



PERFORMATIVE NATURE

Barcelona International Landscape Architecture Biennial

September 2018 **Barcelona**

SCHOOL PRIZE

X International Landscape Architecture Biennial

Máster d'Arquitectura del Paisatge -DUOT - UPC

ETSAB- Escola Tècnica Superior

d'Arquitectura de Barcelona

Avenida Diagonal, 649 piso 5

08028 Barcelona-Spain

TECHNICAL DOSSIER

Title of the project Terrain vague, Urban futures.
Authors Jacob Neal
Title of the course Undergraduate Landscape Architecture
Academic year 2017 / 2018
Teaching Staff Allan Mitchell
Department/Section/Program of belonging Faculty of Landscape Architecture, School of art and design.
University/School University of Gloucestershire, Cheltenham, UK.

Written statement, short description of the project in English, no more than 250 words

This project places a heavy emphasis on the enhancement and regeneration of "Terrain vague" areas in urban environments. Specifically those around and under large road and transport infrastructure. For me I wanted to showcase the potential of these urban spaces, with the intention of really pushing myself and develop new visions and ideas. Ultimately shaping these spaces, and the potential they hold, to enhance the human experience. These complicated, underutilized urban spaces offer massive potential, with the ability to house possibly ground-breaking, and totally unique development schemes and concepts that push the boundaries and show the potential of such sites in urban environments. Creating an innovative design concept and scheme that stretches the limits of Landscape Architecture and Urban futures today. Aiming to allow the designed vision and ideas to be transferable to similar sites internationally.

The concept is showcased and explored in the Gravelly Hill Interchange site in Birmingham UK; this superstructure, otherwise known as Spaghetti Junction, is located approximately 2.5 miles north from Birmingham city centre. The structure, a tangle of raised roads, hides a huge variety of forgotten and unused, covered, partially covered and open spaces below and surrounding the road network structure. The space is currently drastically underused; most popular with documentary photographers and urban artists. As part of the Birmingham's 2031 plan, the project will help inspire and grow Birmingham's national and international status for the future, setting a new standard for these types of urban spaces.

For further information

Máster d'Arquitectura del Paisatge -DUOT - UPC

T: + 34 93 401 64 11 / +34 93 552 0842

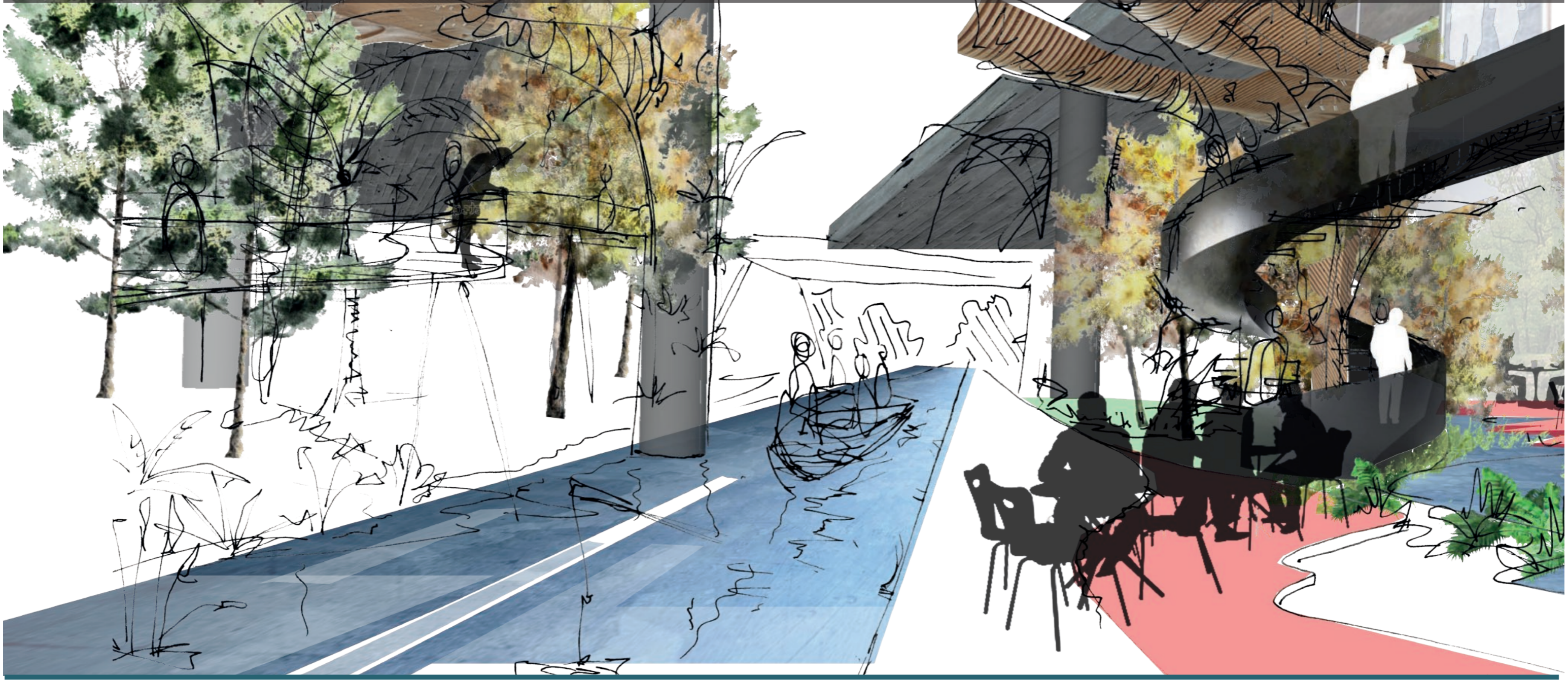
Contact via email at: biennial.paisatge@upc.edu

