

Fragmentation, project's birth

"Fragment

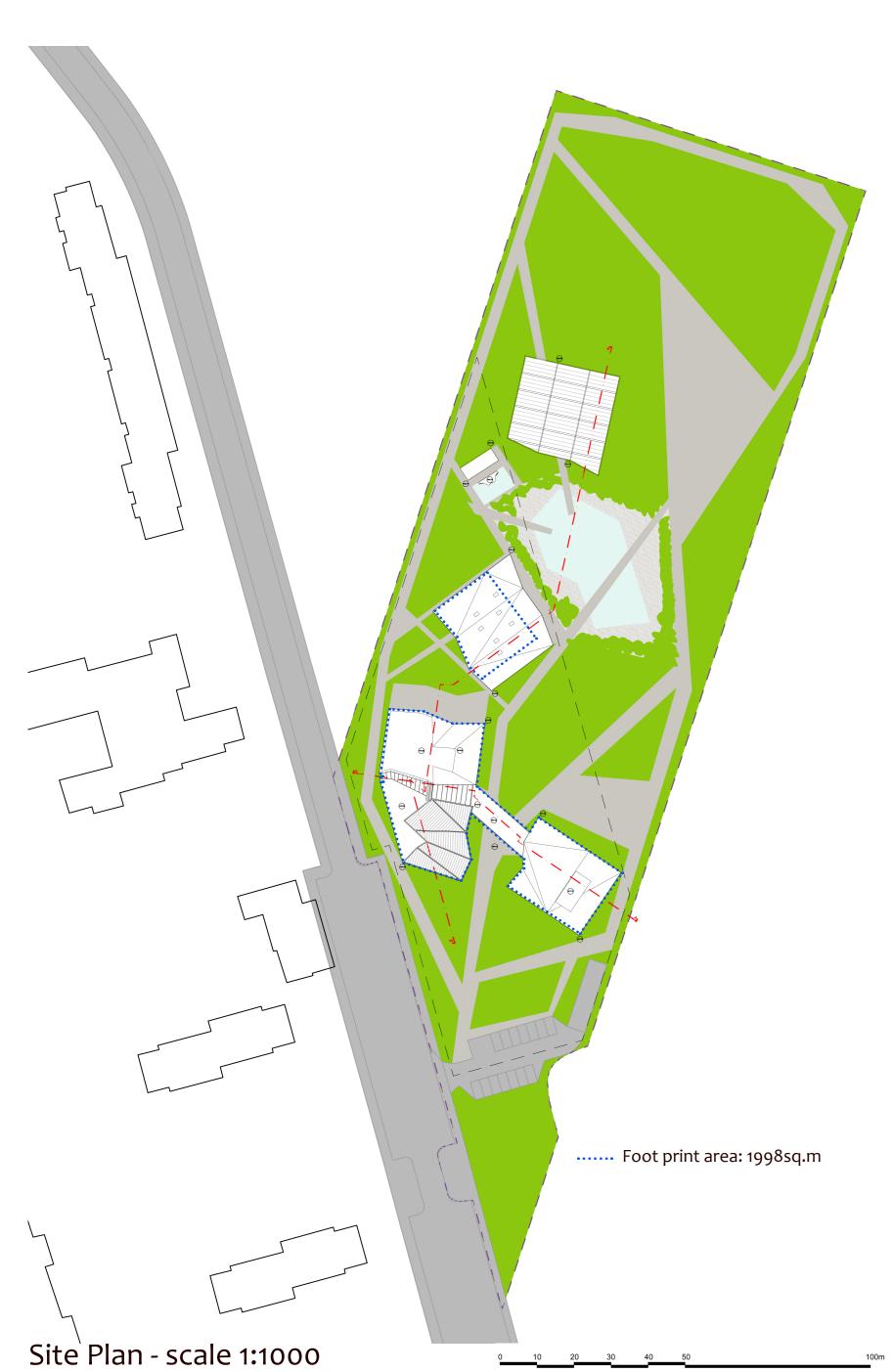
Fragmentation is the key word for our approach. It answers two main issues: the issue of the urban form, its connection with the park and the articulation of a rich and complex program. The disconnected implementation of the built environment gives place to numerous free spaces. These numerous visual apertures and the diversity of the built environment bring out the urban richness of this space apparently chaotic. Our aim is to emphases this situation, maintain its qualities, by creating a inhabited park rather than a park bordered by buildings. From a simple L shaped implantation, privileging south orientations, the mass is fragmented in 4. Those fragments part to allow visual porosities between public space and park.

