

CARTOGRAFIA URBANA

Mutaciones y Densidad



DESCONSTRUCCION

ESTRUCTURA

La **desconstrucción** es una forma de *análisis textual* aplicada no sólo a la literatura y la filosofía, sino también a la historia, la antropología, el psicoanálisis, la lingüística y la teología. La obra de Derrida se centra en la 'gramatología', en el lenguaje, en la construcción del texto, en el valor filosófico y social del lenguaje.

LENGUAJE

El artífice de los textos, el creador, el narrador, no es un ser abstracto, desubicado de un contexto, insensible a su tiempo.

TEXTO

A partir de la concepción '**deconstructiva**', se analiza los planos semánticos de expresión textual del pensamiento y busca las huellas, los significados ausentes, los contextos.

LINGUISTICA

Lógica Paradójica / Esta noción supone una deliberada contradicción en los términos, puesto que la lógica se define como aquello que no contraviene las 'leyes' del pensamiento. Sin embargo, la esencia de la estrategia deconstructiva es la demostración de la **autocontradicción textual**.

FILOSOFIA

SIGNIFICADO

SIGNIFICANTE

Difiere de la técnica filosófica establecida para detectar los errores lógicos en la argumentación de un oponente en que las contradicciones puestas de manifiesto revelan una incompatibilidad subyacente entre lo que el escritor cree argumentar y lo que el texto dice realmente. **Este divorcio entre la intención del autor y el significado del texto es la clave de la desconstrucción.**

DESCONSTRUCCION

INTERPRETACION

Da al autor un protagonismo relativo a las condiciones ambientales en las que opera, a la vez que observa que la posición de los lectores no es única y también está envuelta en otras variables perceptivas, cambiantes con el paso del tiempo, que describen la multiplicidad interpretativa.

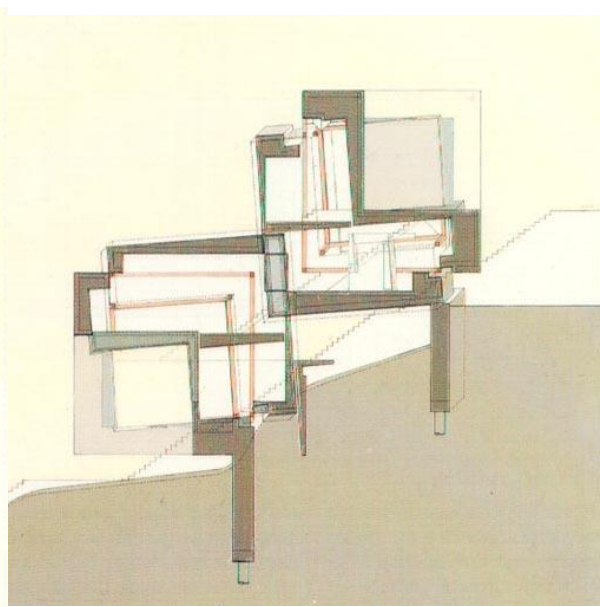
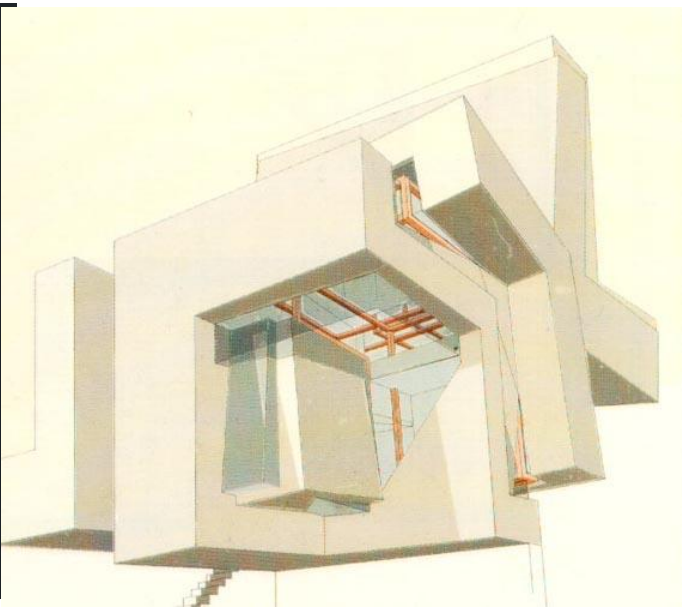
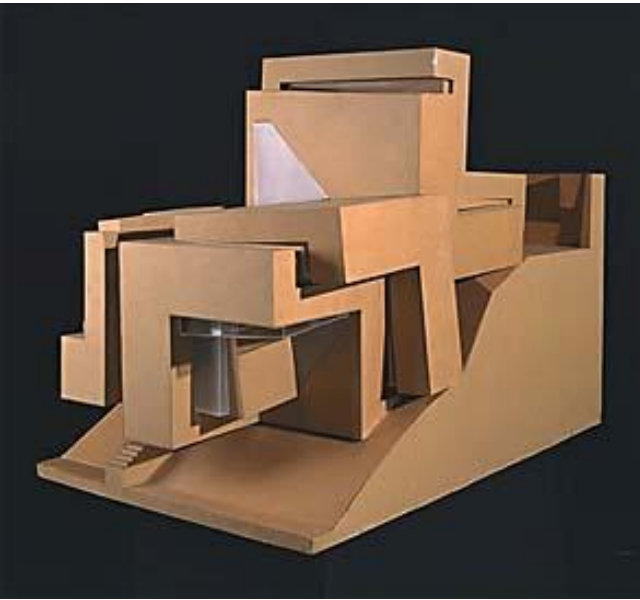
La **deconstrucción** permite romper las contradicciones entre el pensamiento filosófico y el lenguaje humano.

ESCRITURA MEMORIA

Sostiene que la escritura es una expresión instrumental de la comunicación, una extensión que memoriza la palabra.

La base de la comunicación aparece definida con propiedad en el habla y el habla es más diversa, más abierta, menos sujeta a la norma, más libre, menos coercitiva, menos metafísica.

El habla es acción, interlocución directa, comunicación, mientras que la escritura aparece como un estadio virtual de representación, como una expresión ideológica determinista.



SCALING
como **CARTOGRAFIA SUBJETIVA**

TACTICA DECONSTRUCTIVISTA

Consiste en la re-lectura a través de la fricción de la historia o de la huella expuesta un tipo de discursos que permita