Consult the web page <http://landscape.coac.net/>

TERRAIN VAGUE URBAN FUTURES

By Jacob Neal

A design vision for the unique spaces
of Birmingham's spaghetti junction.



Country / City Birmingham, UK.

University / School University of Gloucestershire, Cheltenham.

Academic year 3rd year Undergraduate

Title of the project Terrain vague, Urban futures. Dissertation project.

Authors Jacob Neal

TERRAIN VAGUE

URBAN FUTURES

By Jacob Neal

'Terrain vague' essentially describes an inefficient space, a wasteland or "wasted land", a non designed space without a particular use.

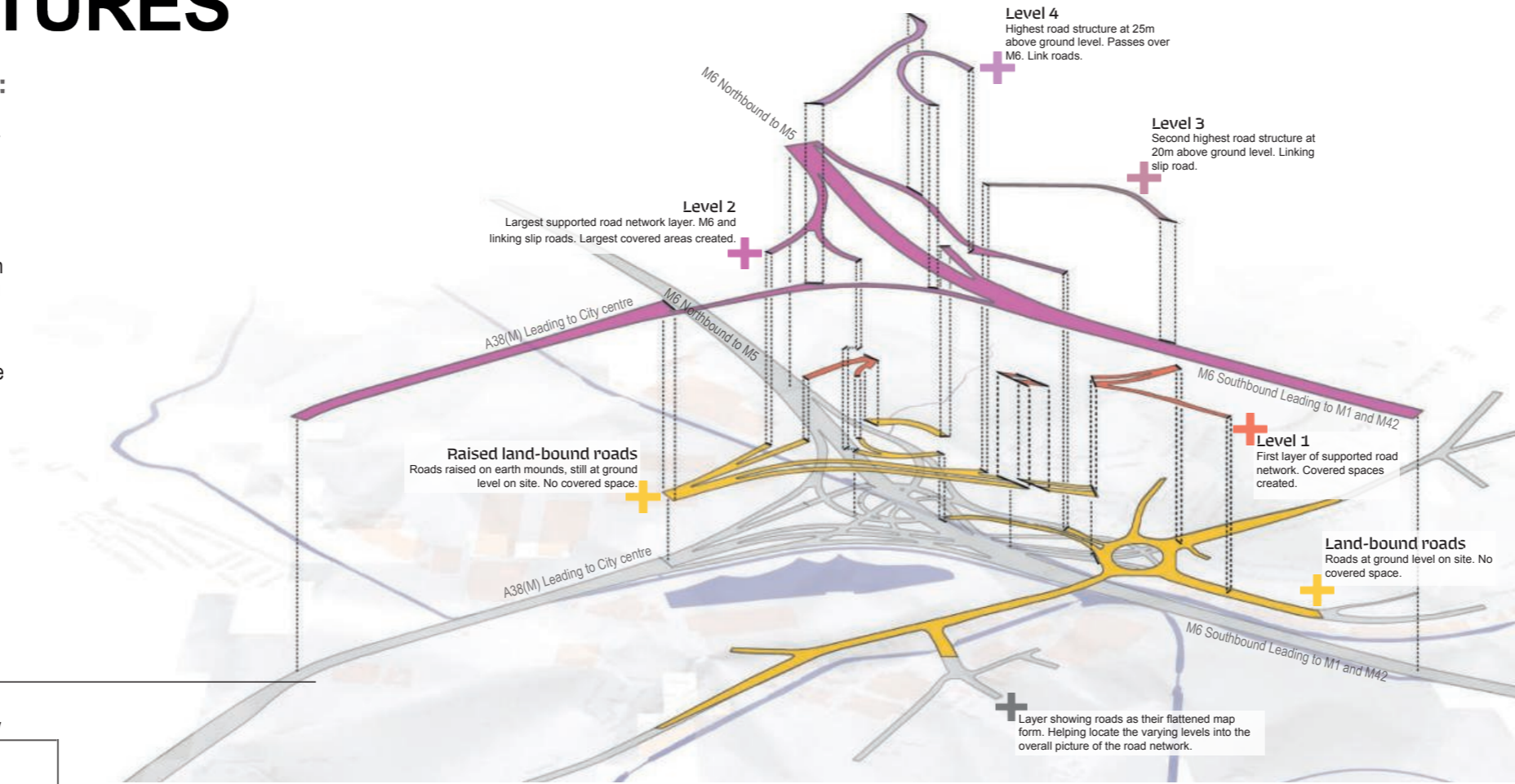
Why the forgotten spaces:

