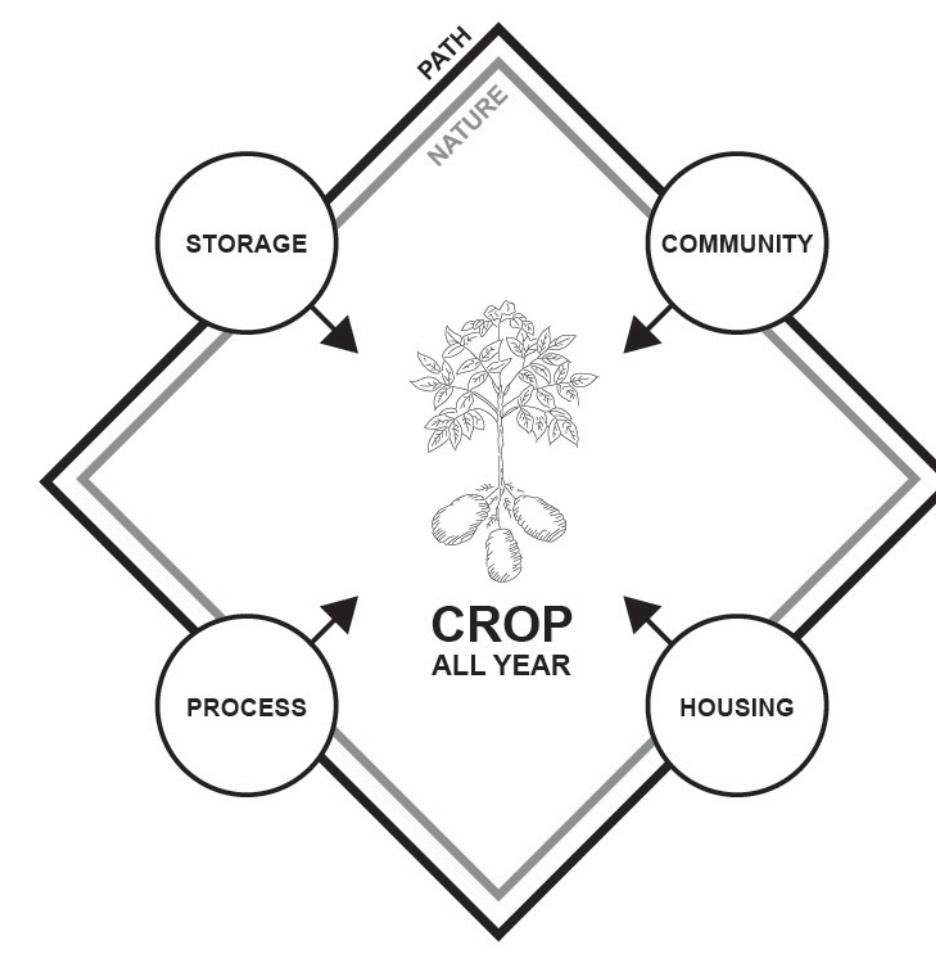


# (UN)BARRED

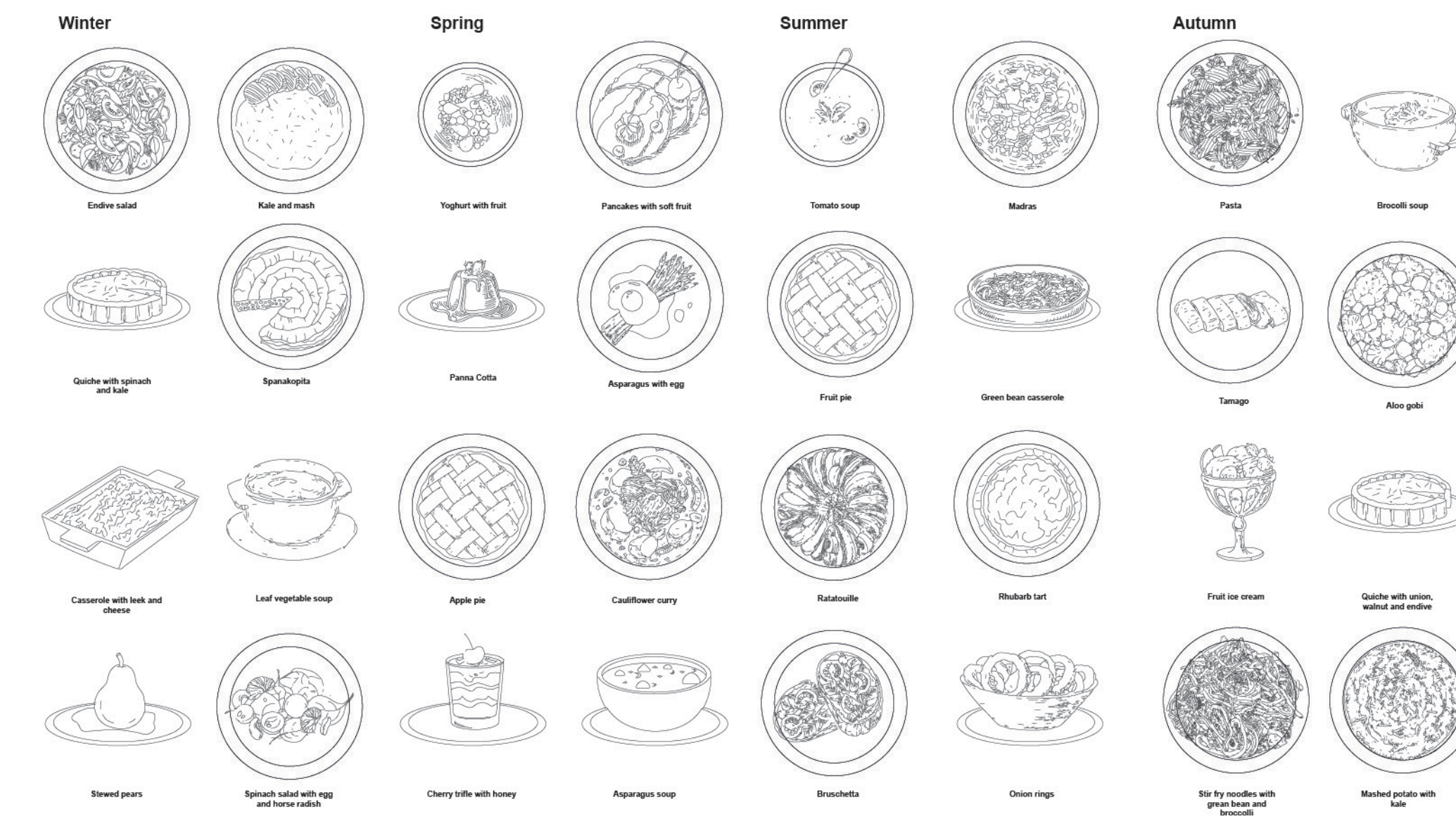
MANON OMON

In (un)barred is the crop the main focus point. From choosing the crops and placement on the plot to defining functions and housing. The paths and nature help arrange these aspects on the plot. The idea is that during the year there is always activity on the field. It becomes eating with the seasons and making sure that even in the cold months there is enough variation in de menu. This leads to a way of picking crops and figuring out different kind of dishes. These dishes represent the whole agriculture on the plot.