HISTORIA
huella

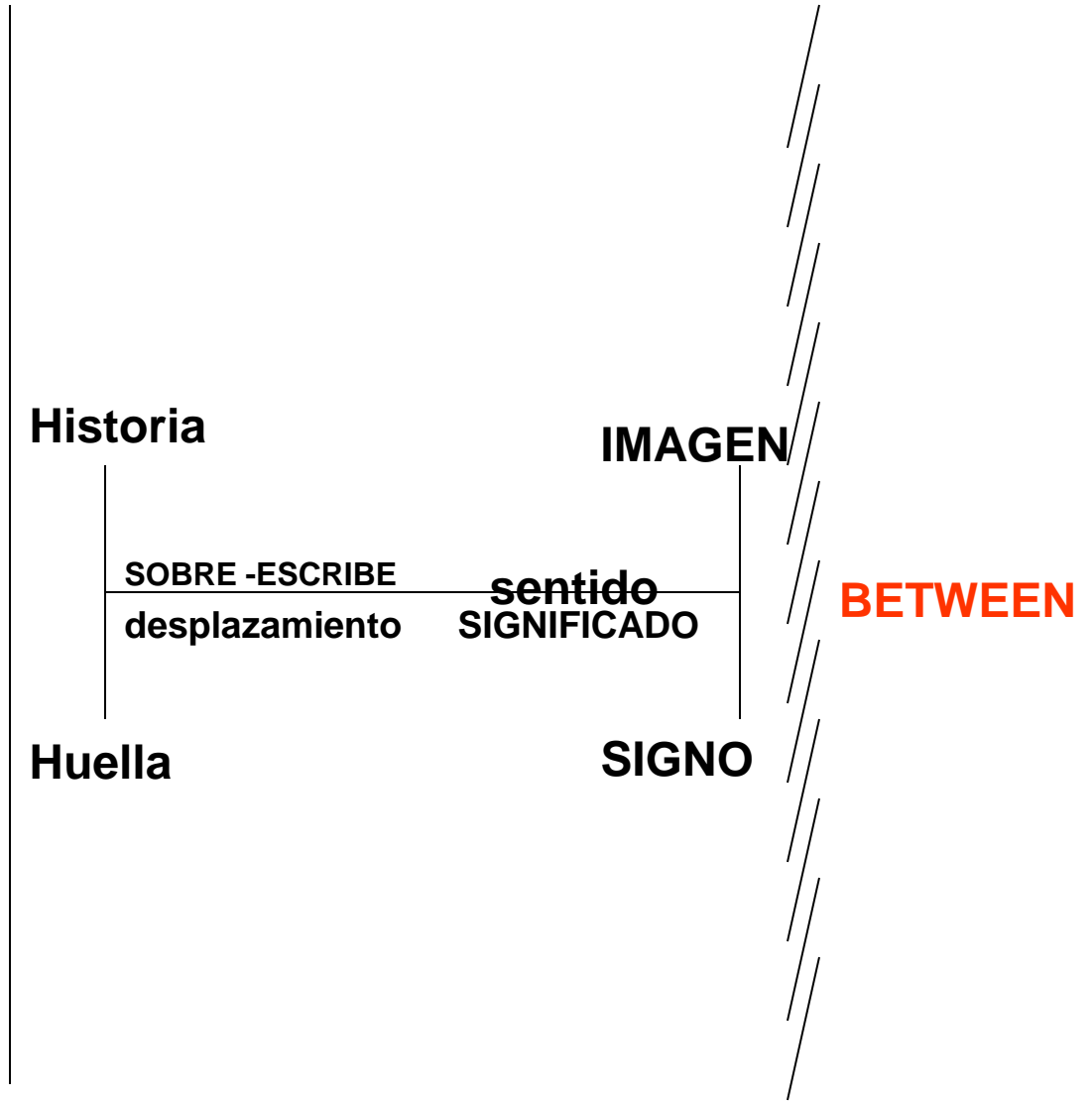
dislocación

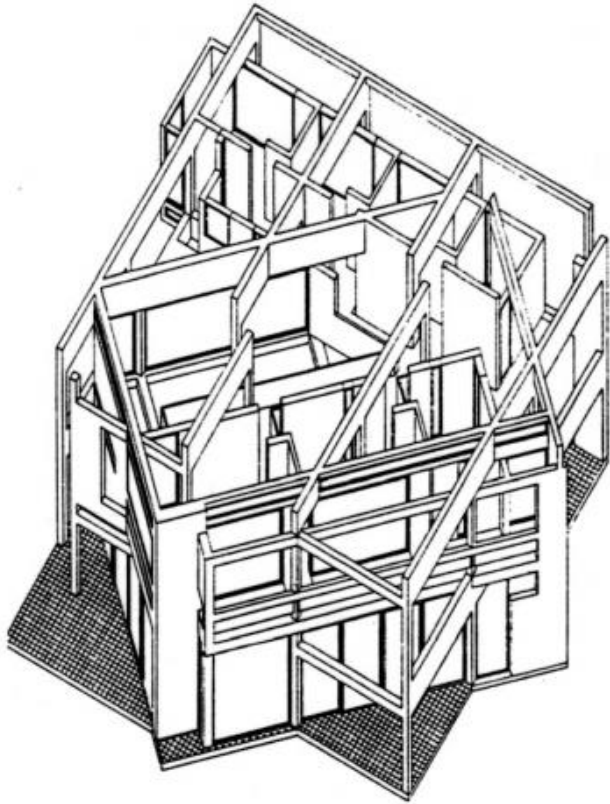


ESCRITURA
Espacio de **FRICCION**

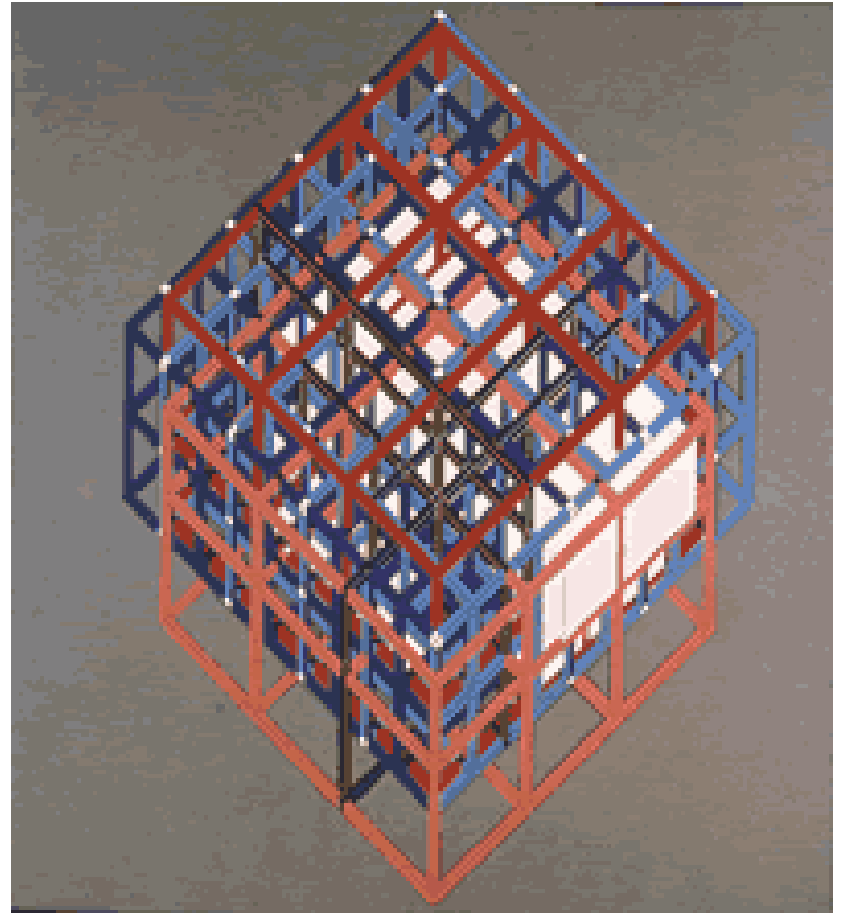
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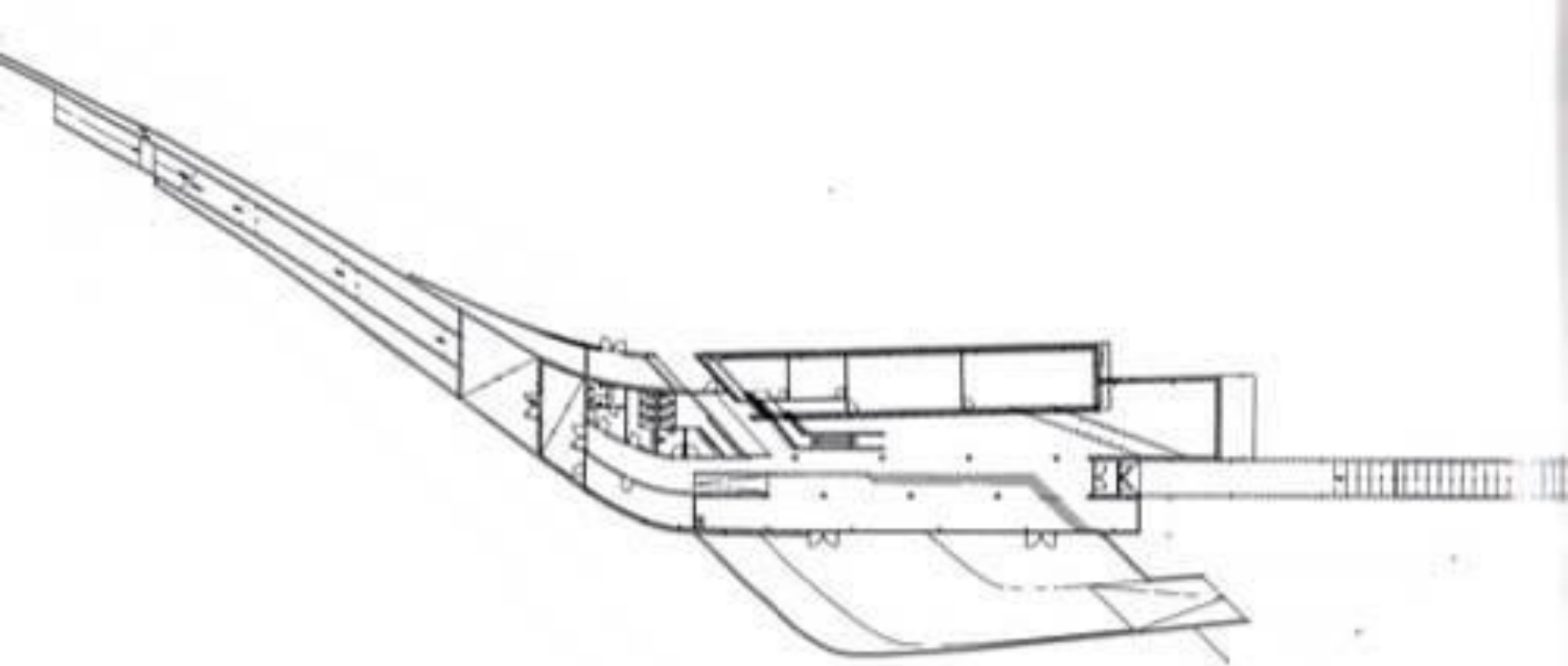
Operación Material
DISLOCACION





