





Un Densify

aegu

Zones



Legend

- Commercial use 
- Residential use 
- Mixed use 
- Green space 

Functions









Legend

- Infrastructure
 - Green Space+Sports
 - Culture
 - Shopping+Go out
 - Healthcare
 - Education
- ### Identity of Streets
- Jewelry
 - Mechanics
 - Handmade Shoes
 - Traditional Pharmacy

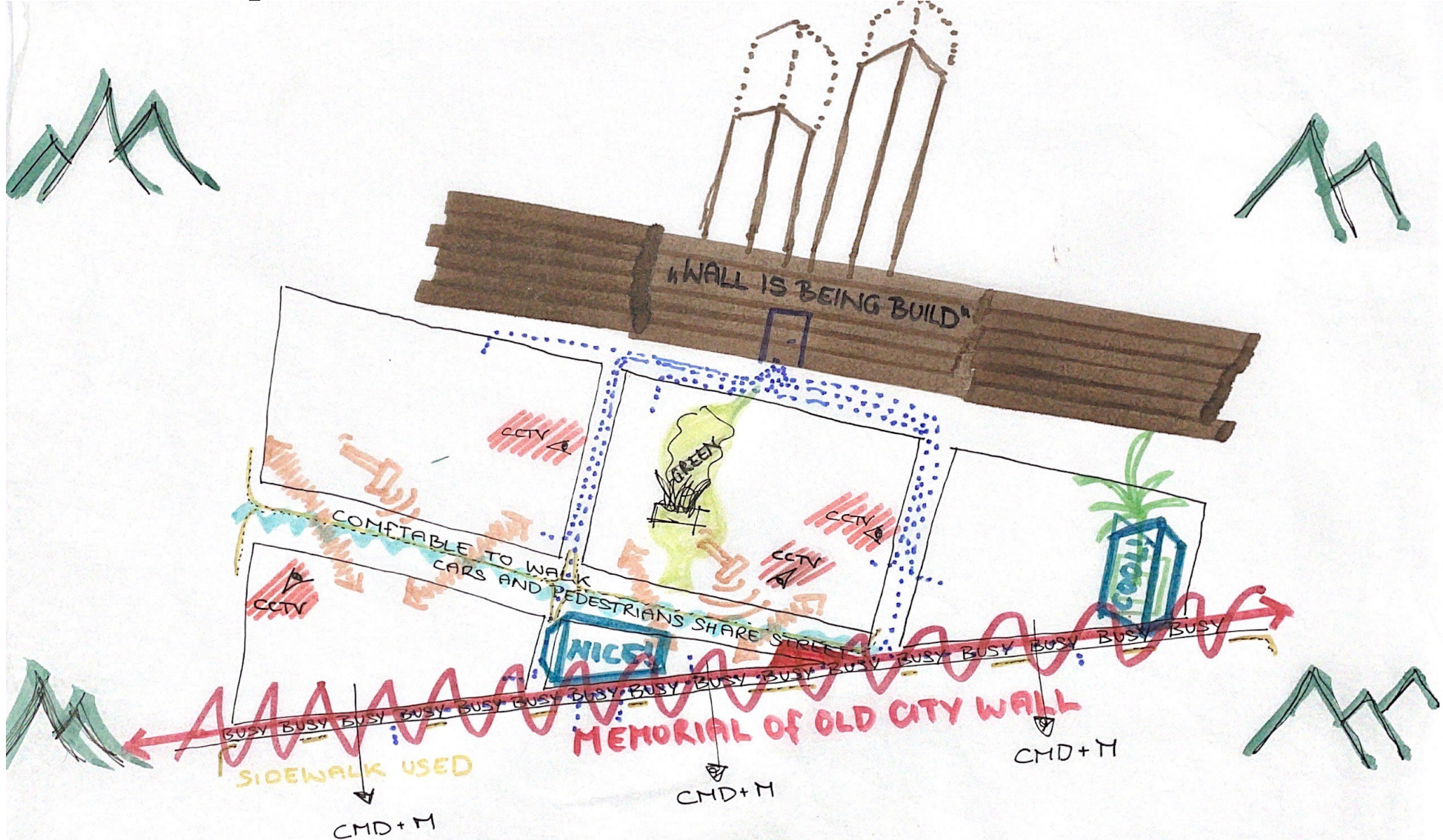
Functions _ Zoom In



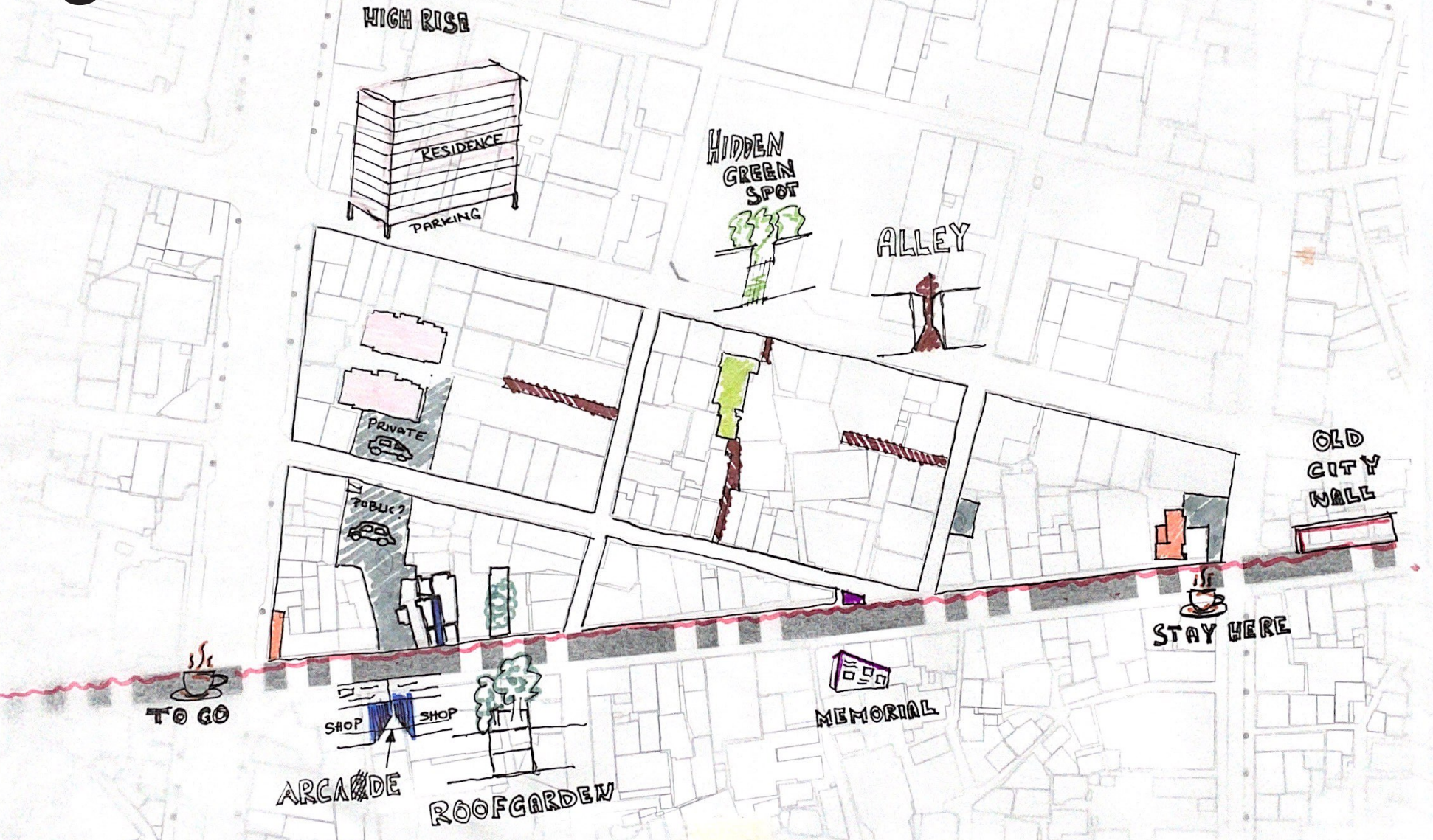
Legend

- Infrastructure 
- Green Space+Sports 
- Culture 
- Shopping+Go out 
- Healthcare 
- Education 

