

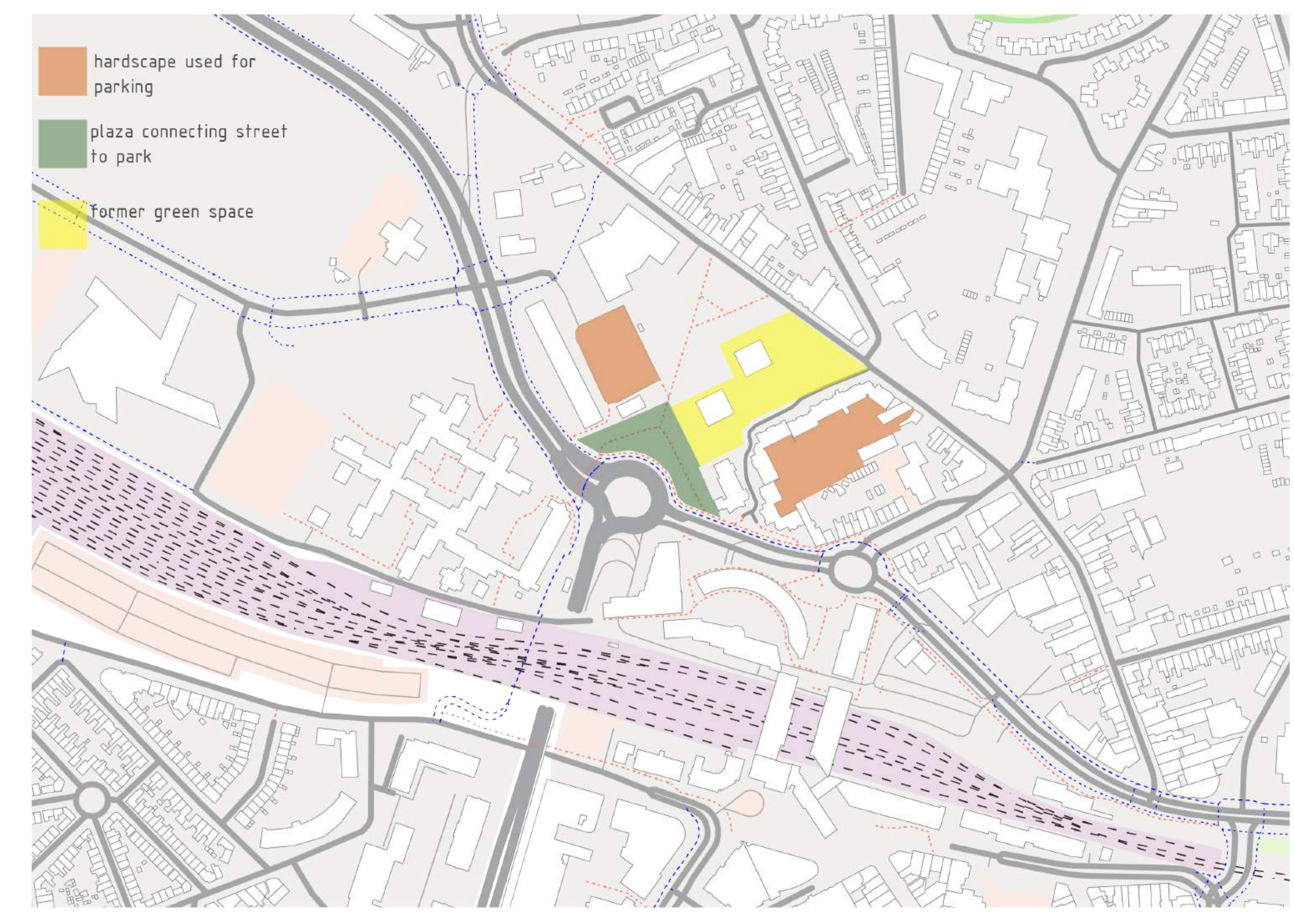
ANALYSIS



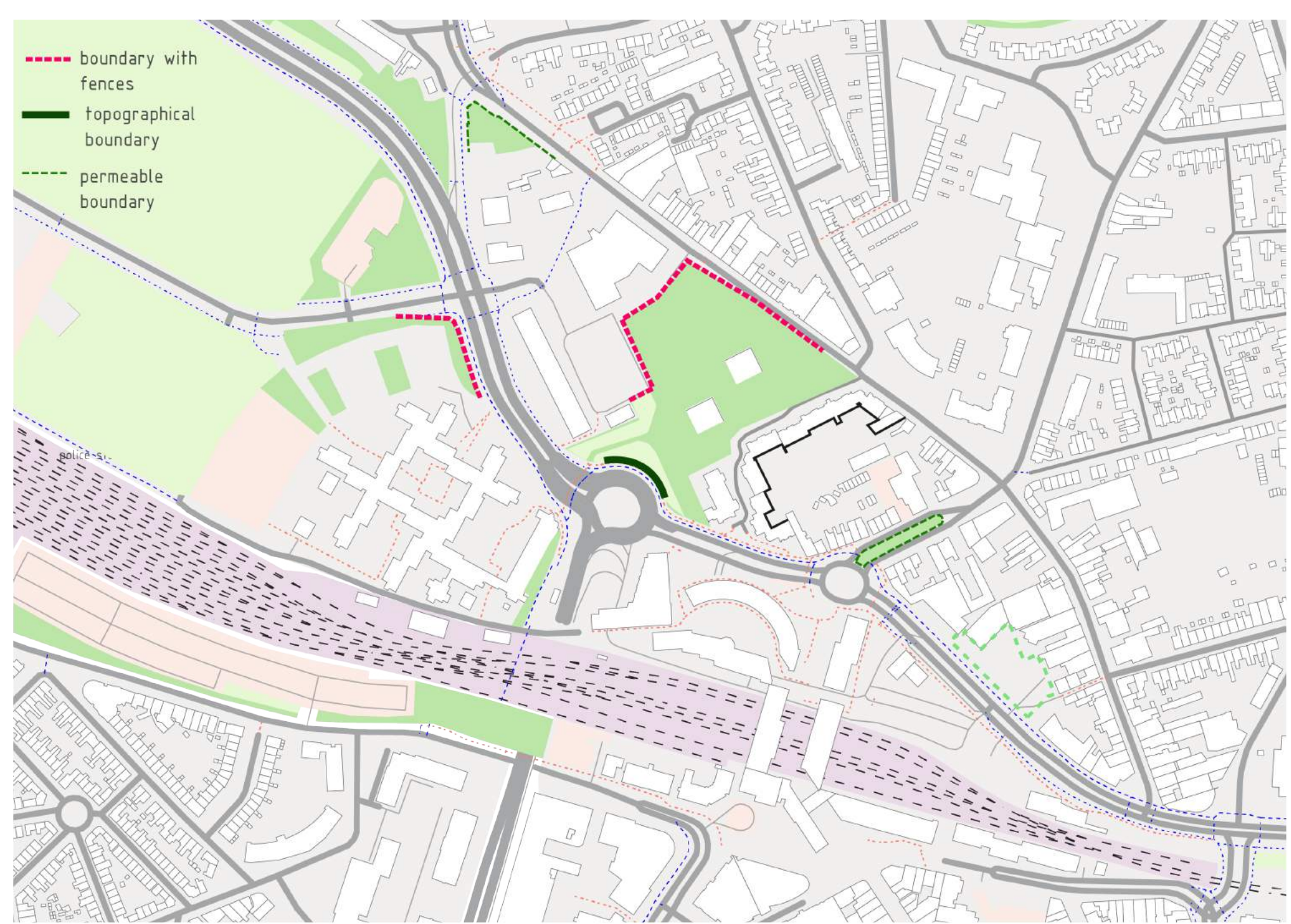
FIGURE PLAN non scaled



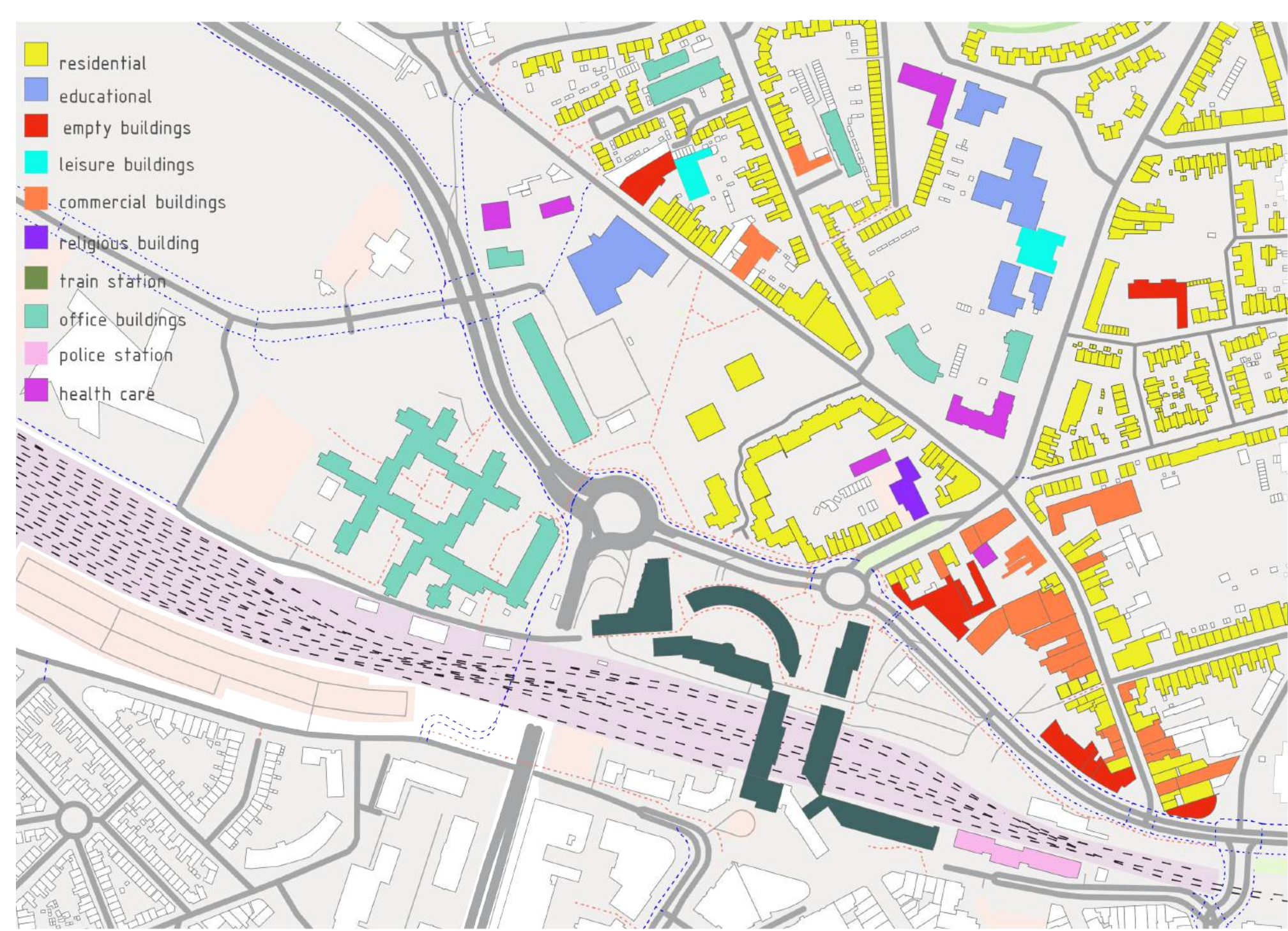
CONNECTIONS non scaled



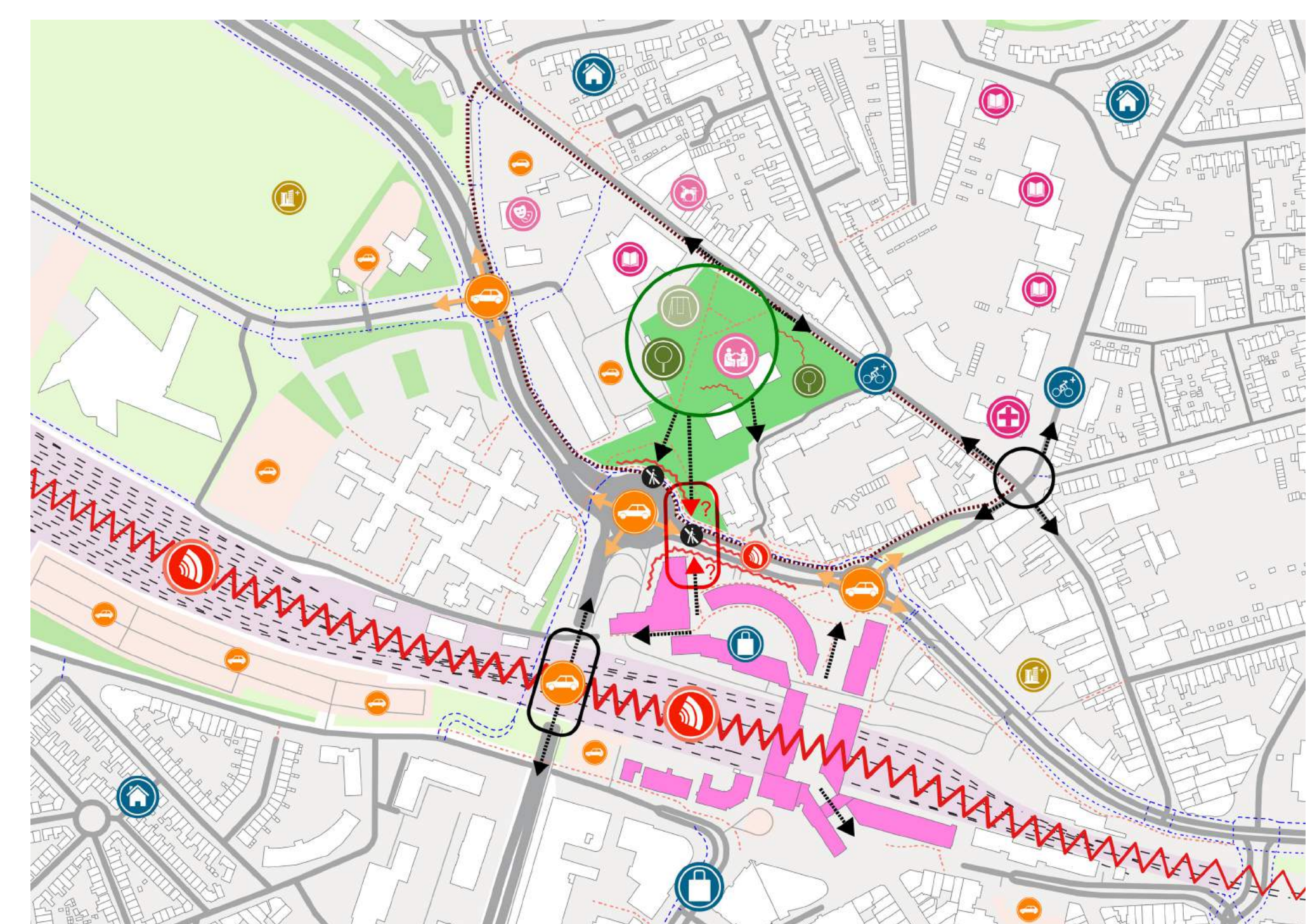