1(c). House III, 1970

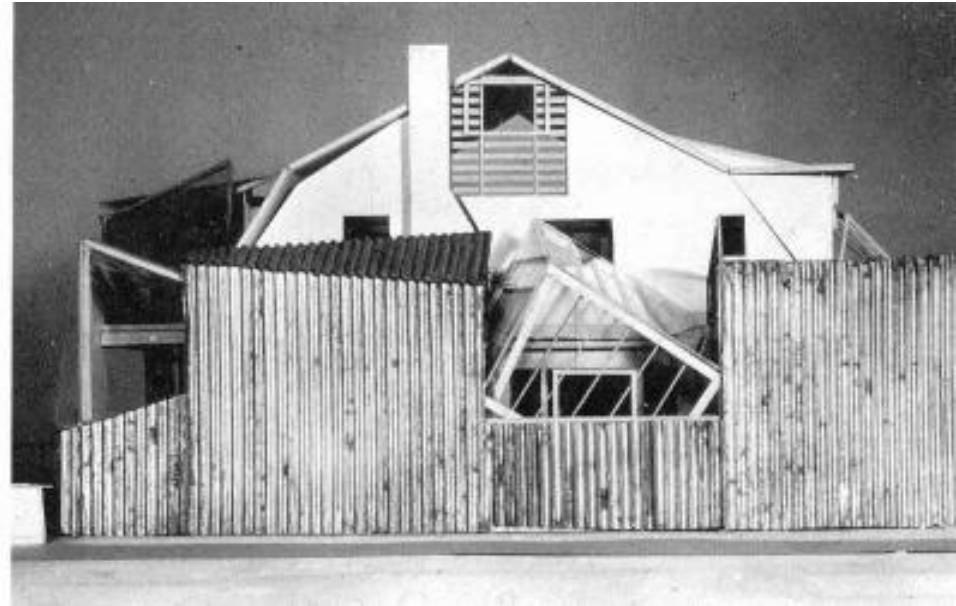




ZAHA HADID



ZAHA HADID



FRANK GERHY



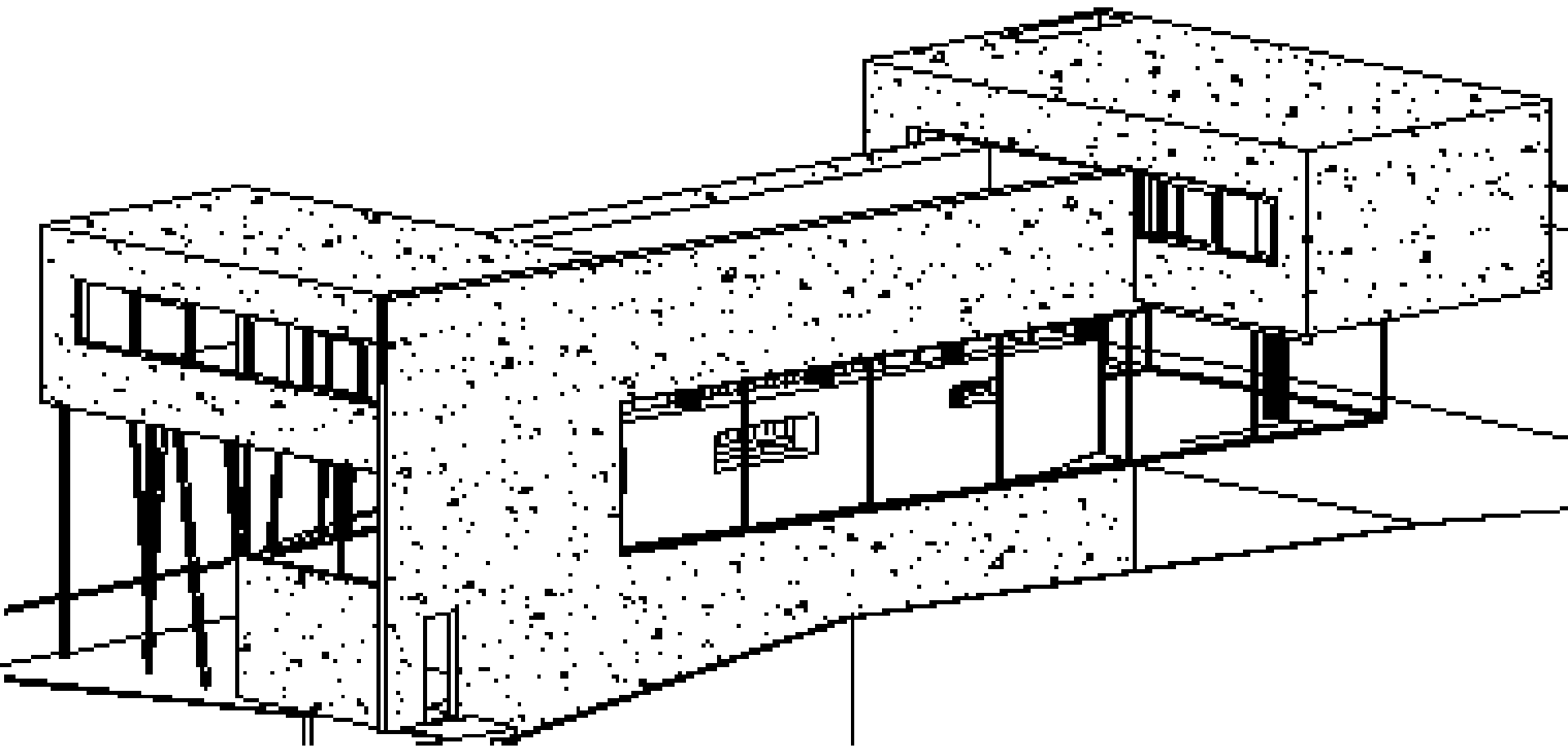
FRANK GERHY



FRANK GERHY



FRANK GERHY



REM KOOLHAAS



REM KOOLHAAS



REM KOOLHAAS

ARQUITECTURA

TEXTO INTERPRETATIVO

ARQUITECTURA

TEXTO INTERPRETATIVO

OBJETO

NARRACION SIMBOLICA
ya no sobre un signo

CIUDAD

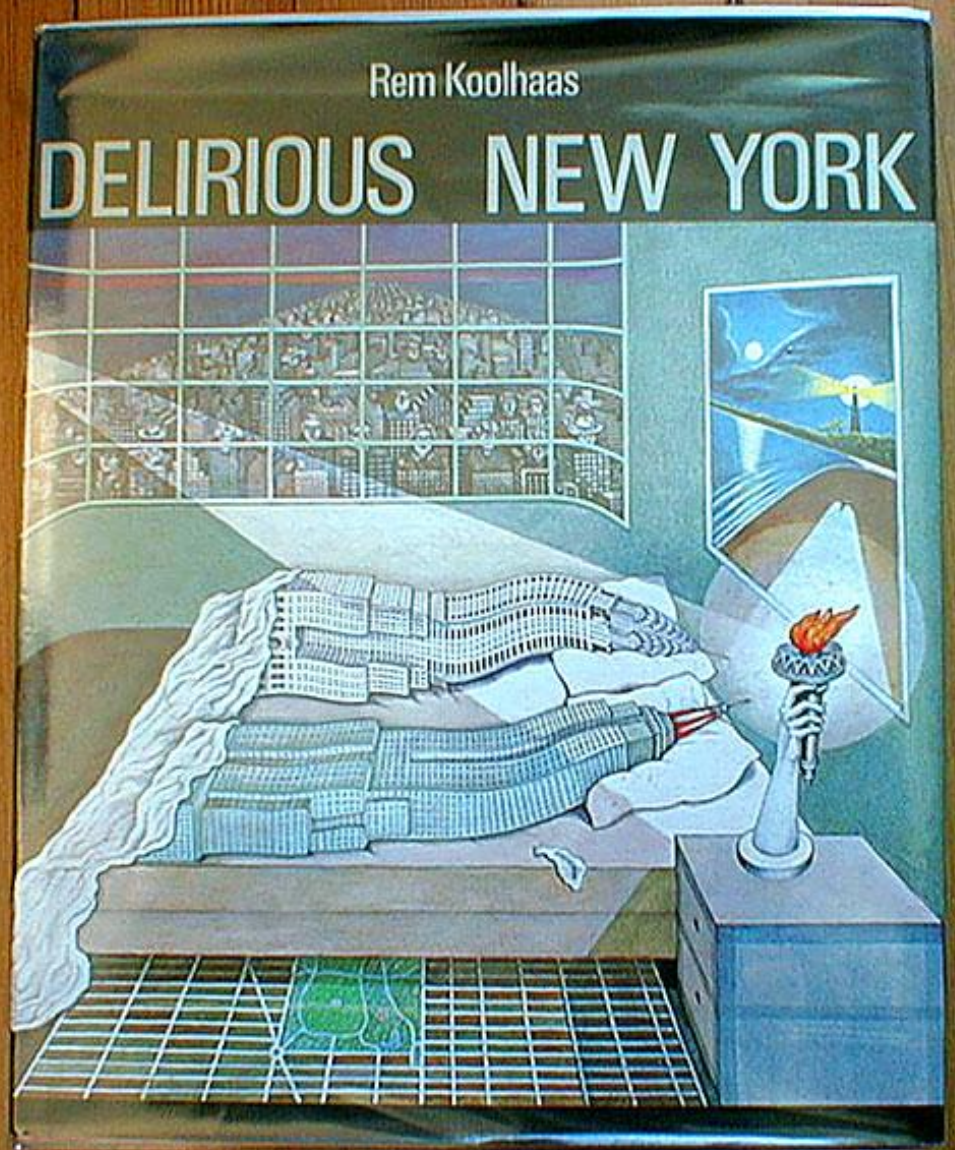
Distintas Temporalidades /

El tejido humano es aprehensible al espacio
Superposicion y estratos / Capas e hibridaciones

COLLAGE CITY



Colin Rowe and Fred Koetter





CIUDAD

Impurezas programáticas que derivan en una nueva complejidad urbana

>>> ACUMULACION DE ACONTECIMIENTOS



OMA

→ INVESTIGACION ::: ya no sobre un signo, sino sobre el eclecticismo, la densidad metropolitana y las grandes estructuras

→ INTERPRETACION ::: LA modernidad a tarves de la vulgaridad y hedonismo URBANO.

OBJETO

NARRACION CRITICA - PARANOICA
busca recomponer

CIUDAD

Densidad / uso / multiplicidad / programa

NEW YORK



NEW YORK
CIUDAD

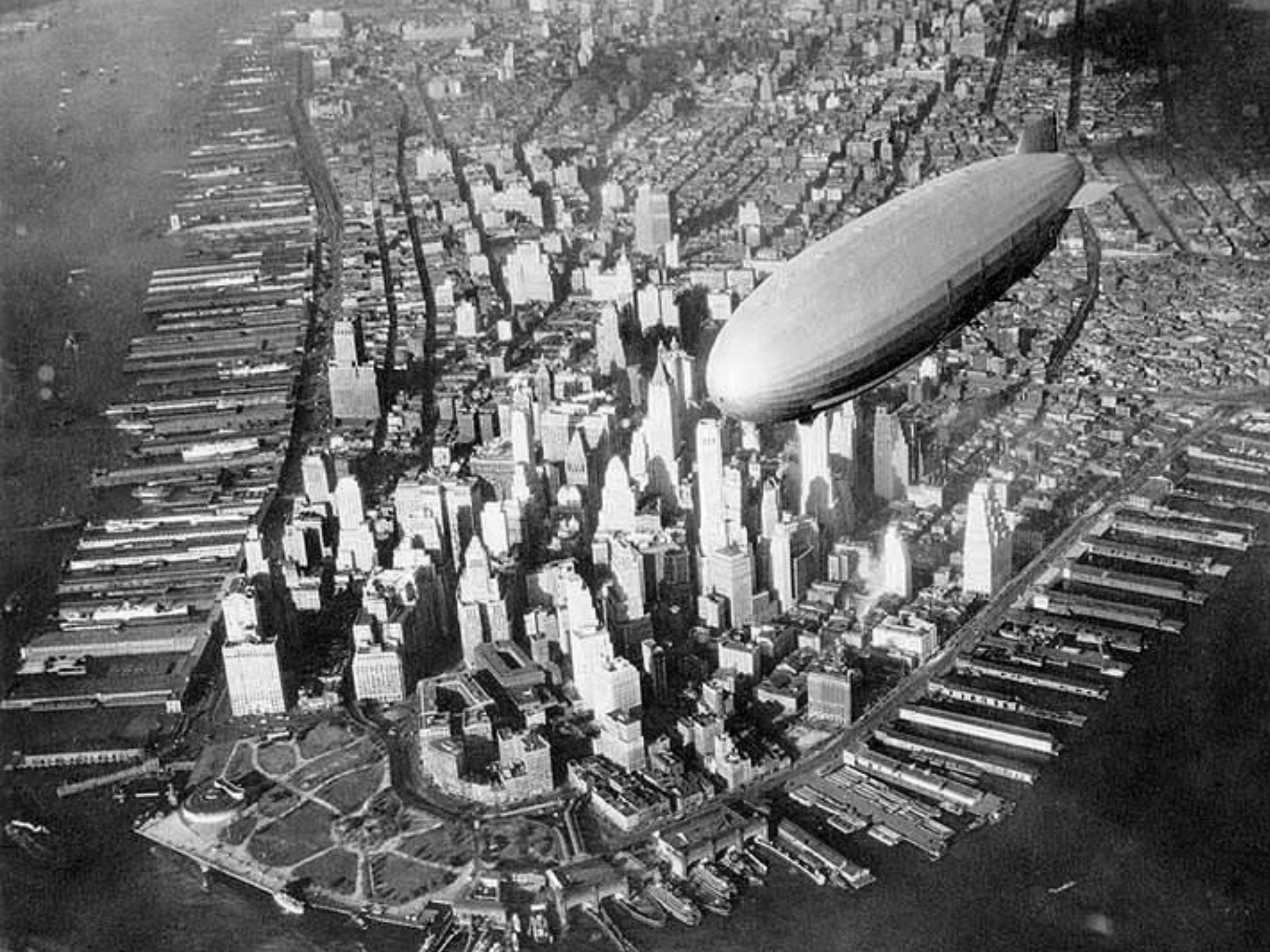
Estudio de la ciudad de New York que da cuenta de una constrccion de la ciudad de construccion espontanea superponiendo dos coordenadas

→ DENSIDAD :::

→ TECNOLOGIA :::

Manhattan se convirtio en una ciudad de experimentacion e investigacion de forma urbana
ESTUDIABA UNA FROMA DE VIDA / ers una cultura urbana sustentada en la ARQUITECTURA pero definida por la CONGESTION

MANHATTANISMO



NEW YORK
CIUDAD

Estudio de la ciudad de New York que da cuenta de una constrccion de la ciudad de construccion espontanea superponiendo dos coordenadas

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MANHATTANISMO
Cultura Proyectual

La ideologia urbanistica que ha nutrido desde su concepcion de los esplonderes la miseria de la condicion urbana HIPERDENSIDAD no pierde la fe en la cultura moderna deseable

OBJETO
DESEO

Ciudad producida

Densidad / optica/ multiplicidad / programa

CIUDAD
Cultura de masa













S,M,L,XL

O.M.A.
Rem Koolhaas
and Bruce Mau

S,M,L,XL



This massive book is a novel about architecture. Conceived by Rem Koolhaas – author of *Delirious New York* – and Bruce Mau – designer of *Zone* – as a free-fall in the space of the typographic imagination, the book's title, *Small, Medium, Large, Extra-Large*, is also its framework: projects and essays are arranged according to scale. The book combines essays, manifestoes, diaries, fairy tales, travelogues, a cycle of meditations on the contemporary city, with work produced by Koolhaas's Office for Metropolitan Architecture over the past twenty years. This accumulation of words and images illuminates the condition of architecture today – its splendors and miseries – exploring and revealing the corrosive impact of politics, context, the economy, globalization – the world.

CIUDAD

DESEO

Se genera un grado de libertad importante donde se combina la especificidad arquitectonica con la indeterminacion programatica

La formalizacion consistira en un sistema de capas programaticas superpuestas





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PLANTA



TERRITORIO

El emplazamiento en su totalidad se convertira en un campo informatico dividido por fronteras invisibles en el cual cada visitante podra establecer su propia trayectoria

TERRITORIO

Contiene una planta fraccionada pero con un maximo de libertad sin embargo con reglas determinadas