Mental Map



Highlights



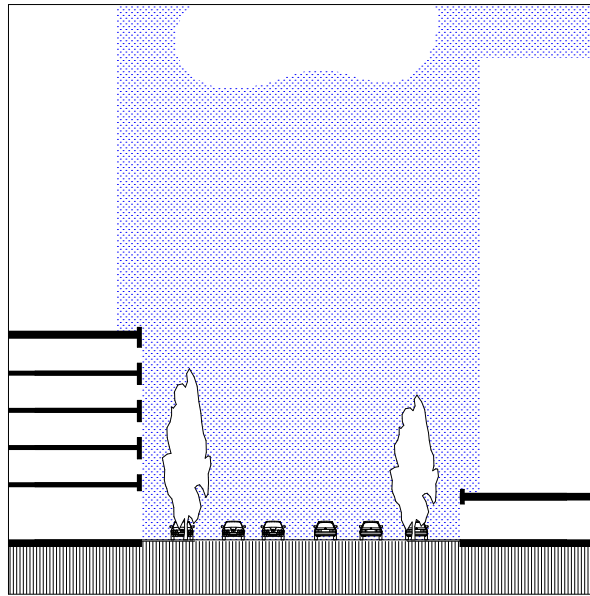
Urban Production



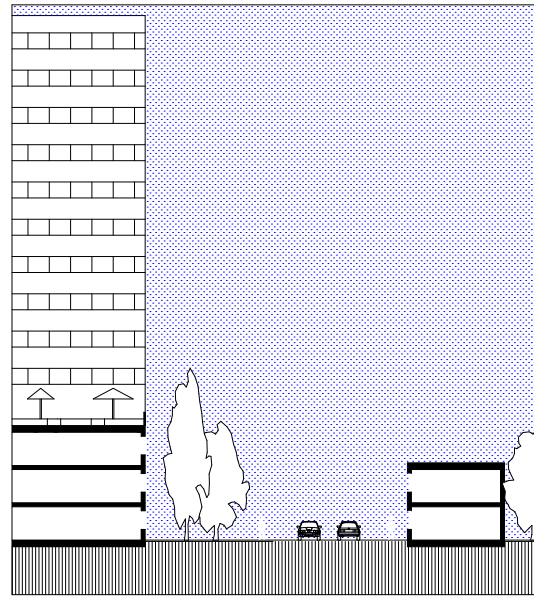
Existing Typologies



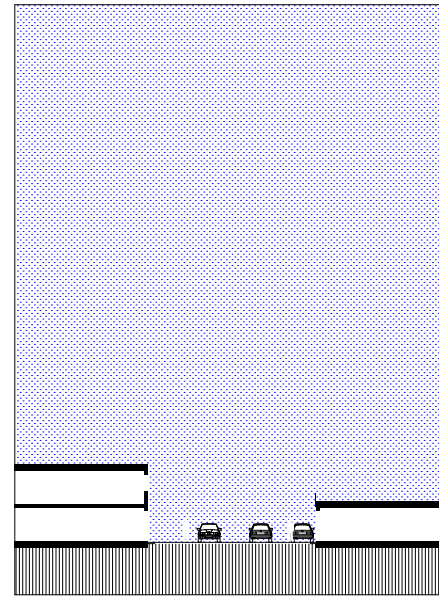
Existing Street Sections



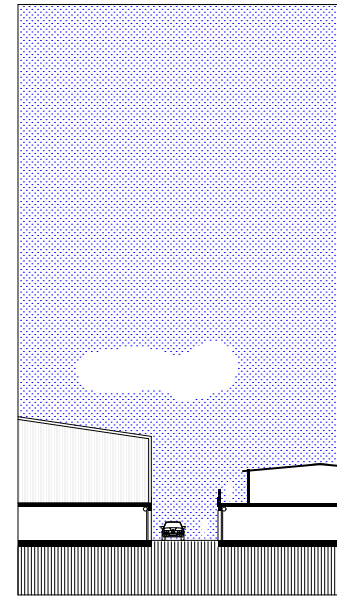
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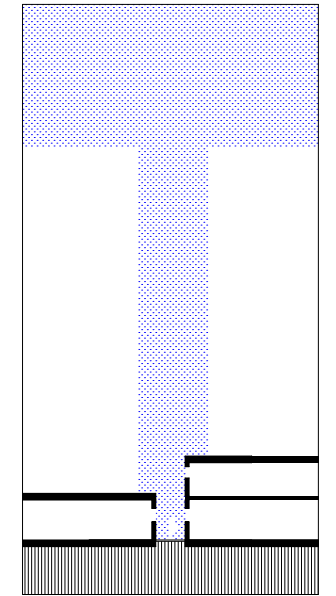
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3



