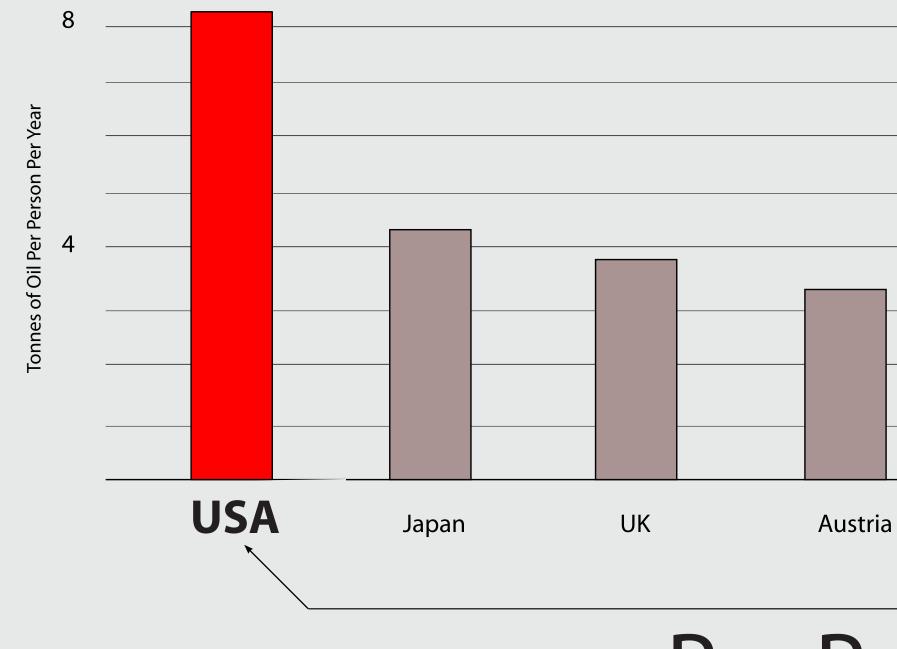
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# Concept for a Sustainable Urbanism

# Energy Usage

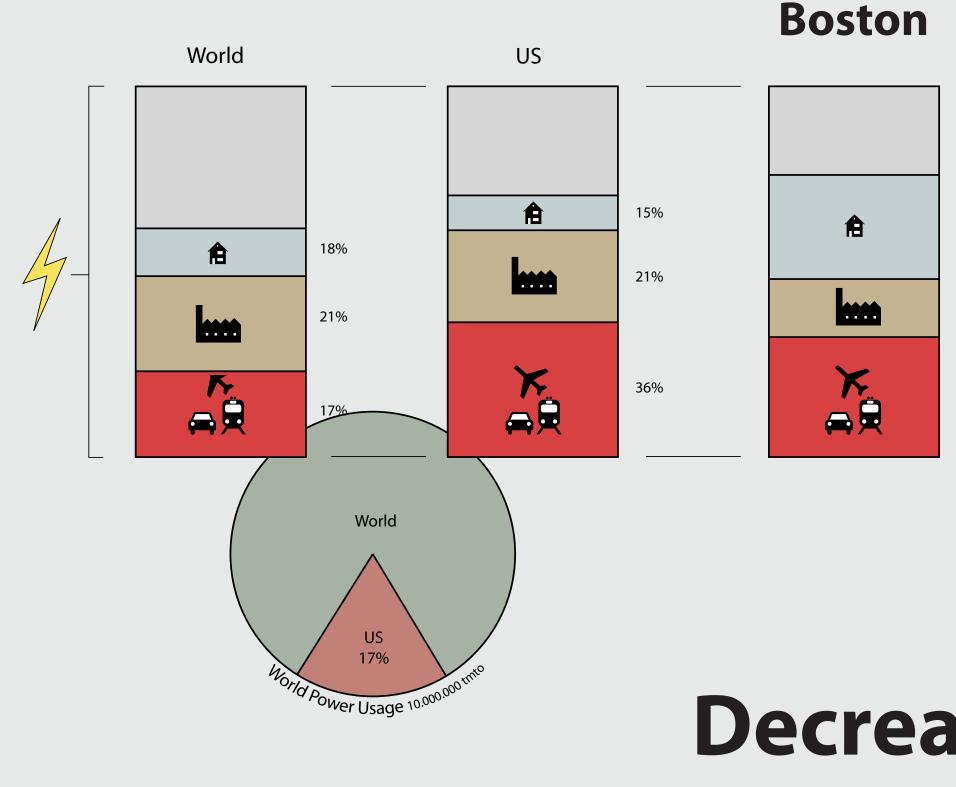
#### Energy Usage Per Capita



# 8.3 Tonnes of Oil Per Person Per Year

Italy

# **Energy D**istribution

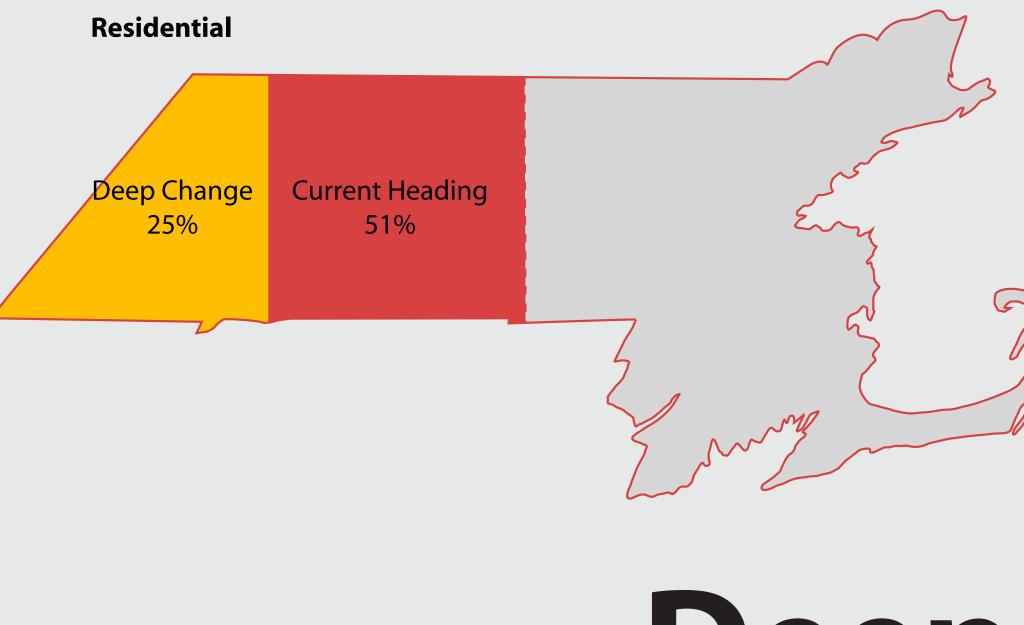


### 30% - Residential

### 29% - Traffic

# **Decrease Residential** & Traffic Energy





# Future Scenarios: 2050

#### **Energy Usage**

**Current Heading** Deep Change 130 Million 60 Million **Barrels of Oil** Barrels of Oil Deep Change

# What is **D**eep **C**hange?

# - Higher density housing near transport hubs

- Reduce Transportation focus on local amenities
- Reduction of Personalized Motor Traffic

## - Mixed Demographic + Program

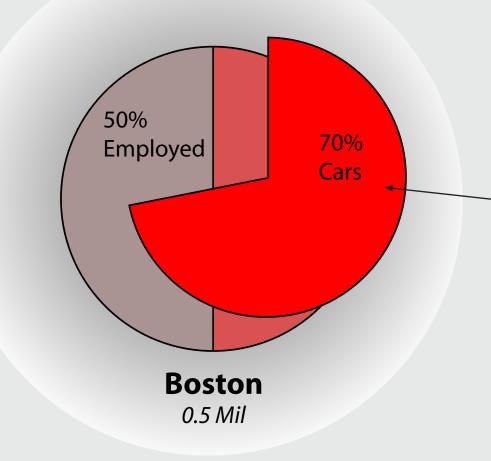
- Self-Serviceability
- Full Bicycle and Pedestrian amenities
- Modesty in Amenities & Space Consumption
- Long-Life Construction (100+ years)
- Regional/Local Materials & Labor
- Programmatically Convertible Design
- Anticipate Work-At-Home
- Increase Biodiversity & Biomass
- Application of Renewable Energy Sources
- Modesty in Provision