OPEN SPACE non scaled



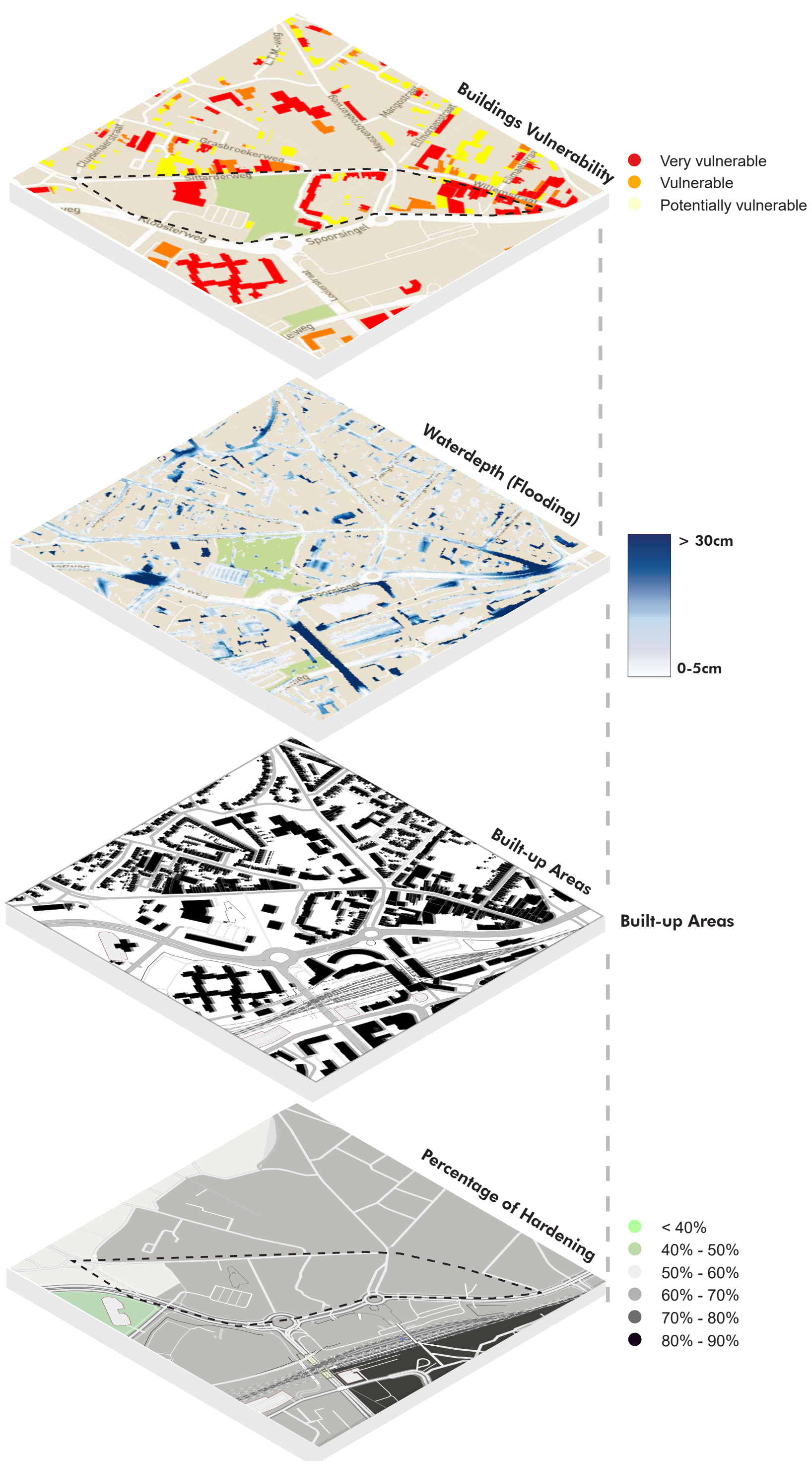
BARRIERS non scaled



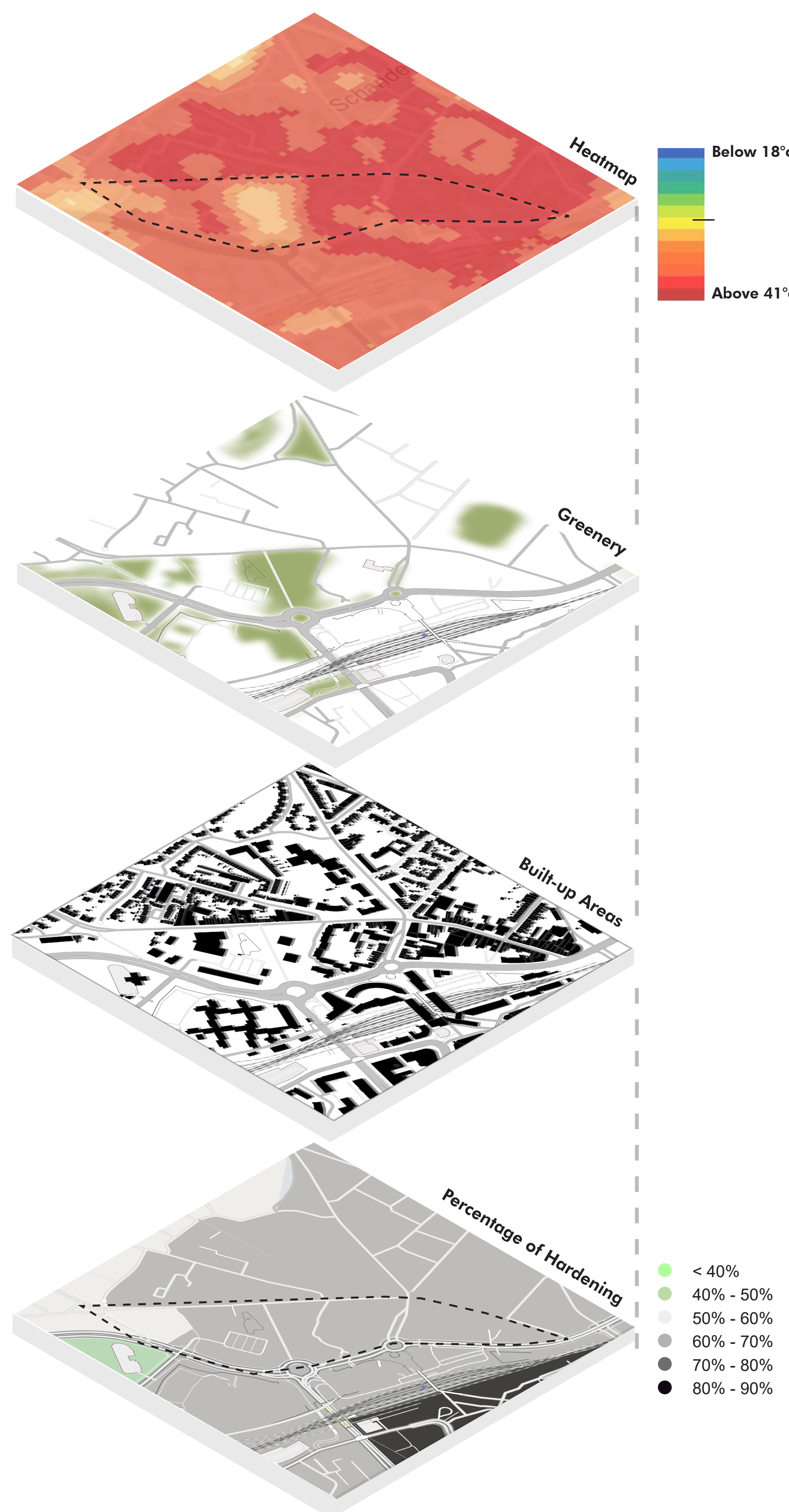
BUILDING USAGE non scaled



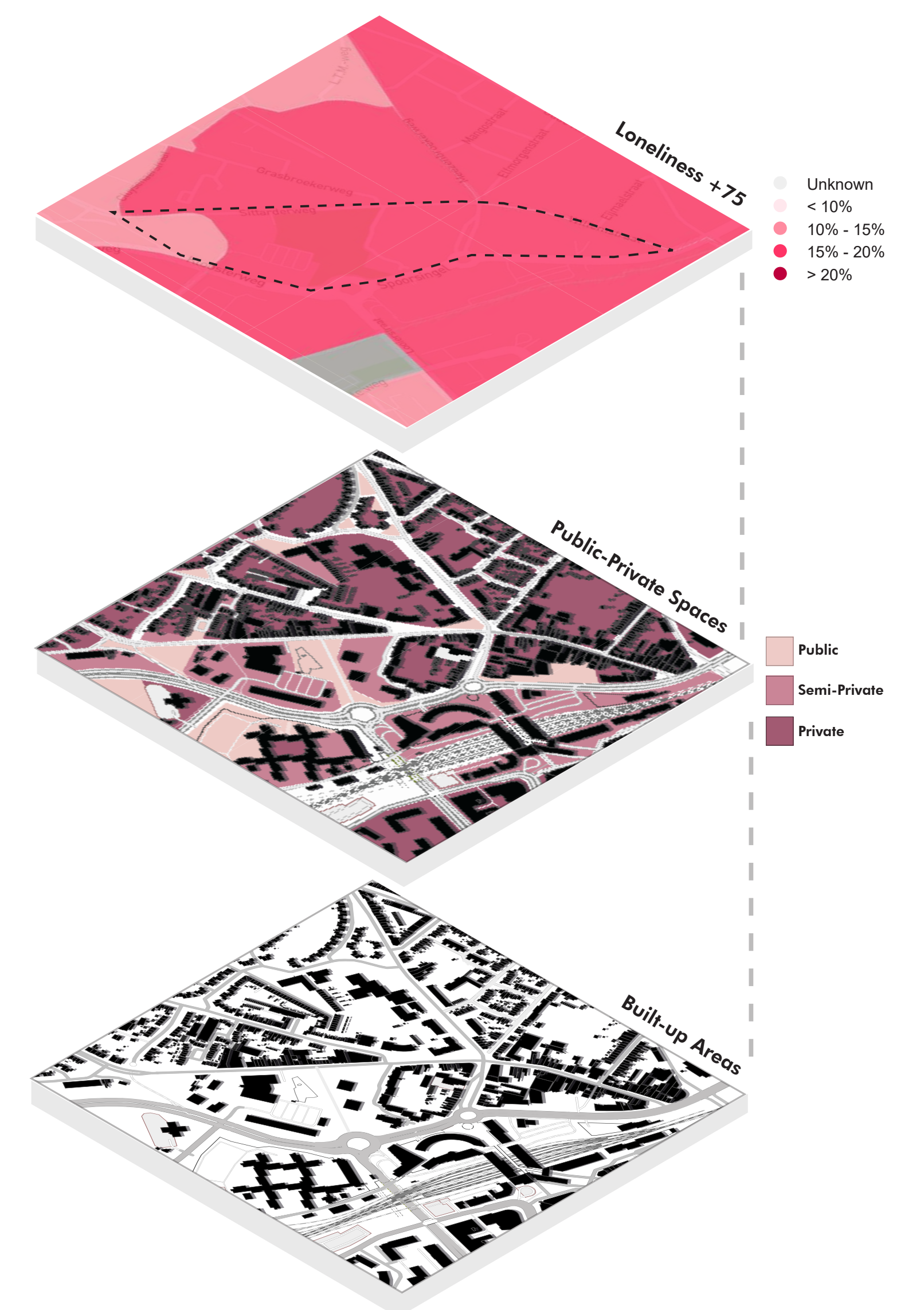