4

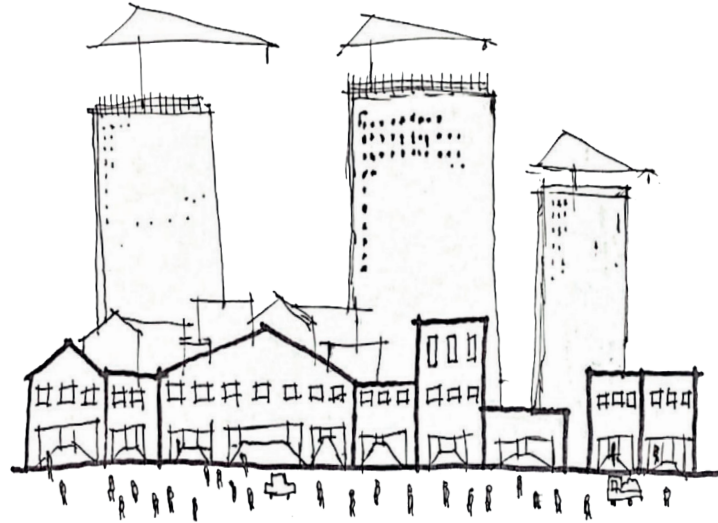


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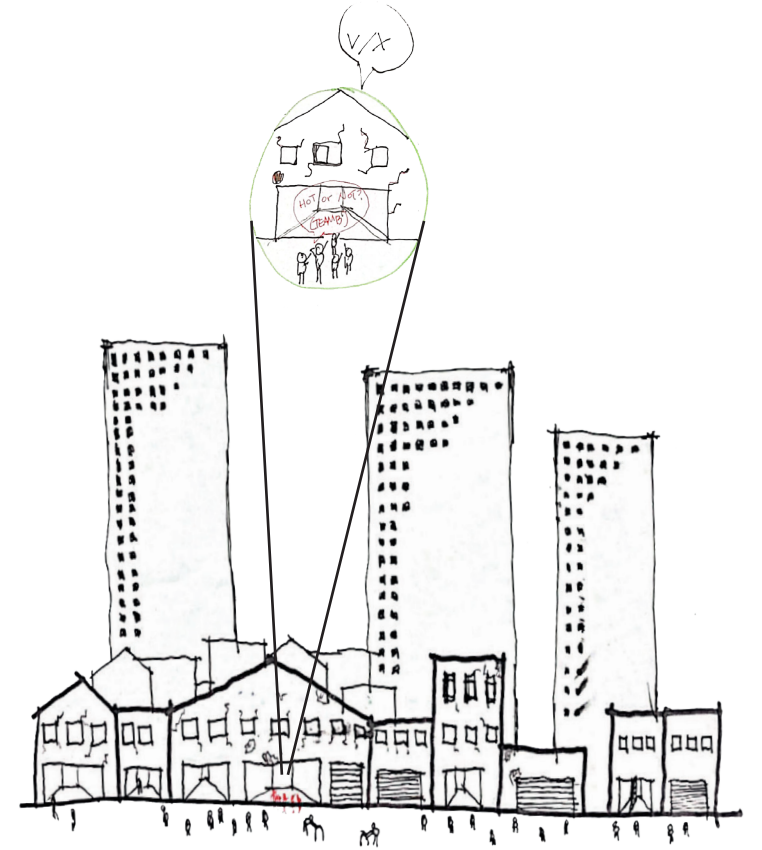
Concept Story



Original Craftsman Quarter



Transformation of the Quarter



Old vs. New?

