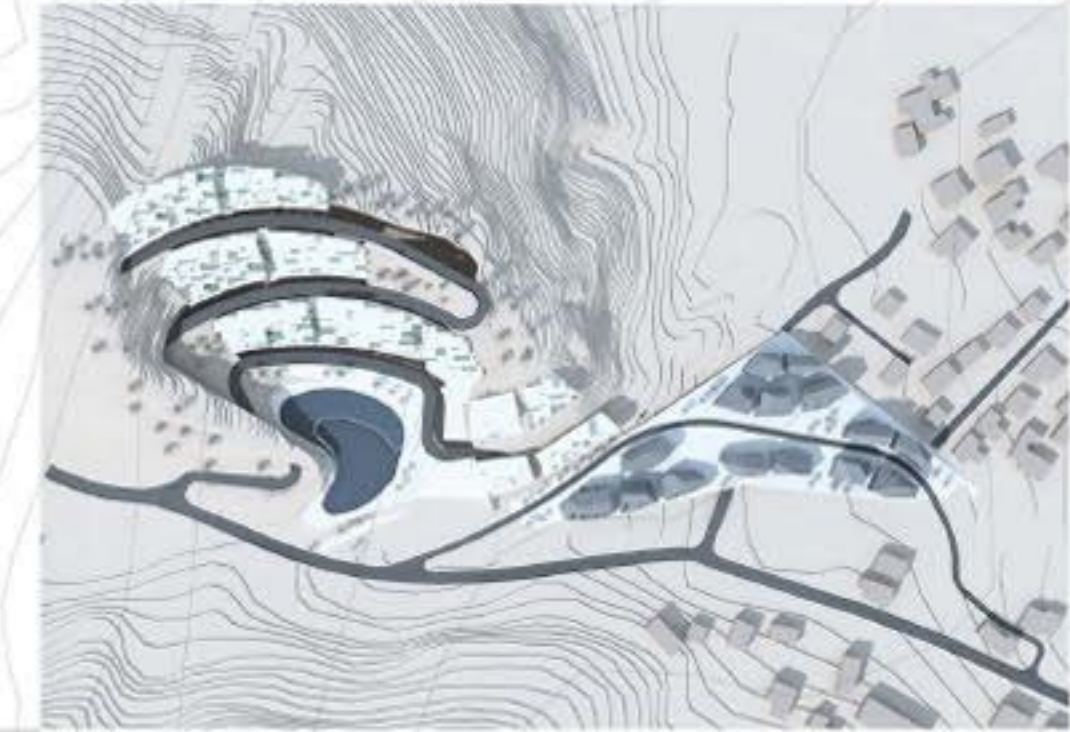


Location in Urban Context 1:1000



Planning Concept

Existing qualities of the site form the basis for the overall proposed urban design solution. Stone quarry and its topography, urban morphology of the nearby settlement, woodland in the hinterlands, lime kiln (listed heritage) and the spring with a stream are identified as spots or areas of importance - intended to be preserved and upgraded or used as an advantage in the main concept.

There are several accesses to the settlement:

Two main vehicle accesses at the entrances/exits to the subterranean garage, another two for special service vehicles, and several pedestrian accesses. Three are pedestrian/cycling connections with the surrounding Podutik settlement. Another access is oriented towards the public bus stop and the last is planned as a woodland track linking the former quarry with the Krasje settlement. Public space design is absolutely pedestrian-oriented.

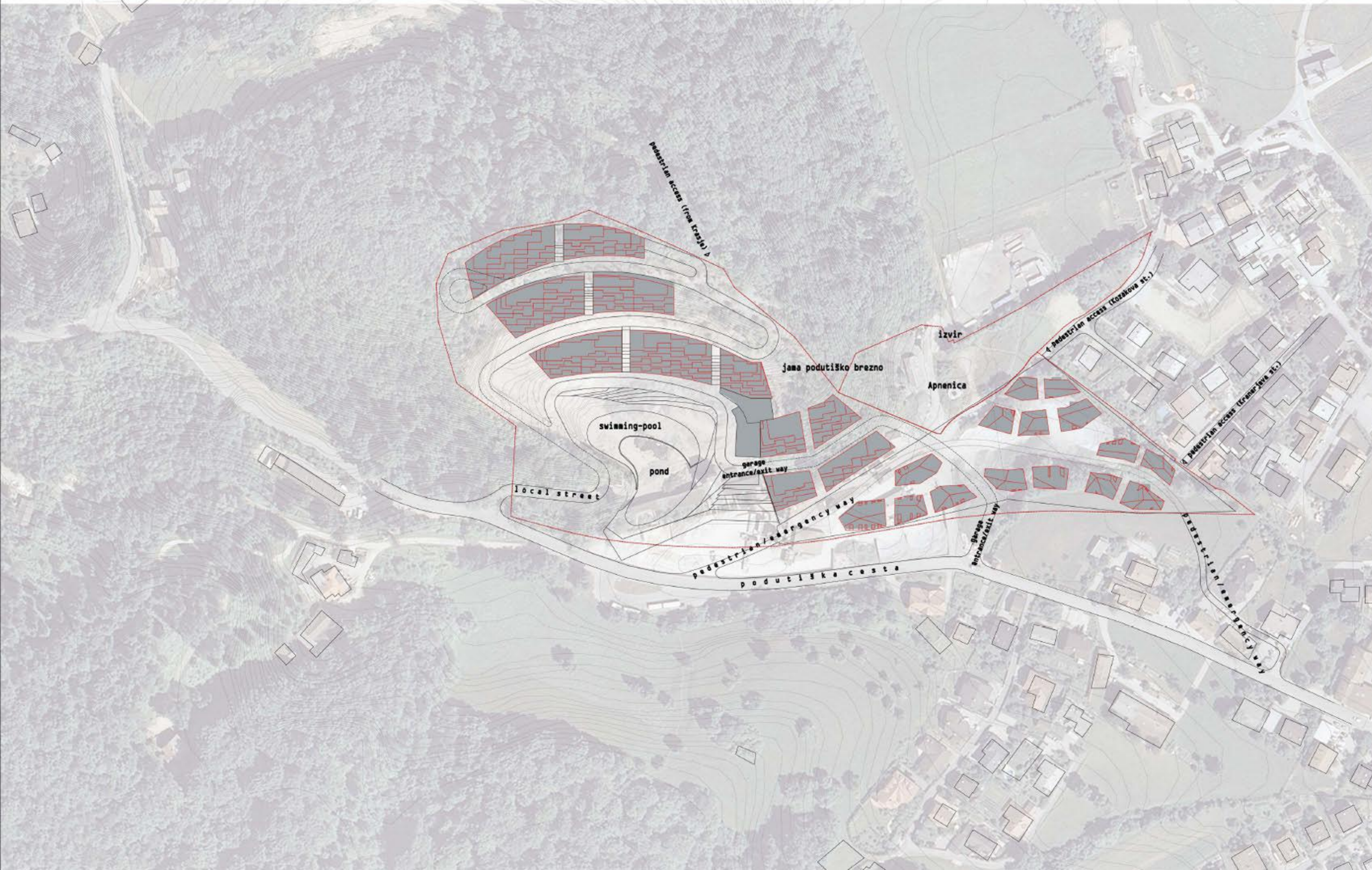
Urban design of the new settlement and designs of housing units are based on the energy efficiency and sustainability principles.