SWOT ANALYSIS non scaled



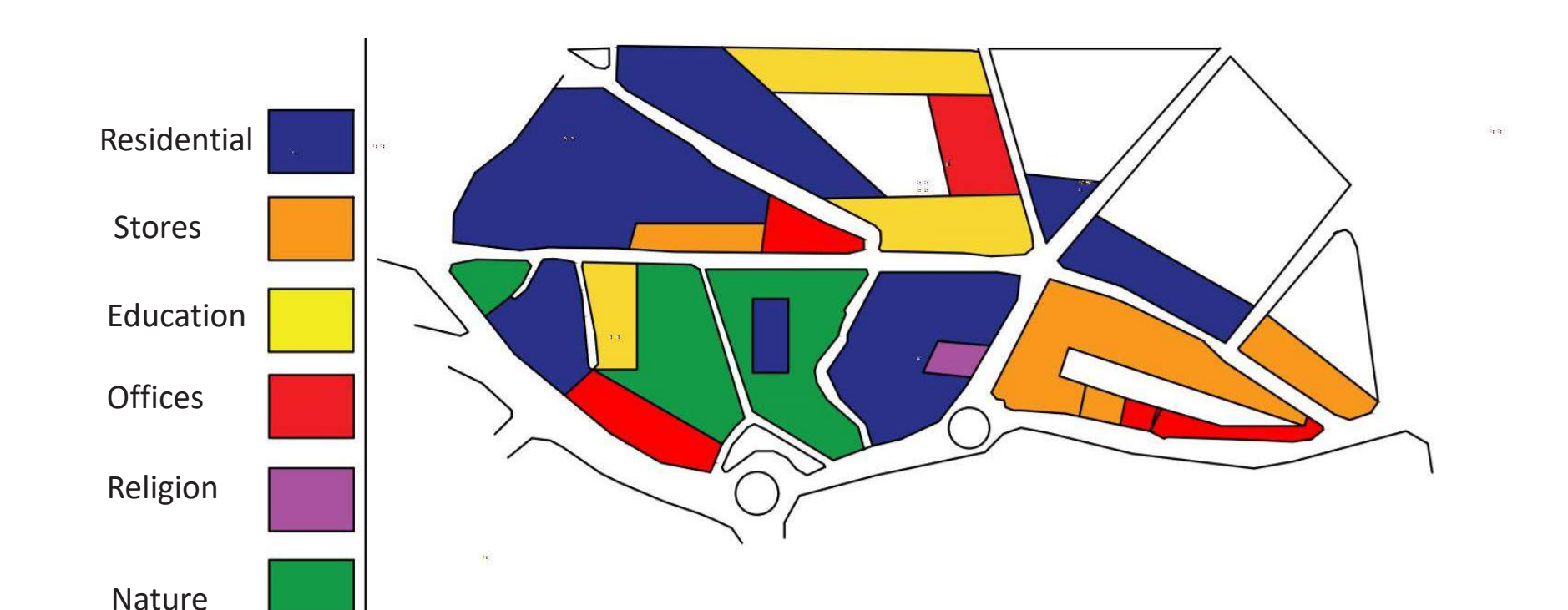
LAYERED WATER non scaled



LAYERD HEAT non scaled

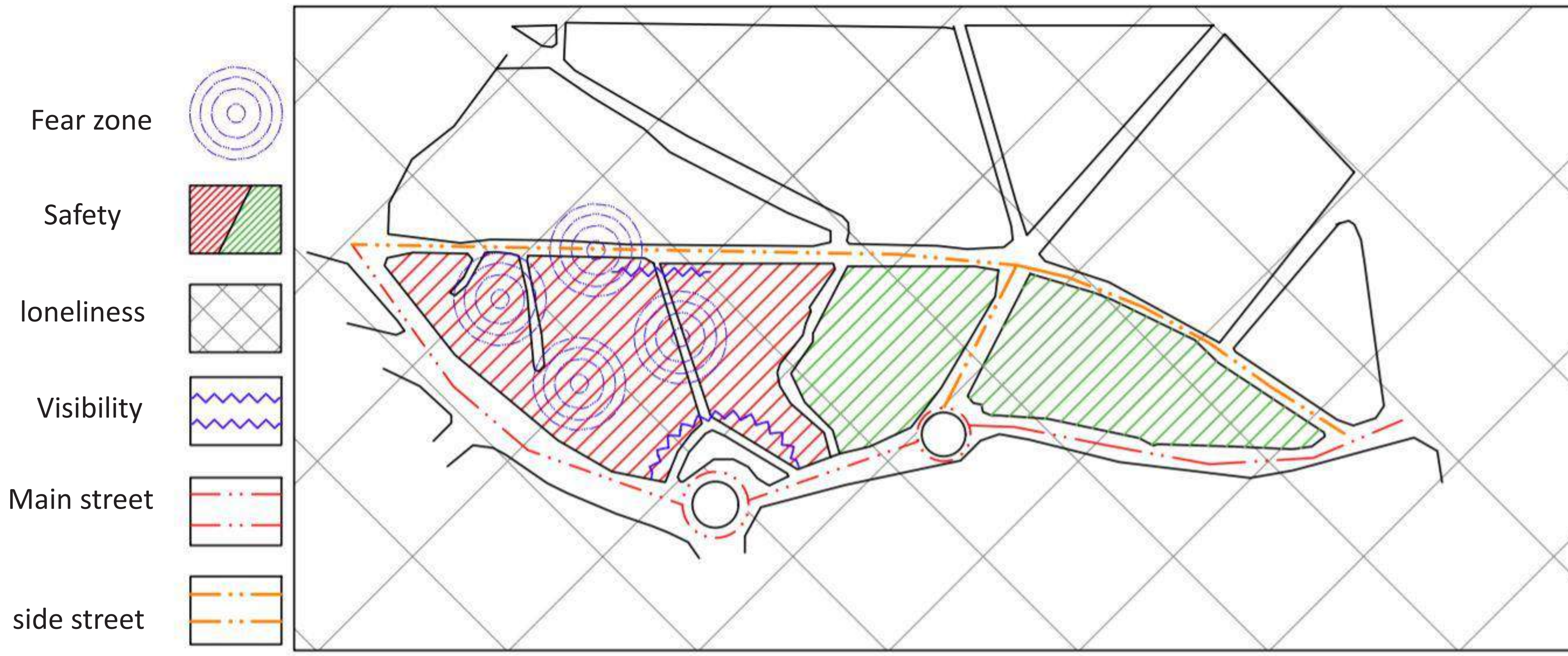


LAYERED SOCIAL non scaled

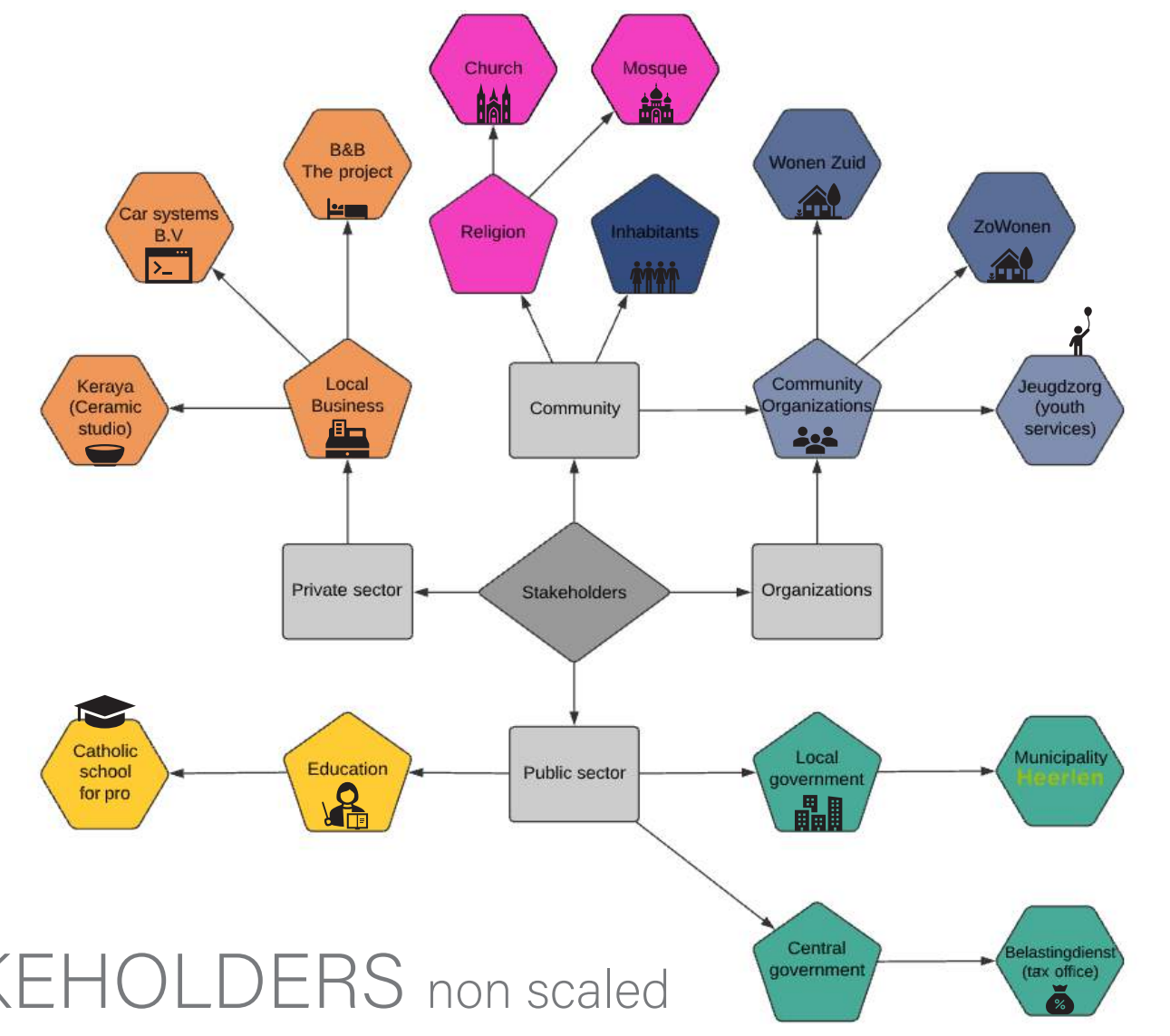


