

TWIST IN

LIBČICE NAD VLTAVOU SAHARA HOUSING ESTATE

ATELIER REHWALD ATKA1 ZS 2023_2024

LENKA SKÁCELÍKOVÁ

SITE





ANALYSIS

ANALYSIS

TOPOGRAPHY



NOISE MAP



TERRAIN IN 3D



HISTORICAL MAPS

3RD MILITARY MAPPING (1869 - 1885)



2000



CURRENT STATE





SUNLIGHT AND SHADING



07:00

12:00

18:00

CURRENT STATE ZONING







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W





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CONCEPT

TWIST-IN concept tries to connect the two disconnected parts of SAHARA, while also utalizing the slope, that creates the disconnection. All of the new elements are trying to respect already existing parts of the area.



New elements are organically "twisting" in the provided space

accessible





The most **flat spacious** areas of the space should serve as **PUBLIC SPACES**. Overall the area should consist of **open grass space**, with the possibility of **seating** encouraging people to rest and gather there. Greenery can provide shade and more comfort, while also partially separating the space into smaller "bubbles".

PLAYGROUNDS can be moved in to the **slope** to utulize its' potential. The terrain encourages people to climb, slide down and invent many new ways to ovecome the hill. **Multifanctional sculptural playground** can **start** on a **slope** and **gradually "slide" down** to a **flat space**, where the sculpture becomes less radical and creates lightly curved surface, with holes, sand pits and trampolines. The rest of the playground area will be simply open grass space allowing the people to choose its' purpose - it could be used for sports, running aroud or sitting in the grass.





Today a big percent of Sahara is covered by paved areas, mostly parking spaces. To achieve more openess in the space the **PARKING** should be mostly moved to the **outside of the housing estate**. This will provide more room for other activities. To have enough parking spots **parking decks** will be intoduced in the south of the area.

On the outside of the are more of **CALM SPACES**. That are disconnected from the middle, which is more busy. These spots provide a more **intimite** and **calm** environment. This type of place also suggest the possibility for **community garden**, hovewer this decision would be left to the residents.



DESIGN

MASTERPLAN



Public space



Stairs with seatable parts



Playground area



Parking



Private part, with possibility for a community garden



Access point to the area



AXONOMETRY



AXONOMETRY



VEGETATION





current vegetation

new vegetation

ADAPTATIONS OF CURRENT VEGETATION

In some places paths go through a point with high concentration of trees (marked red). In some of these spots the **paths** need to **adapt to the vegetation**. It either twists around the vegetation or separates and connects back together when possible. Seatable stairs in the middle of the area also **respect the vegetation** and twist between the trees and bushes.





TYPES OF VEGETATION



ACER CAMPESTRE



BETULA PENDULA



ALNUS GLUTINOSA



POPULUS TREMULA



CARPINUS BETULUS



QUERCUS ROBUR



LEVEL 1 PATHS

Leading to parking for cars and also through the center of the area. Cars should only stay on the outside of the area with parking, the rest of the road can onlu be used for a car in case of an emergency. Pedestrians can also use these paths.

LEVEL 2 PATHS

Normal paths for pedestrians. They connect the whole area and its' main spaces. In the middle the slope is connected through stairs with seatable parts.

LEVEL 3 PATHS

Smaller additional paths connecting the rest of the space, mostly leading to "relax spots" in the outside

SEATABLE STAIRS



Stairs with seatable parts are located in the center of the area, connecting lower and upper part of Sahara. They are scattered between the vegetation, respecting the trees, so they do not get destroyed. Mezzanines are spaced on the terrain providing more space to rest. Seatable parts with wooden top are spaced randomly, providing spots to relax, gather, or simply sit down.





PERSPECTIVE





MODEL PHOTO OF STAIRS



PLAYGROUND AREA



CONCEPT CROSS SECTION

Playground area has to types. First one is multifunctional sculptural playgound starting on a slope between trees and gradually sliding down to a flat spot where the sculpture lightly curves and creates a wavy surface. Whole sculpture is completed with slides, sand pits and small trampolines. Second type is simple open grass space in east part of the Sahara housing estate. It does not include any mobiliar. The completely open space should encourage people to play sports, run around, play games or they can rest in the grass if they wish.



MATERIALS



Paving for level 1 and level 2 paths



Thresh for level 3 paths



Grass paving for parking spaces







Tartan for sculptural playground

Grass



Wood for mobilliar and seatable parts of stairs

PUBLIC SPACE MOBILIAR



Slightly curved benches can create new smaller spaces in a big public space, various different sizes and lenghts also contribute to the diferentiation of the space. Benches can be two sided, do people can sit and be present in what ever part of the space they choose.

PRIVATE SPACE MOBILIAR



In more private spaces the benches schould be hidden in the terrain. This would provide a bigger sense of privacy while also utulazing the terrain as much as possible.

MODEL PHOTOS



MODEL PHOTOS