This project places a heavy emphasis on the enhancement and regeneration of "Terrain vague" areas in urban environments. Specifically those around and under large road and transport infrastructure. Aiming to showcase the potential of these urban spaces, and ultimately how they can be developed to enhance the human experience. Creating an innovative design concept and scheme that stretches the limits of Landscape Architecture and or Urban futures today. With the intertion of a designed vision and idea that can be transferable to similar sites internationally.

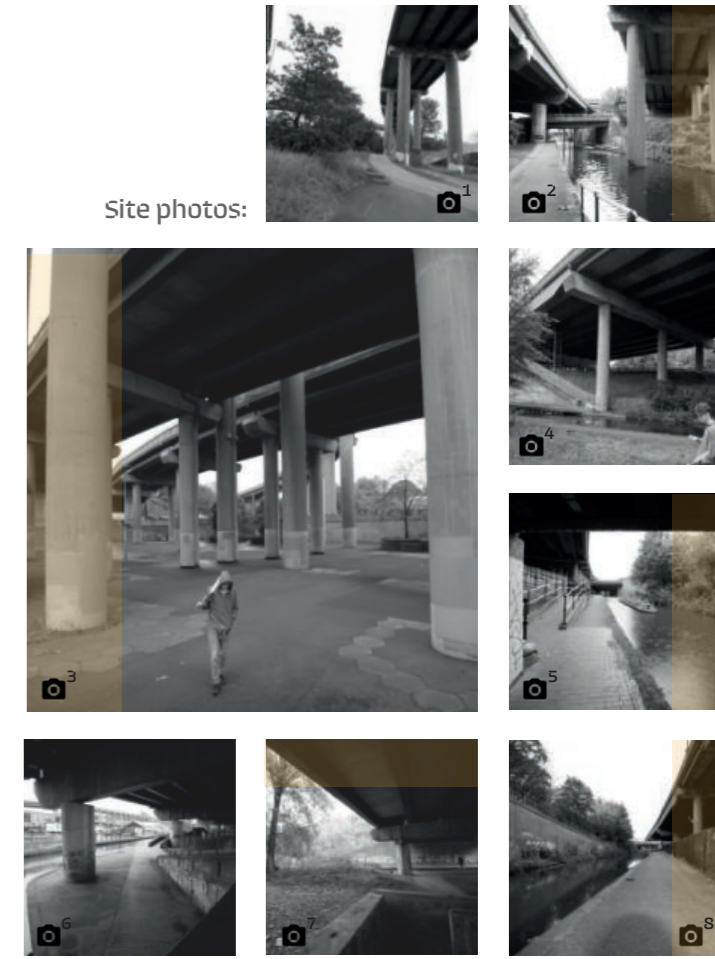
Developing such complicated urban environments will always house a host of unique problems and issues regarding the sites, but the potential benefit these innovative design concepts and schemes can bring to the urban canvas are extraordinary.