FUNCTIONAL USE non scaled

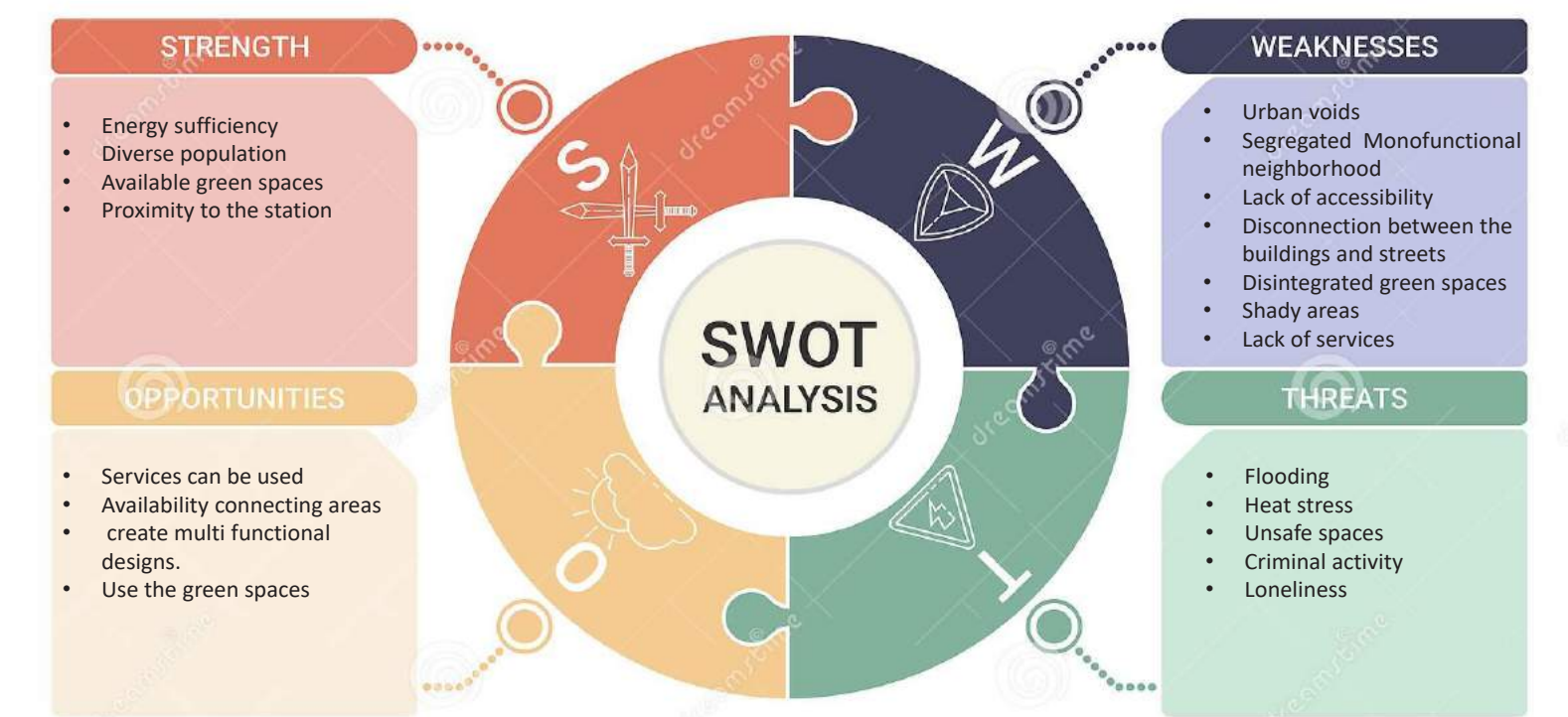
ANALYSIS



FEAR MAP non scaled

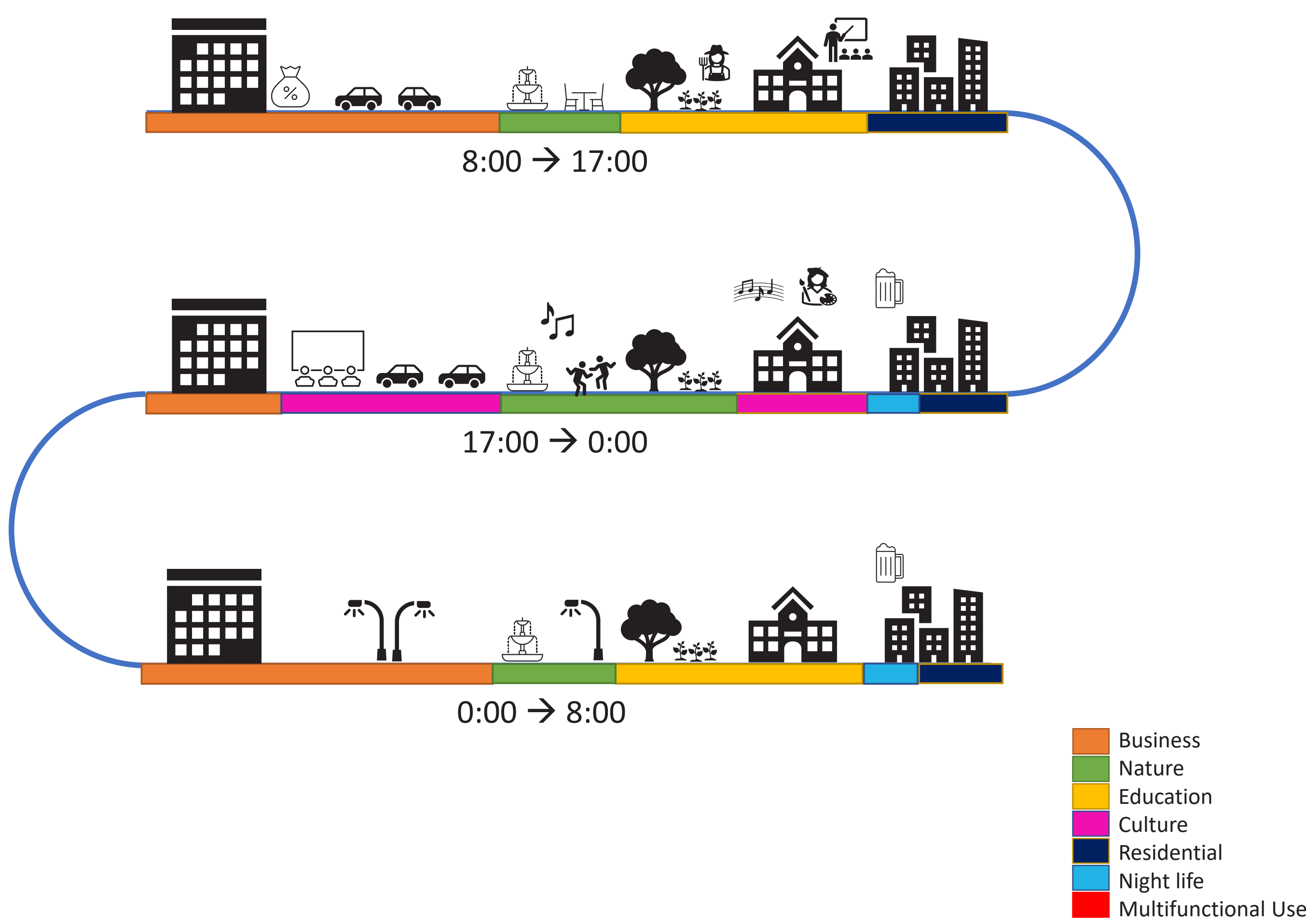


STAKEHOLDERS non scaled

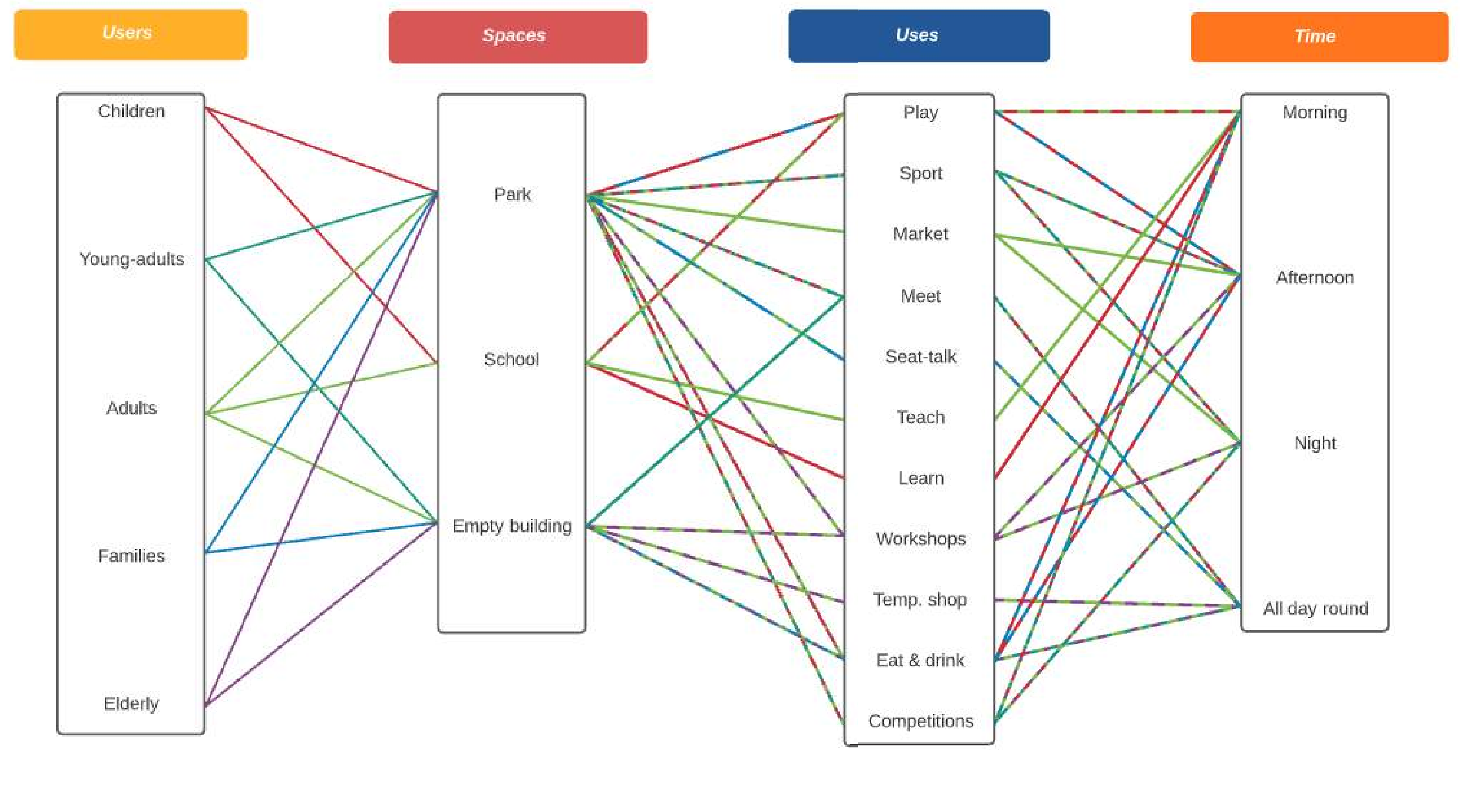


