

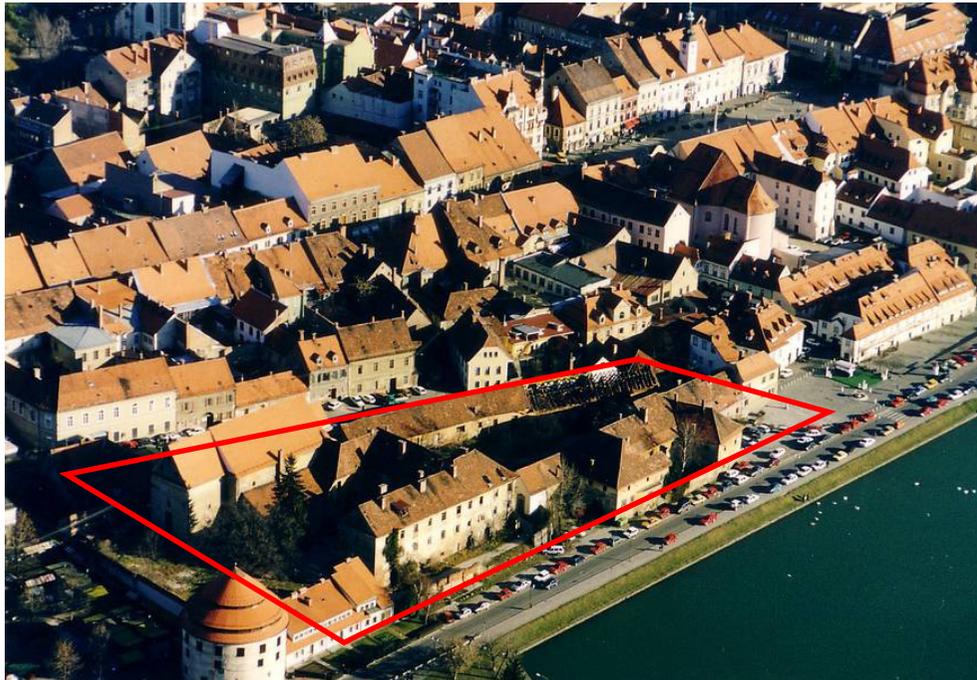
The European Capital of Culture is a city designated by the European Union for a period of one year during which it is given a chance to showcase its cultural life and cultural development. A number of European cities have used the City of Culture year to transform their cultural base and, in doing so, the way in which they are viewed internationally.

With the aim of arousing citizens' interest and facilitating the long-term cultural development of the city actions are taken to restore local architectural heritage and creation of new facilities as generators for that steady cultural growth.

2012: **Maribor (Slovenia)**

I am interested in the urban development of parts in cities that are in the process of cultural evolution. As a consequence of such evolution, society and city structures start to transform. This process operates with abandoned parts of the city and revitalizes them, so that they become new city centers (acupuncture urbanism) for culture and cultural development. Therefore the goal is to design an urban "generator" for the city and its cultural tourism.





Site Qualities:

Total Area 5000m²

The area at the river side is called LENT. The ancient walls of the mediaeval city were build along here but remained only in the est. The whole area is pretty unexploited and gets involved in the city happenings only during the festival period in summer that take place along the river bank. The site is located in the west part and has the potential of different treatment of its edges and iconic presence in the city face.

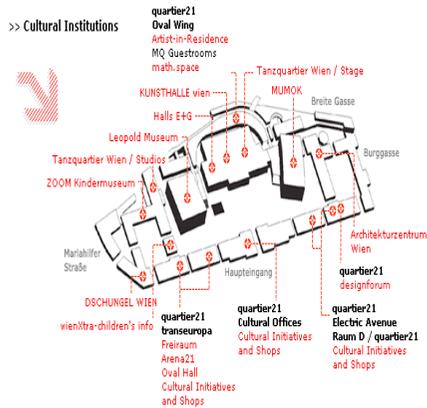
- site borders: water front (south);
market place (west);
dense housing of the city center (north);
east Lent-> water front promenade (east)

- the very south of the historical city center; good to bind with other city venues and cultural developments

- neglected complex of buildings (designed as an monastery, former military facilities) now acts as a not accessible boarder area between the river and the city -> a new attractive public area together with the market place



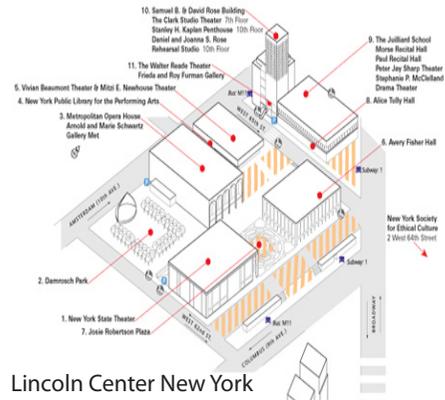
EUROPEAN CULTURAL CAPITAL 2012



Museums Quartier Vienna

Map of Lincoln Center

Click [HERE](#) to display a larger version.



Lincoln Center New York



example for the dissolving edge

Museums Quartier Vienna:

- closed block with a clear edge on all sides
- mixed cultural use: art museums, design studios, dance center, children museum, art forum, shops,...
- + it is embedding the whole demographical structure of the city
- + buildings enclosed by outdoor areas
- + not only the buildings but the open public space itself developed it's own momentum

Lincoln Center New York:

- + program focused on one specific cultural section (music, dance, performance)
- + no closed area, single buildings create multiple edges -> sight connectivity to the surrounding
- + similar building sizes, typologically more of a pavilion character
- + Lincoln Center cultural institutions also make use of facilities located away from the main campus

Program:

"Cultural Generator" for Performing Arts

- Coexistence and interlocking programs and volumes -> different connections by internal \ external circulation
- different typologies enable exploration of the space in-between
- targeting at the whole demographic spectrum of the city by program and site location

Closed space 60% : approx. 4200m²

- puppet theatre 2200m²
- rehearsal studios (dance & music) 800m²
- music hall or indoor garden in the non operating church 850m²
- offices for management 100m²
- cafes and shops 300m²

Open space 40% :

- open air stage 800m²
- smaller public plazas
- street theatre locations 300m²

Architectural ambitions:

- Micro-city scale (acupuncture urbanism): operating with multiple buildings (collection of buildings) that produce an overall figural continuity
- relation between multiple buildings and the open space in-between -> shape of buildings shapes the space in-between that can transform from plaza to topography (manipulation of the notion of inside and outside, open and closed)
- the edge (the boarder between building and open space, the boarder of the block and the city edge, blurring figural edges,...) -> different feathering of the micro-city edges into the existing city fabric (multiple entrances)
- strong figure in plan and section
- display window-> in terms of a generator the complex has to have a certain transparency of it's innards