Road layer diagram

Covered spaces x Topography x Support survey



Site photos:



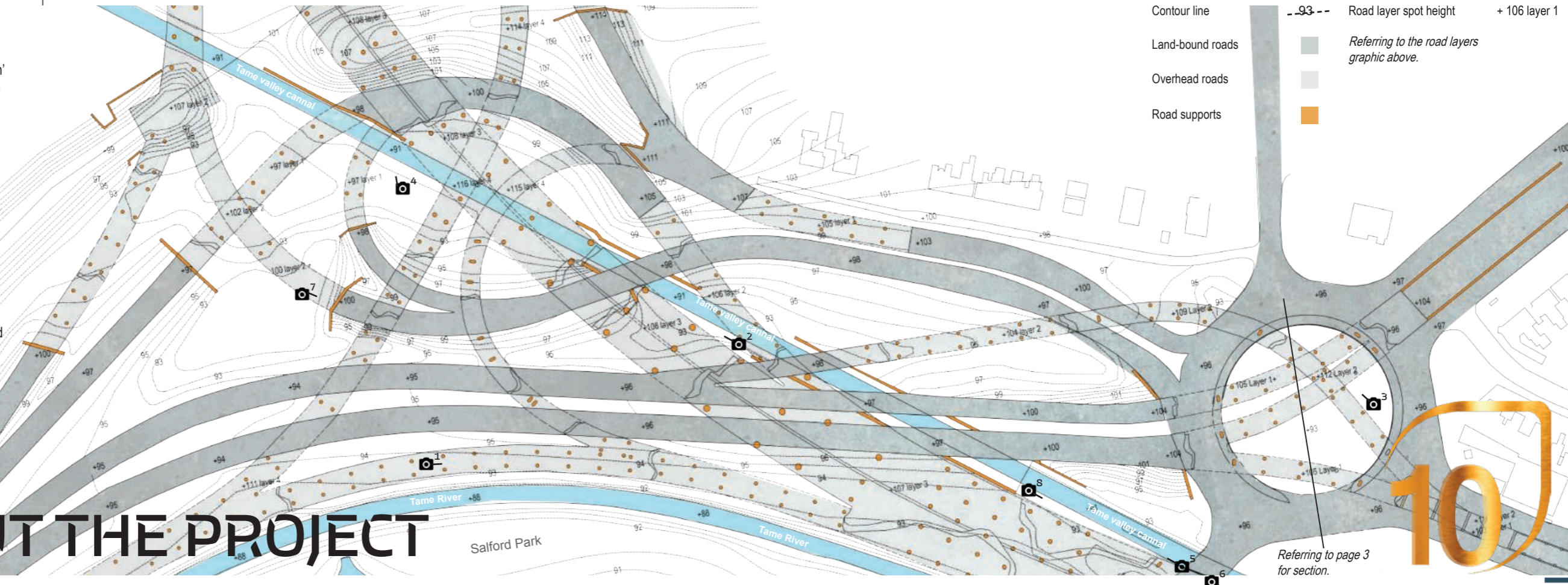
A brief site History:

The Gravelly Hill Interchange, otherwise known throughout the UK by its nickname 'Spaghetti Junction' is located approximately 2.5 miles north from Birmingham city centre, located in the Gravelly Hill area of Birmingham.