The proposed settlement consists of two housing zones and a park:

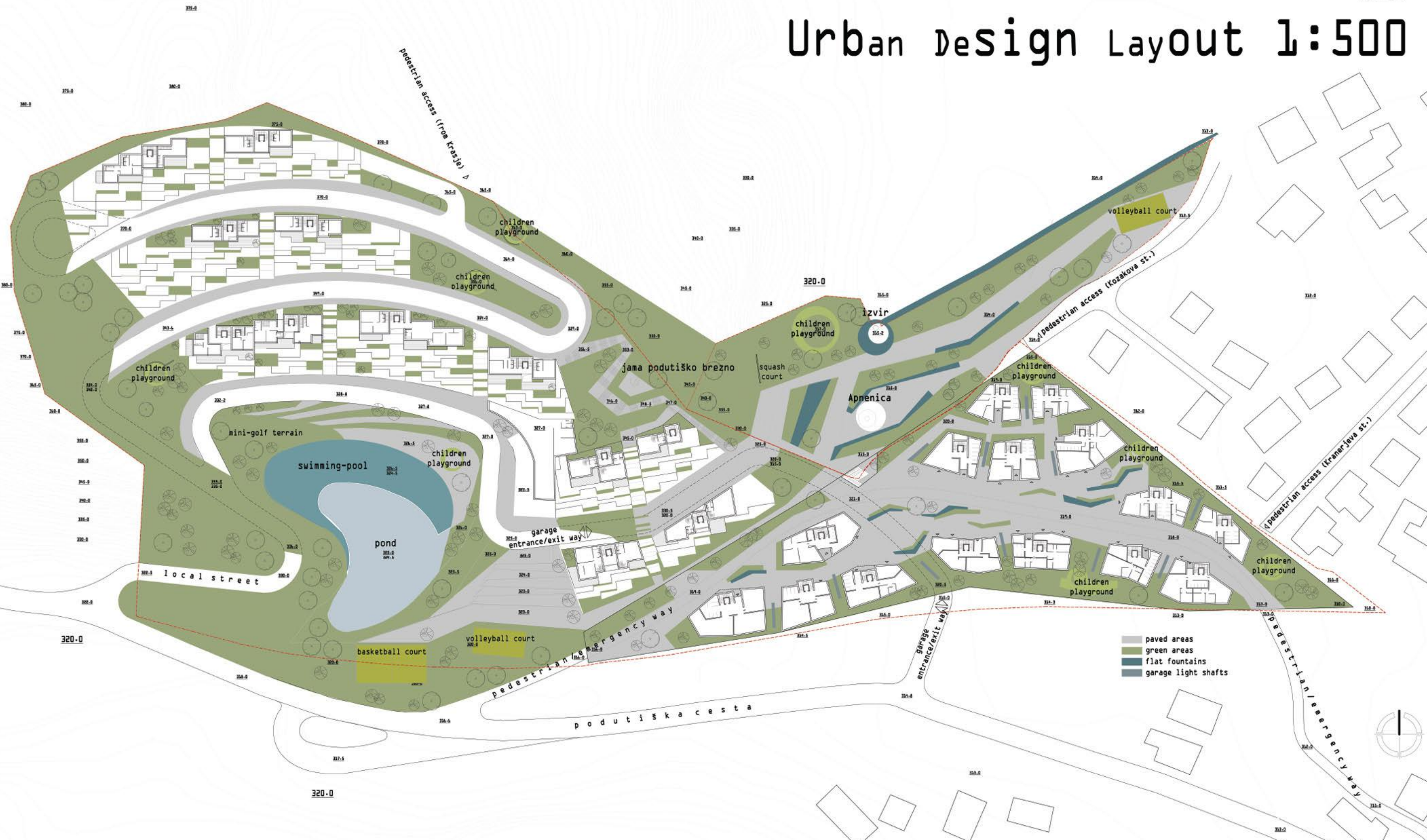
The first housing zone is designed as a traditional suburbia, with six small groups of buildings, situated next to the Podutik settlement. This part is a higher density zone, with a so-called main square at the crossing of main pedestrian lines. The structures which form this square are mixed use buildings, with apartments at upper levels and shops and other public facilities at ground floors. Since vehicle traffic with garages is under this building zone, whole public area is car-free, reserved for pedestrians, bicycles and children playgrounds with a certain number of green spots.