SWOT DIAGRAM non scaled

CONCEPT



TIMELESS ACTIVITIES non scaled



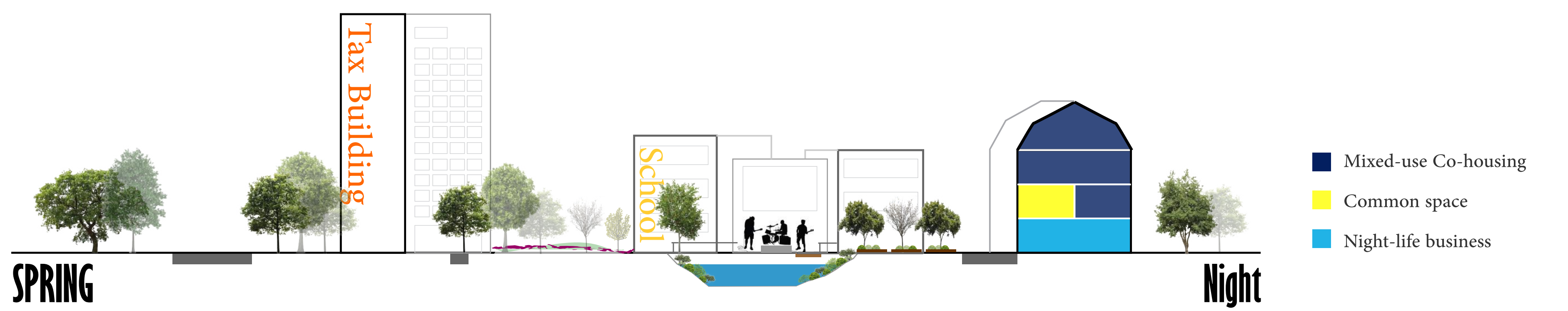
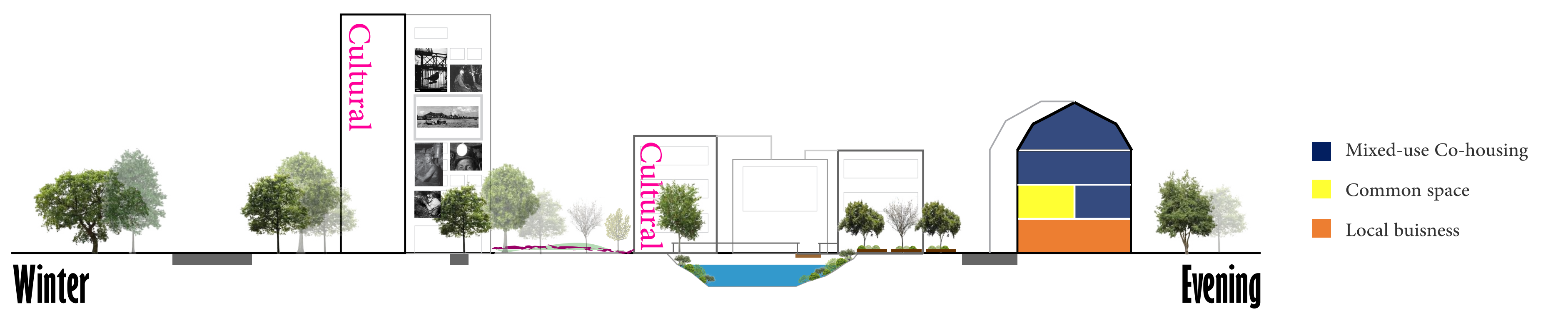
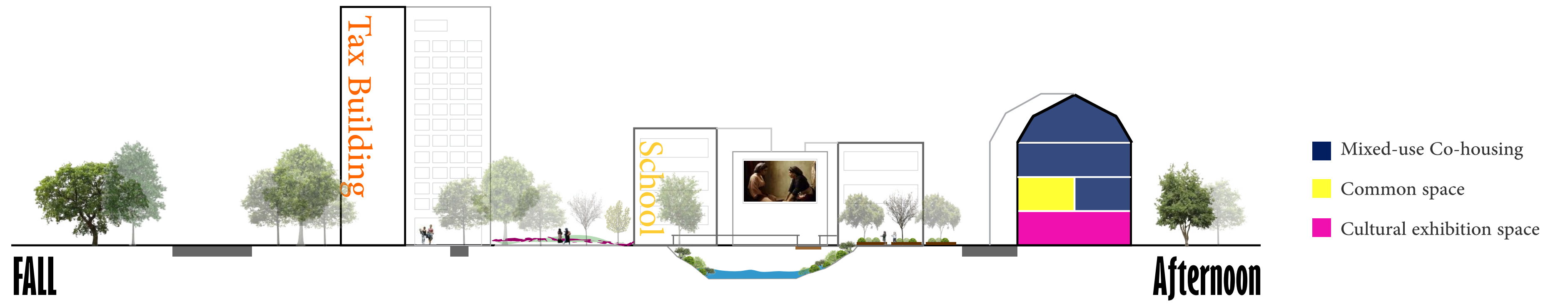
CONCEPT