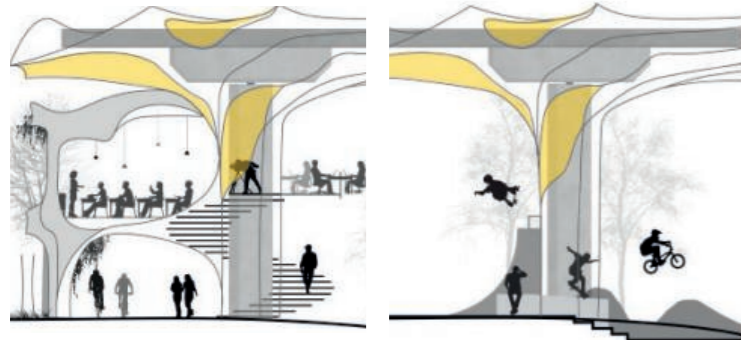
The road network connecting the M6, the A38(M) and A38 trunk road along with routes to Birmingham's centre.

The area is the largest northern gateway point into Birmingham city and the entire UK motorway system, with multiple roads, waterways, railways and foot networks convening in the area.

The underbelly and surrounding land of this complex road network is currently a wasteland, mostly engulfed by overgrown flora and fauna, with any accessible spaces unmonitored, uninviting and dark, full of gratified walls and rubbish.



P2 - INTO THE DESIGN 1.0



"All about the human experience"

The human experience and interactions are the biggest factor in creating a successful site. It is important to create a clear understanding of the type of activities that will take place on site. This 24 hour, 365 day a year social, economic and educational hub will nestle itself unapologetically under and between this unique road network structure.

Enhancing character and creating a huge sense of place and pride for the city of Birmingham. Helping it move towards its numerous goals around becoming an internationally renowned green city and leading innovator; ultimately "Putting Birmingham back on the map" as stated by the newly released 2031 Big City Plan.

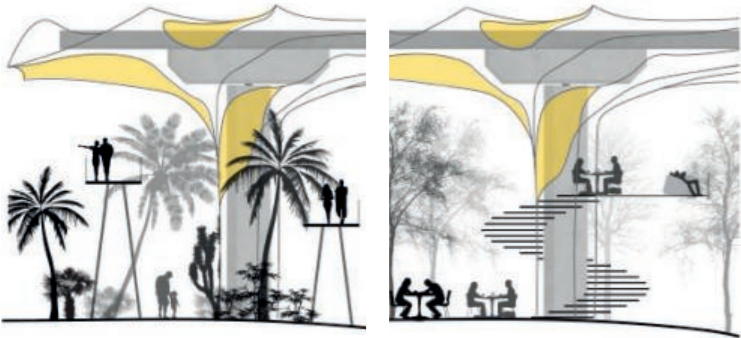
The design elements 1+2+3+4:

The site has 4 main components. The biggest and most important being the human factor aka "Life and the site". The site must offer something for everyone, no matter their age, nationality or interests; whether it is for work, pleasure or learning; the site must provide some form of experience for everyone.

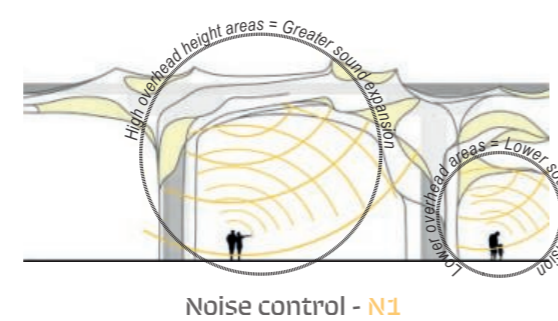
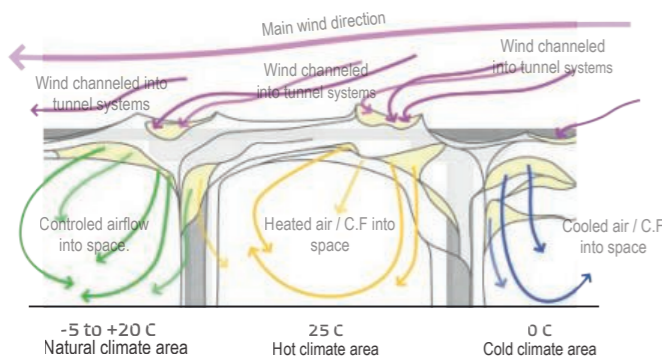
The other components of the vision for the site include the introduction of multiple natural climates and biomes, the innovative use of height between the ground layer and overhead roads; and the creating of a solving structure, with the ability to deal with numerous issues related to the site whilst also controlling and creating the desired environments, temperatures and linking landscapes needed to support the multiple natural Biomes and site life.