The second housing zone is organized in the amphitheatre of the former quarry, with forms and layout following its shape. Groups of semidetached houses are surrounded with lots of private green spaces in form of cascading terraces.

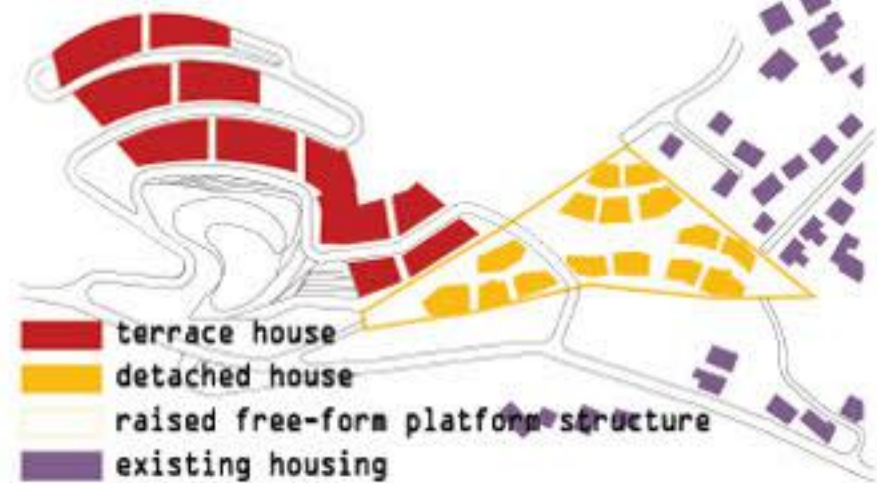
The newly designed park is a 'green' addition to the public space, organized around lime kiln and spring with a stream.