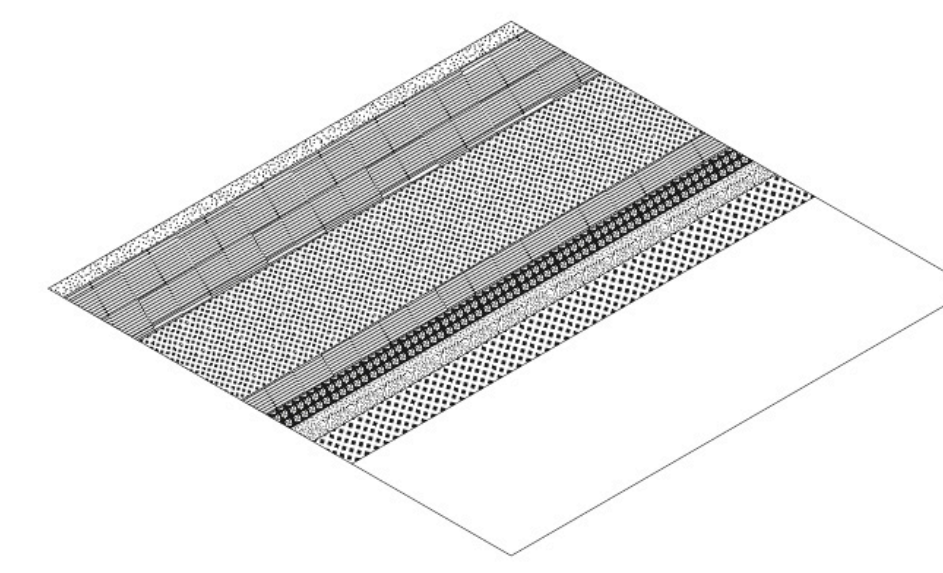
With this the goals is to feed every household, that's why efficiency is important. By placing the agriculture plots as a barcode it looses the minimal space and it can be divided to arrange the good neighbours. The main path harbours different hubs that are playing a role for the crops of for the community.