Concept Story

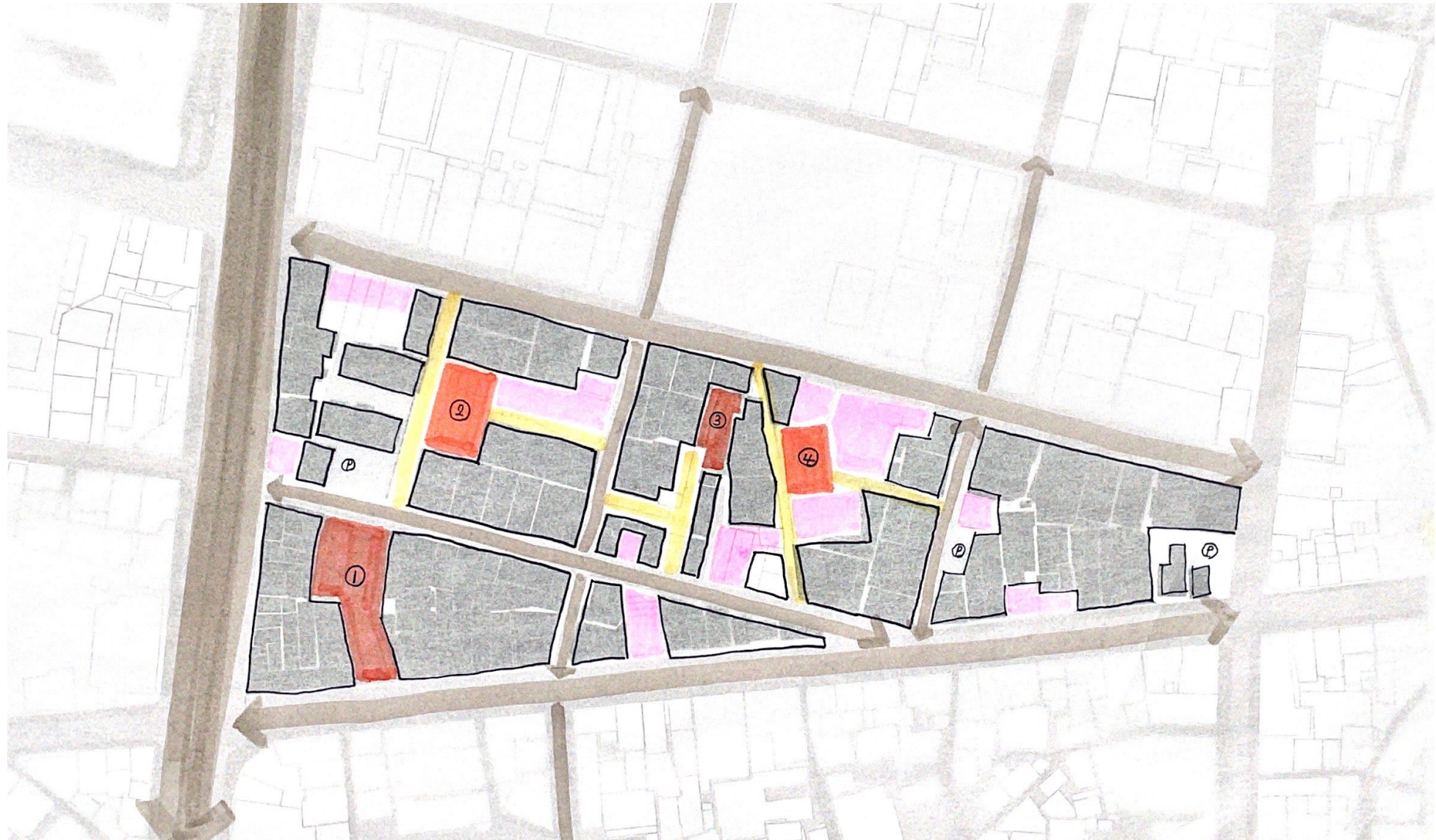


Inkubating Pioneers



Innovative Future

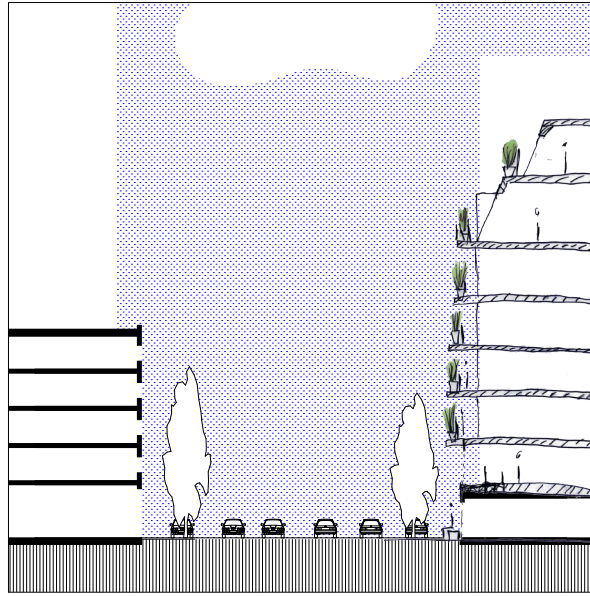
Szenario



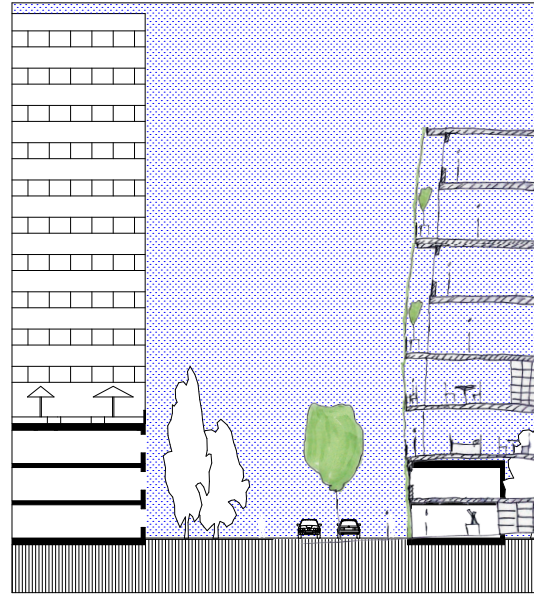
Street Hierarchy