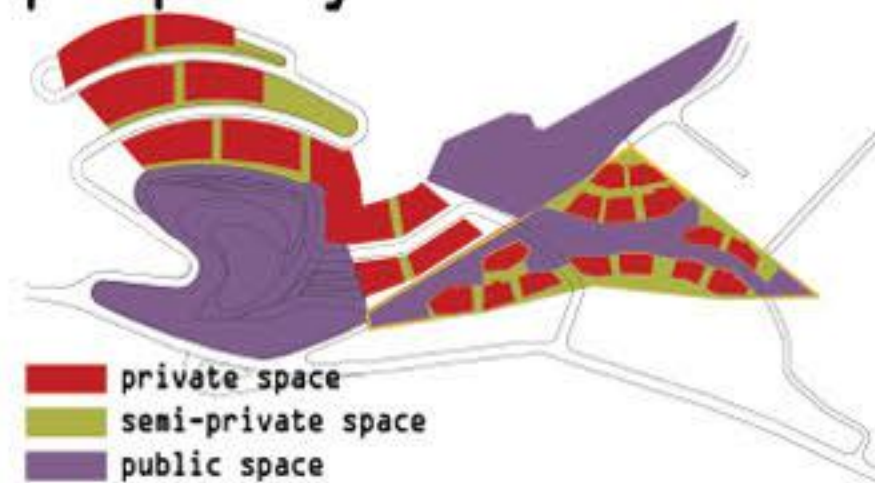
Urban Design Layout 1:500



built structures



property scheme



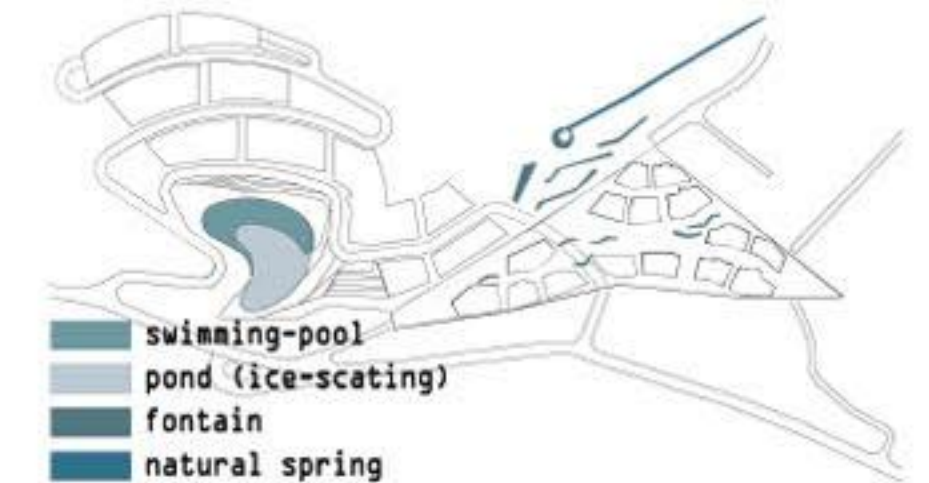
urban zoning



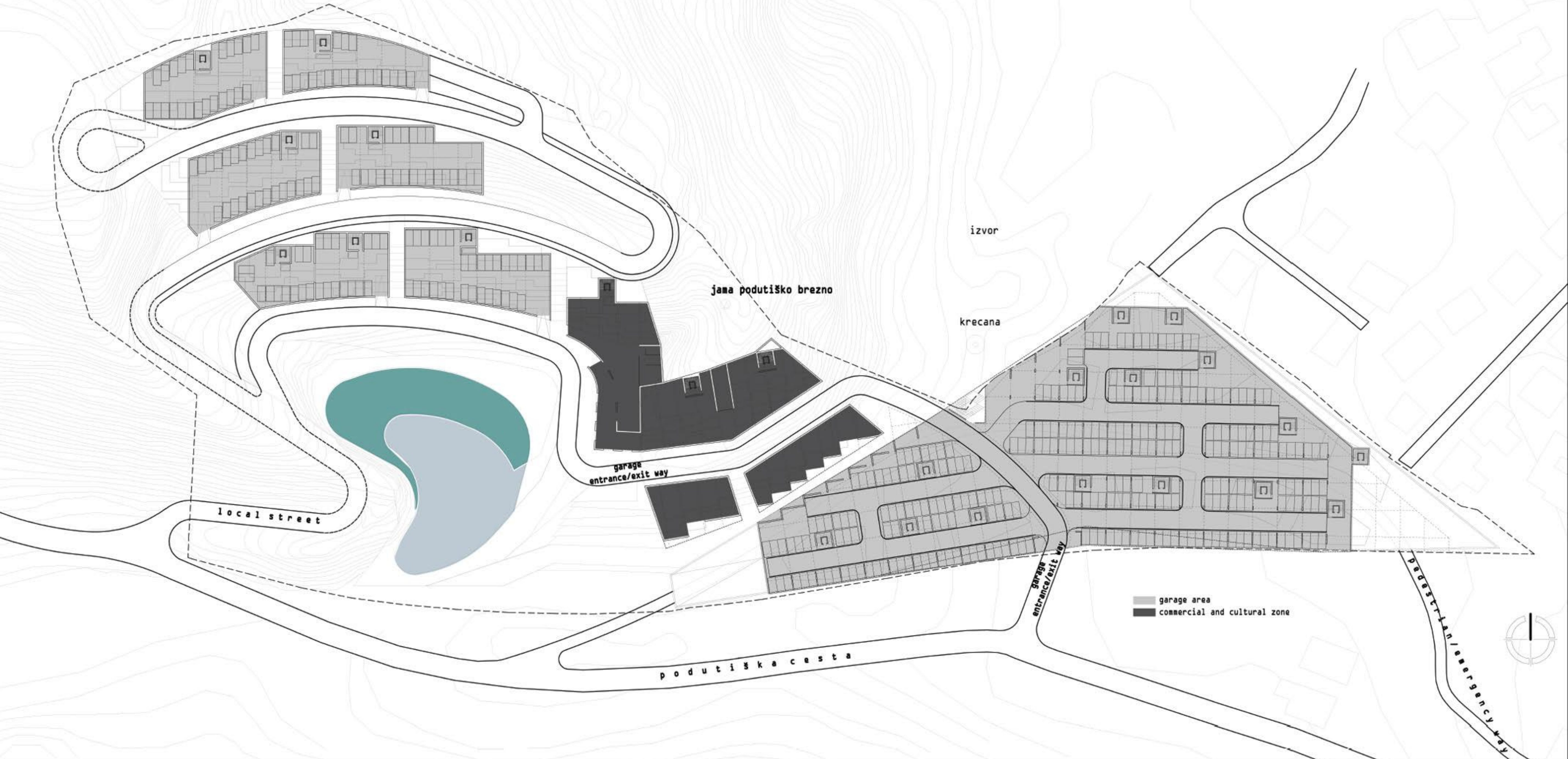
vegetation



water areas



Parking Levels and Subterranean Communications Layout 1:500



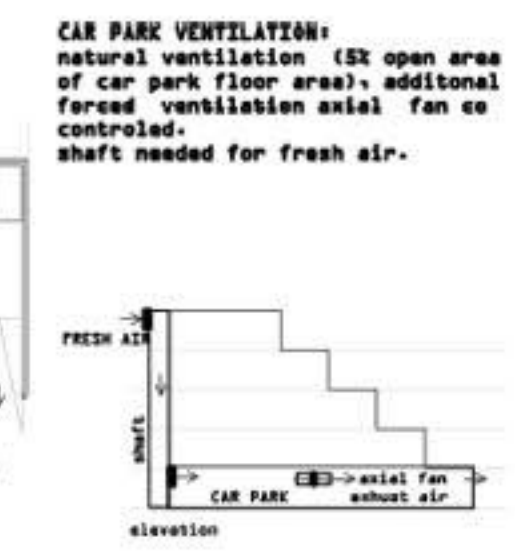
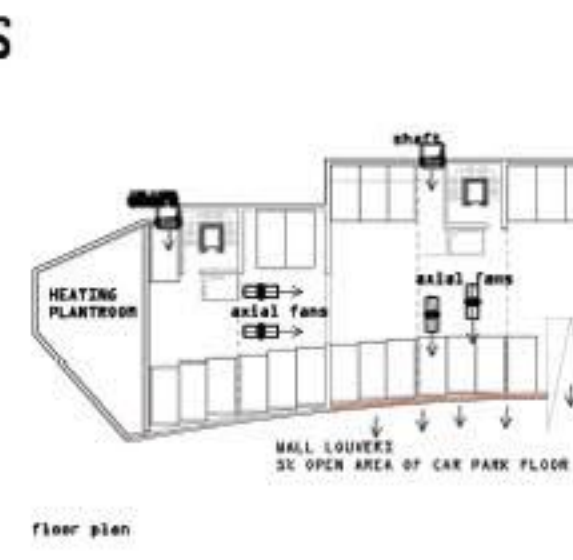
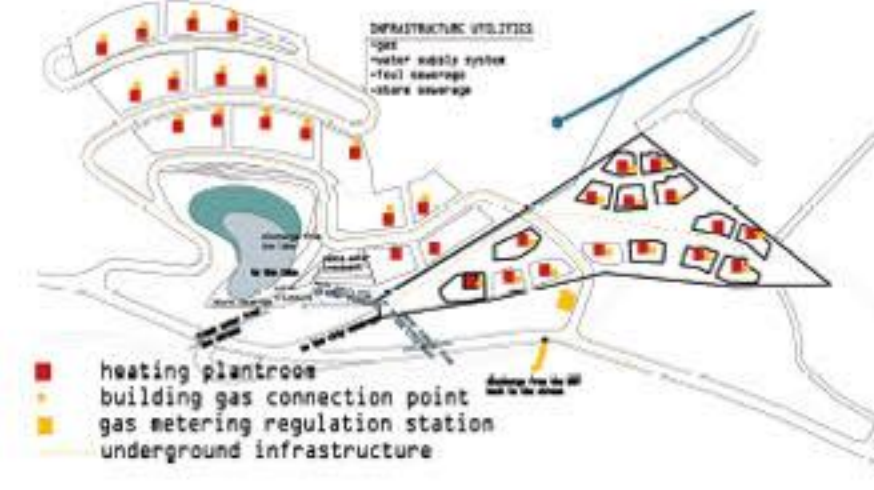
street network