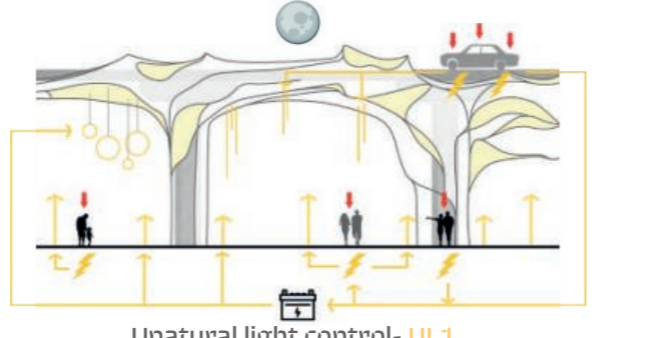
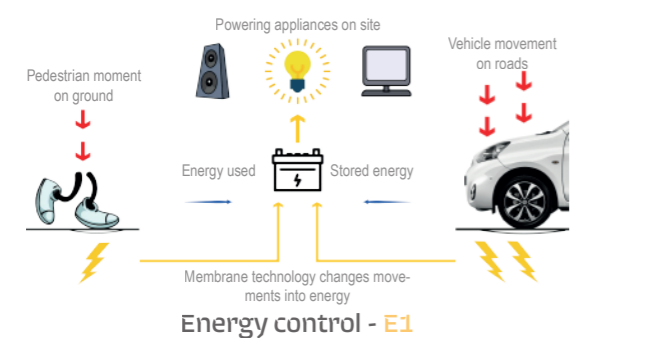
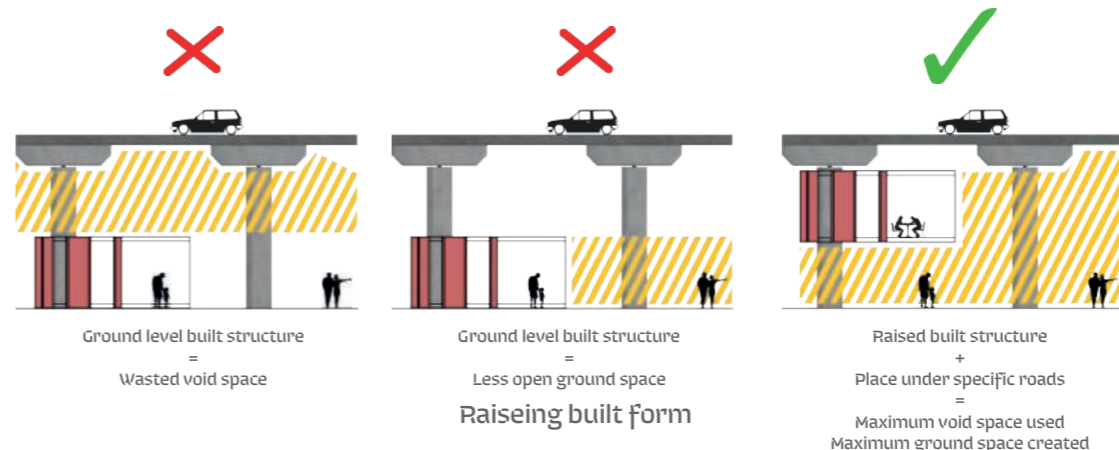