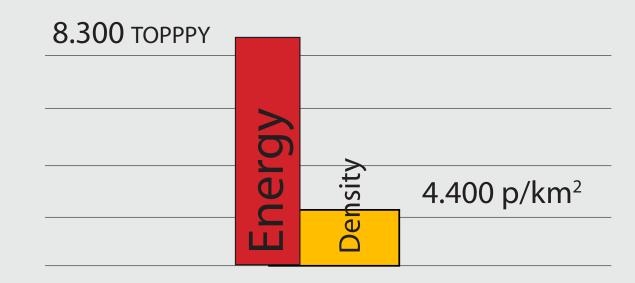


# 1) Decreasing Traffic Energy

2) Decreasing Residential Energy

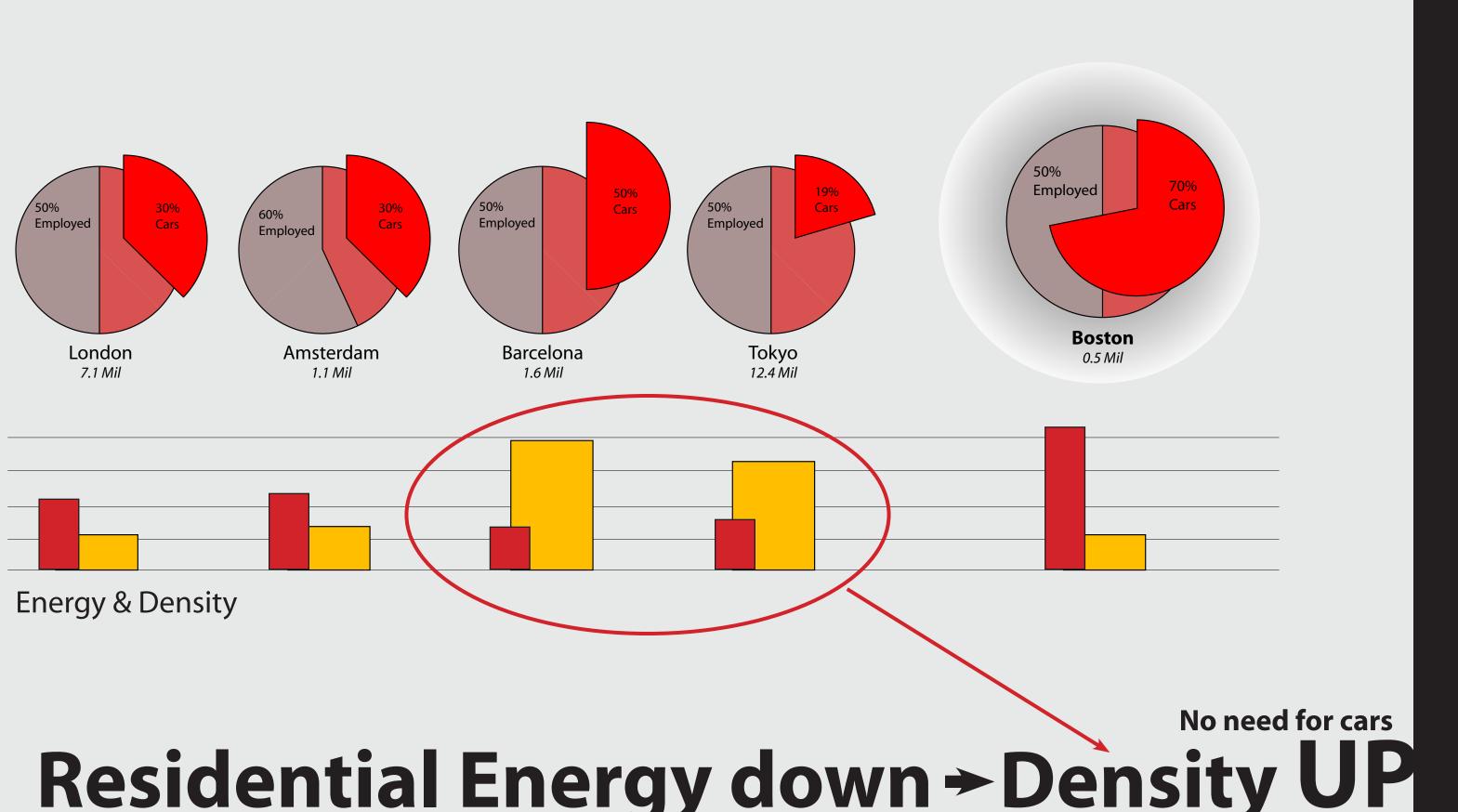
# Urban Energy Configuration



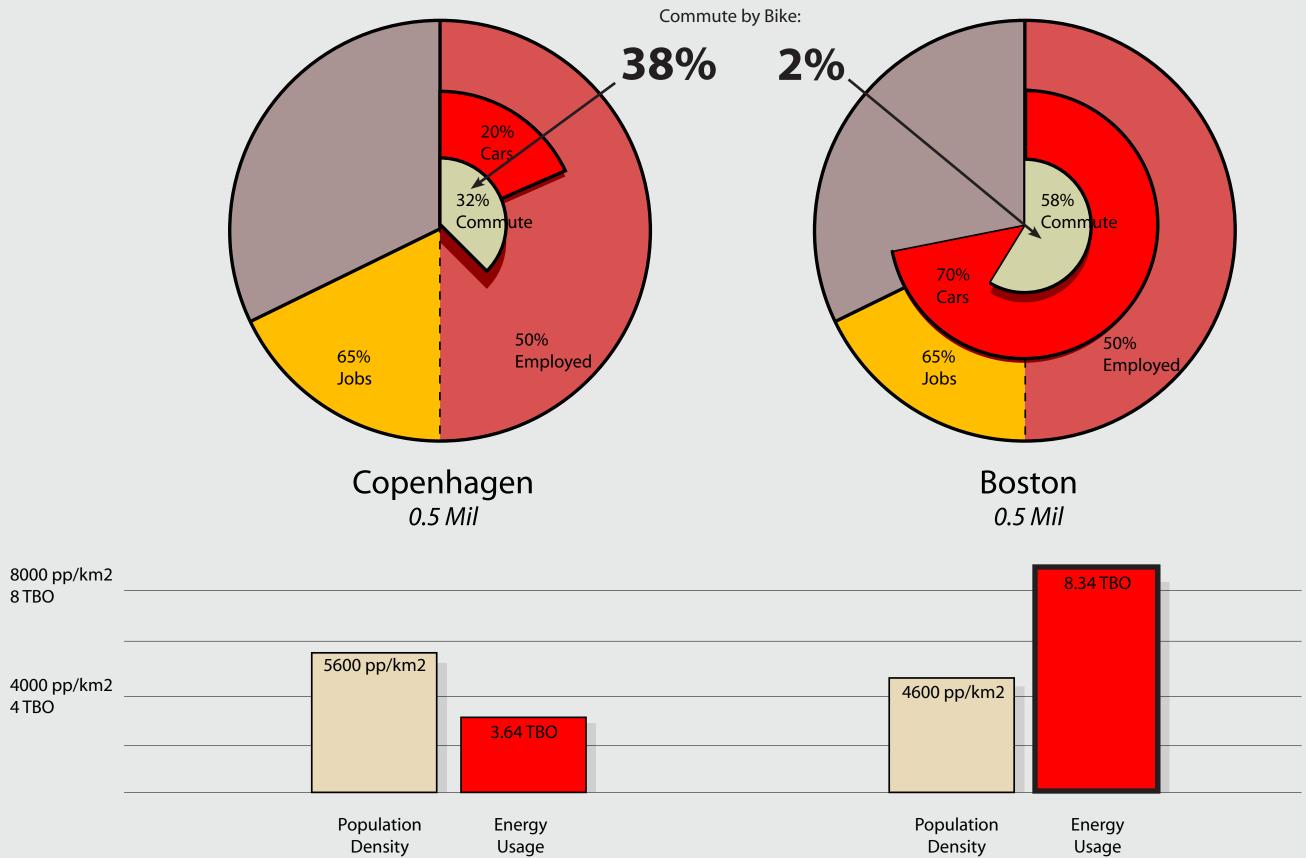




# Energy and Land Usage

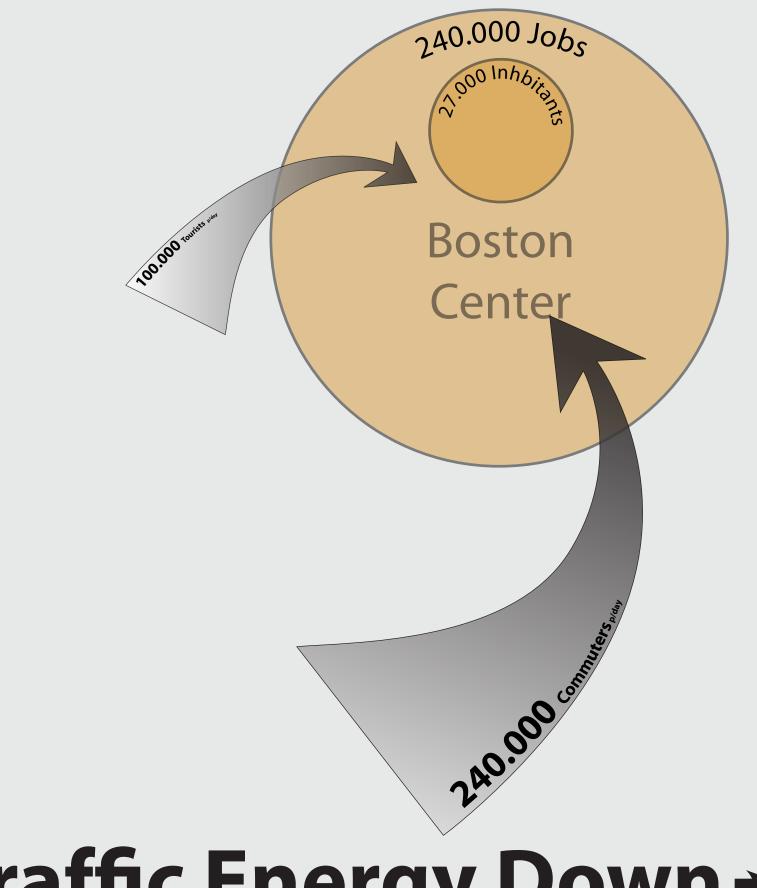


# Walking Cities Compared

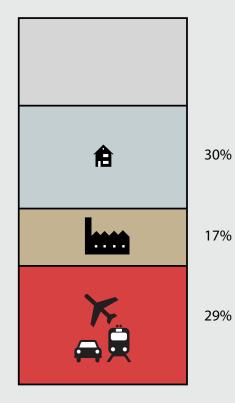


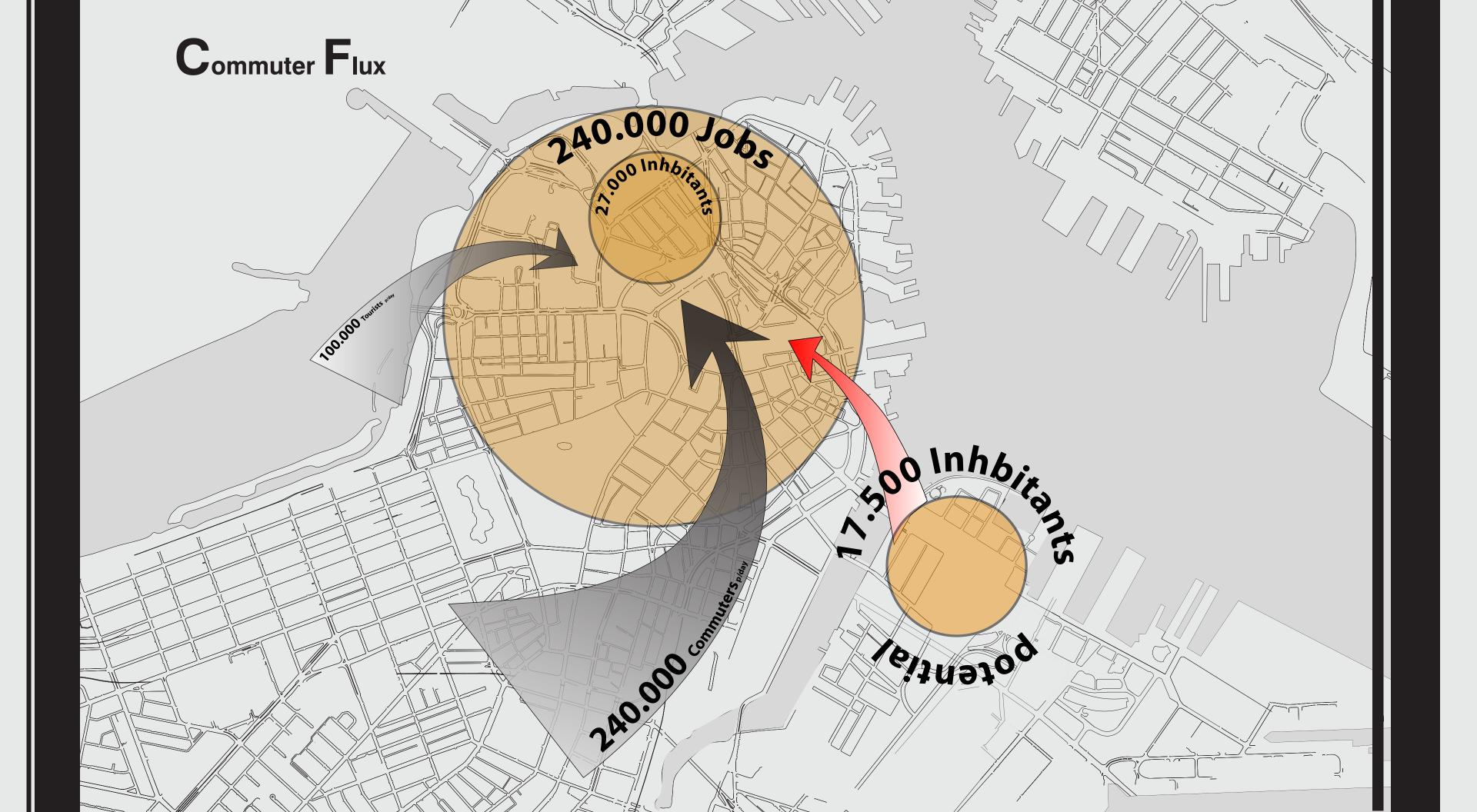






#### Massachusetts



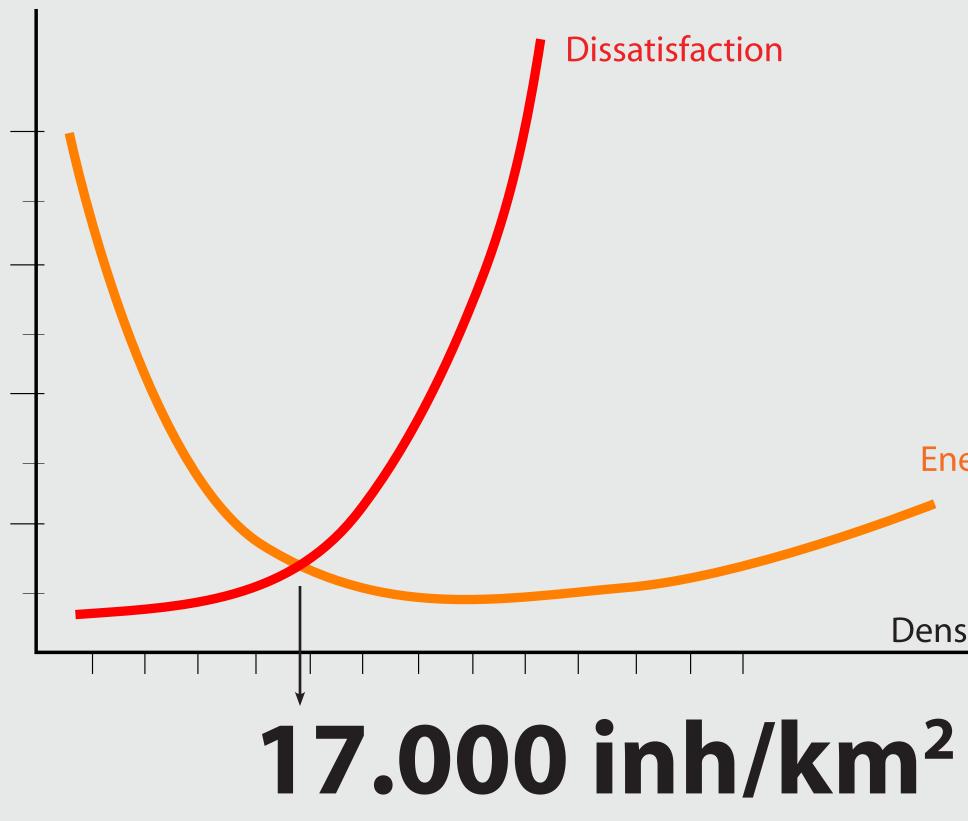


1) Decreasing Traffic Energy

# 2) Decreasing Residential Energy



# Density & Energy



Energy