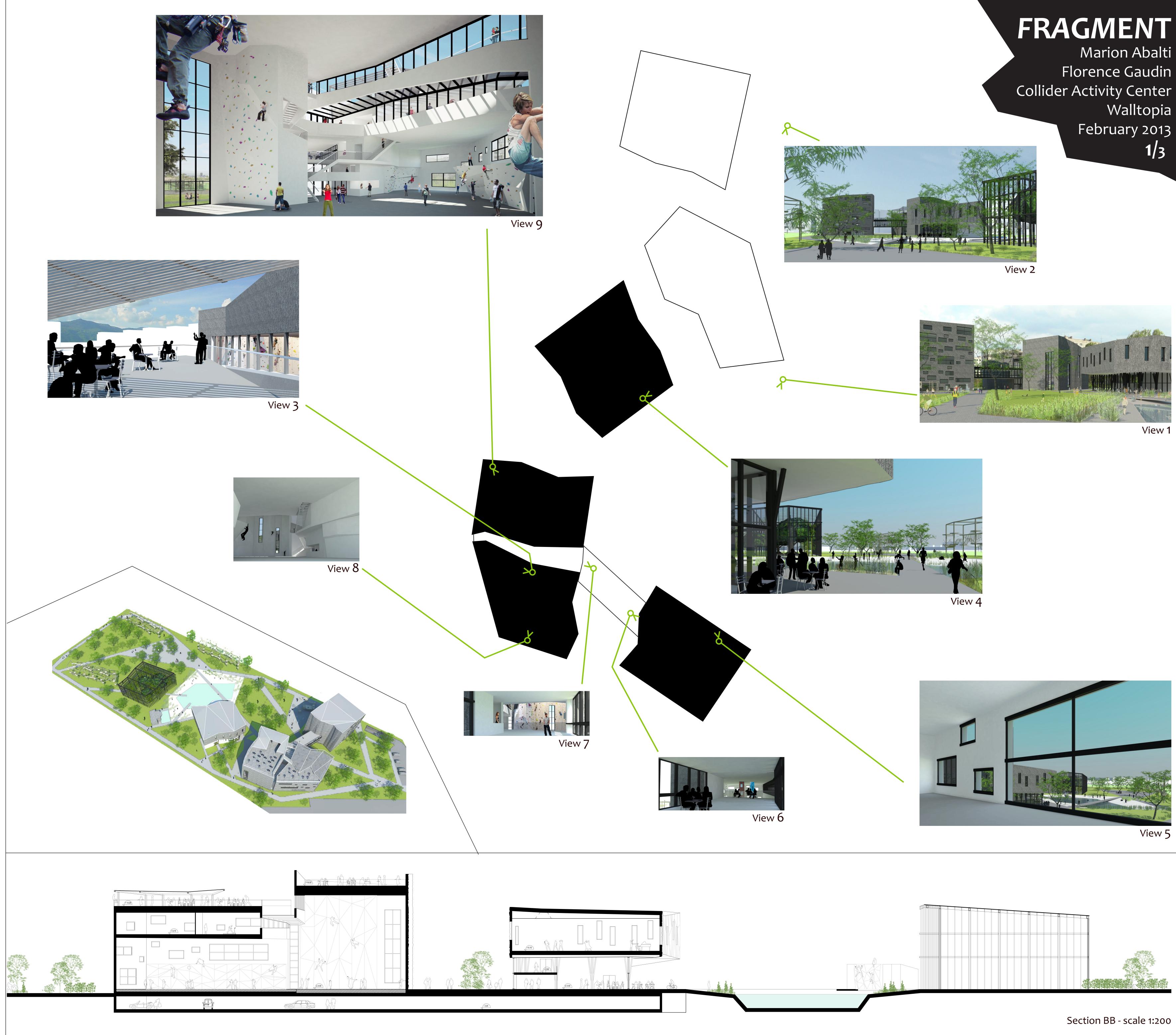
This fragmentation also allows to multiply relations between those program's elements, generating playfull journeys and views between themselves. The distance between both entities enables these games without making them cumbersome offering for each multiple choice of itineraries.



Engineer for Walltopia, this morning I bumped into a group of children heading for Funtopia. Peeking through the window I could notice the fruit of my labour, climbers on the walls that I have contributed towards building. I had a coffee in the footbridge, observing simultaneously Funtopia and the climbing area. I had lunch by the pool, the Banyans have grown this year. At the end of the day, I went for a drink with my colleagues at sunset, facing Vitosha. A very busy day!

Green spaces in Sofia





FRAGMENT Marion Abalti Florence Gaudin Collider Activity Center Walltopia February 2013 2/3 Section AA - scale 1:200 RESERVOIR AND MECHANICAL ROOM FOR SWIMMING POOOL First Floor - scale 1:200 Basement Floor - scale 1:200 Ground Floor - scale 1:200