New Typologies



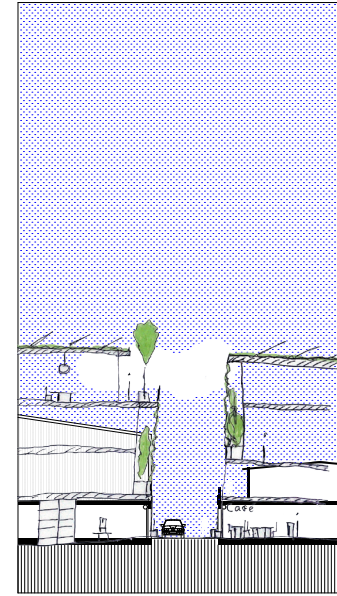
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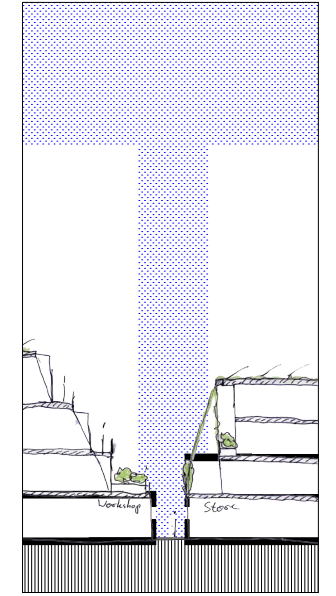
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4