## CONCEPT

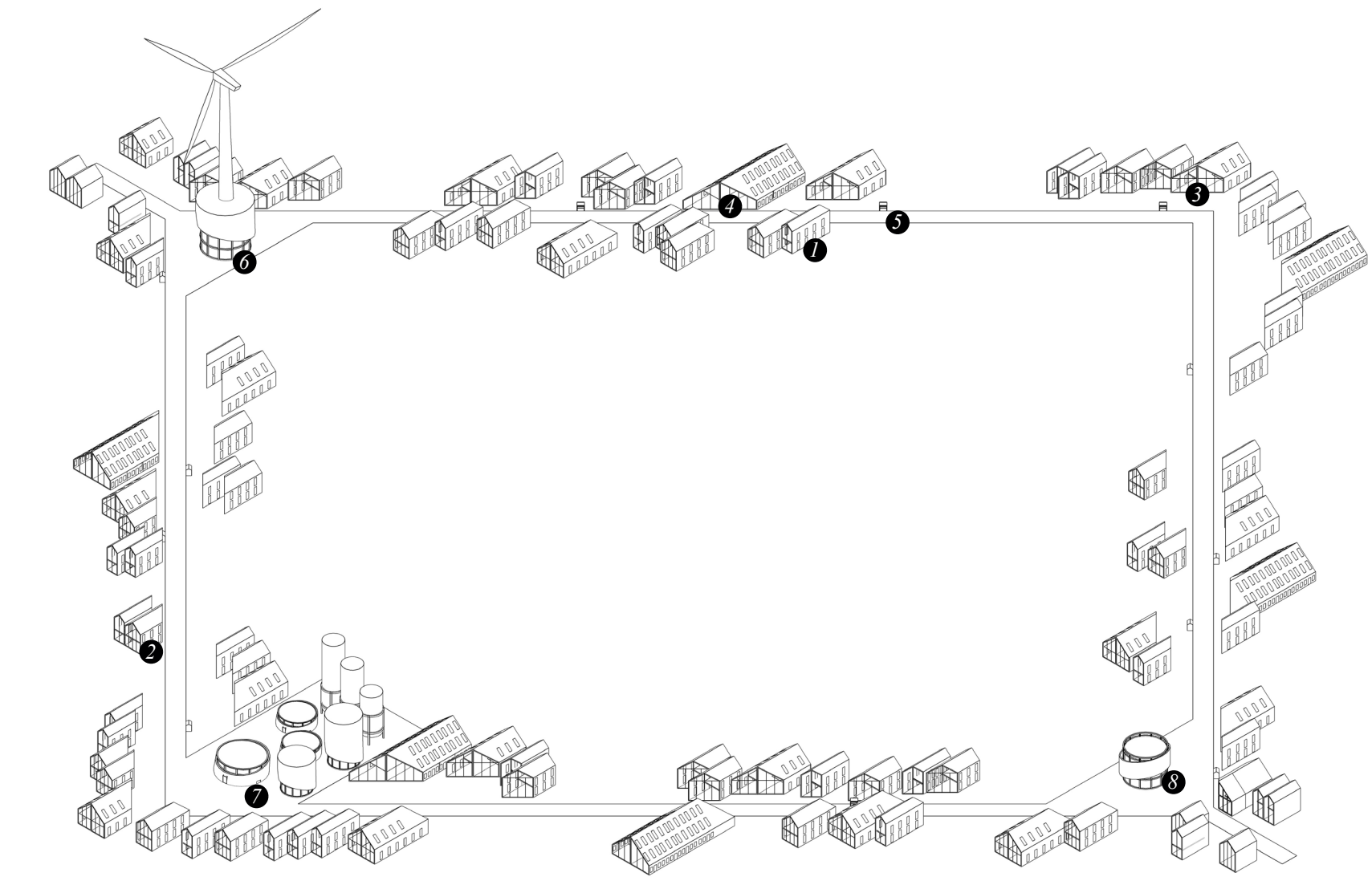


## DISHES

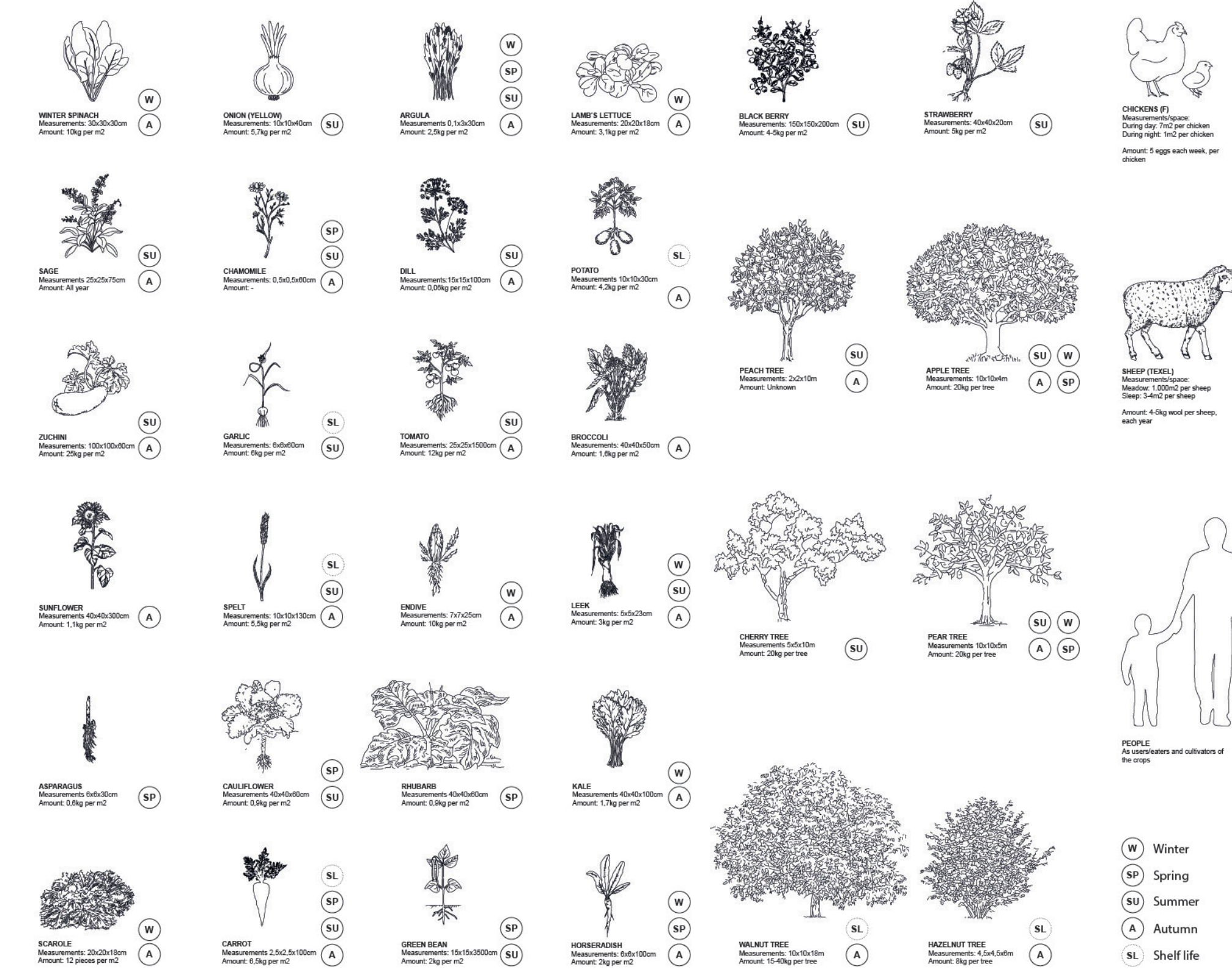