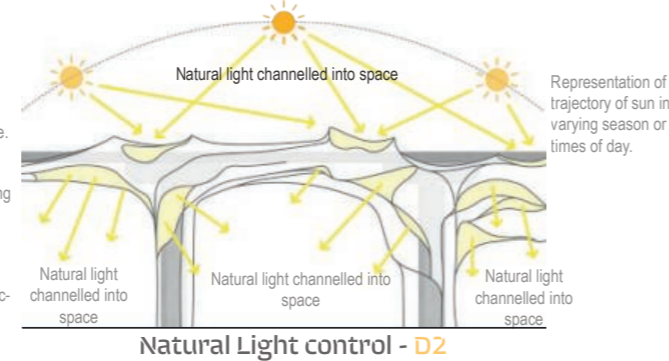
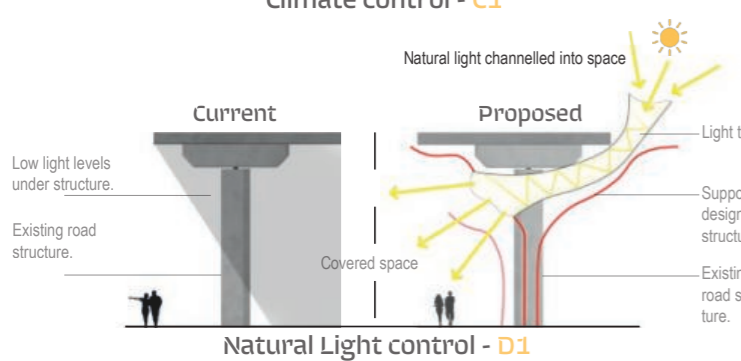
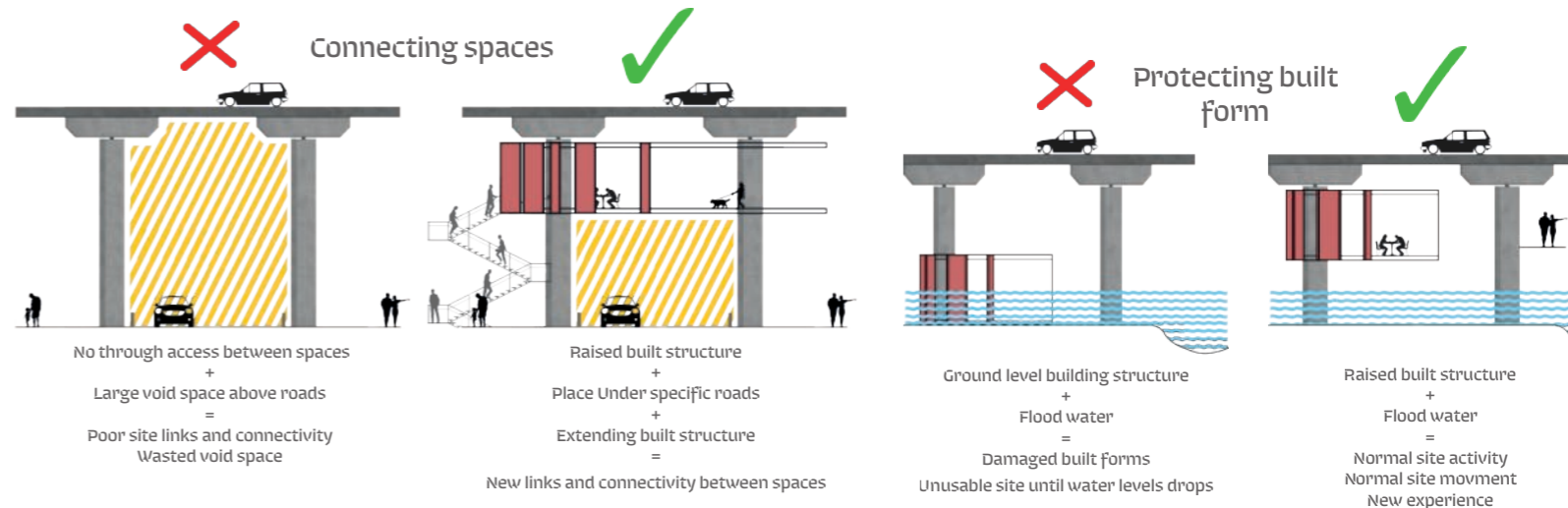
E1 - Life and the site