BANDAS TEMATICAS / SISTEMAS DE ORGANIZACION

DIAGRAMAS / IDEOGRAMAS

PAISAJE NATURAL / FRAGMENTOS DE HISTORIAS

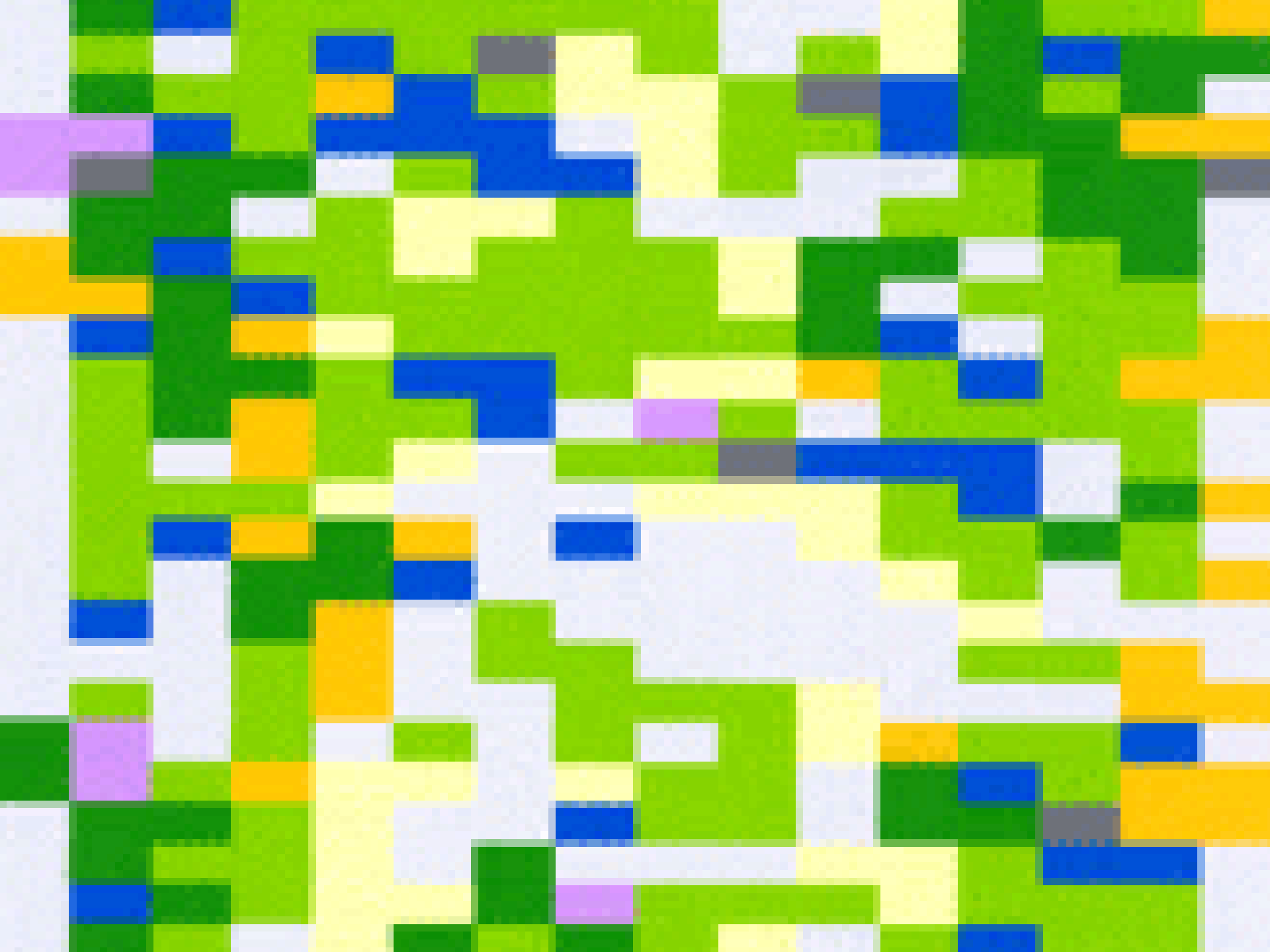
**ANALISIS
TOPOGRAFICO**

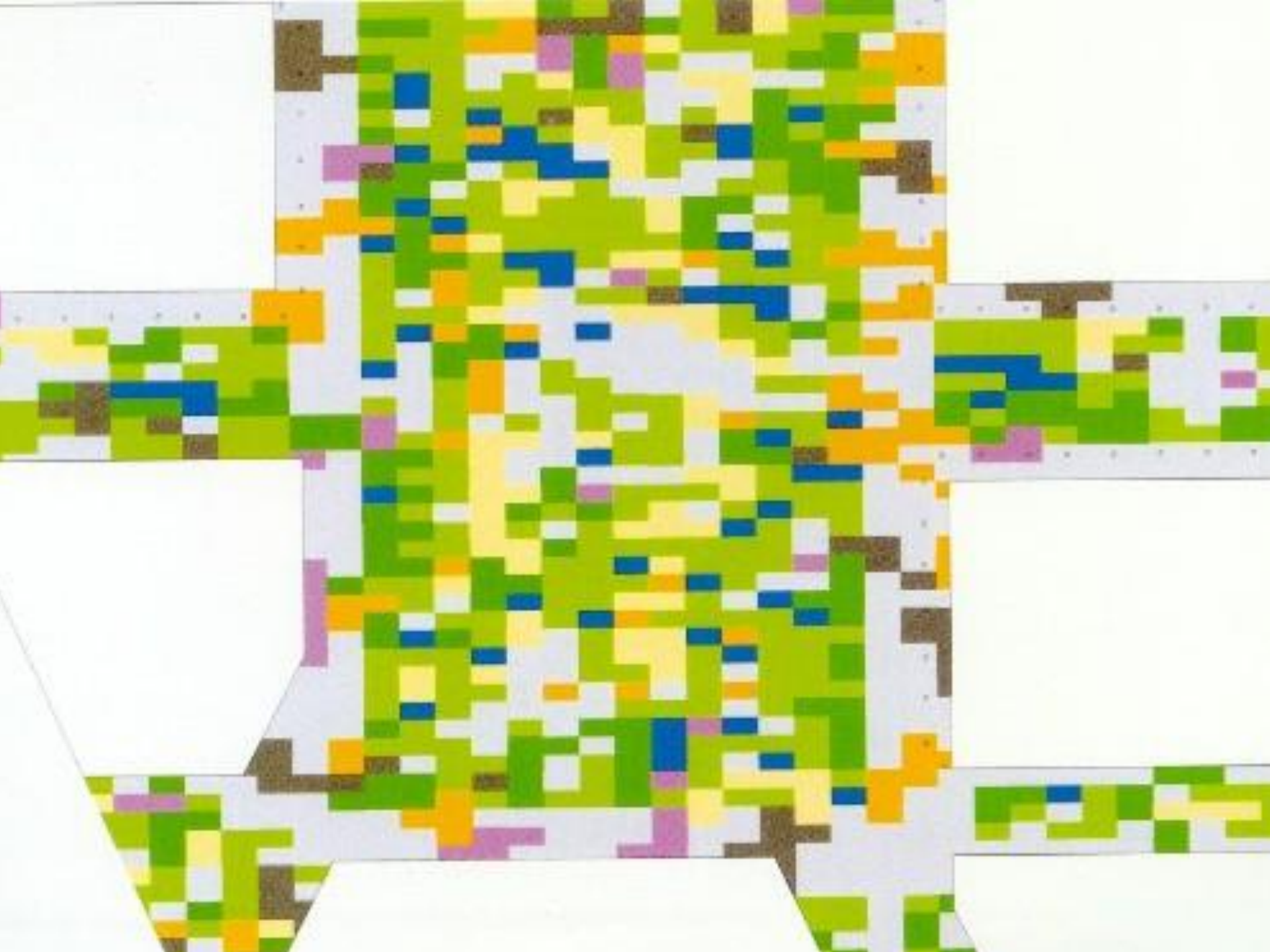


ORGANIZACION MATERIAL

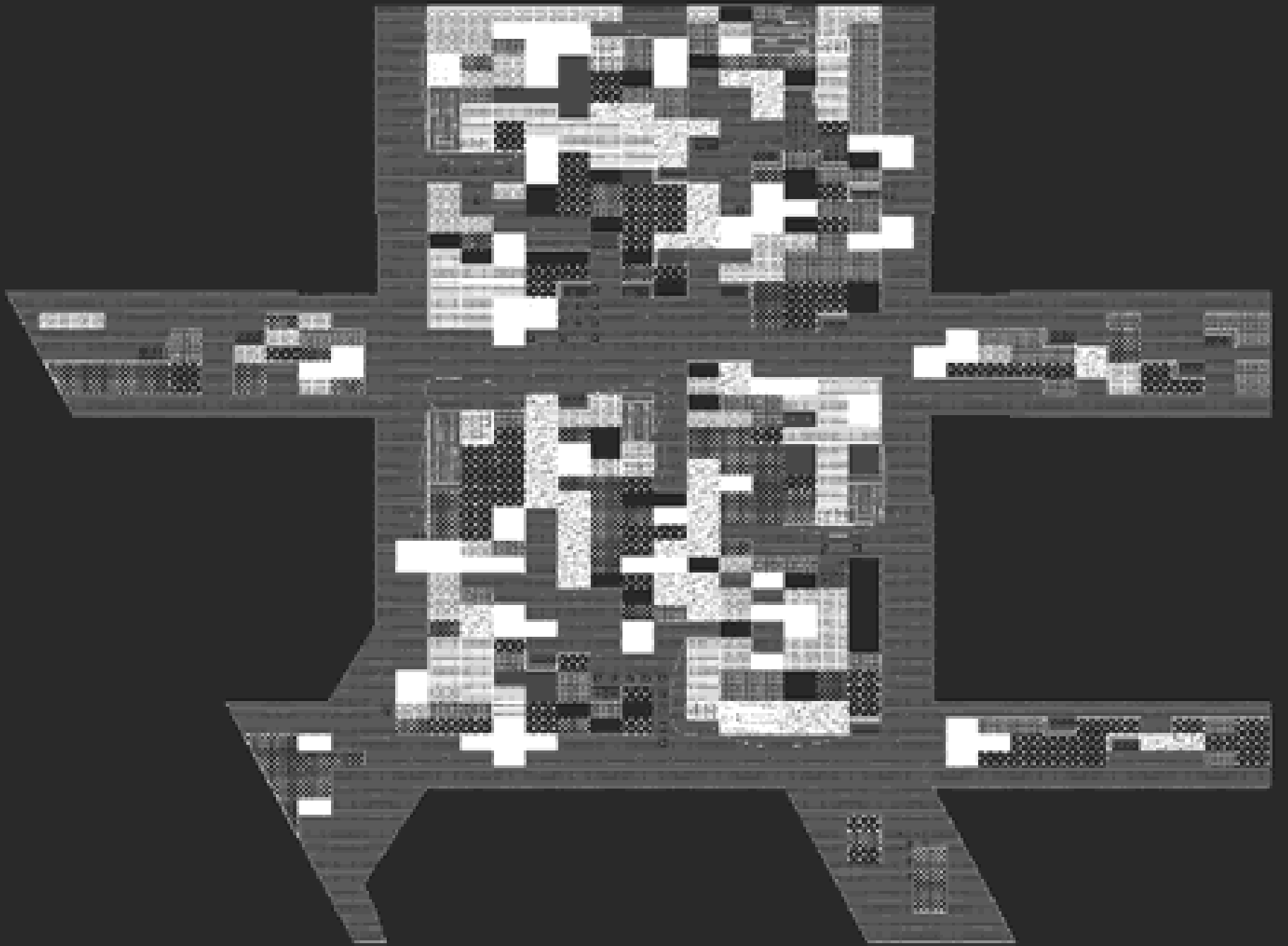
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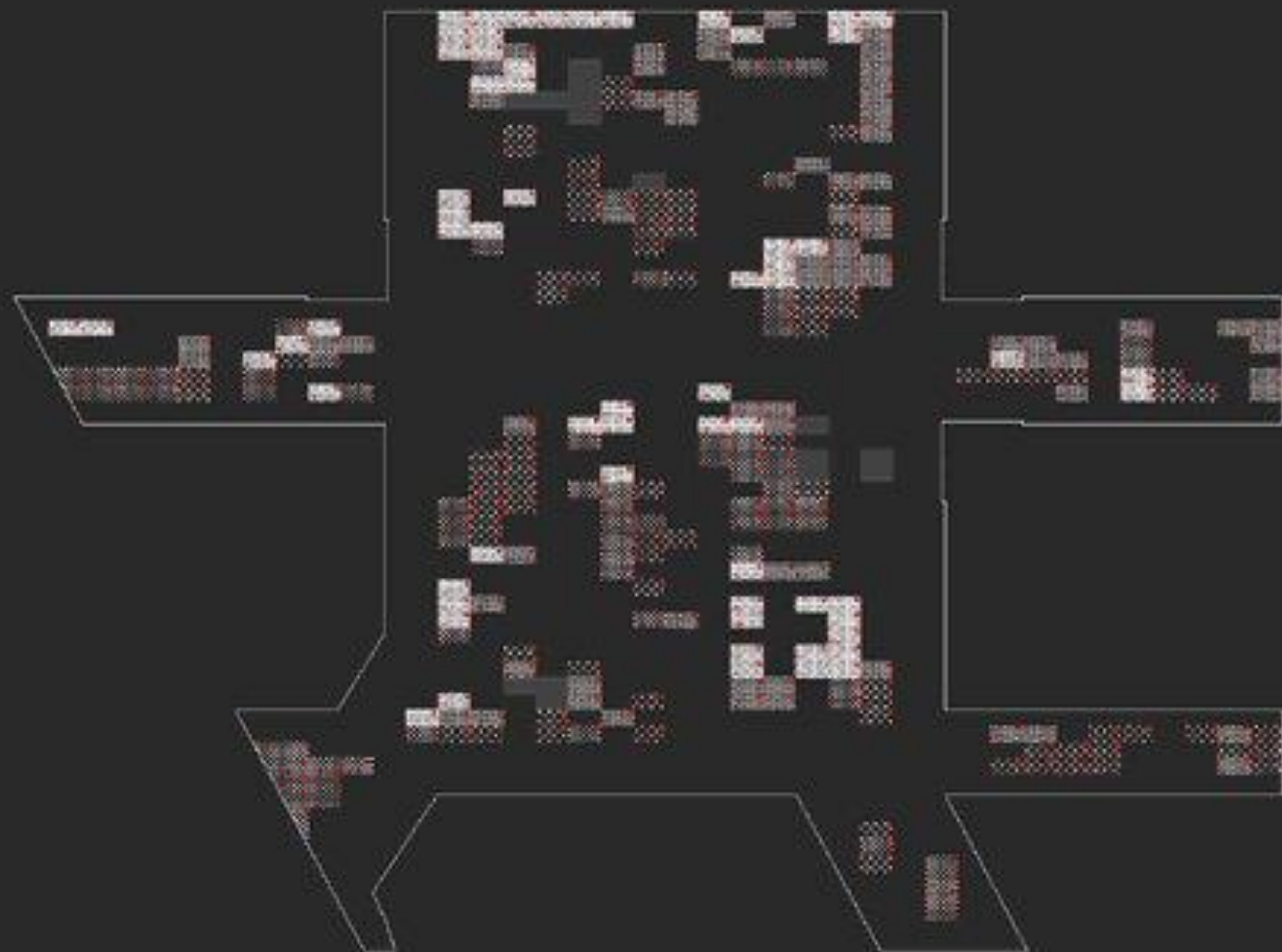