Density

## How Dense is Dense?

**Example:** 

 $Barcelona = 16.000 \text{ inhabitants / km}^2, our site = 0.93 \text{ km}^2, at 40 \text{ m}^2 \text{ per inhabitant, our residential FAR is 6.5.}$ 

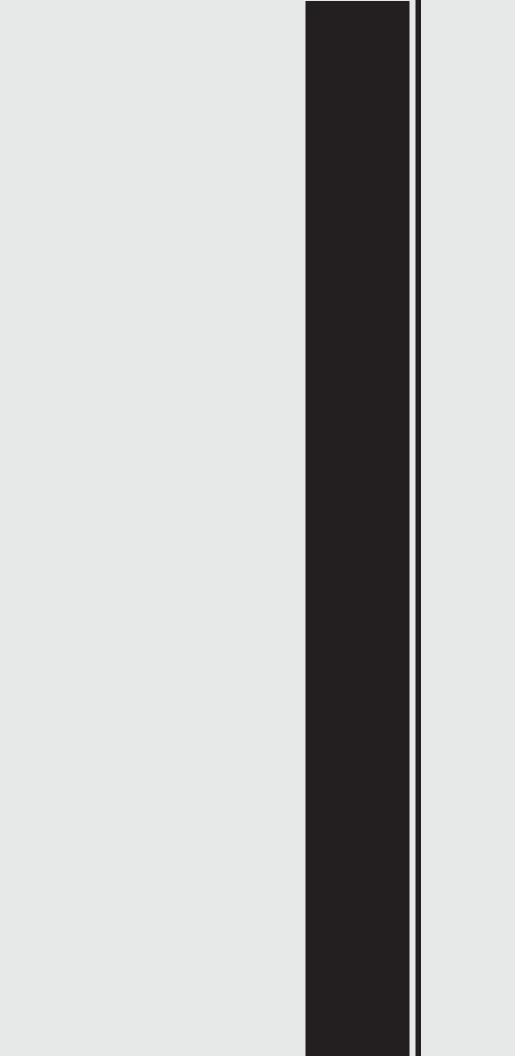
Add 3 \* 500.000 ft<sup>2</sup> of Retail, Hotel and Offices, and 500.000 cultural, amenities and transport, we have an FAR of





# If They Can Do It....

#### Let's up that measely 6.5 FAR.



# **17.000 inh/km<sup>2</sup>**



# Learning from the Rules

How did they do that somewhere else?