parking

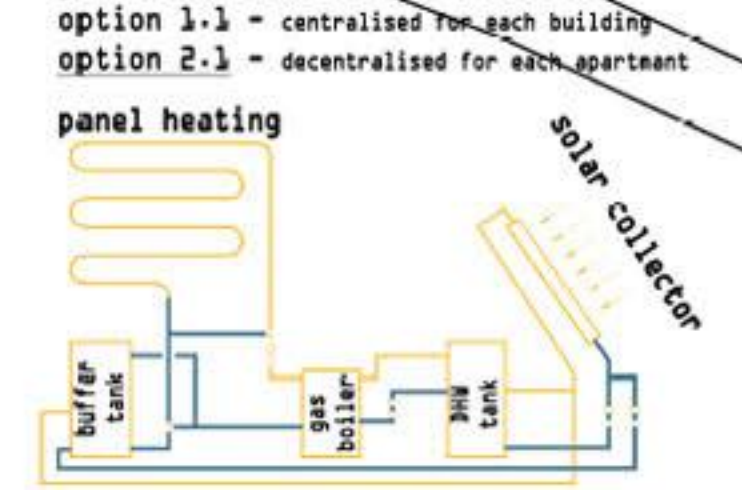


infrastructure utilities

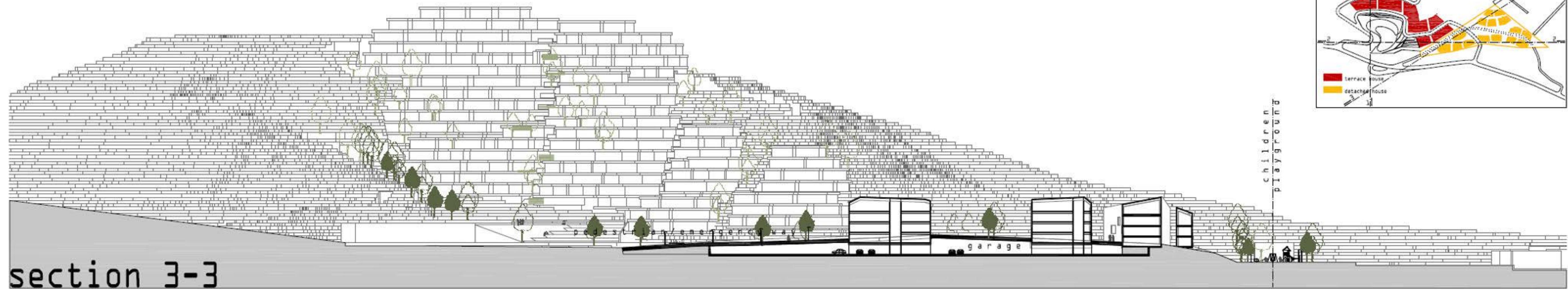
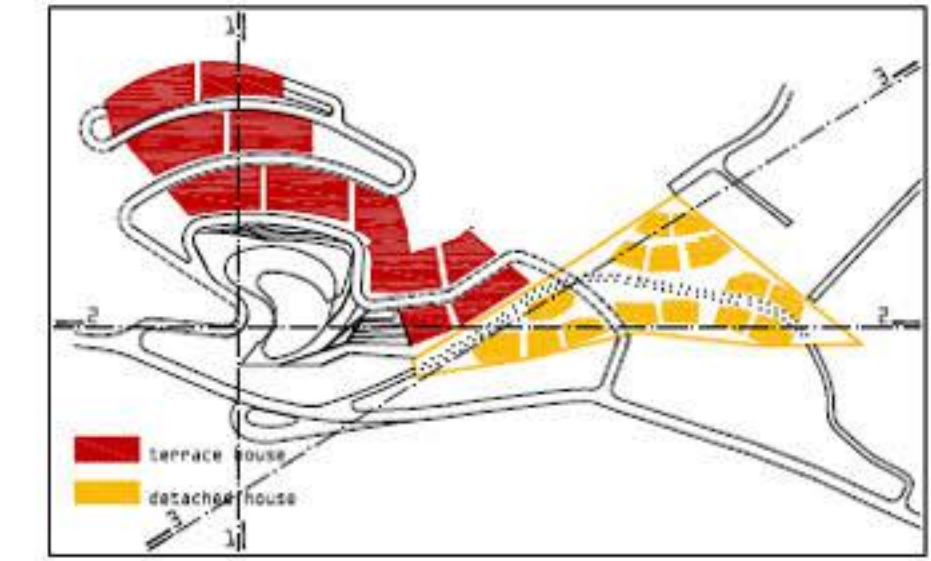


CAR PARK VENTILATION:
 natural ventilation (33 open area of car park floor area), additional forced ventilation axial fan controlled.
 shaft needed for fresh air.