Full View



Front View



Anterior Aspect



Anterior View



Full View



Superior View



Anterior View



Medial View



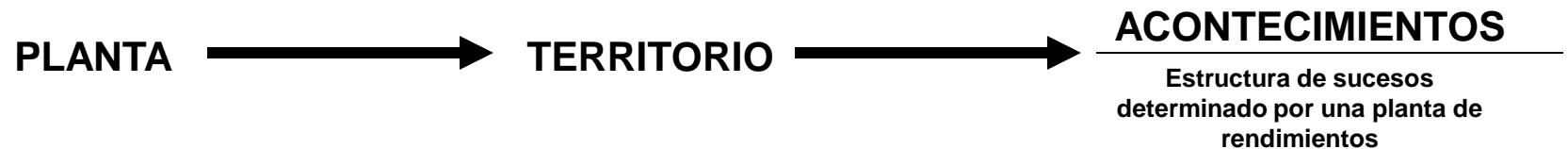


CIUDAD

TOPOGRAFICA

La realidad se vuelve de flujos y mutaciones, la forma se contempla ya no en un solo espacio sino en uno LISO y ESTRIADO

Regimen de acumulacion flexible y una produccion individualizada



El proyecto se vuelve una **logica proyectual** y su linguistica es una cartografia.

CODIGOS DE DIFERENTES ENTRADAS Y UNA ABSTRACCION DE LA REALIDAD

TERRITORIO

Contiene una planta fraccionada pero con un maximo de libertad sin embargo con reglas determinadas

BANDAS TEMATICAS / SISTEMAS DE ORGANIZACION

DIAGRAMAS / IDEOGRAMAS

PAISAJE NATURAL / FRAGMENTOS DE HISTORIAS

ANALISIS TOPOGRAFICO

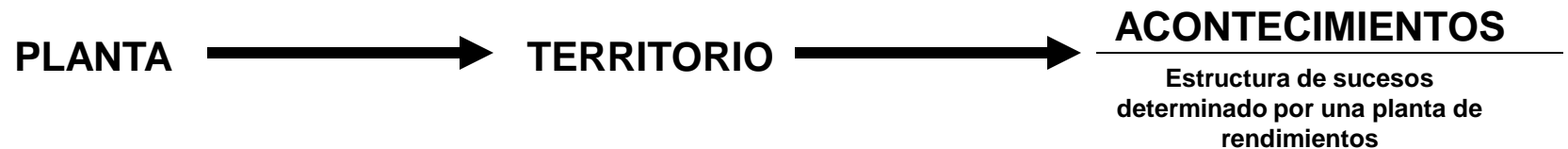
ORGANIZACION MATERIAL

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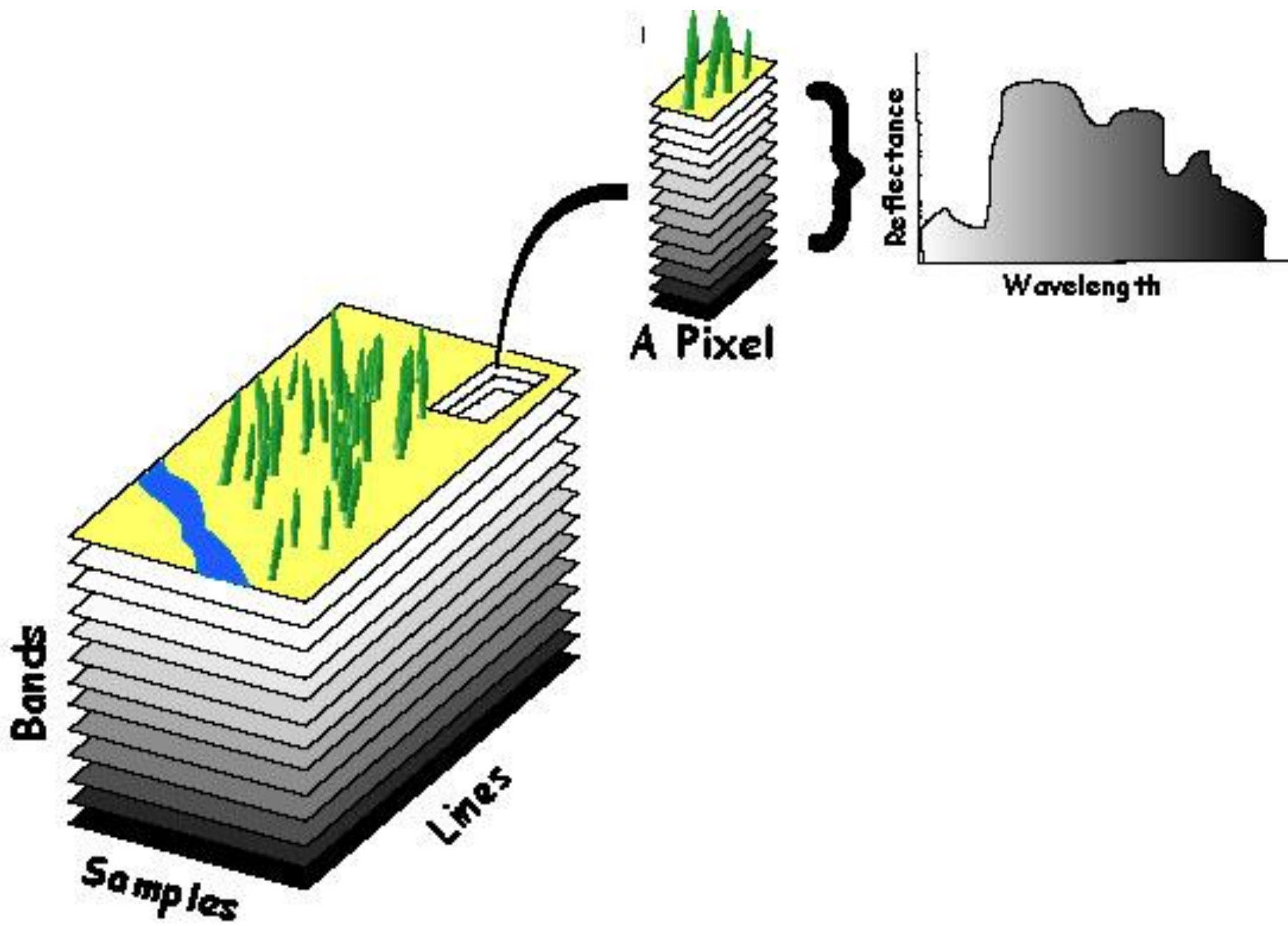
CODIGOS DE DIFERENTES ENTRADAS Y UNA ABSTRACCION DE LA REALIDAD

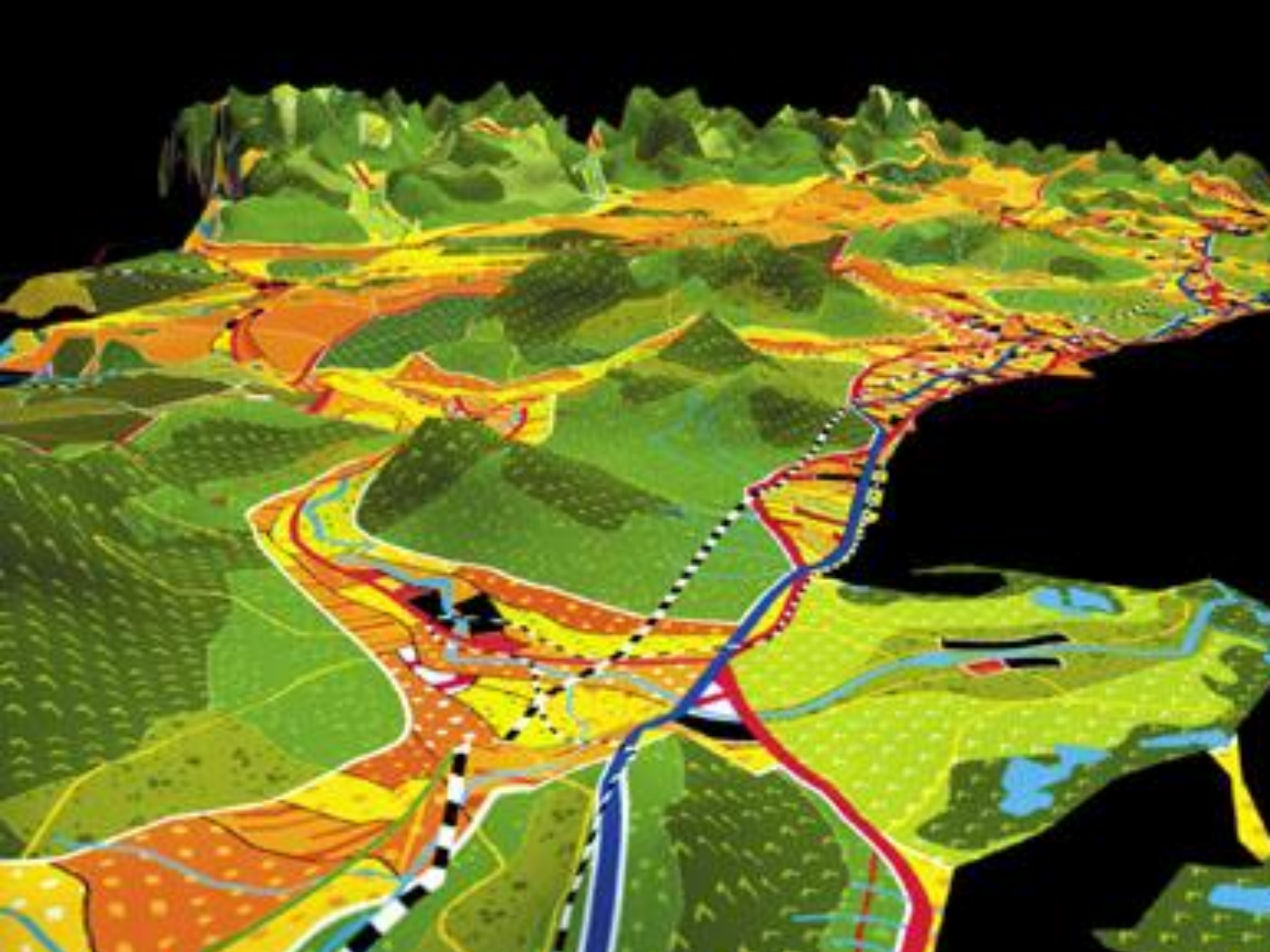
LOGICA PROYECTUAL

Es una estrategia que no vincula el fragmento como ensamblaje sino que estratifica ese fragmento y lo convierte en un DATO / META SCAPE capaz de operativizar la experiencia y realidad.