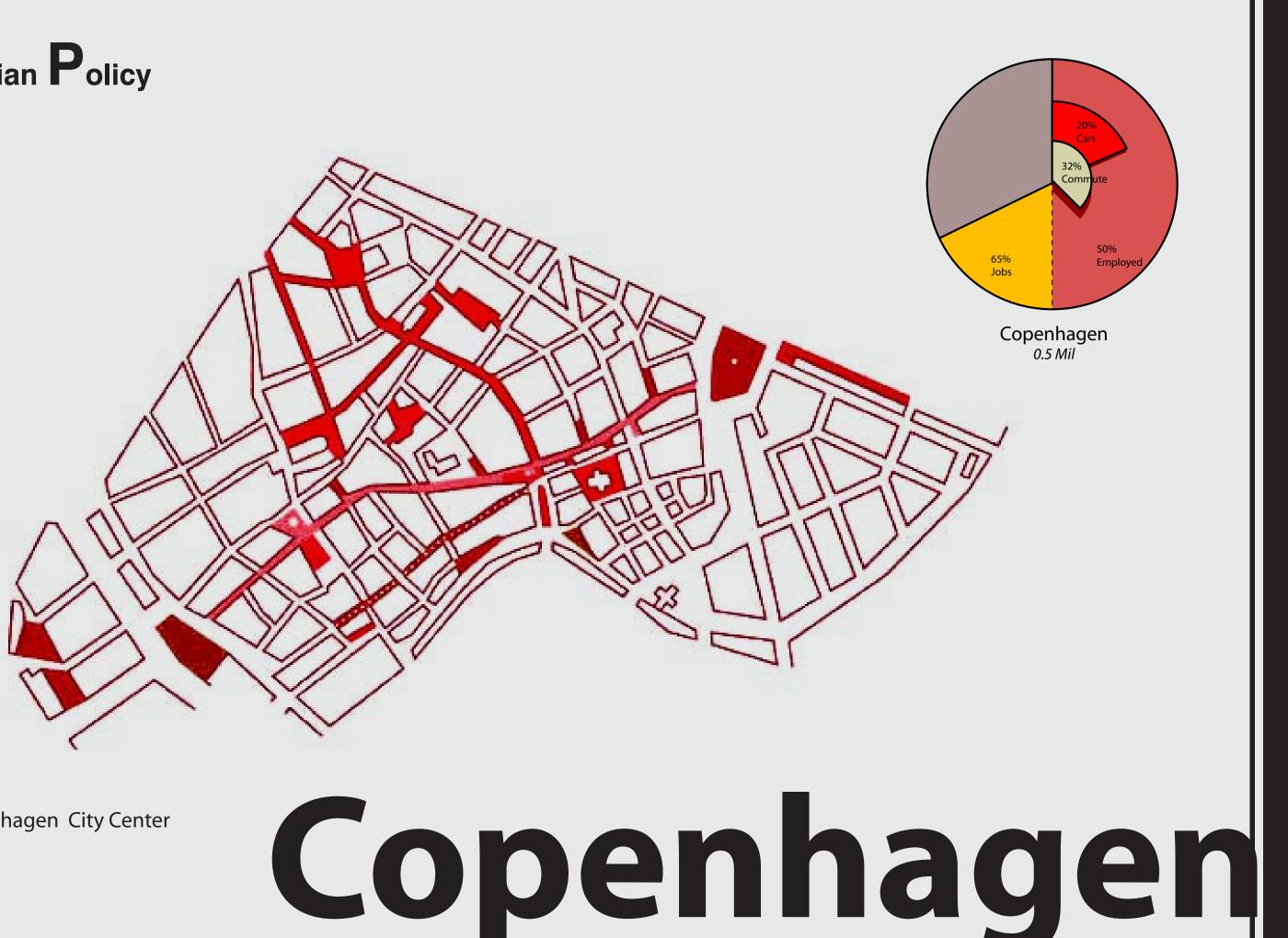


- High Quality High Density
- Mixed Lives, Mixed Living
- 24h Occupation

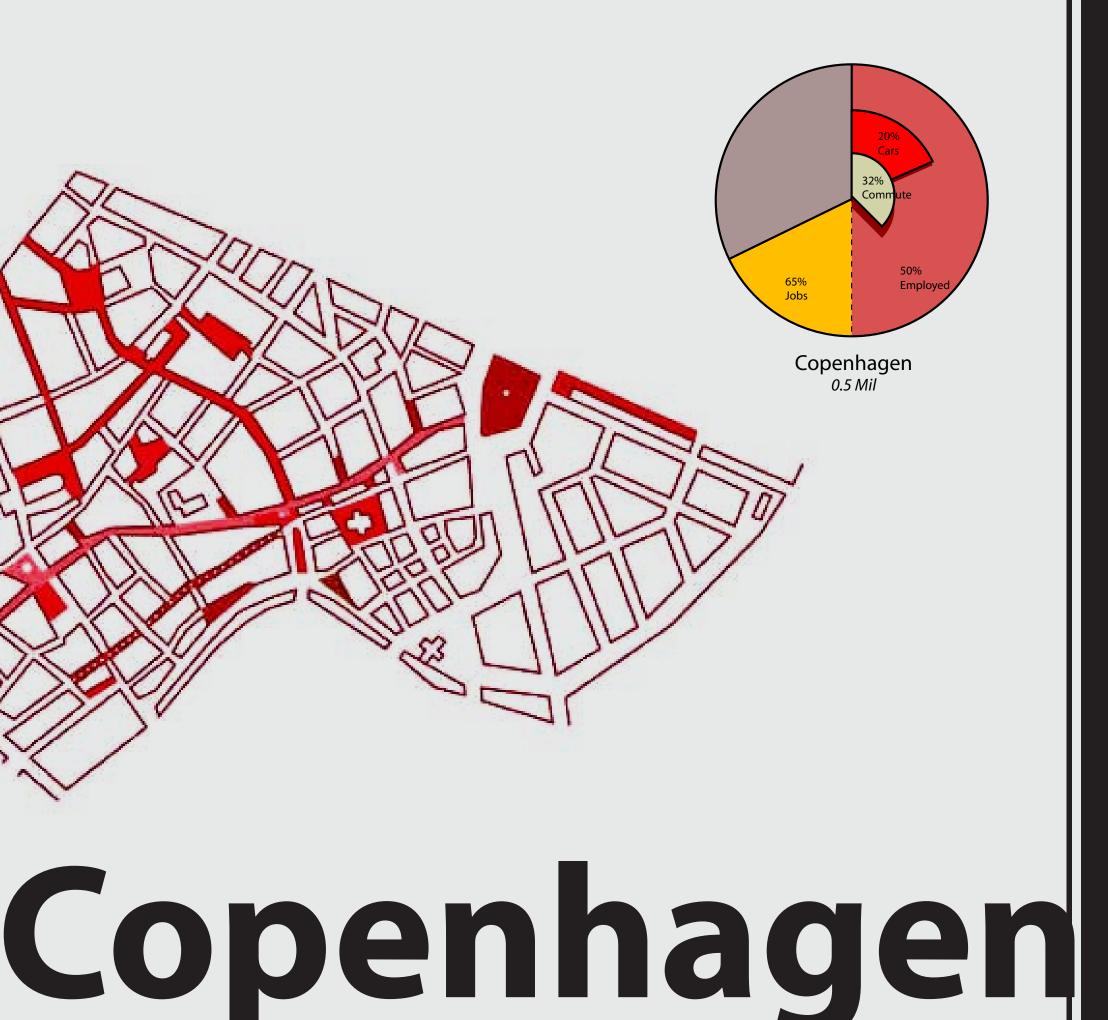


# - Critical Occupation vs Empty Urban Desert

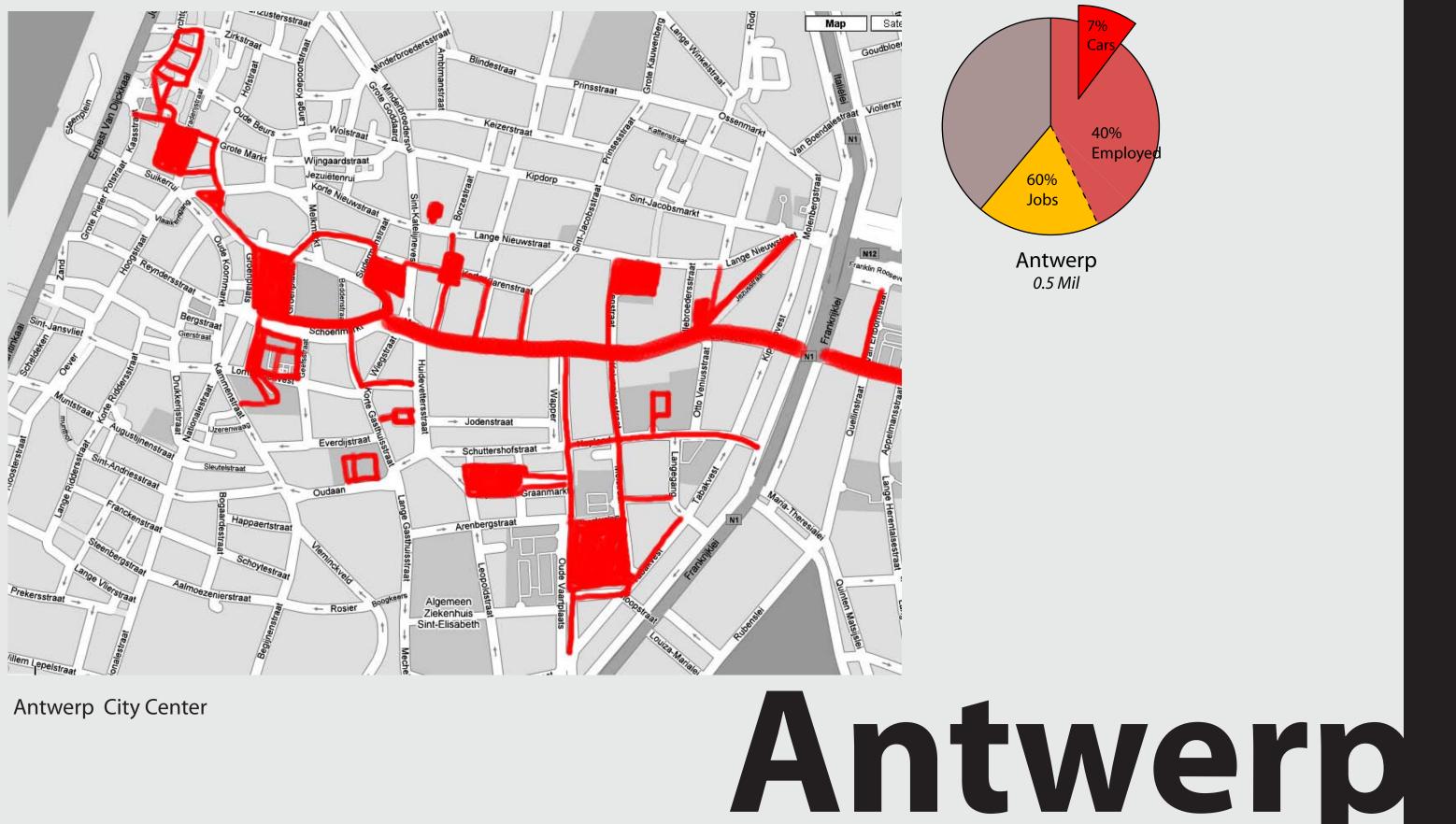
## **P**edestrian **P**olicy

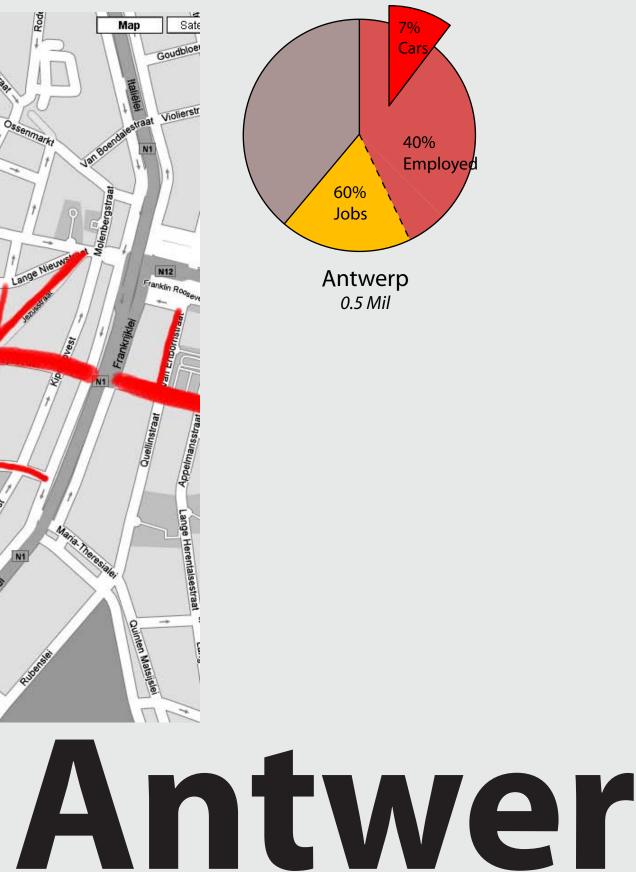


Copenhagen City Center



## Pedestrian Policy





# Urban Policy

#### Learning From Copenhagen & Antwerp Policy:

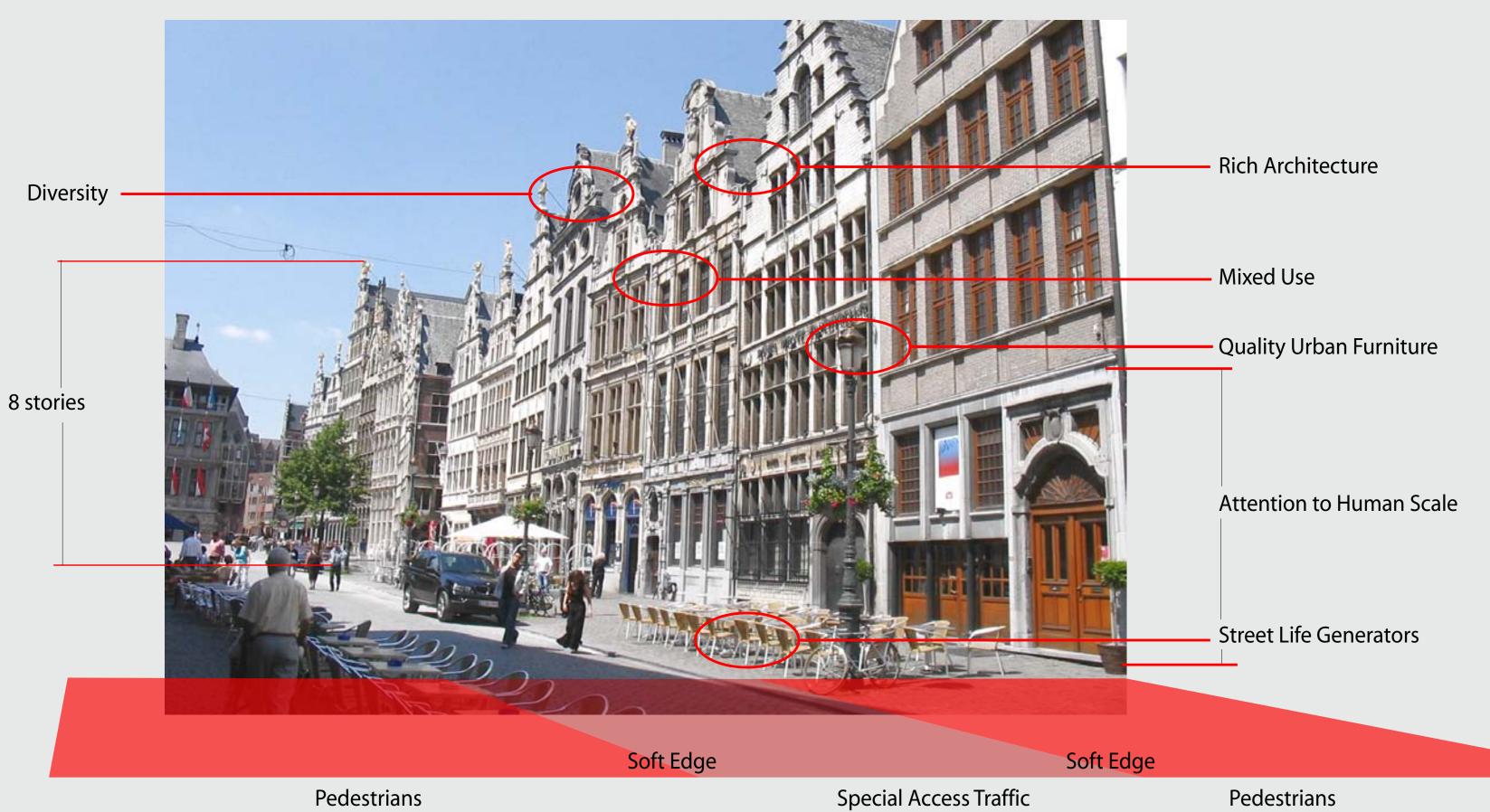
#### - Encourage Student Living

(adds to life & culture, prevent desolation, does not congest)

- Reducing Car Access & Parking (at a rate of 3% per year)
- Honor the Human Scale (provide seating and pleasant walking)
- Anticipate Changing Seasons (Covered walkways, hiding places, vegetation)
- Promote Cycling (Provide paths, intersections, storage & repair)
- Provide Bicycles

(Easy bike rental for tourists, or Free Bike System)