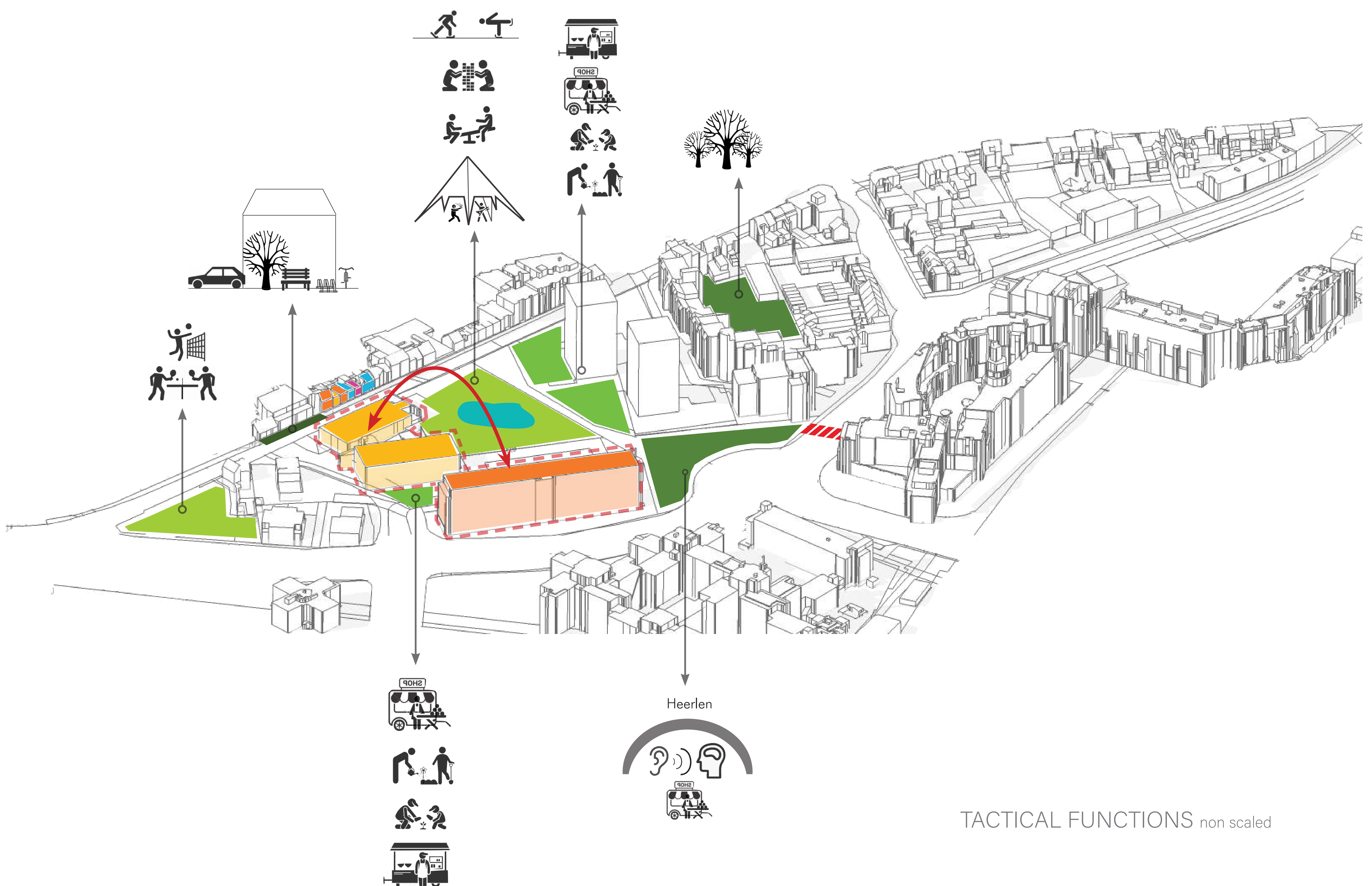
GREEN-BLUE MAP non scaled



SEQUENCES non scaled

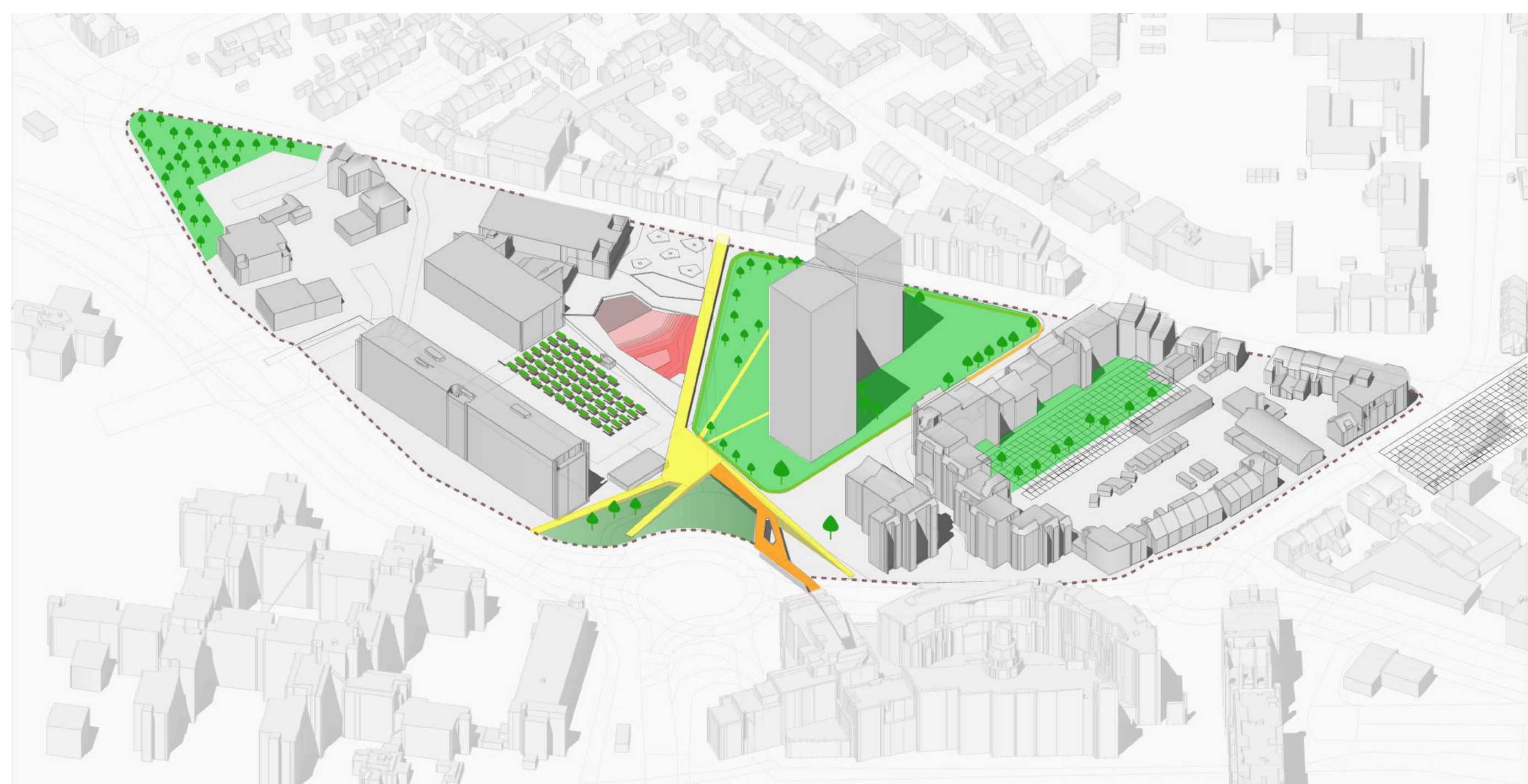
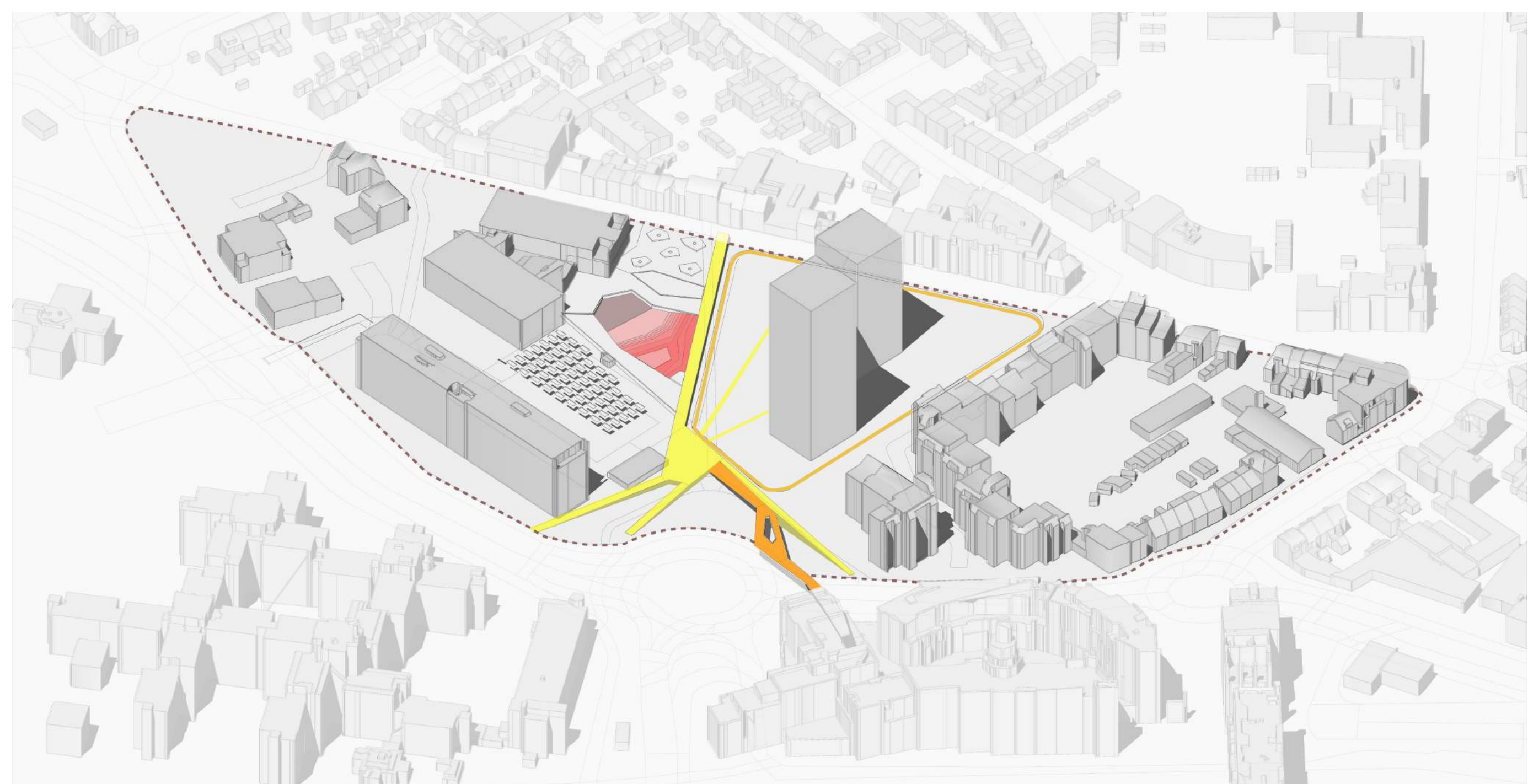


TIMELESS SECTION non scaled

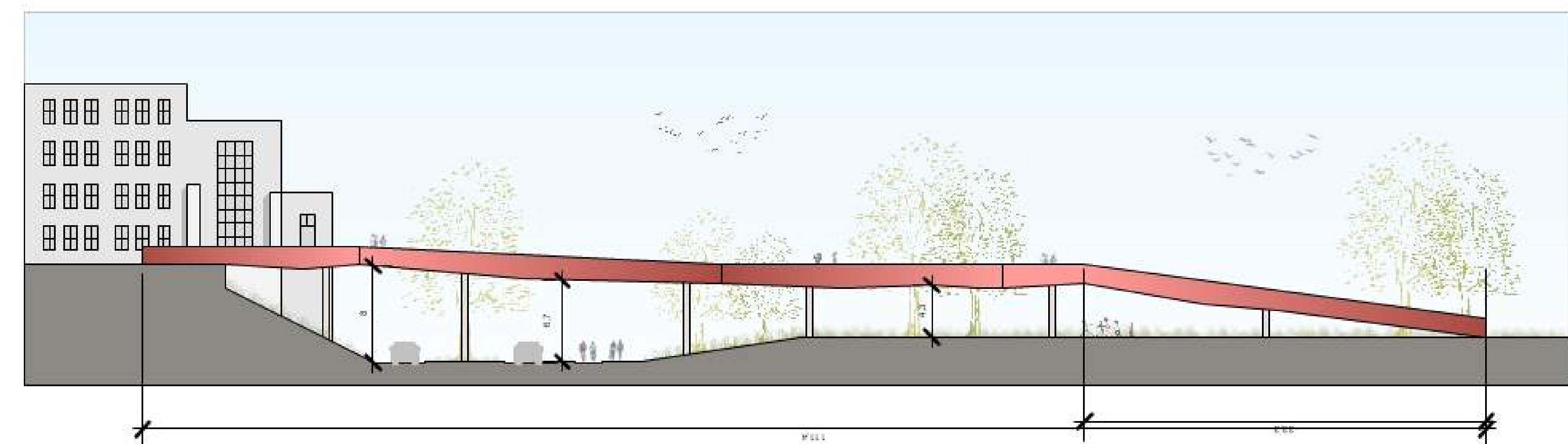




GENERAL CONCEPT

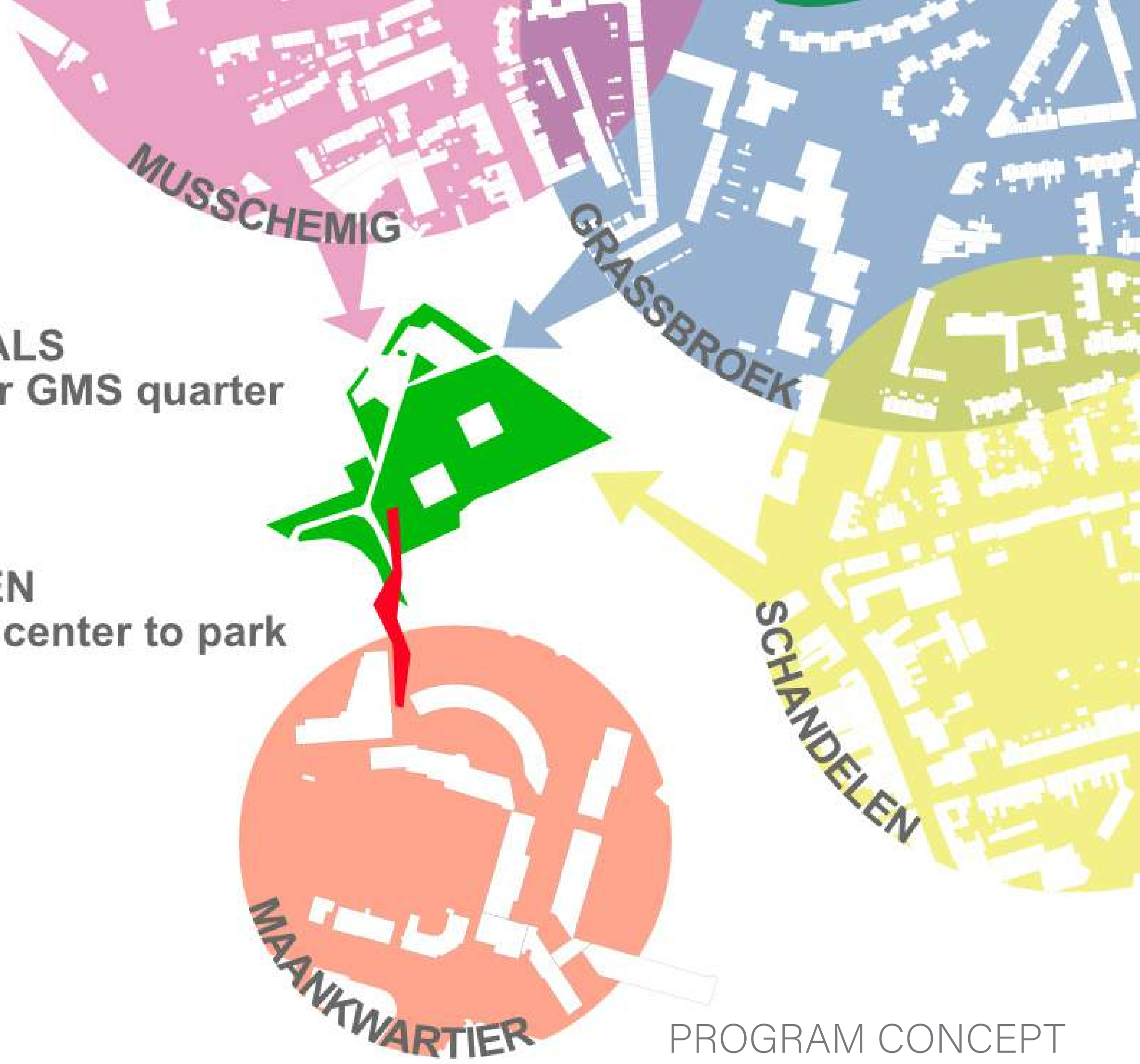


SECTION 1 DETAIL
Bridge connecting Maankwartier to Hoppersgraaf (GMS)