DISPOSITIVO ————— **MAQUINA**

TERRITORIO / INFRAESTRUCTURA
ORGANIZACION MATERIAL / SEGUNDA NATURALEZA





Operative tools - Process

HI-CAT
Scenarios
TERRITORIAL THEMES OF
THE CATALUNYA PROJECT

ANALYSIS
MAPS OF SPATIALLY
ACTUAL DEVELOPMENTS
AND TERRITORIAL EVENTS

SPORT

**OPERATIVE
MATRIX**
TERRITORIES
VISIONS
LOCATIONS
SPORT STRATEGIES

MODELS

TERRITORIES
10 CHARACTERISTIC AREAS
OF CATALUNYA TERRITORY

ACTIONS

I D E A S
SPORTCITY

**LOCAL
STRATEGIES**
TERRITORIAL OBJECTS
FOR SPECIFIC AREAS

PROJECTS
ARCHITECTURAL
PROPOSITIONS

- 01_ACTIVATED HISTORIC CENTERS
- 02_TERRITORIAL EXPANSION
- 03_ATTITUDE AND RENEWALS
- 04_INDUSTRIAL PARKS
- 05_NEW NON-HISTORIC CENTERS
- 06_NEW ENVIRONMENTAL PORTS
- 07_COSTA AND CONTRASTS
- 08_INFRASTRUCTURE
- 09_COAST INTERIOR
- 10_PROGRAMATIC MOVEMENT
- 11_POPULATION FLOWS
- 12_CENTER TIME
- 13_LANDSCAPE OF KNOWLEDGE
- 14_CULTURAL CIRCUITS
- 15_NETWORK LIVING
- 16_TERRITORYAL INTERCHANGES
- 17_MULTISCALE MOBILITY
- 18_INTERMEDIATE TOWNS
- 19_WATER FLOWS
- 20_OPERATIVE RIVERS
- 21_NETWORK OF OPERATIVE
- 22_GOODS, WASTE AND RECYCLING
- 23_ENERGY

+



+

SPORT →

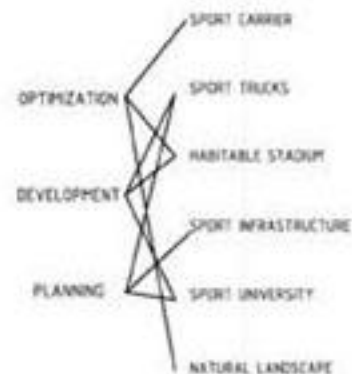


- SOCIAL
- ECONOMY
- ECOLOGY
- FIGHT

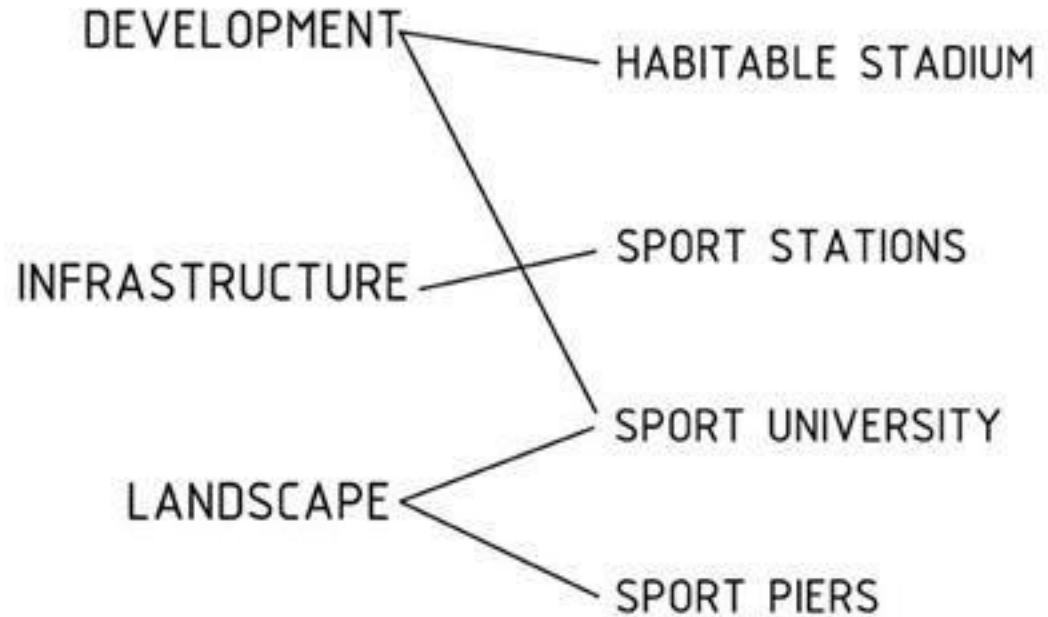
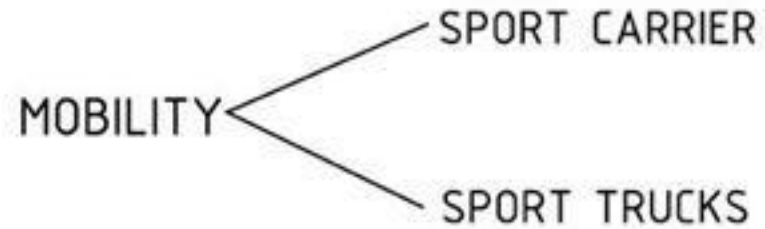
- COSTA
- INTERIOR
- MOUNTAIN

- DESIGNATE THE COAST
- FREE SPACES IN HISTORIC CENTERS
- USE THE INFRASTRUCTURES
- RELATE PENDRONS
- POTENTIATE SMALL TOWNS

- 10 PUBLIC INFRASTRUCTURE (TEMPORARY STRUCTURE)
- 11 LANDSCAPE UNIT
- 12 SPORT PARKING
- 13 SPORT HOUSE
- 14 SPORT TRUCKS
- 15 SPORT STAIRS
- 16 SPORT HOUSES
- 17 SPORT HALL
- 18 LINE STADIUM
- 19 SPORT HOUSES
- 20 SPORT CANOES
- 21 SPORT HARBOUR
- 22 SPORT TOWNS
- 23 SPORT CANALS
- 24 SPORT STRUCTURE
- 25 SPORT ENERGY UNITS
- 26 SPORT STADIUM
- 27 SPORT INFRASTRUCTURE
- 28 SPORT SKIN



PROJECTS
ARCHITECTURAL
PROPOSITIONS





sportcity 01

PL_REACTIVATED HISTORIC DISTRICTS

FOR THE 21ST CENTURY OFFERS ALTERNATIVE VIEWS
PL_TERRITORIAL EXPANSION

FOR NEW MODELS OF URBAN GROWTH BY BRINGING NEW
PARTS OF THE METROPOLIS INTO URBAN SPREAD AND BRINGING
PL_INTELLECTUAL AND RECREATION

FOR URBAN REGENERATION THE URBAN OFFICES IN
CENTRAL PART WITH THE URBAN PROMENADE
PL_INDUSTRIAL PARKS

FOR THE URBAN OFFICES PROVIDING THE URBAN
PRODUCTION OFFICES AND URBAN RECREATION PARKS
PL_NEW NON-HISTORIC CENTERS

FOR URBAN IN AN URBAN IN A URBAN AND
PROVIDING RECREATION OF THE URBAN TERRITORY
PART OF RECREATION AND CONSUMPTION
PL_NON-CENTRAL PORTS

IS IT POSSIBLE TO HAVE A NEW MODEL OF URBAN
SPREAD WITH THESE URBAN OFFICES IN THE URBAN

COSTA	*	*	*	*	*	*
INTERIOR	*	*	*	*	*	*
MOUNTAIN						
VISIONS						
LOCATION						
SPORT STRATEGIES						

12_LANDSCAPES OF KNOWLEDGE
 HOW CAN WE STIMULATE INTERACTION BETWEEN EDUCATION RESEARCH, WORK AND SPORT?








15_CULTURAL CIRCUITS
 CAN HERITAGE ENVIRONMENTS-MONUMENTAL OR NATURAL GENERATE NEW SPORT PROGRAMS OF HIGH-LEVEL CULTURAL AND HEALTH LEISURE?

16_NETWORK LIVING
 WHAT RESIDENTIAL AND OCCUPATION MODELS DOES VIRTUAL SPORT GENERATE?

17_HYPERVELOCITY-INTERCHANGES
 HOW CAN SPORT DEVELOP THE NEW HIGH-SPEED ECONOMIC ACCUMULATORS?

18_MULTINODAL MOBILITY
 IS IT POSSIBLE TO ENVISSAGE A NETWORK OF AIRPORTS WITH DIFFERENTIATED GLOBAL AND LOCAL SCALES IN CATALUNYA-CITY, INTERACTING WITH SPORT?

19_INTERMEDIATE TOWNS
 IN CONTRAST TO THE GREAT METROPOLITAN AGGLOMERATIONS, CAN NEW SPORT DEVELOP NEW MODELS OF NETWORKS BETWEEN INTERMEDIATE TOWNS?

COSTA	•	•	•	•	•	•
INTERIOR	•	•	•	•	•	•
MOUNTAIN	•	•	•			
VISIONS						
LOCATION						
SPORT STRATEGIES						

Can the old
historic centers
accommodate
sport?



OBJECTIVES

find spaces for sport activities
and recover dismissed parts

How can we stimulate territorial development on the basis of sport-tourism?