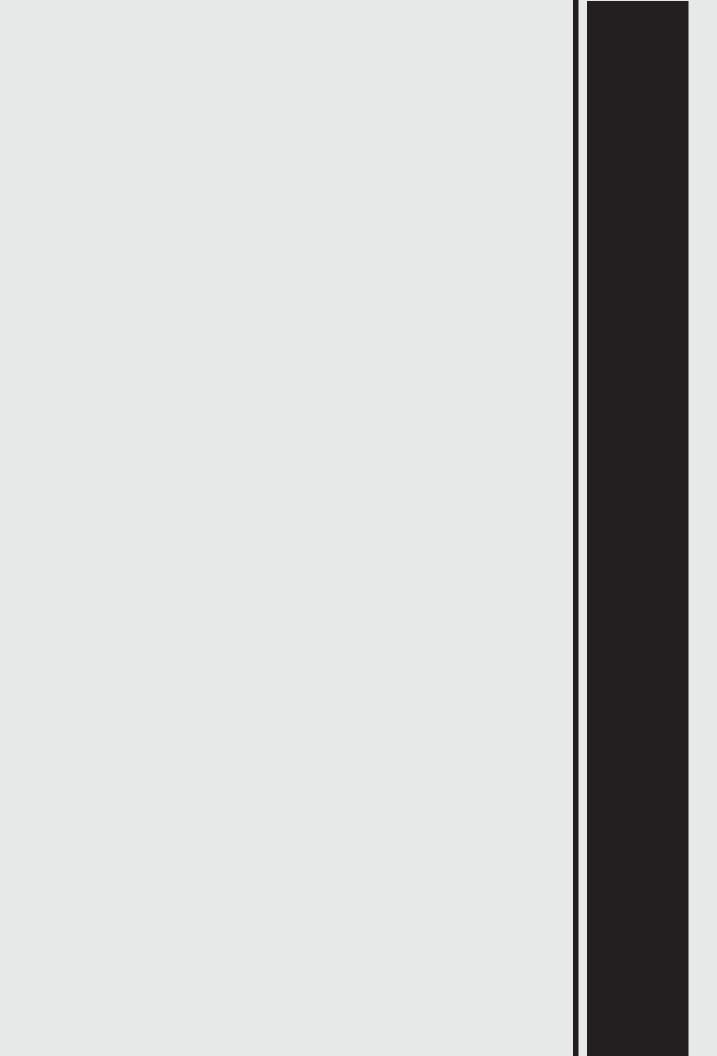


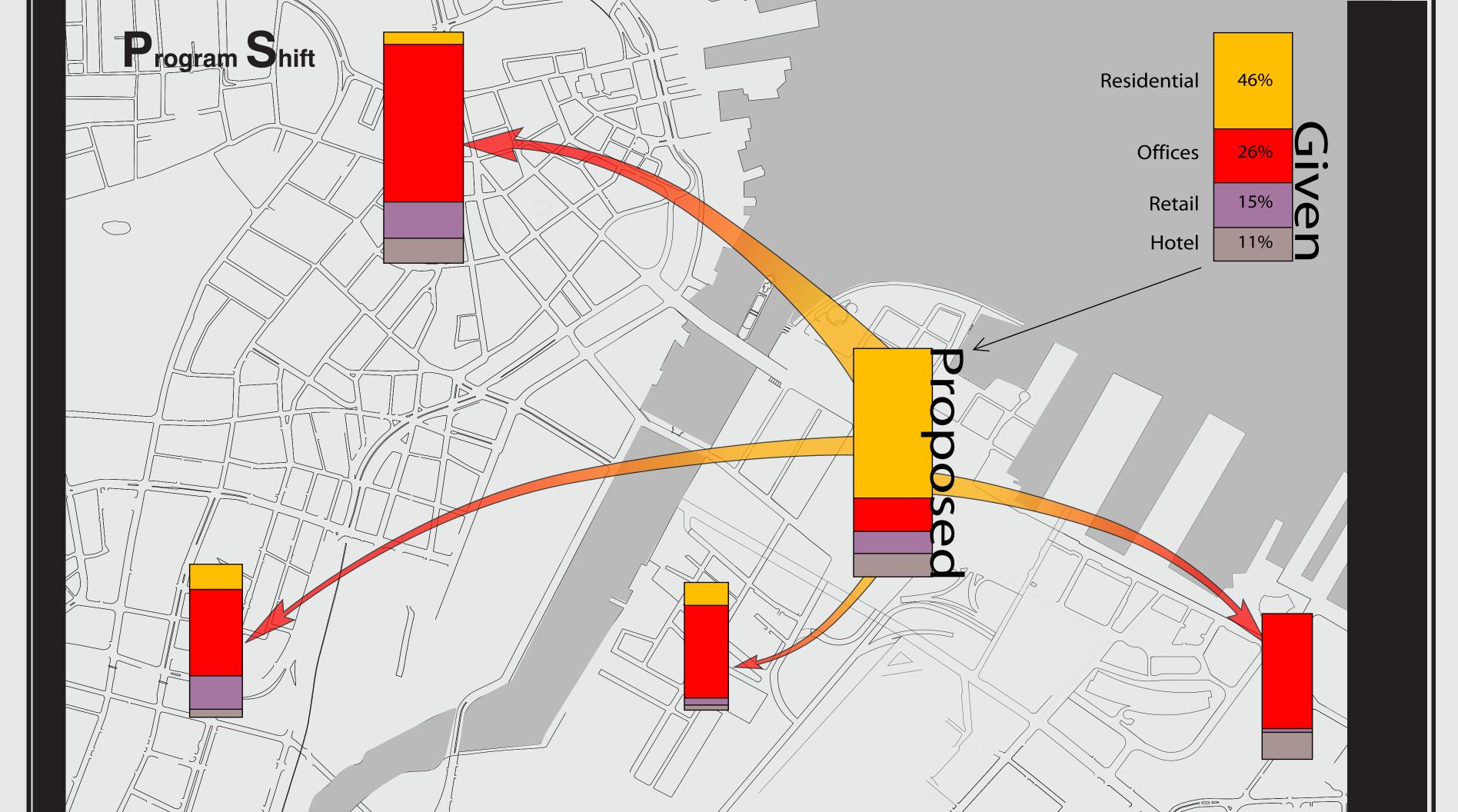
# Autodate

# **Access Control**

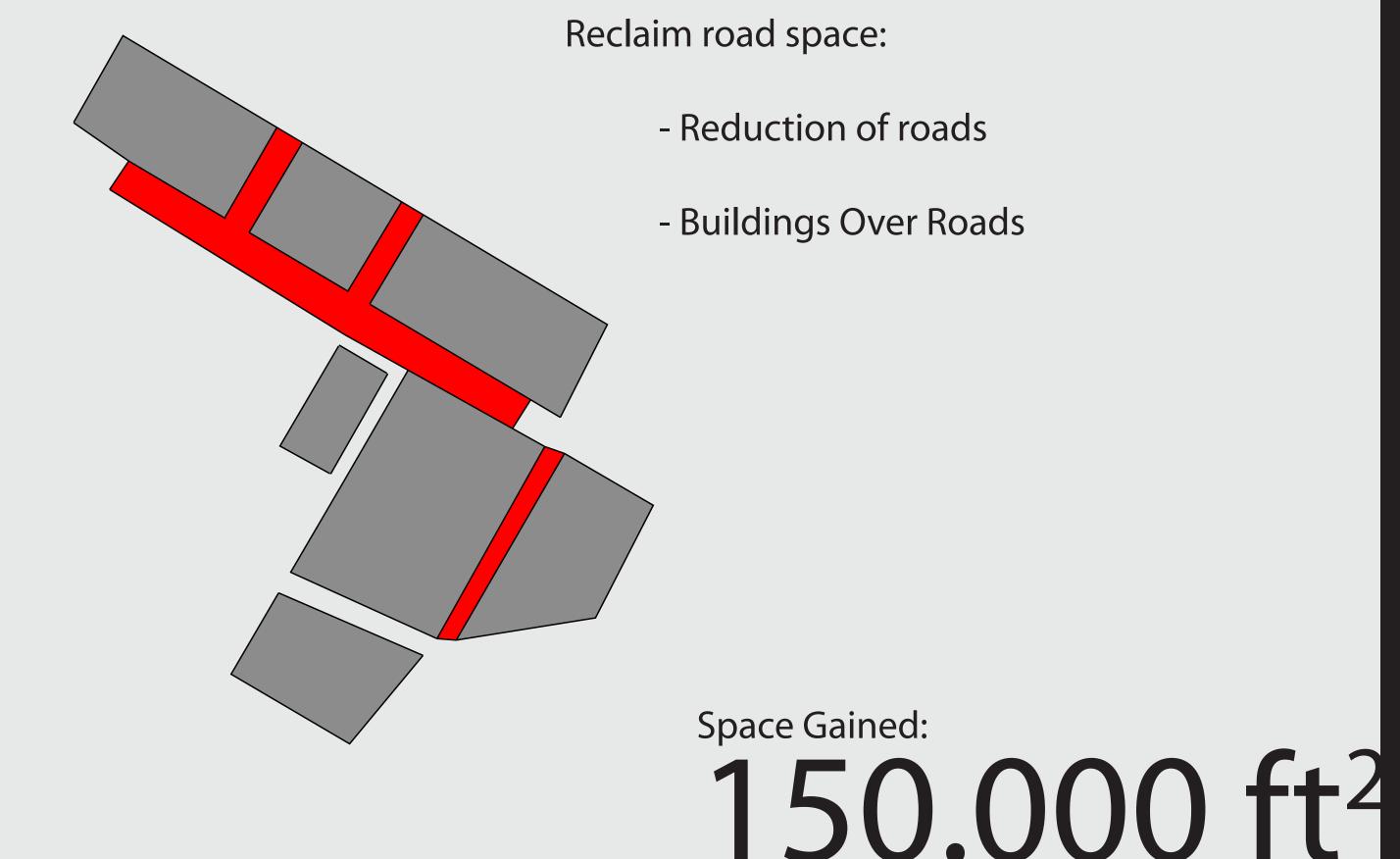


# Making the Rules



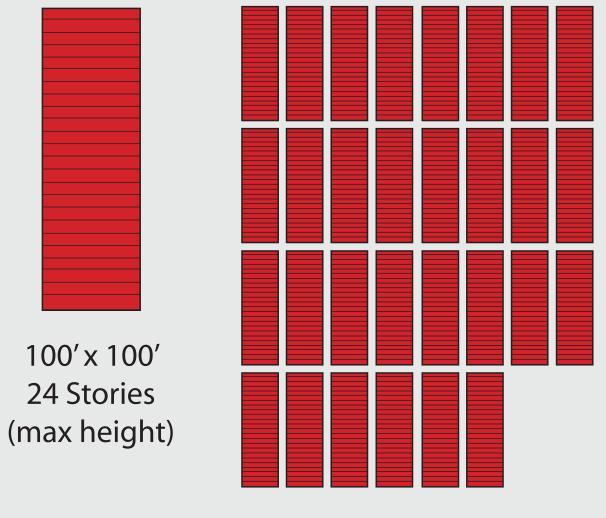


# Optimize Land Use

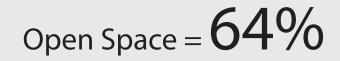




#### **The Corbusian Model:**

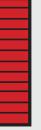


32 towers

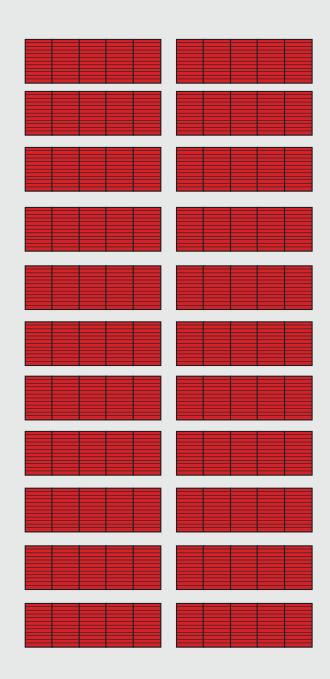


#### **Open Space to 40%:**

12 Stories

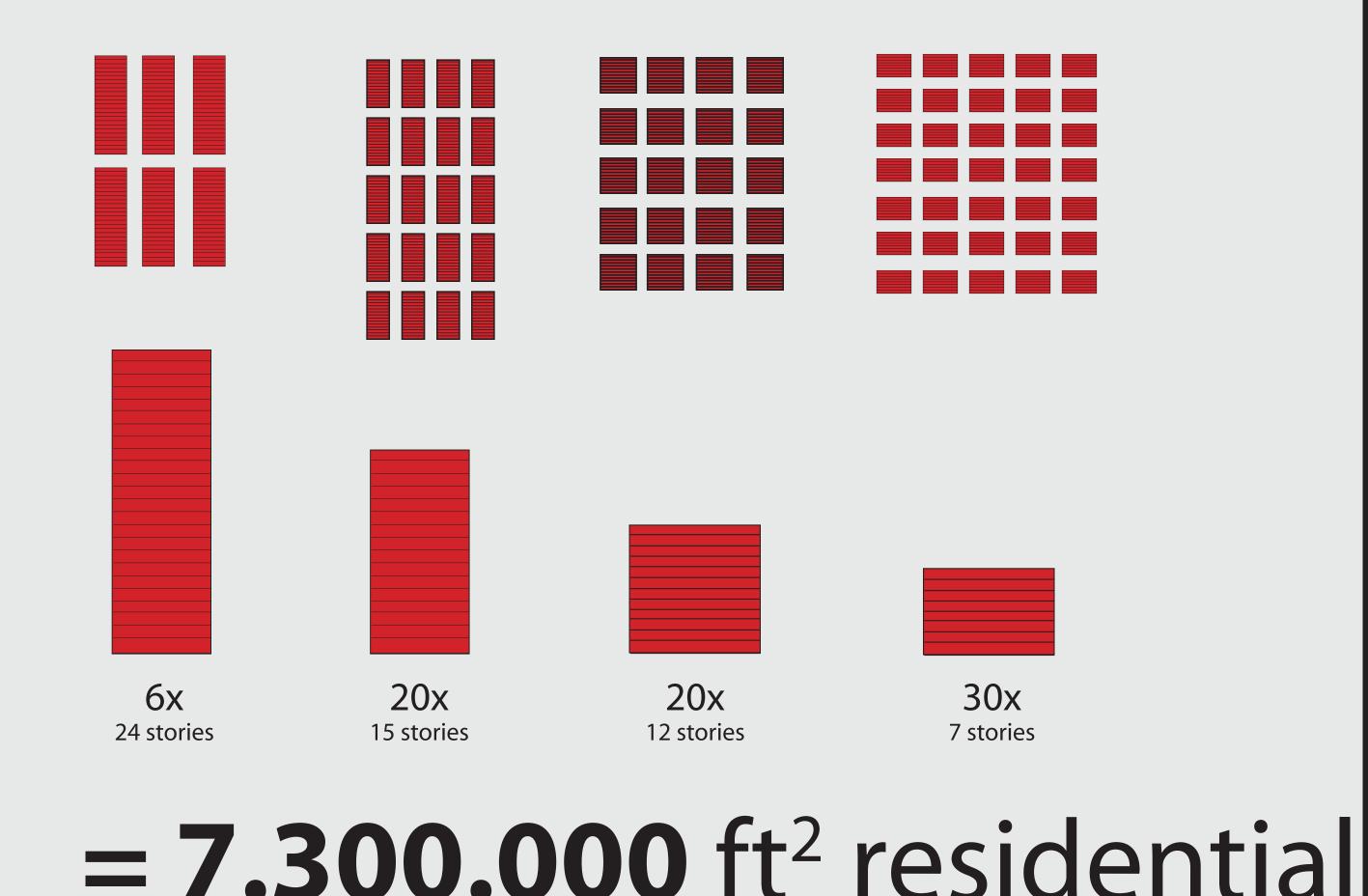


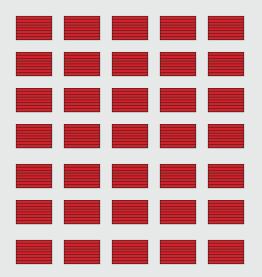
80' x 65'