E2 - A controlling structure

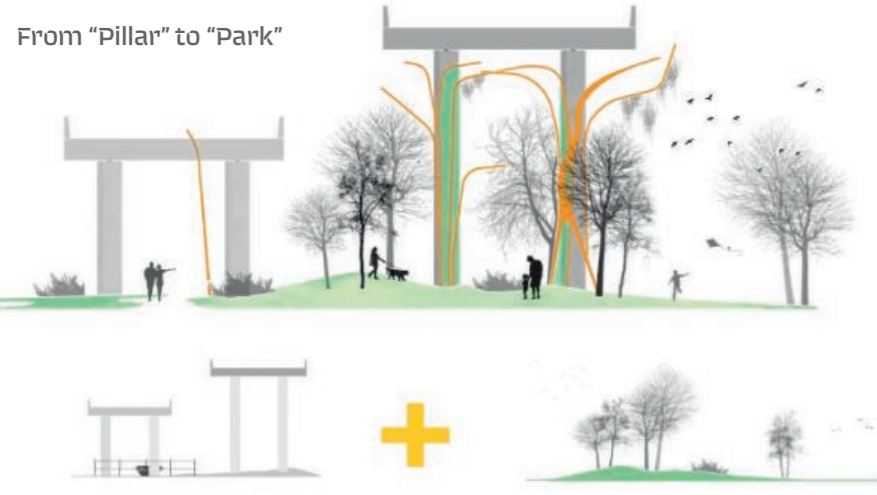


E3 - Multi-layered spaces



P3 - INTO THE DESIGN 1.1

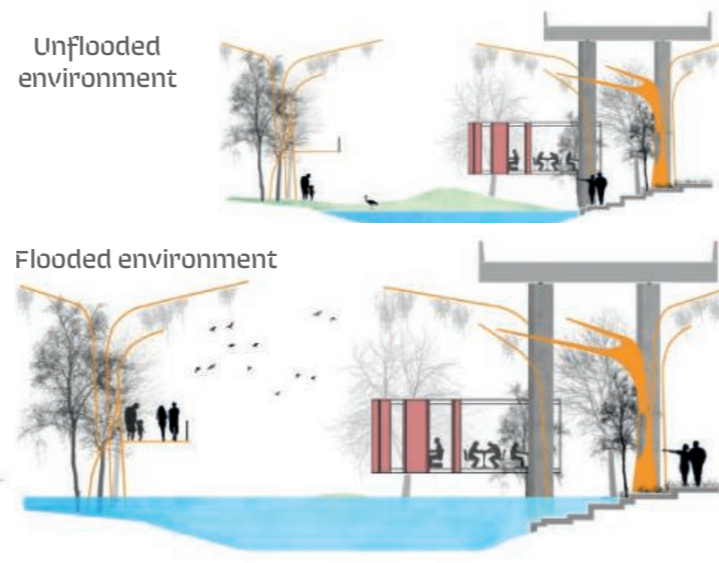
From "Pillar" to "Park"



E4.1- Introducing nature

Unflooded environment

Flooded environment



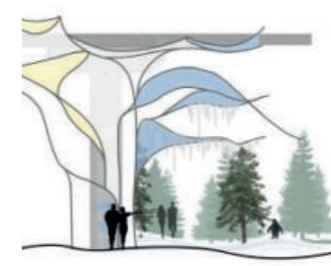
E4.2- Floodable environments



Temperate Biome
+
Uncontrolled area of solving structure
+
For the people
+
In site connectivity
=
Multi experience seasonal environment
Multi functional infrastructure
Links to further experiences



Tropical Biome
+
Controlled area of solving structure
+
For the people
+
In site connectivity
=
Multi experience controlled environment
Multi functional infrastructure
Links to further experiences



Alpine tundra Biome
+
Controlled area of solving structure
+
For the people
+
In site connectivity
=
Multi experience controlled environment,
Multi functional infrastructure,
Links to further experiences



Savannah grass land Biome
+
Controlled area of solving structure
+
For the people
+
In site connectivity
=
Multi experience controlled environment,
Multi functional infrastructure,
Links to further experiences

E4.3- Diversifying nature

COMBINING ELEMENTS