HEATING PLANTROOM



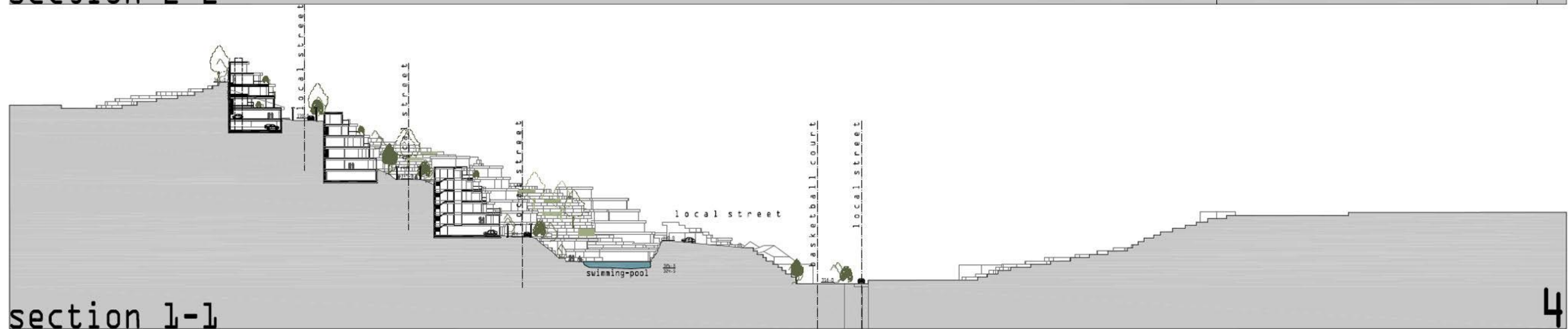
Sections 1:500



section 3-3



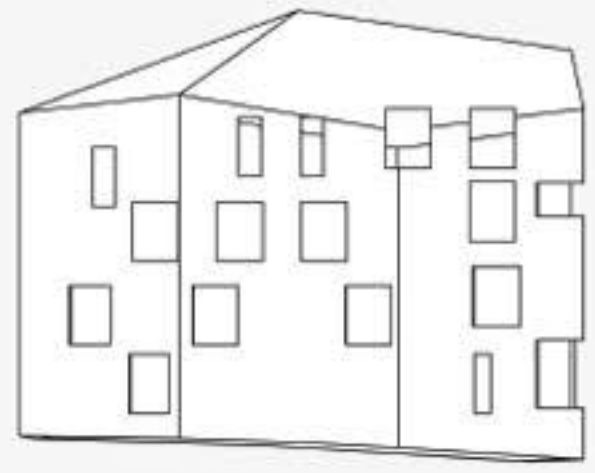
section 2-2



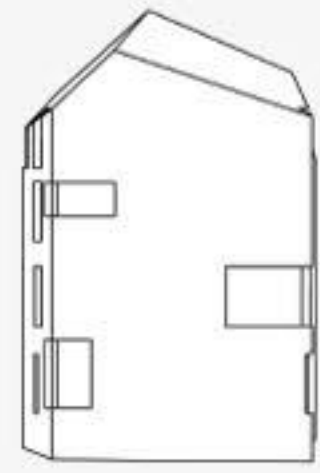
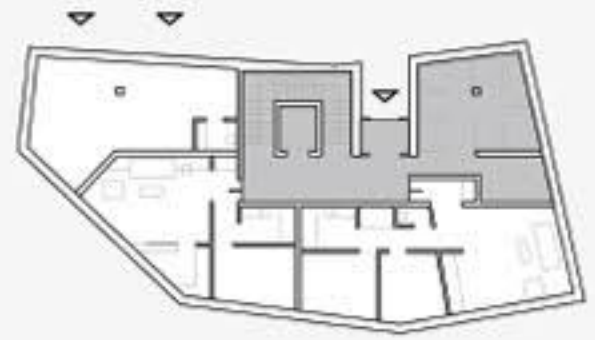
section 1-1