OBJECTIVES

complete the coastal strip
and link it to the interior towns

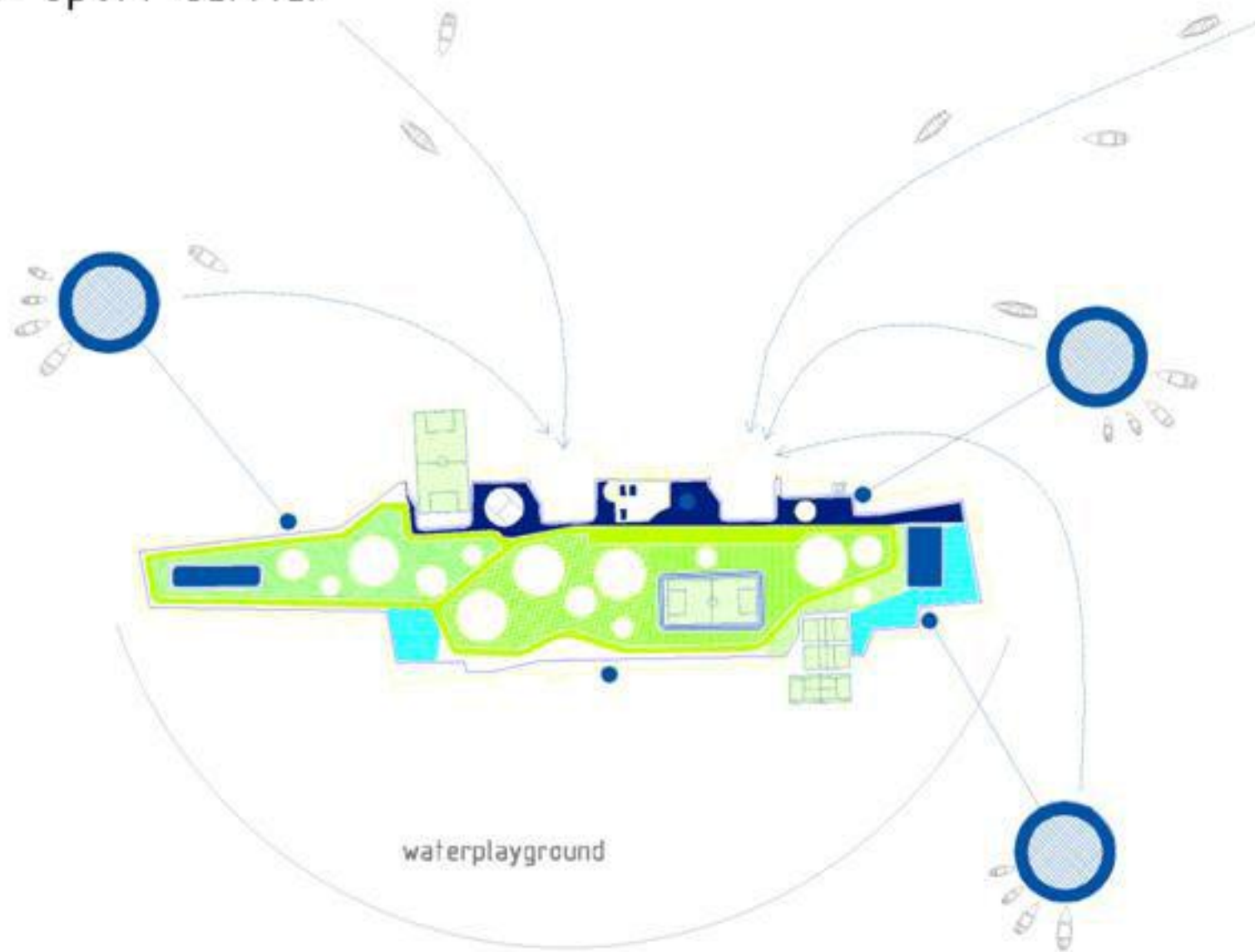
How can sport
potentiate
the extensive areas
situated to the rear
of the coastal strip?



OBJECTIVES

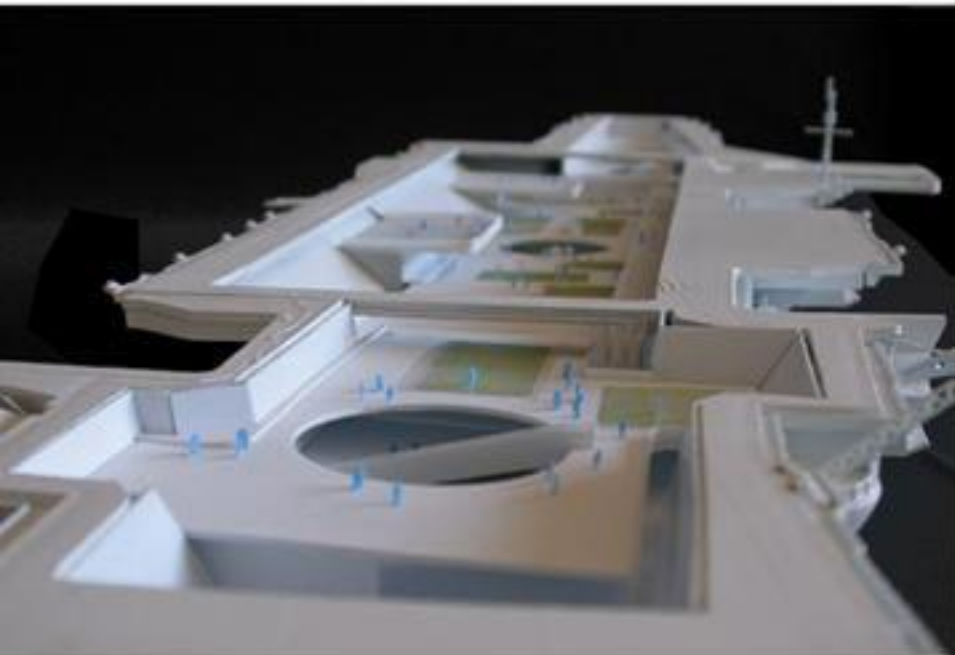
define new identities for the areas
along the infrastructures

