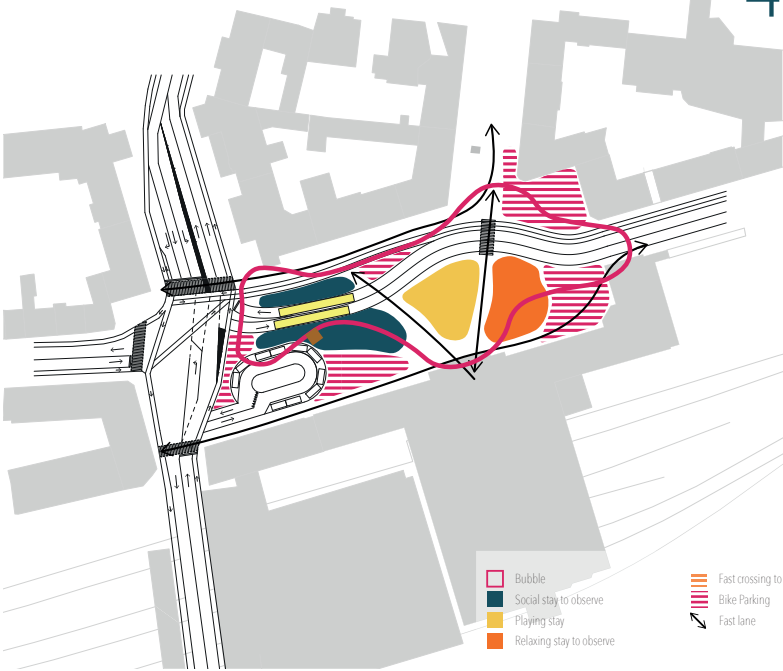

Bubble
Social stay to observe
Playing stay
Relaxing stay to observe
Fast crossing to
Bike Parking
Fast lane

3


Bubble
Social stay to observe
Playing stay
Relaxing stay to observe
Fast crossing to
Bike Parking
Fast lane

4


Bubble
Social stay to observe
Playing stay
Relaxing stay to observe
Fast crossing to
Bike Parking
Fast lane

REFERENCES

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