Typical Housing Unit 1:250

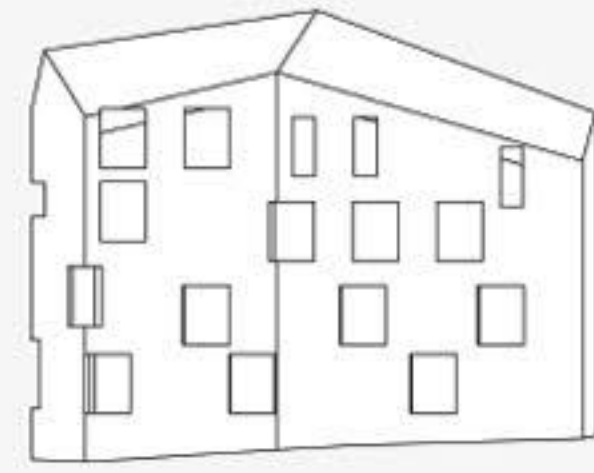
detached house



ground floor



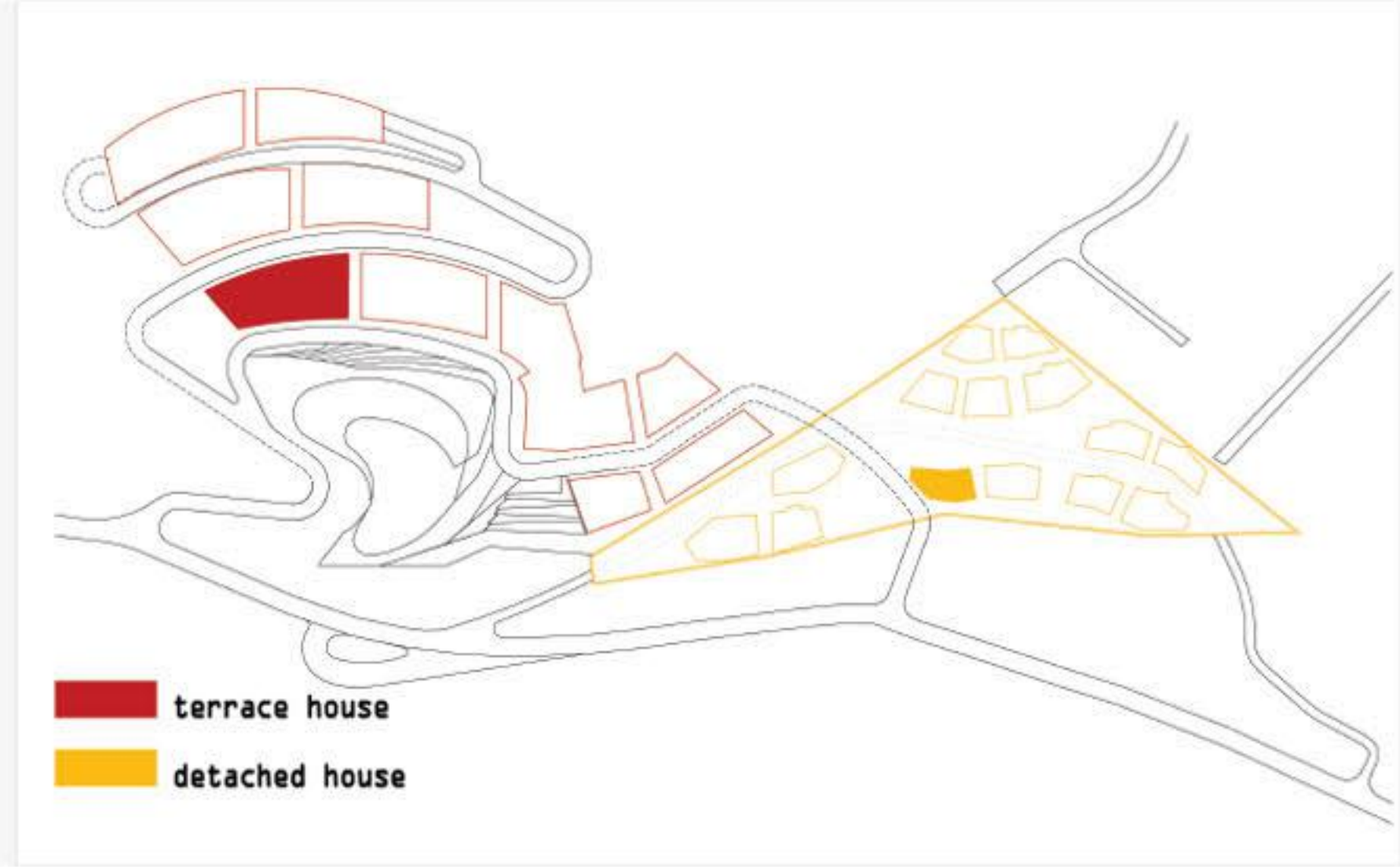
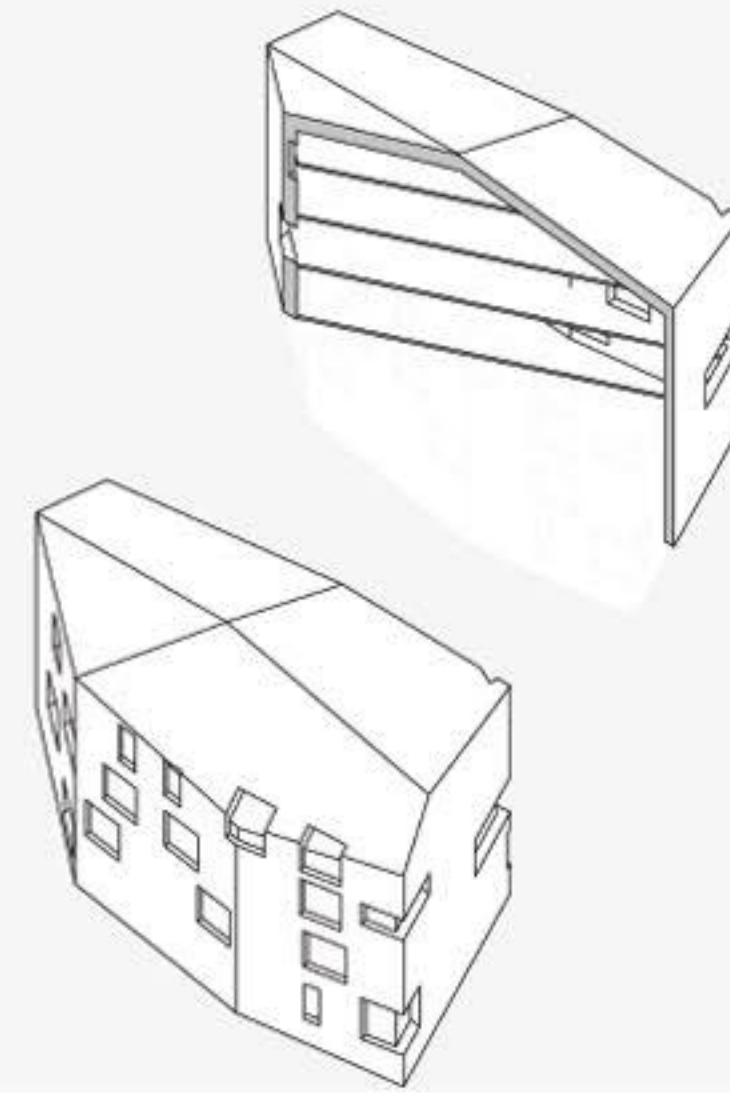
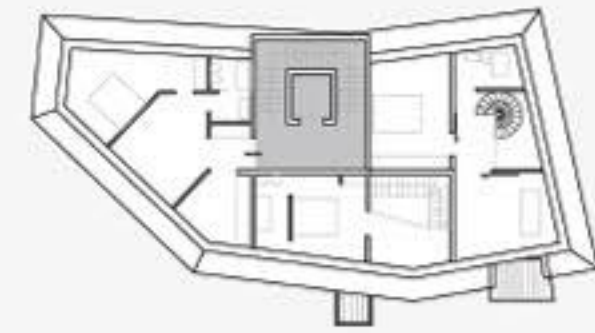
1st floor