INVITE GMS LOCALS
central park for GMS quarter

INVITE HEERLEN
bridge from center to park



PROGRAM CONCEPT

MOOD BOARD COLLAGES

physical activities



social activities



platform (bridge)



Identity
Development period

Social Involvement
Local Participation

Urban Catalyst
Initial Project

Connectivity
South & North

Integration
GMS

Entertainment
Platform

**A Bridge from Past to Future
New Start... New Life**

MASTERPLAN



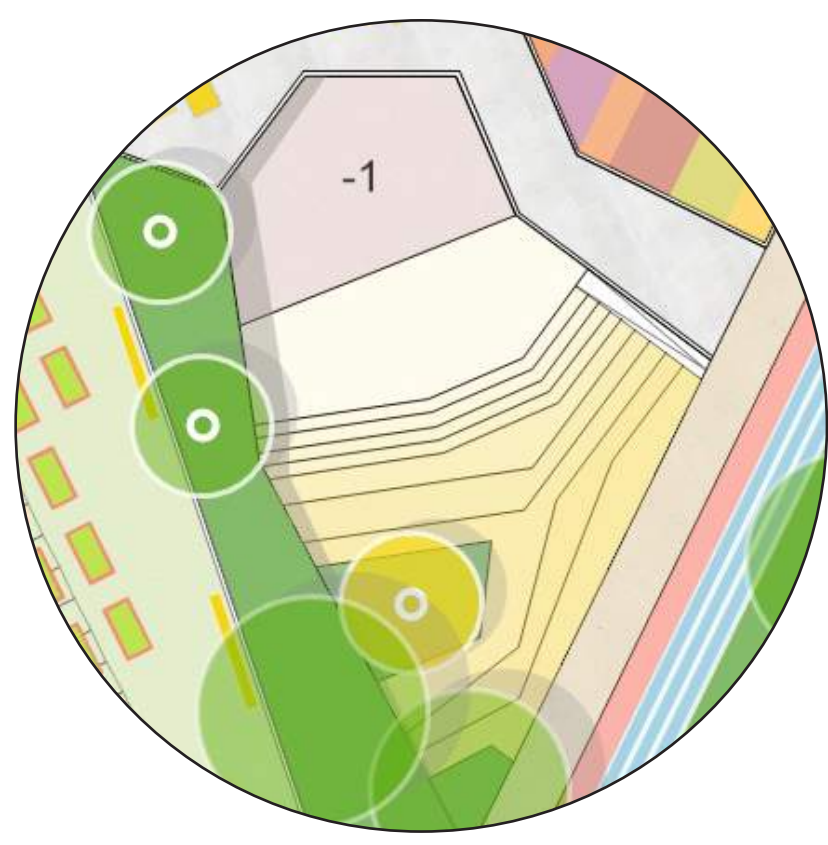
MASTERPLAN SCALE 1:500



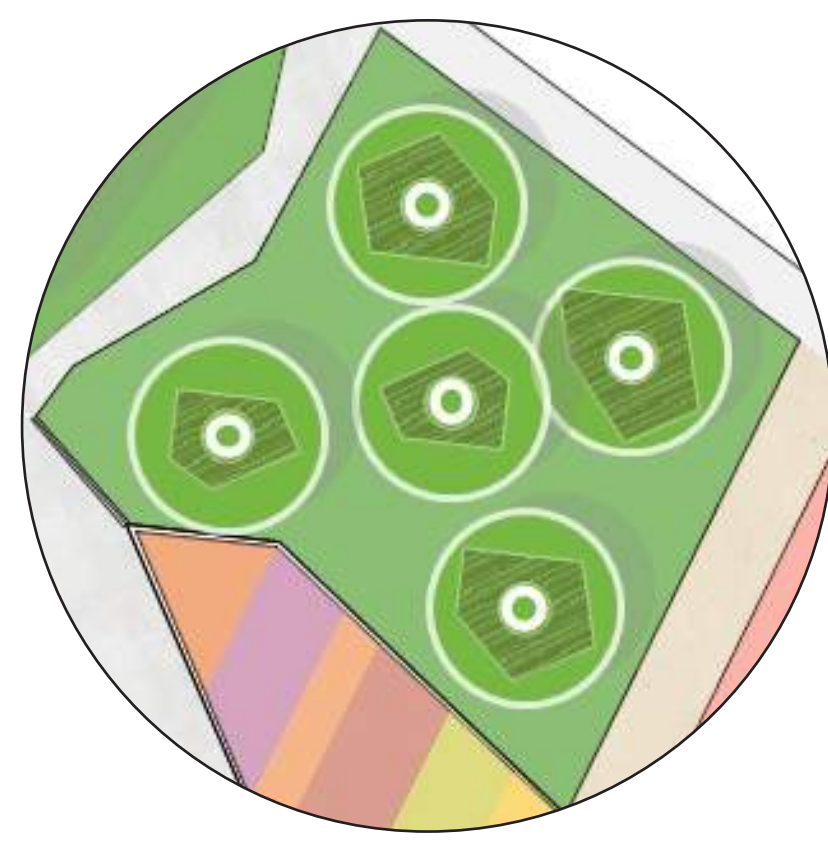
Plaza with water fountains



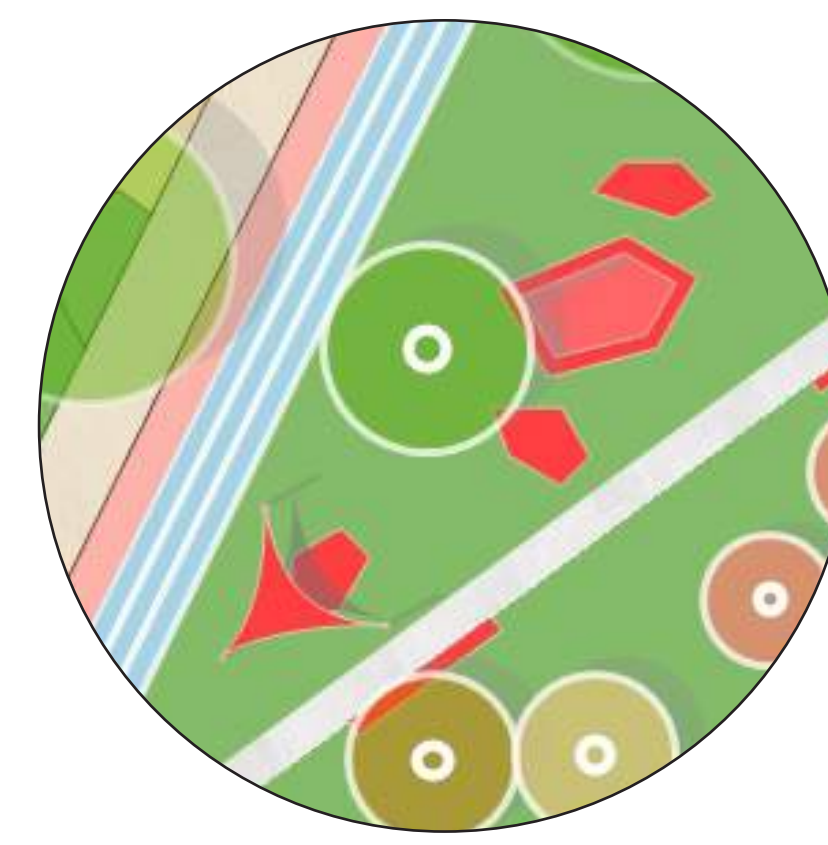
adaptive Urban gardening (community project)
parking lot
festival ground
stackable seating boxes