#### 110 infill buildings

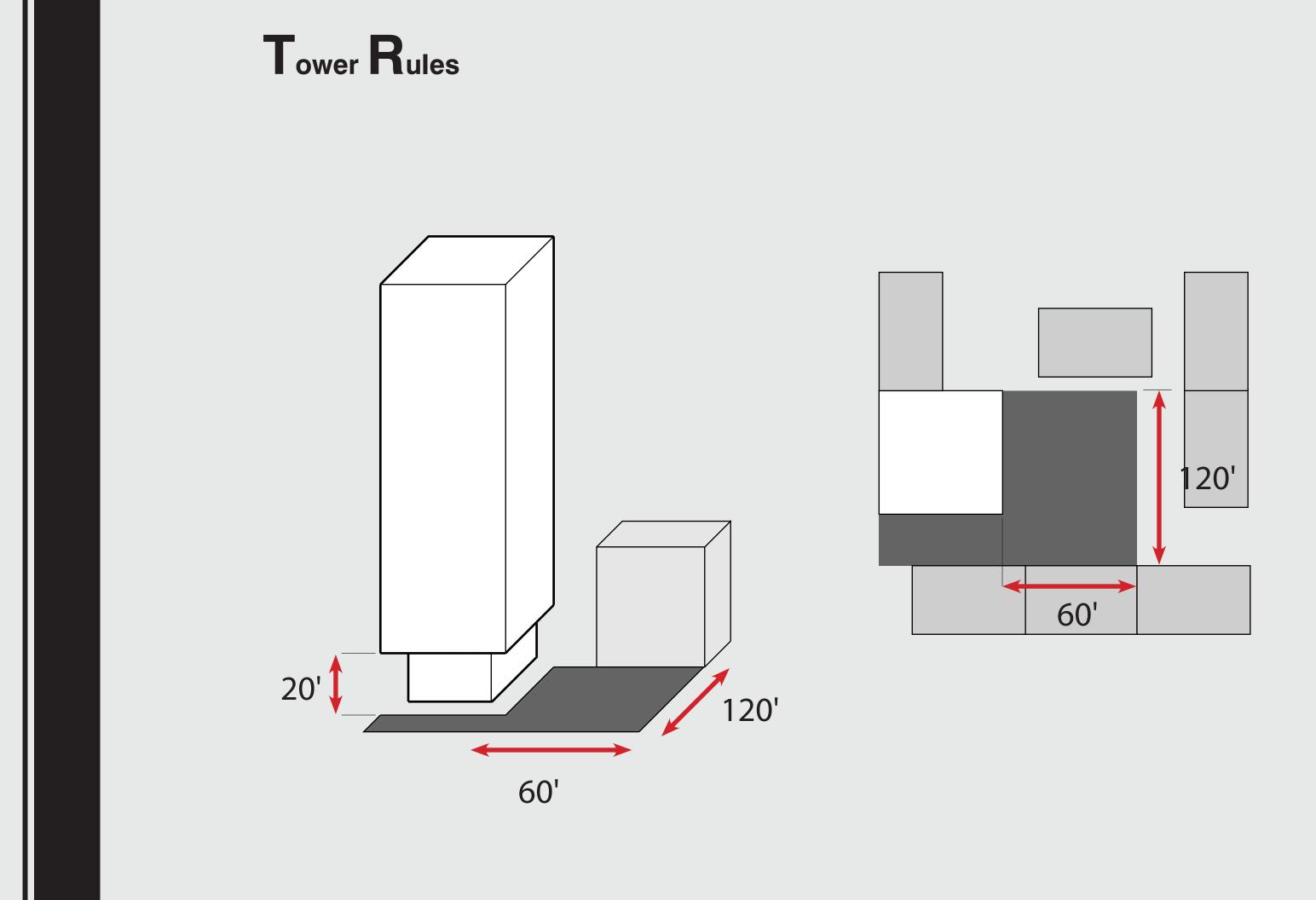
# Massing Result





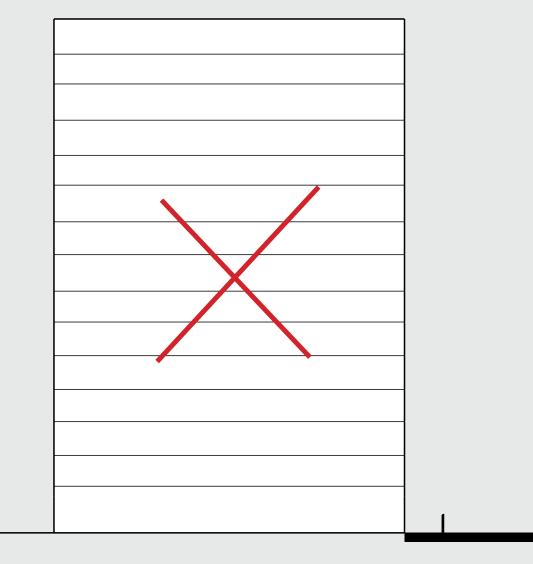


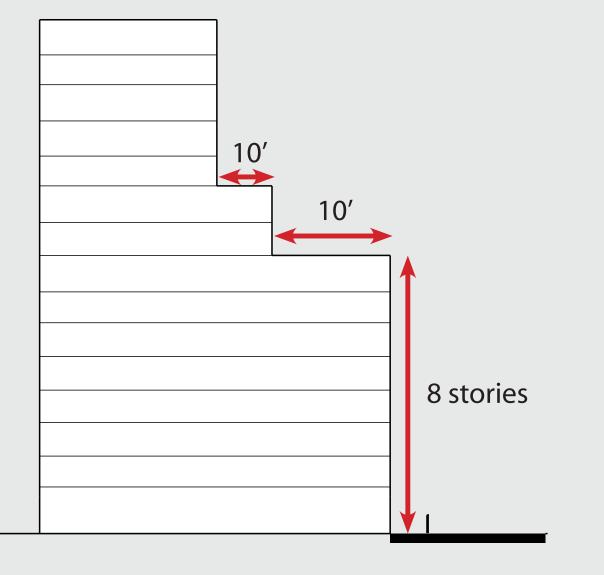
30x 7 stories





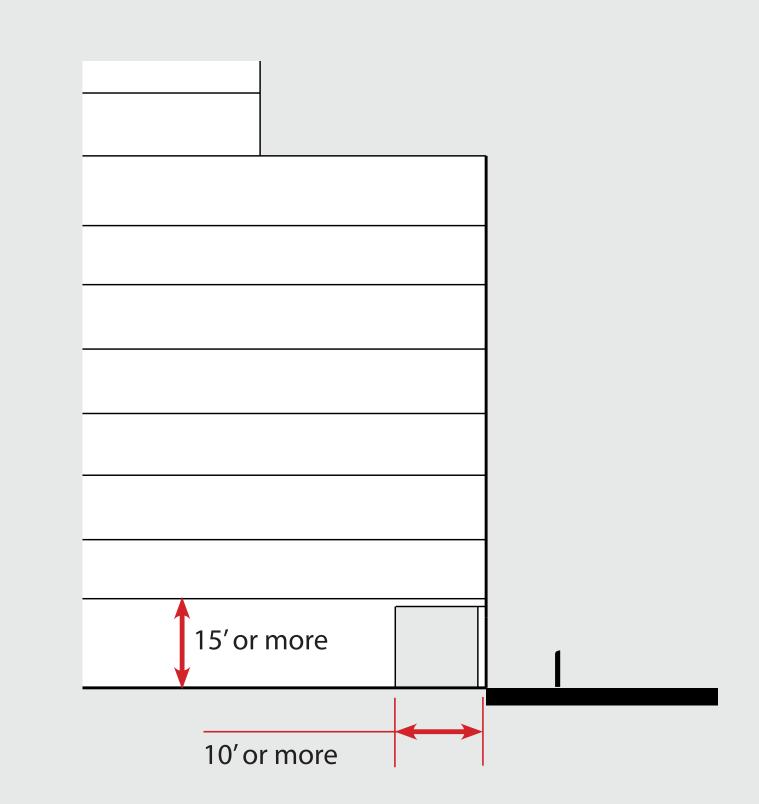
# Scale & Diversity







# Scale & Diversity





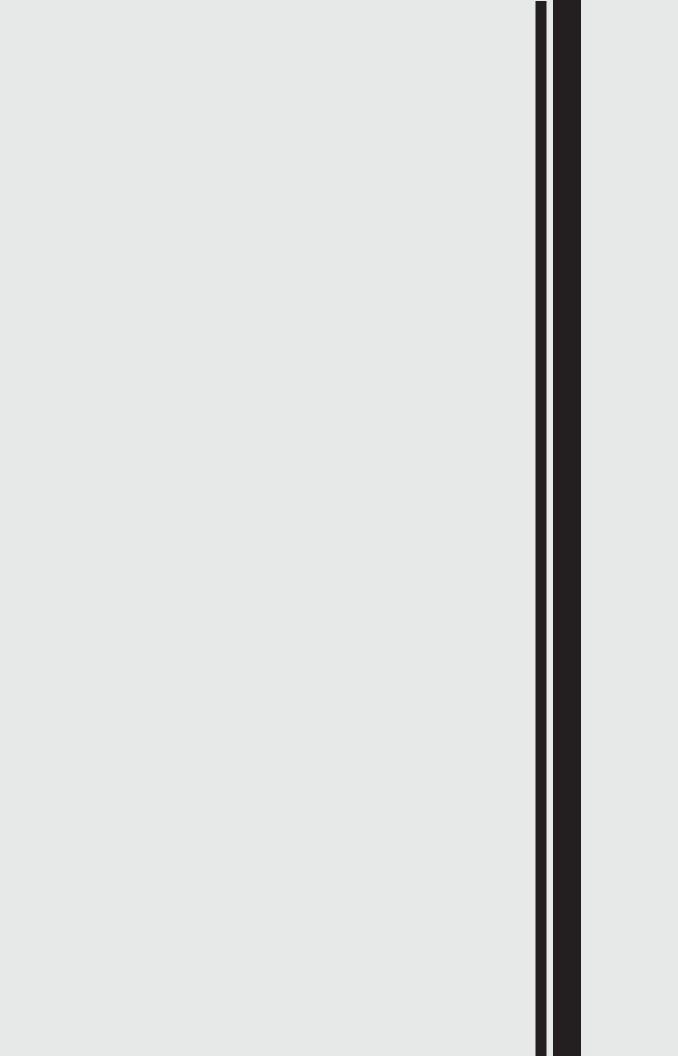
## Increase Biomass & Quality of Habitation

All horizontal end surfaces need to be planted gardens and green