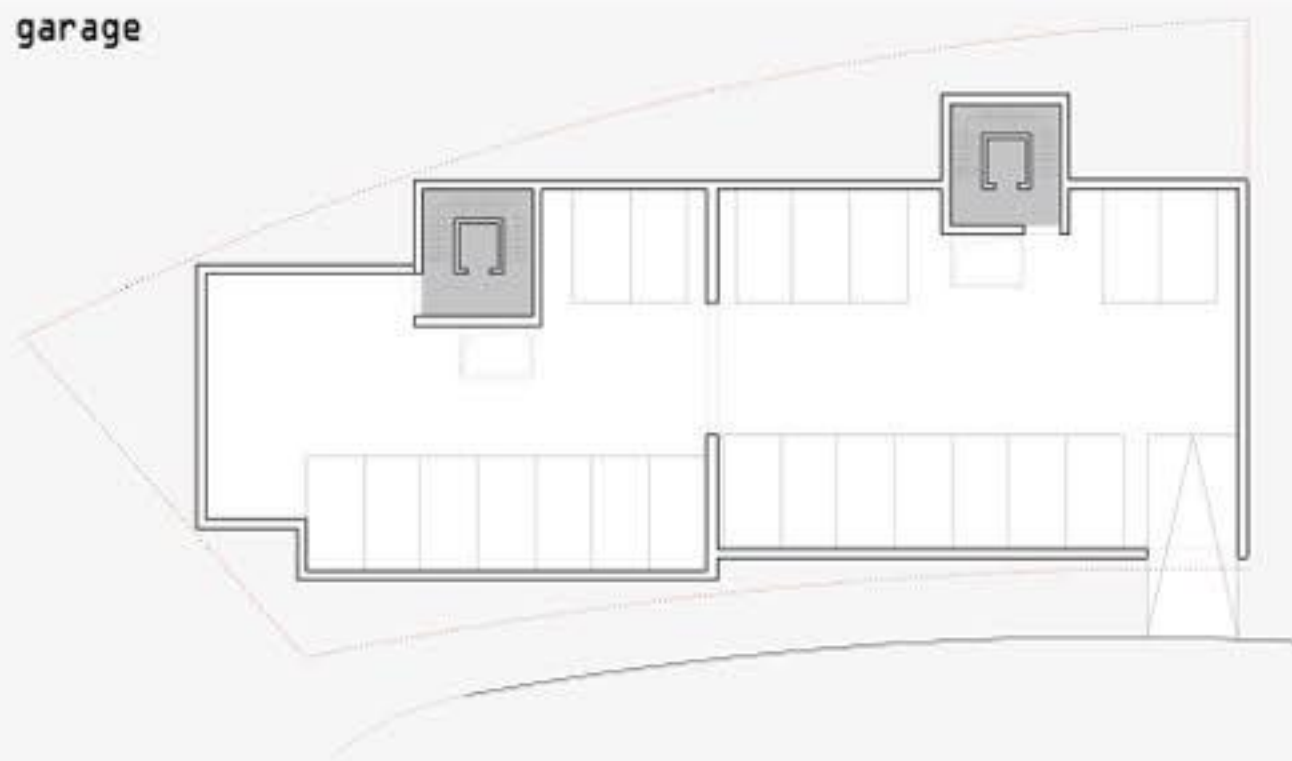
2nd floor



3rd floor



garage



2nd floor



ground floor



3rd floor



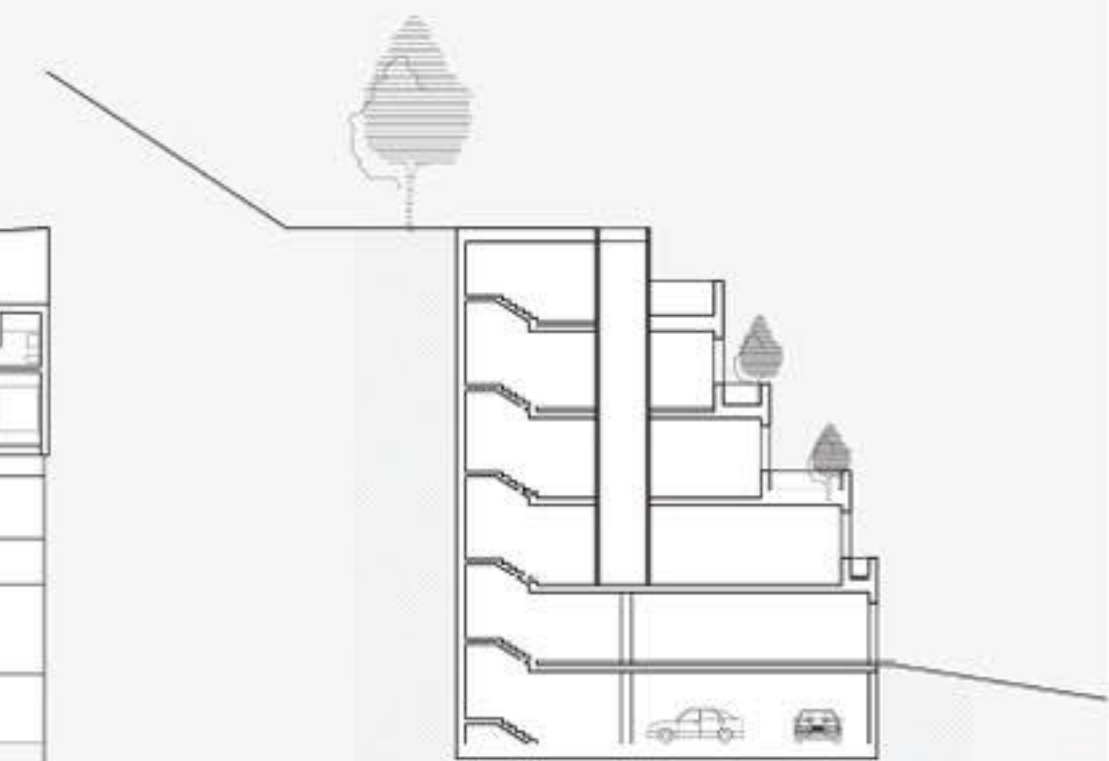
1st floor



4th floor



terrace house



3D Model Views