5

Top Up Plan



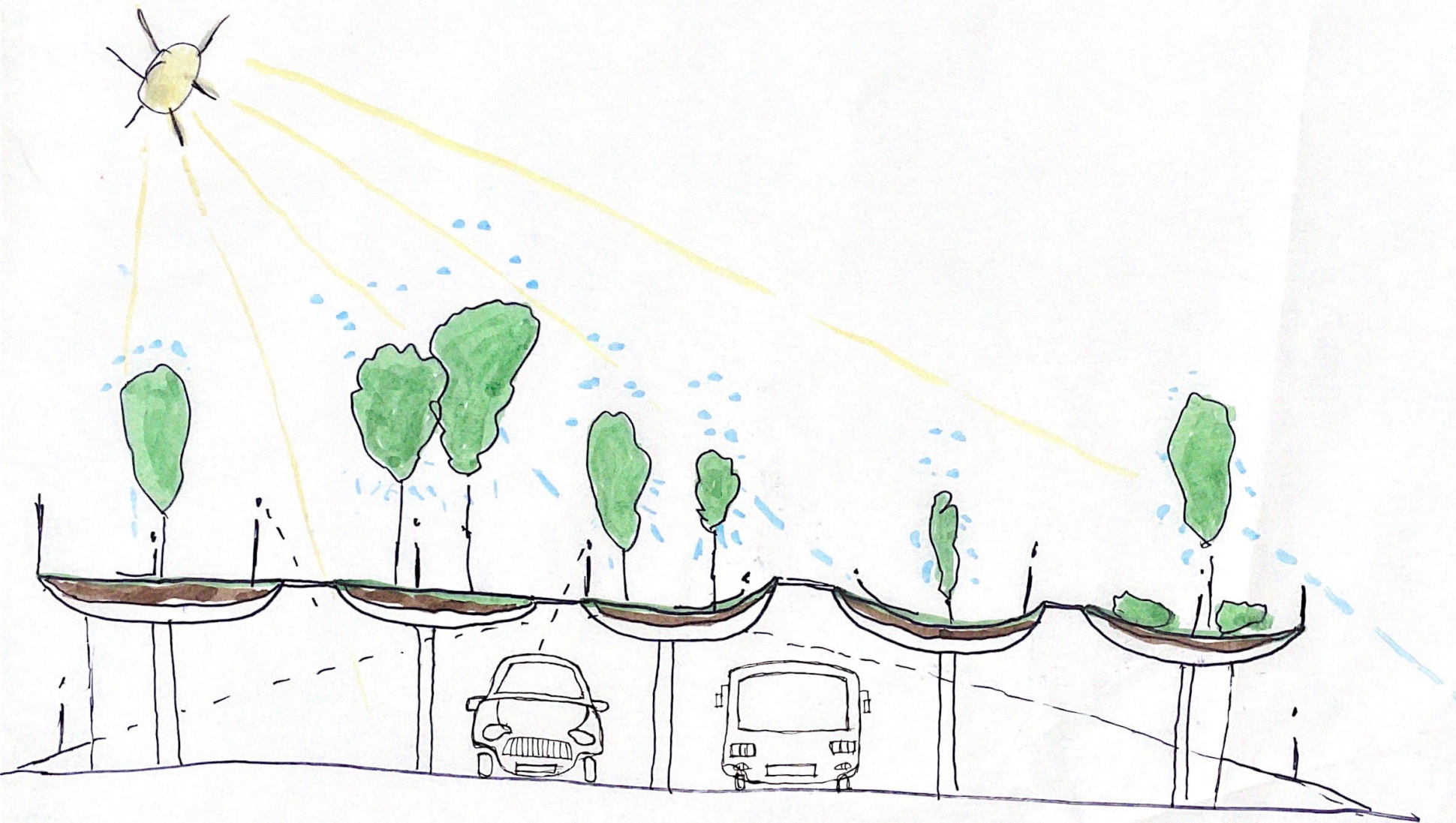
Team B _ Final Presentation _ Concept

Overview Plan



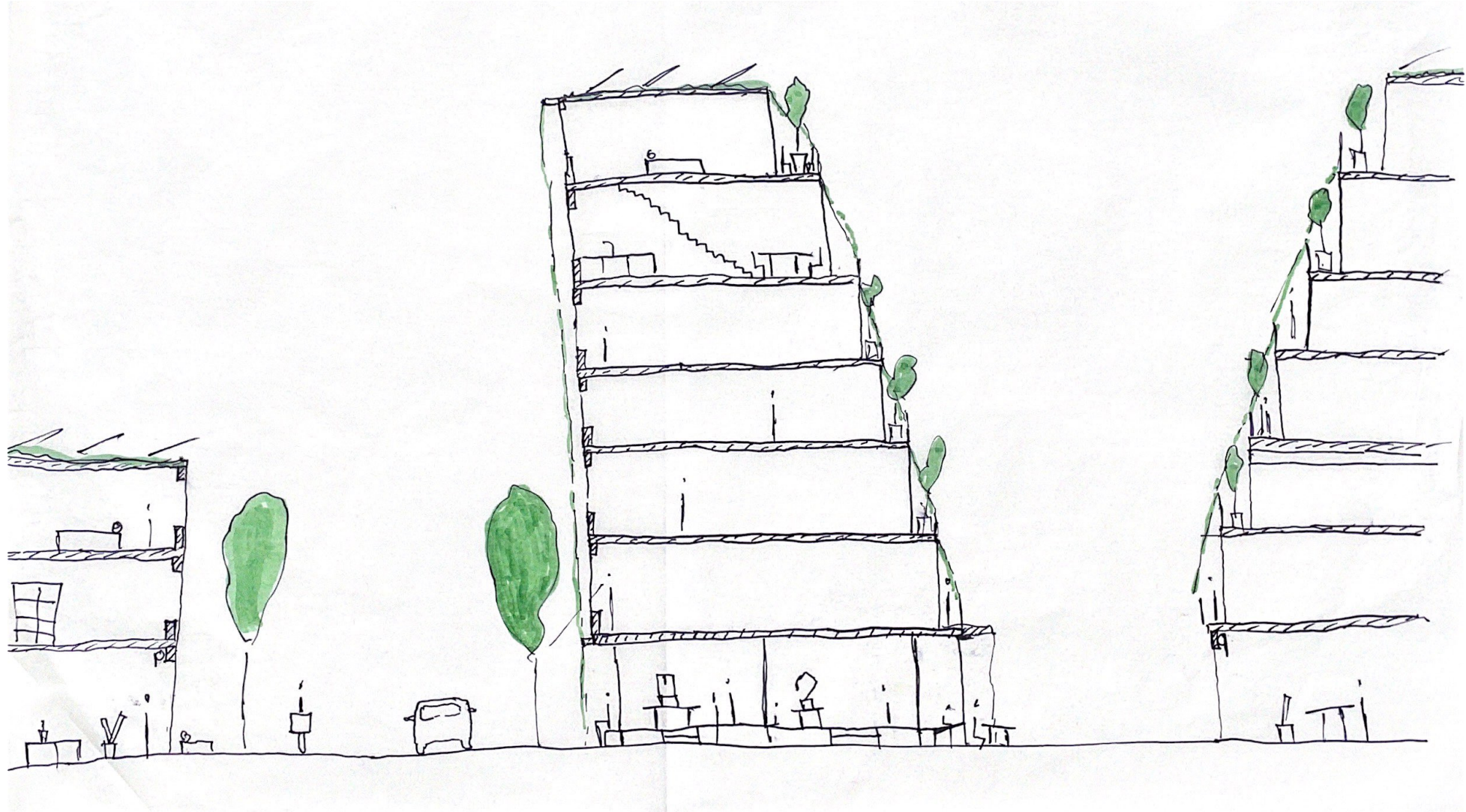
Team B _ Final Presentation _ Concept