roofs, accessible by the residents or the general public, depending on size.

Hospitality may be exploited by permit on key locations.

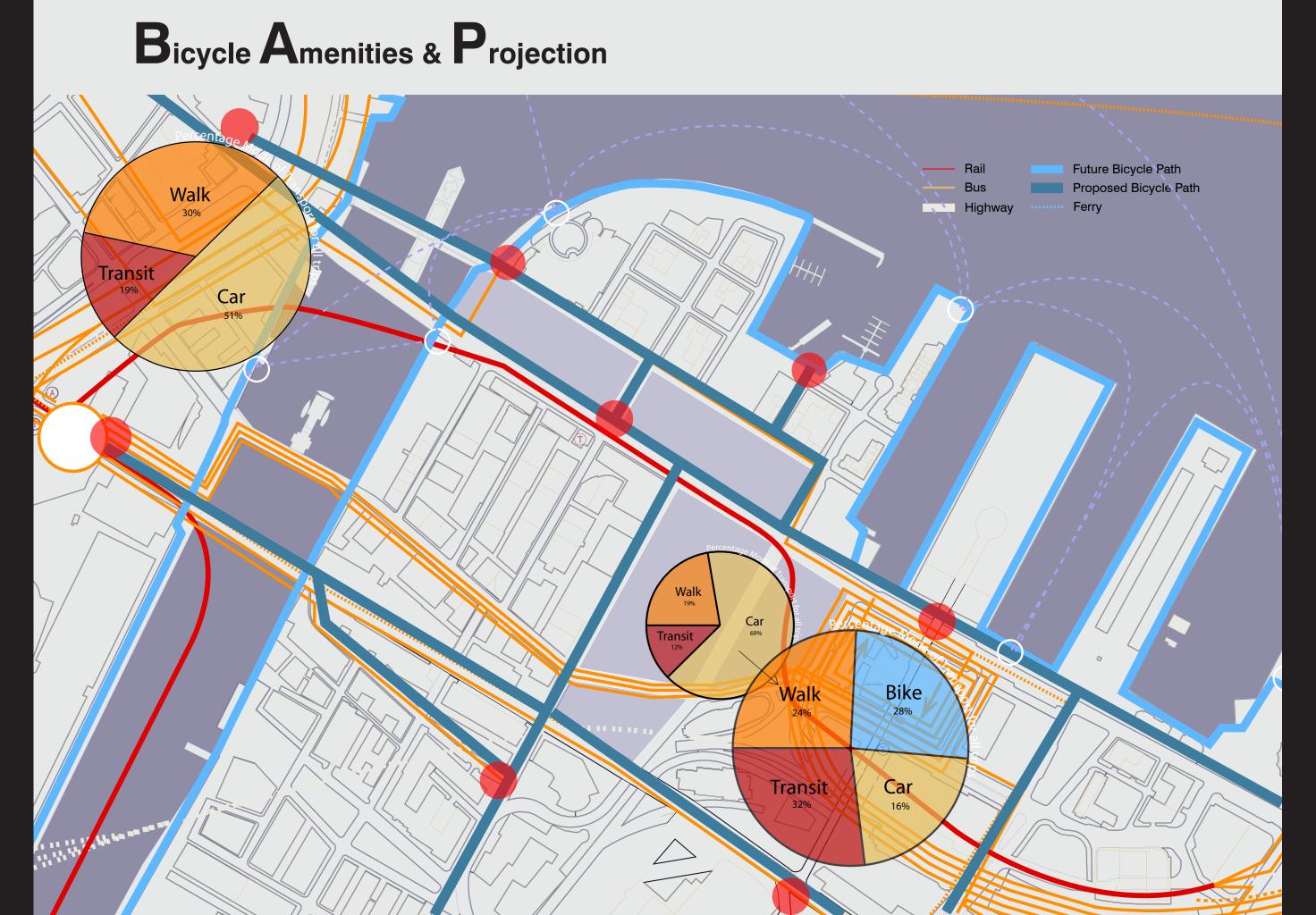


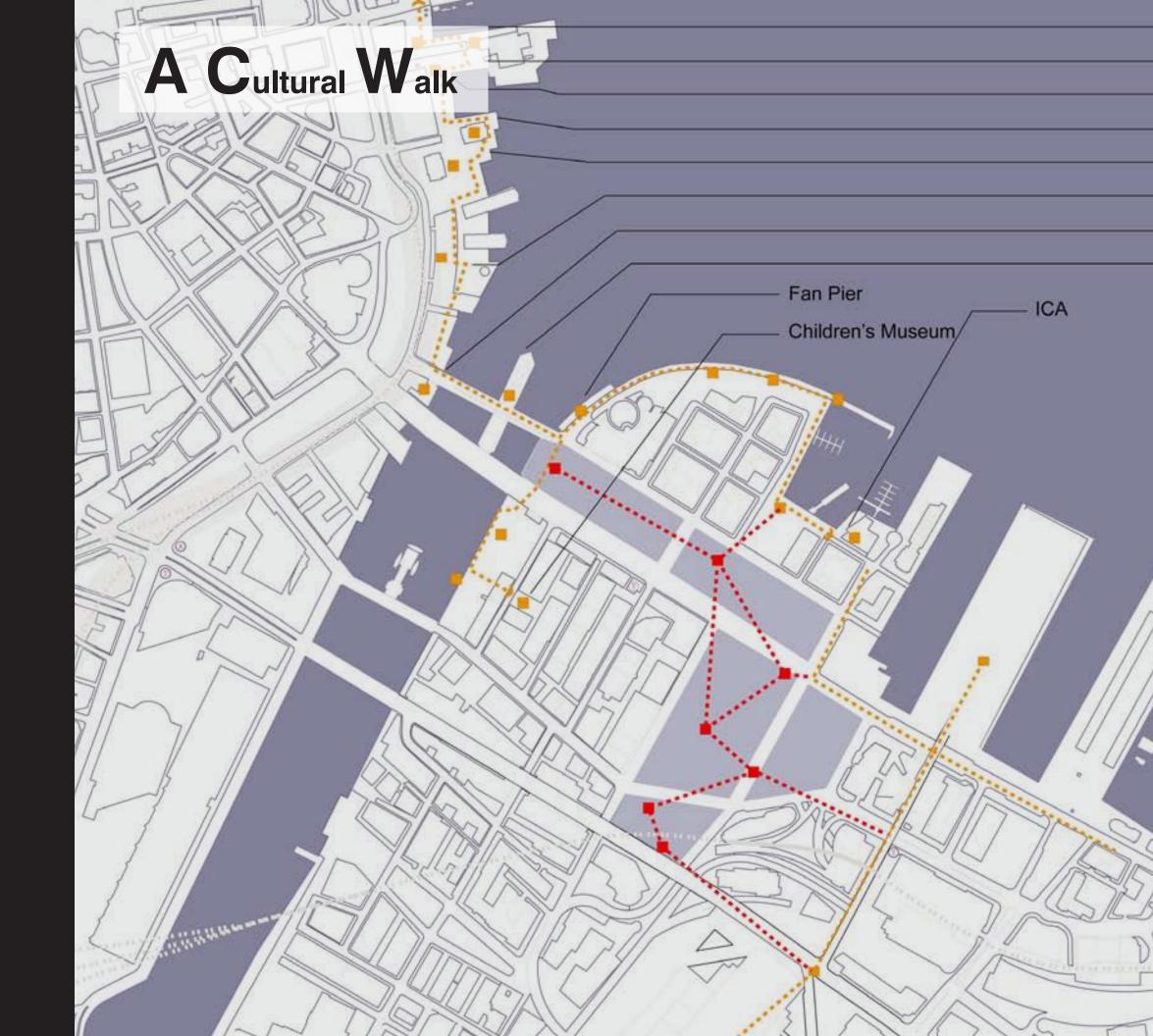
## Applying the Rules











- New Endland Aquarium
- Harbor Seals
- Creatures of the Harbor
- New England's Titanic
- Von Schlegell Sculptures
- Map Exhibit Harbor Hotel Lobby
- Hook Lobster
- Northern Avenue Bridge