1 CHOOSING CROPS

## ARCHITECTURE

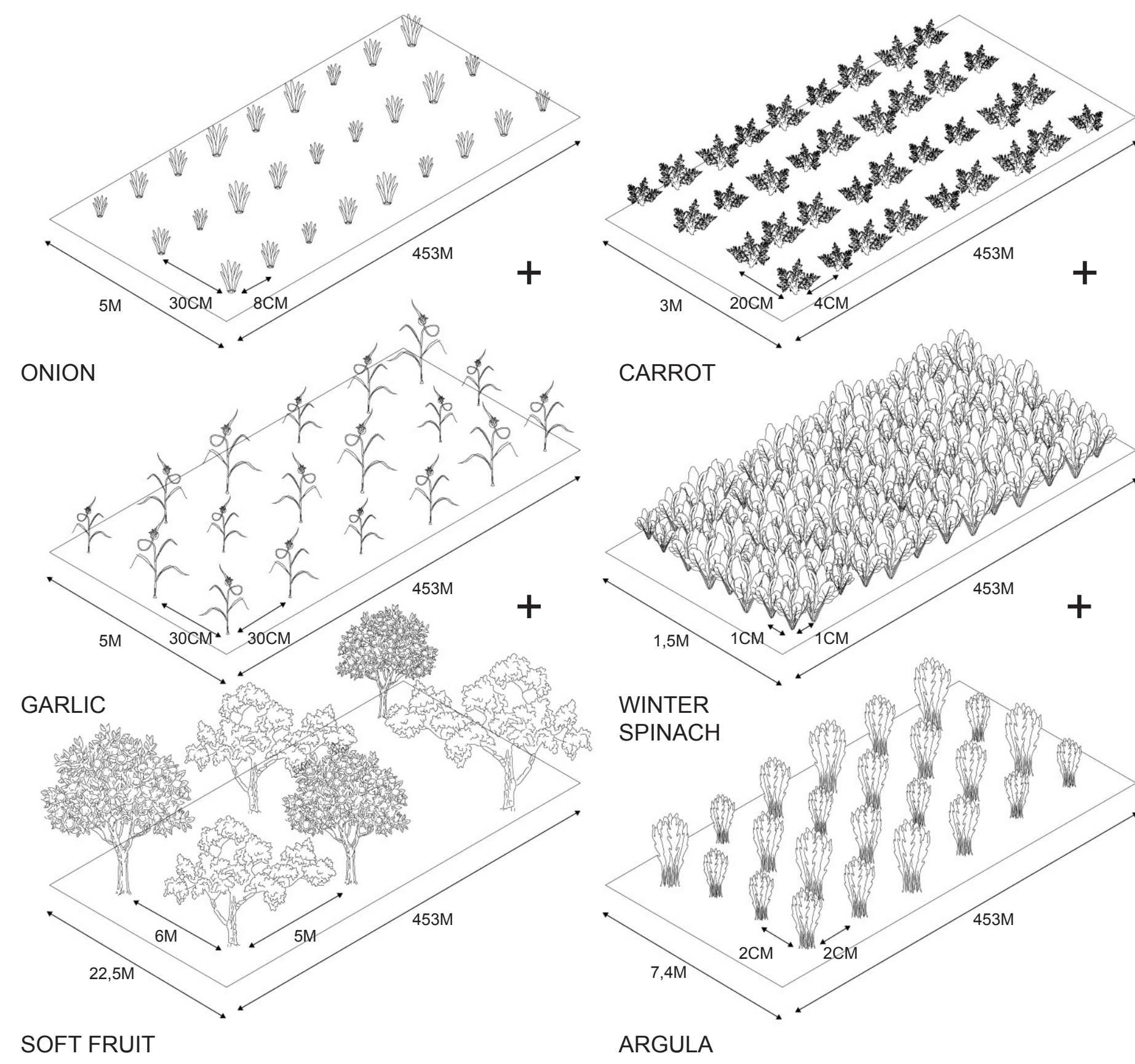


- 1 DETACHED 4M
- 2 DETACHED 6M
- 3 SEMI-DETACHED 10M
- 4 BACK-TO-BACK 14M
- 5 STALLS
- 6 ENERGY HUB
- 7 FARM HUB
- 8 COMMUNITY HUB