Section

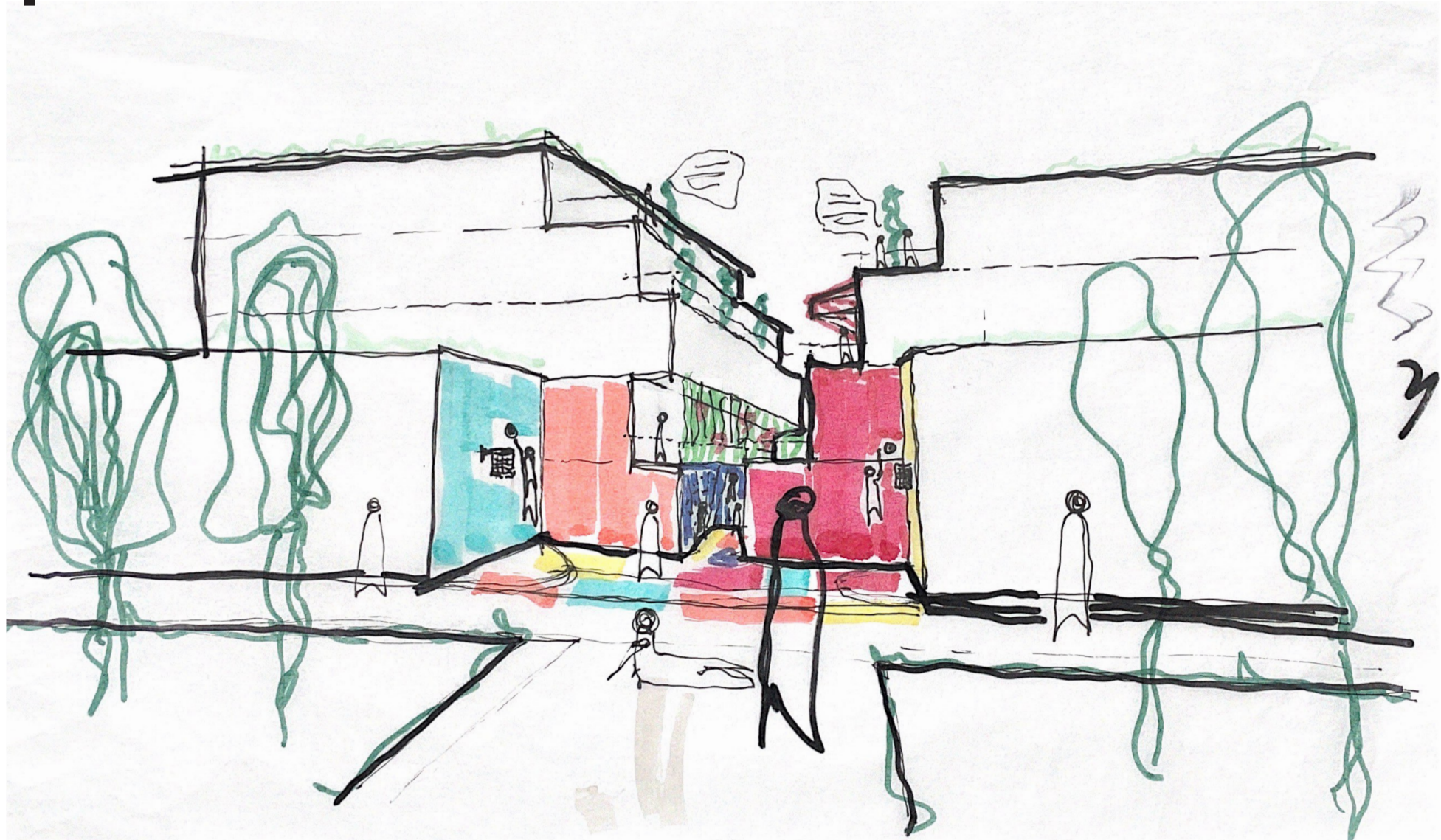


Team B _ Final Presentation _ Concept

Section



Perspective



Team B _ Final Presentation _ Concept

Model