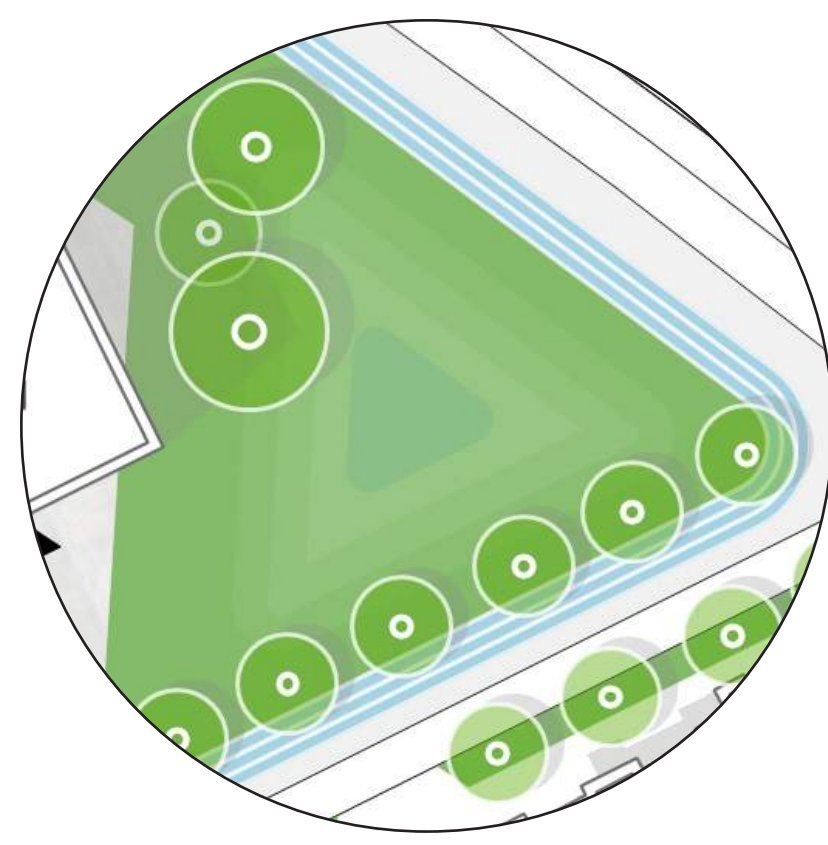
Meeting teather
multifunctional space



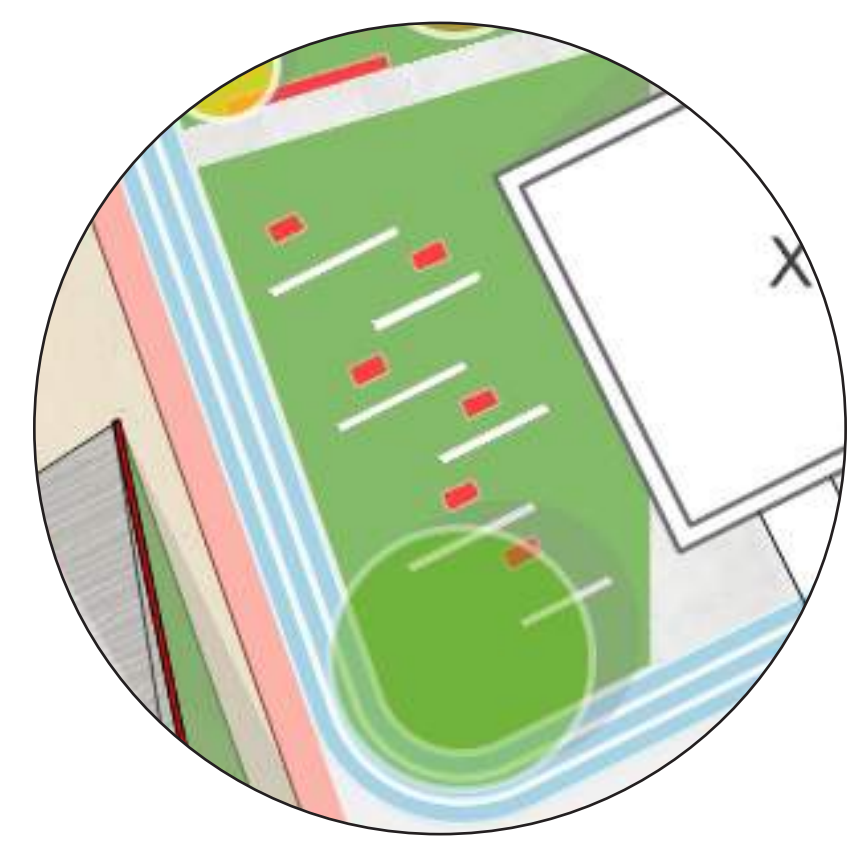
wooden platforms with trees



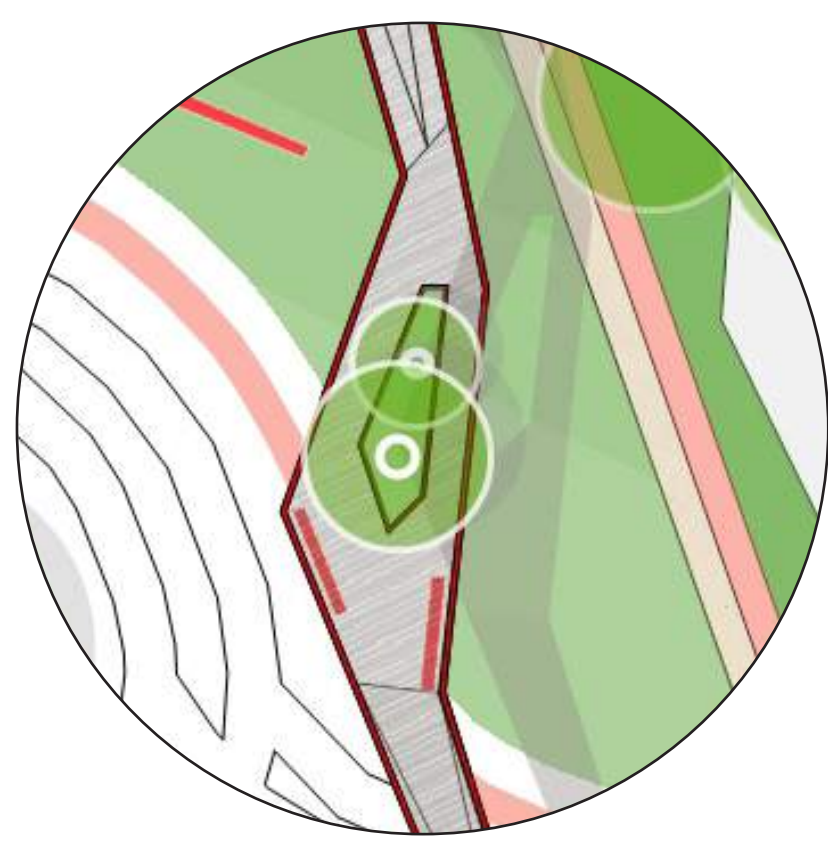
tents, sunken and elevated spaces
red elements from recycled plastics



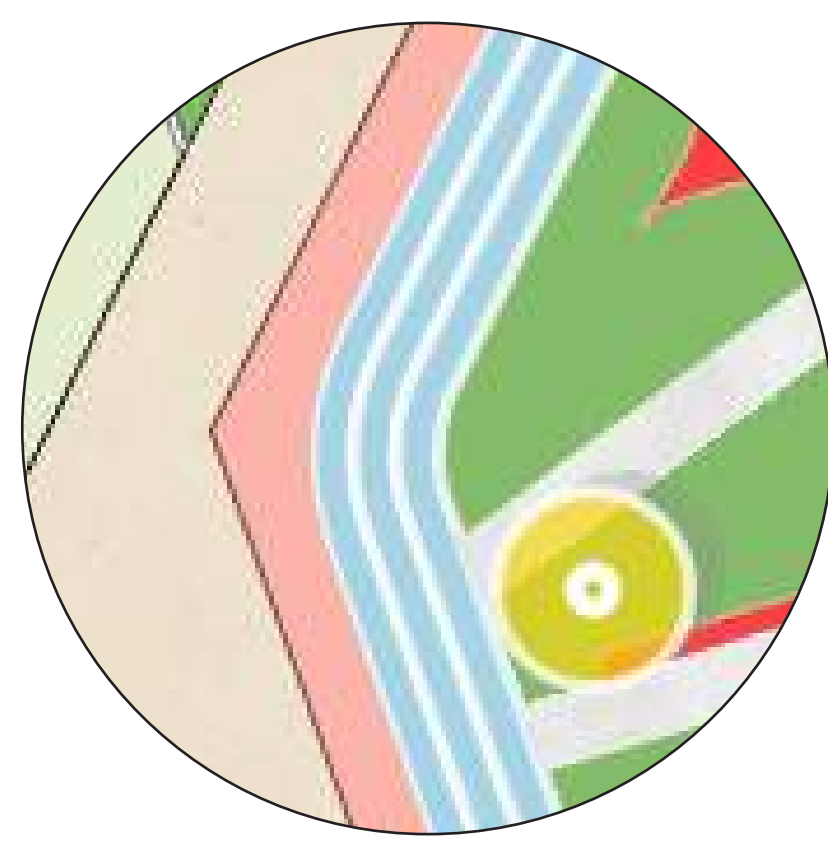
sunken rainwater drainage
fill up ground water level



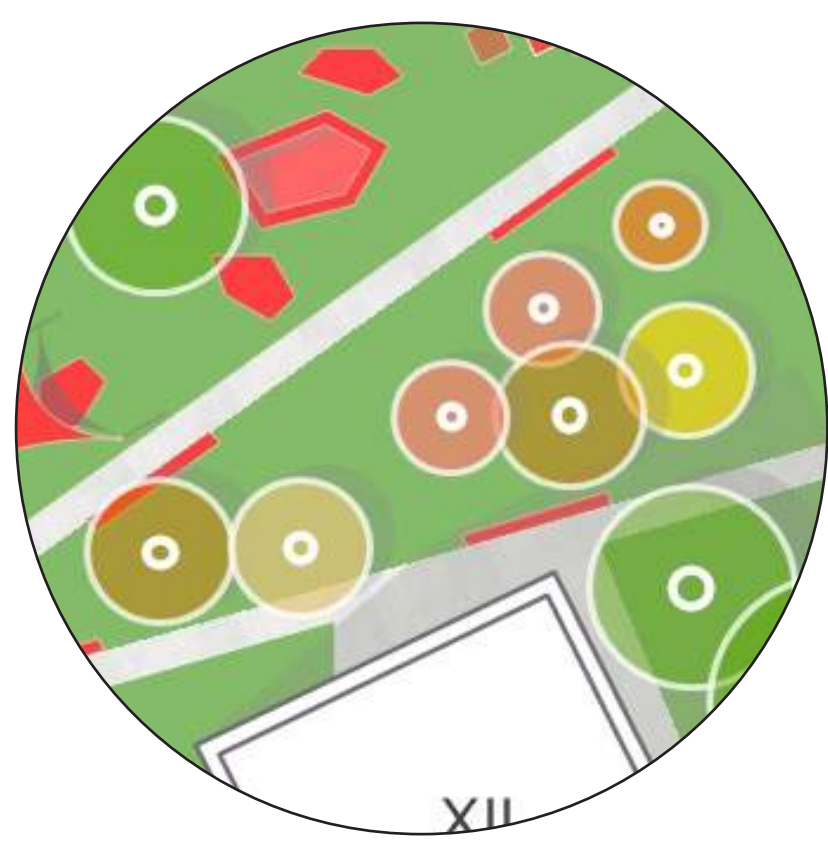
graffiti walls and seatings



programmed bridge



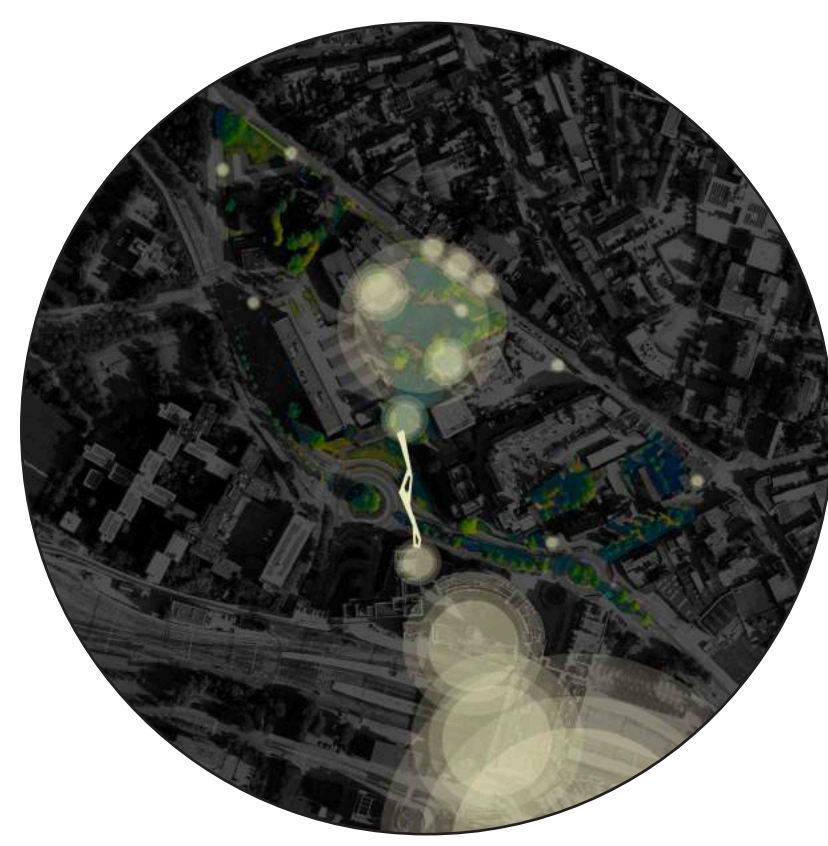
400m circular running track



orchard
productive garden



greened backyards
green islands



light program nighttime