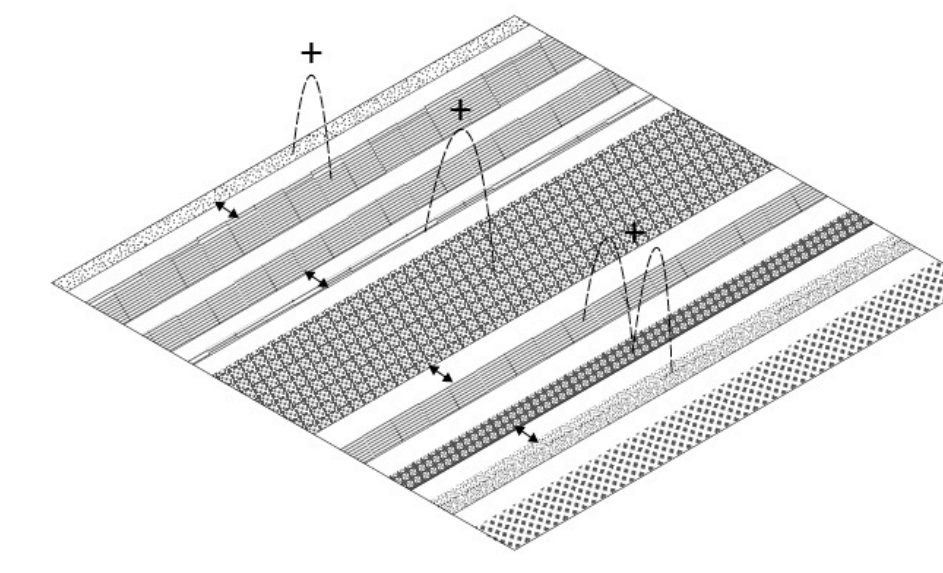


## AGRICULTURE

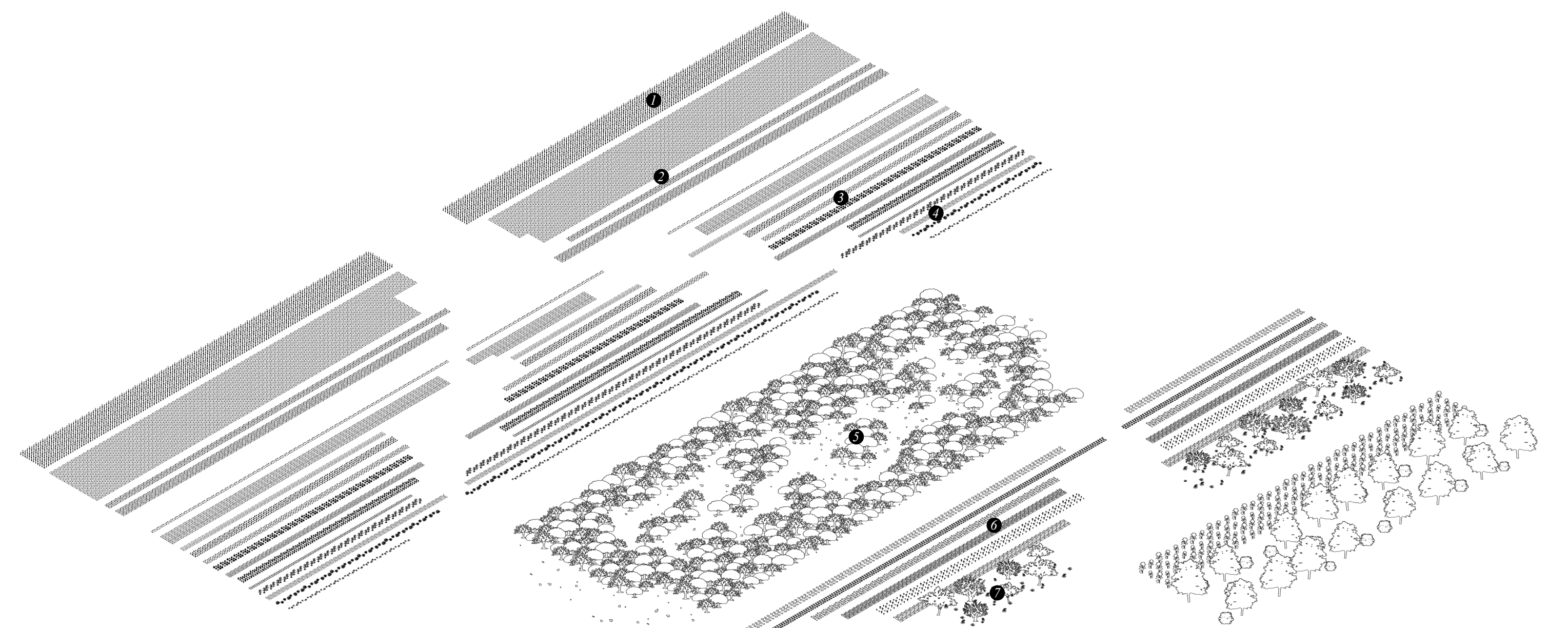
CATALOGUE (CROP TYPES)



