

# WLA<sub>16</sub>



David H. Koch Plaza



# PARQUE URBANO DO RIBEIRO DO MATADOURO

BRUNO SOUSA, GILBERTO PEREIRA, SOFIA PACHECO, VICTOR ESTEVES



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The site (1.54 hectares of land located in the direct east limits of the urban fabric of the city of Santo Tirso), is was previously a municipal plant nursery, and part of the site is a low altitude wetland, a strong element that defines the site's east limit called "Ribeiro do Matadouro". This morphological, and typological condition defines the valued elements of this project, which are the land's natural depressions as waterlogging areas, and also the existing vegetation (alders and black willows).

The west side the site slopes gradually upwards allowing the creation of a structured waterway that is moves through the site, under pathway s and through planting areas.

The site runs east to is of strategic urban value and symbolizes the connection between the central urban cityscape to the east and the natural/rural landscape to the west.

### AIM OF THE INTERVENTION

The project's budgeted of 1.4million euros was and in part financed by a large scale urban system development called "Inventar a Cidade", the park design evolved from the competition phase of European 9 into what is it now - a regenerated part of the city of Santo Tirso. This project was an opportunity to transform a "non-place" into a space of increased value for the social, urban and natural environment of the city. Using local culture, ecology and tradition as guidelines, together with utilising sustainable and integrated design methods, an urban park emerged, reviving the sites natural/urban identity.

The aim of transforming this space into a "green landscape" enabled us to raise awareness of

users to good environmental practices, and encouraging park users to interact with nature by creating different types of recreation for various social/age groups.

The concept design included low maintenance the use of plant species that would grow will in the local soil and climatic conditions. We also included the use of the recyclable materials, energy efficient lighting and low consumption irrigation.

### DESCRIPTION OF THE INTERVENTION

The concept can be understood through its four essential layers

01 | The "Living Ground", conceived as a biological/moist gradient that promotes ecological niches that explore the local and new plant's polyvalence while stimulating biodiversity. To enrich the living experience throughout the dry and humid zones, trees and low vegetation were added accordingly to add biodiversity, colour, texture, movement and sent.

02 | The "Active Mesh" is a structured layout of pathways with diverse expressions that provide "motion" at different velocities characterized through the known symbols: PLAY, STOP, PAUSE e FASTFORWARD. The more interpretive ones are elevated platforms that grant ground level permeability for water and fauna, while promoting the ecological importance of the site.

03 | The "Interpretive Sculptures" are interactive urban elements, generators of multifunctional space appropriation, that assure permanent public space life while having integrated into their design all public space equipment. These





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sculptures, origami inspired, contrast with the vegetation in colour and geometry.

04 | The “Dwellers” consist of the people as active elements in this environment.

### EVALUATION

To overcome today’s disarticulated urban expansion that discourages natural resources and urban life, a proper discussion in a multi-disciplinary team is essential. This was the basis for the development of this project that integrates natural and artificial elements into complete, multi-functional and sustainable urban systems that promote quality urban lifestyles in an overall harmonic landscape, all in a contemporary park/city context that guarantees urban connectivity, attractiveness, and economic, social and environmental sustainability

The overall goal was to stimulate awareness towards the environmental importance of our surroundings. This achievement is due the project’s various strategic/conceptual/design layers such as: integrated and eco-friendly design methods and materials alongside low maintenance equipment and solutions; population participation in various pre and post development programs (such as in naming the park, workshops, educational, cultural and recreational events); project concept connection to larger scale strategic development plans for the city – pedestrian/bike path routes; the region’s sculpture campaign.



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SANTO TIRSO, PORTUGAL

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Client | Municipality of Santo Tirso

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