The Future of Strahov Stadium and Hill, Prague

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PORT(AL) STRAHOV:
from past to future

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[Logos of various institutions]
PREMISE:
obsolescence = decay
×
intense use = preservation and maintenance of heritage

STRÁHOV STADIUM

heavy | brutal
fixed | static

outside
inside
STRAHOV STADIUM

PREMISE:
obsolescence = decay
intense use = preservation and maintenance of heritage

heavy | brutal
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outside
inside

a nod to the history of the site

people & goods — moving | operational
lightweight | floating
PORT(AL) STRAHOV

an AIRBORNE
distribution/shipping
facility
skyline (temporal) transformations
the evolution of airship transportation
stage 01: Praha
HOW DOES IT WORK?

flow of

GOODS
- goods get [bulk] delivered to Portal Strahov

PEOPLE
- tourism & mobility
- passengers board airships

house: individual consumption
- delivered to
smaller retail facilities: supply chain
- delivered to
network of stations throughout Prague (and later through CZ)
CONCEPT

public-private border

PORT(AL) STRAHOV (technical)

urban activation

public-private border

urban activation
<table>
<thead>
<tr>
<th>TIME x SPACE</th>
<th>ARCADE</th>
<th>STANDS</th>
<th>FIELD</th>
<th>PUBLIC ENTRANCE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVERYDAY USE</strong></td>
<td><img src="image1" alt="Retail/food service/offices" /></td>
<td><img src="image2" alt="Shipping hub (quick storage and shipping)" /></td>
<td><img src="image3" alt="Shipping hub (operation and shipping)" /></td>
<td>NO PUBLIC ACCESS</td>
</tr>
<tr>
<td><strong>SPECIAL USES</strong></td>
<td><img src="image1" alt="Retail/food service/offices" /></td>
<td><img src="image2" alt="Shipping hub (quick storage and shipping)" /></td>
<td><img src="image4" alt="Public events (concerts, festivals, icerink)" /></td>
<td><img src="image5" alt="Main gates (on the sides) and through the corners" /></td>
</tr>
<tr>
<td><strong>IN 50 YEARS</strong></td>
<td><img src="image1" alt="Retail/food service/offices" /></td>
<td>?</td>
<td>?</td>
<td>?</td>
</tr>
</tbody>
</table>
(demountable) and rhythmic occupation
occasional use
student dormitories (existing) + urban redesign

proposed housing development + urban design

PORT(AL) STRAHOV
occupation of arcades - “outer ring”
making Strahov visible from the rest of the city
THANK YOU

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