yes! we care for...

CONNECTED AND ACCESSIBLE QUARTE

... that offers a connection with the infrastructures and prioritizes active mobility. It adapts to people with differen skills when it comes to moving.

A HEALTHY AND LIVELY COMMUNITY

· Educational and care facilities as central elements · Constellation of community squares with services

Integrated green streets
Extensive bicycle path network

TO RECONCILE

the city & the countryside Our approach to the development of 'Am Heidjöchl' intends not to

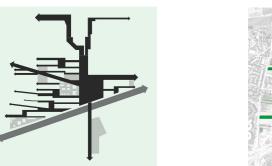




3 PRINCIPLES FOR A SHARED HABITAT

TO CONNECT the city through the green infrastructure

The strategy consists of the creation of a central park that extends to the edges of the site by the means of different kinds of open spaces, completing



THE PARK THAT REACHES EVERY HOME

TO PRESERVE nature as a starting point

In the first place, the project identifies areas that will preserve and



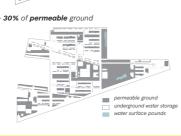
TABULA NON-RASA: PHASE 0

PARK&WALK FACILITY "A" INTERMODAL PARK & RIDE FACILITIES 3.000 total parking spaces 25% above ground (open wood structure) 75% underground (with natural light and ventilation) collective roof space convertible parking (x5) parcel station + services underground parking (x3)





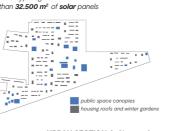
A QUARTER WITH DIFFERENT



A SUSTAINABLE AND RESILIENT QUARTER

... that seeks to be supplied with the energy it produces, incorporating tools for an efficient water management and minimize the effects of increasing temperatures caused by

Geothermal Heating & Cooling quarter · More than **32.500 m²** of **solar** panels



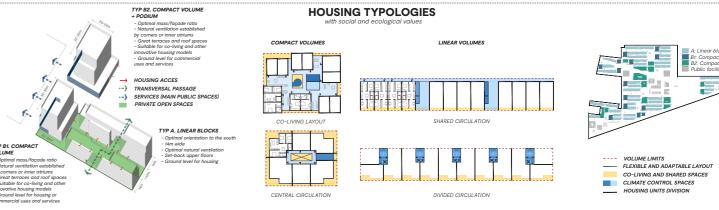


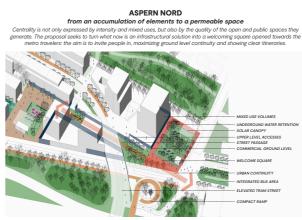


INTEGRATED GREEN STREETS
within a 5 minutes walk

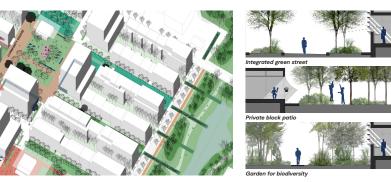




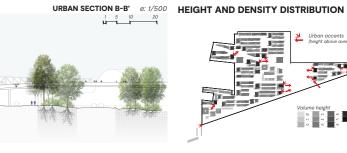












GENERAL LAYOUT e: 1/2.500 **URBAN PROCESS** the open space as the structure for a green quarter

PHASE 1
Connecting the site to the public transport system
It existing trees preserved + 6.50 new trees planted
+ 500 new trees planted
+ 500 new trees planted

3 URBAN SCALES from domestic life to city connections