hicat - sport carrier





sport deck



after hold area







CIUDAD

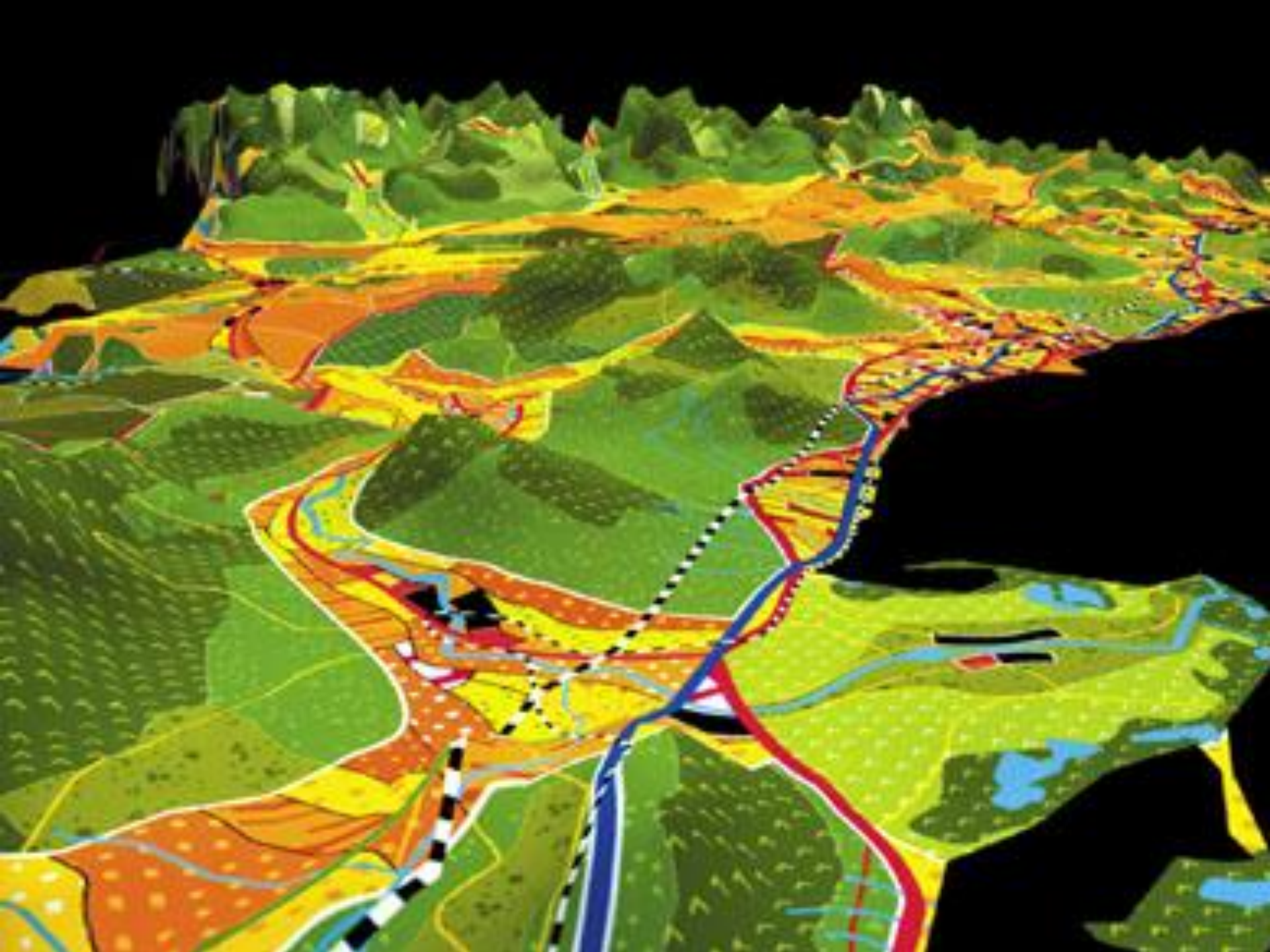
TERRITORIO

INFRAESTRUCTURA



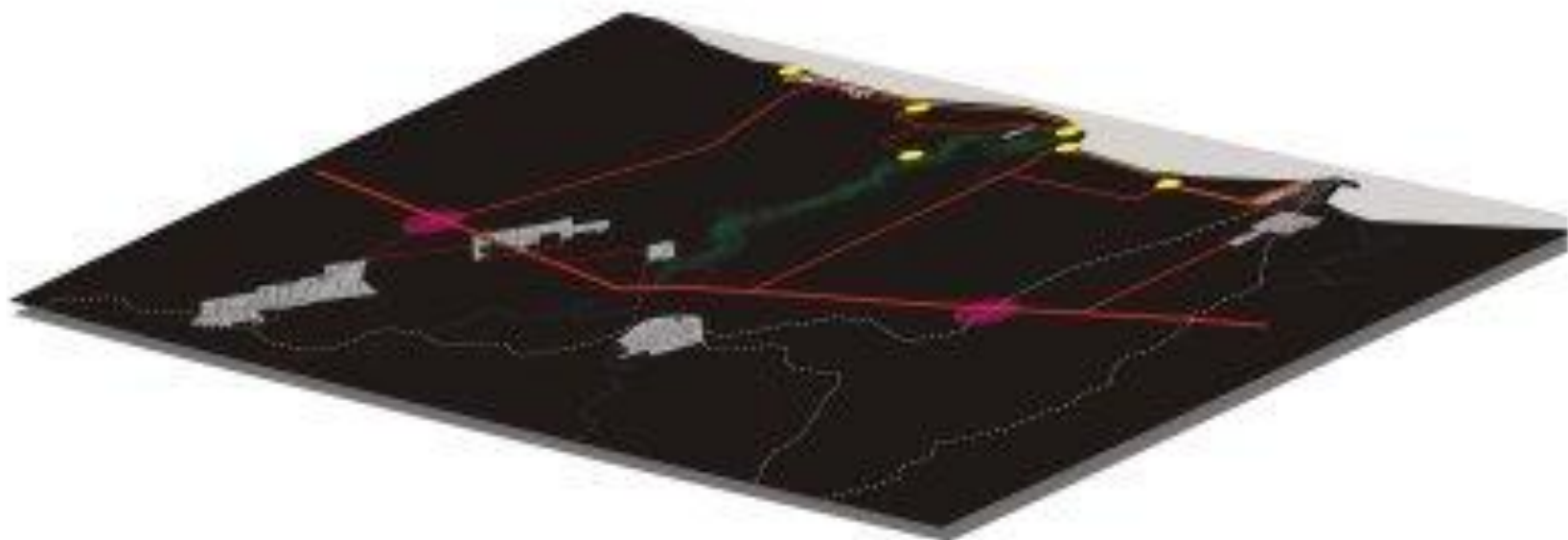
**LOGICA
PROYECTUAL**





>>> CHORA

Laboratorio de investigación arquitectural





RECURSOS
INTERNOS



RECURSOS
EXTERNOS



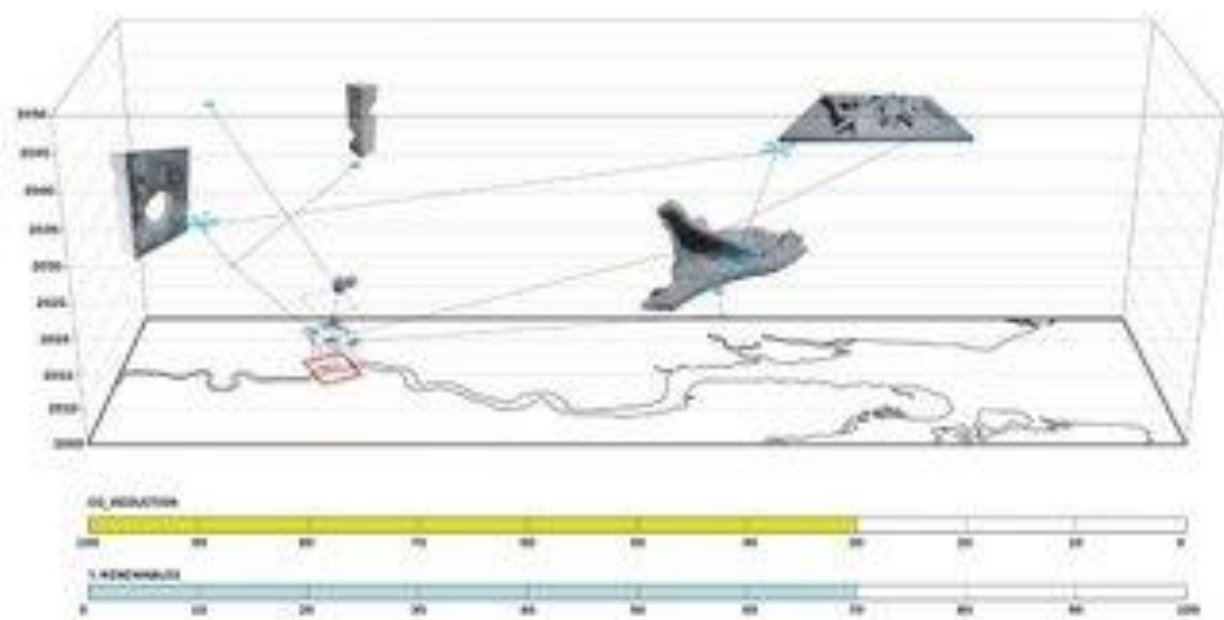
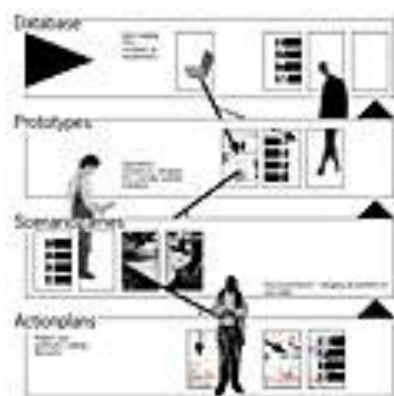
PROCESOS



CIRCUITOS

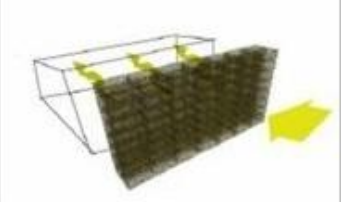


CRUCES
CONEXIONES



ROOF GARDEN **01**

A green roof is a roof of a building that is partially or completely covered with vegetation and soil, or a growing medium, planted over a waterproofing membrane. It also includes additional layers such as a root barrier and drainage and irrigation systems. Roof gardens provide good insulation that help reduce energy use, CO2 emissions and pollution in general.

TROMBE WALL **02**

Trombe wall is a sun-facing wall built from material that can act as a thermal mass, combined with an air space, insulated glazing and vents to form a large solar thermal collector. During the day, sunlight would shine through the insulated glazing and warm the surface of the thermal mass. At night, heat would escape from the thermal mass, primarily to the outside.

PERMEABLE PAVING **03**

Permeable paving allows the movement of water and air through the paving material in roads, parking lots and walkways. Their effects are important because pavements are two-thirds of the potentially impervious surface cover in urban areas. Porous pavements are potentially the most important development in urban watersheds since the invention of the automobile.

URBAN AGRICULTURE **04**

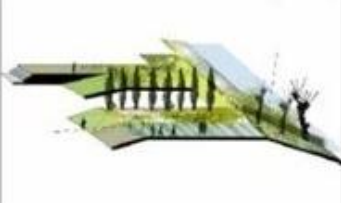
Urban agriculture is the practice of agriculture within or surrounding the boundaries of cities. The land used may be private residential land, public roadside land or over bank. Urban farming is practiced for income-earning or food-producing activities. It contributes to food security and food safety increasing the amount of food available to people living in cities, and allowing fresh vegetables and fruits to be made available to urban consumers.

WASTE MANAGEMENT **05**

Waste management is the collection, transport, processing, recycling or disposal of waste materials, usually ones produced by human activity, in an effort to reduce their effect on human health or local aesthetics or amenity. Waste management for residential and institutional waste in metropolitan areas is usually the responsibility of local government authorities, while management for commercial and industrial waste is usually the responsibility of the generator.

CROP EXPERIMENTS **11**

Crop experiments allow for developing scientific advances in agriculture. Common crop designs are compared with respect to analysis of variance, efficiency and reducing experimental errors. Treatment structures are tackled in terms of factors, factorial combinations and levels. Crop experiments will help develop cultural practices to help farmers deal with and test new generations of crops.

REED BED **12**

Reed beds are 'temporary' habitats. They are designed to optimize the microbiological, chemical and natural processes that take place in wetlands. Reed bed technology is based upon the cleansing power of the soil dwelling microbes, the physical and chemical properties of the soil, sand or gravel, and finally the plants themselves.

BIOTOPES **13**

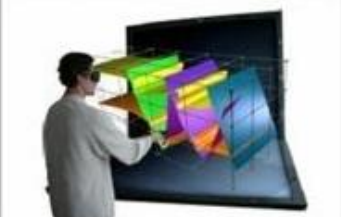
Biotope is an area of uniform environmental conditions providing living place for a specific assemblage of plants and animals. It refers to the participatory experience of preserving the ecosystem and biological diversity. In a small-scale they can refer to a neighboring park, a backyard, and even potted plants or fish tanks in the porch.

CARPOOL **14**

Carpooling is the shared use of a car, in particular for commuting to work, often by people who each have a car but travel together to save costs and in the interest of other socio-environmental benefits. Carpools save money by sharing the cost of driving one car and reduce pollution and carbon dioxide emissions thereby reducing global warming.

LEARNING FACTORY **15**

The learning factory combines adult education activities with contemporary manufacturing processes. The factory researches new technological advances for helping reduce global carbon emissions. The manufacturing of hydrogen powered engines suppose an important and necessary revolution for future technical developments.

ATMOSPHERIC ANALYSIS **21**

The system provides advanced computing and data storage systems to support large-scale, long-running simulations of the earth's climate system. It develops a cyber-infrastructure of high-performance visualization computers and shared file systems that helps scientists explore their data through interactive post-processing, analysis, and visualization.

MATERIAL RECYCLING **22**

Recycling is the reprocessing of materials into new products. Recycling prevents useful material resources being wasted, reduces the consumption of raw materials and reduces energy usage, and hence greenhouse gas emissions. Since fewer raw materials are required, recycling creates further benefits for materials where cost of the initial extraction or production is high, either economically, socially or environmentally.

GETHERMAL HEATING **23**

Geothermal heating is a method of heating and cooling a building. It takes advantage of the natural stable warmth stored in the earth. In warm climates this can be used to cool a building, and in cooler climates it can be used for warmth. Geothermal heating is one of the most efficient ways to heat a building. It requires no burning of fossil fuels at the heating site.

COGENERATION **24**

Cogeneration is the use of a heat engine or a power station to simultaneously generate both electricity and useful heat. Combined heat and power separates the byproduct heat for domestic or industrial heating purposes, either very close to the plant, or for distribution through pipes to heat local housing. Cogeneration is thermodynamically the most efficient use of fuel.

EMISSION MONITORING **25**

Emission monitoring centre provides accounting for sources and sinks of greenhouse gases associated with land use, agriculture, forestry, and industry. Outputs will better guide management of the vegetation and soils to reduce greenhouse gas emissions and increase sink enhancement programs.

BIOMASS ENERGY **06**

Biomass is the living biological material which can be used as fuel or for industrial production. Biomass is part of the carbon cycle. Carbon from the atmosphere is converted into biological matter by photosynthesis. On decay or combustion the carbon goes back into the atmosphere. This happens over a relatively short timescale and plant matter used as a fuel can be constantly replaced by planting for new growth.

RESERVOIR **07**

A reservoir is an artificial lake, used to store water for various uses. Reservoirs are made to hold water for domestic, agricultural, and industrial use, and to power machinery, such as a water mill, or to generate electricity or to store electricity. Other uses include holding fish and leisure uses, such as sailing, fishing, or water skiing.

LEARNING CENTRE **08**

The learning centre is a dedicated facility that promotes culture through education to youth and families. It comprises a library, a learning facility and information resources with access to extensive reference and information sources.

PUBLIC EVENT **09**

Public events represent an important activity for cultural and social engagement. Festivals are held as important events for the society, usually staged by a local community, which centers on some unique aspect of that community. Large public events with participatory and interactive methods can be staged to generate social climate change awareness.

SCIENTIFIC EXPERIMENTS **10**

A scientific experiment is a set of actions and observations, performed in the context of solving a particular problem or question, to support or falsify a hypothesis or research concerning phenomena. Climate change experiments are a cornerstone in the empirical approach to acquiring deeper knowledge about the physical consequences of human activity in nature.

SOLAR ENERGY **16**

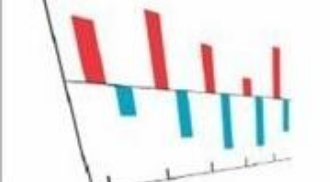
Photovoltaics are a solar power technology that uses solar cells or solar photovoltaic arrays to convert energy from the sun into electricity. Solar cells produce direct current electricity from the sun's rays, which can be used to power equipment or to recharge a battery. Solar power does not lead to any harmful emissions during operation.

NEW MATERIALS **17**

Intelligent materials are products which are smart by design and can improve the environment. A varied list of benefits includes pollution reduction, water purification, solar radiation control, natural ventilation, and power generation. Ultra-performing materials are those which are stronger, lighter, more durable and more flexible than conventional ones.

ENERGY PERFORMANCE **18**

The objective of the assessment is to conceptualise and develop a method for assessing the energy performance of dwellings on a European level, to establish appropriate strategies and to provide policy makers on national and local level with information on a policy framework.

CARBON BROKERING CENTRE **19**

The Carbon Brokering Centre links the site to the global trading system. It buys and sells carbon credit on the carbon stock exchange. As the city's stakeholders collectively reduce their CO2 emissions the carbon brokers can trade the excess credit in return for revenue for the project, to be invested in infrastructure or pay dividends to stakeholders.

SCENARIO GAMES **20**

Scenario games are prototypes of sustained cooperation between different stakeholders. They enable stakeholders to simulate and test the conditions for a prototype.

SOLAR/BIOMASS/WIND TOWER **26**

Solar/Biomass/Wind towers generate energy by combining solar and wind forces through the aerodynamics of its form.

TURBINE PROTOTYPE **27**

This recently developed power generating turbine is able to operate in complete silence.

CLIMATE MODELLING **28**

Climate models use quantitative methods to simulate the interactions of the atmosphere, oceans, land surface, and ice. They are used for the study of the dynamics of the weather and climate system and for projections of future climate. Climate models also relate temperature to emissions of carbon dioxide.

WIND SCRUBBER **29**

This technology filters CO2 from the atmosphere by oxidizing it to combine with a hydroxide solution. The system processes large volumes of air with low CO2 concentrations, meaning that it does not need to be located near the source of the emissions. The aim is to produce sodium carbonate, which can then be liquefied for permanent storage.

RESEARCH LABORATORY **30**

The Research Laboratory controls the way the area evolves. It monitors the way new prototypes are developed on site and acts as a regulatory body for future implementations.