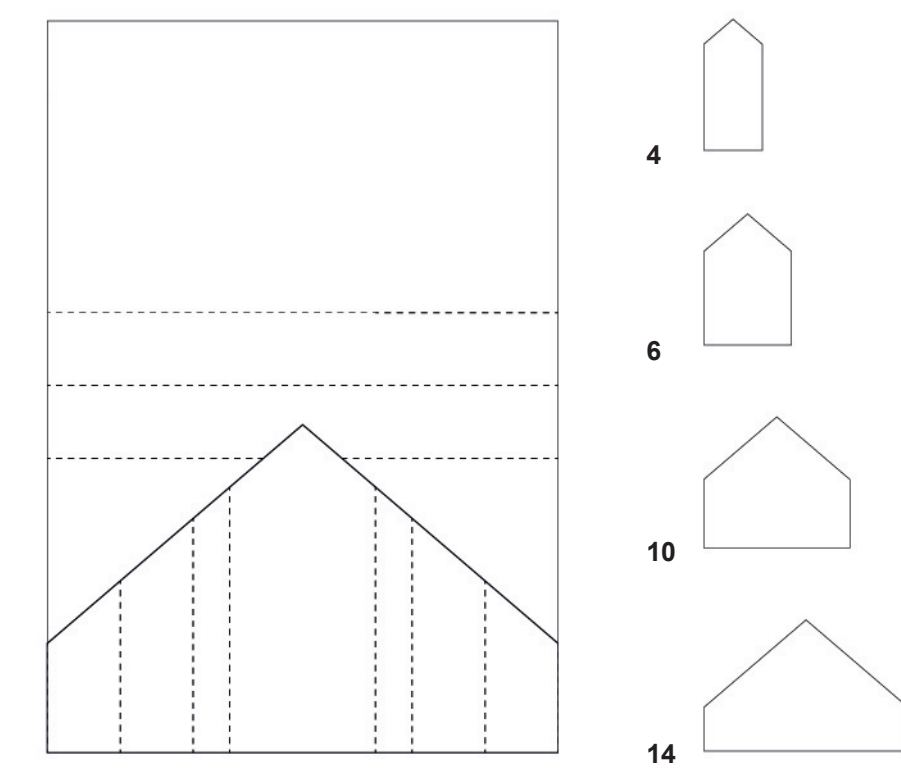
## DIVISION CROPS



2 MAKING THE BARCODE

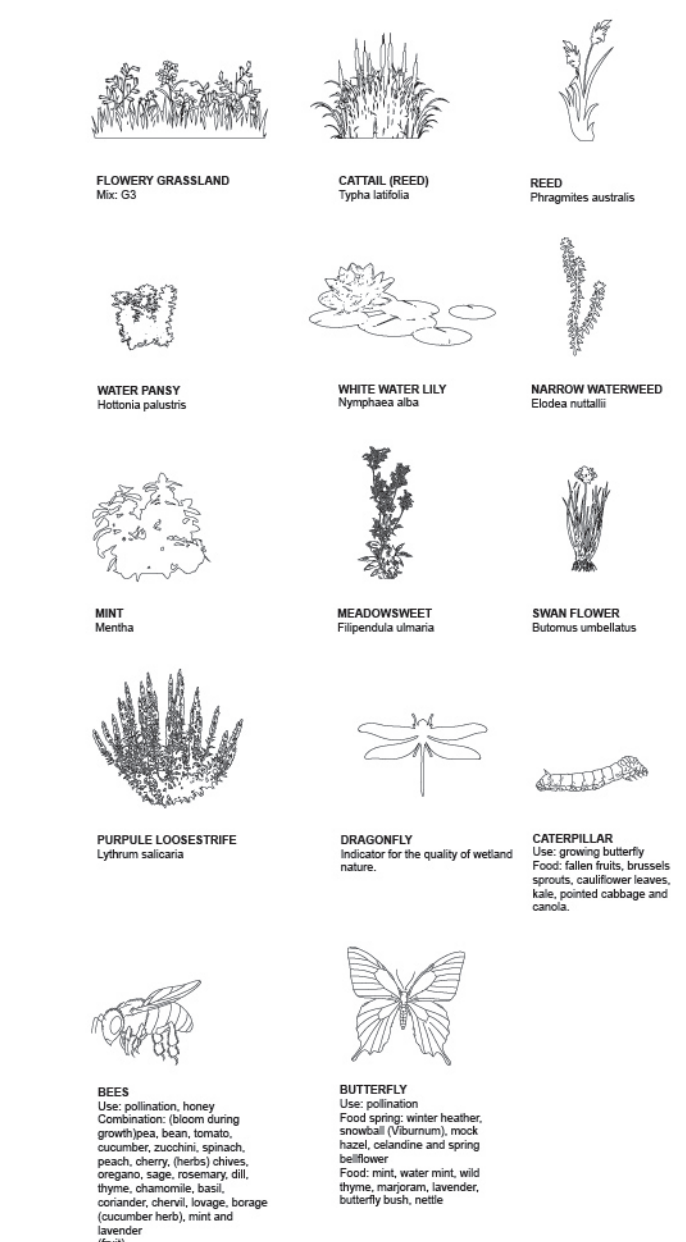


- 1 SPELT (GRAIN)
- 2 ROOT & TUBER
- 3 LEAF & HERB
- 4 FRUIT & SEED
- 5 HARD FRUIT & ANIMALS
- 6 BULB & FLOWER
- 7 SOFT FRUIT
- 8 SUNFLOWER
- 9 NUTS



## ARCHITECTURE

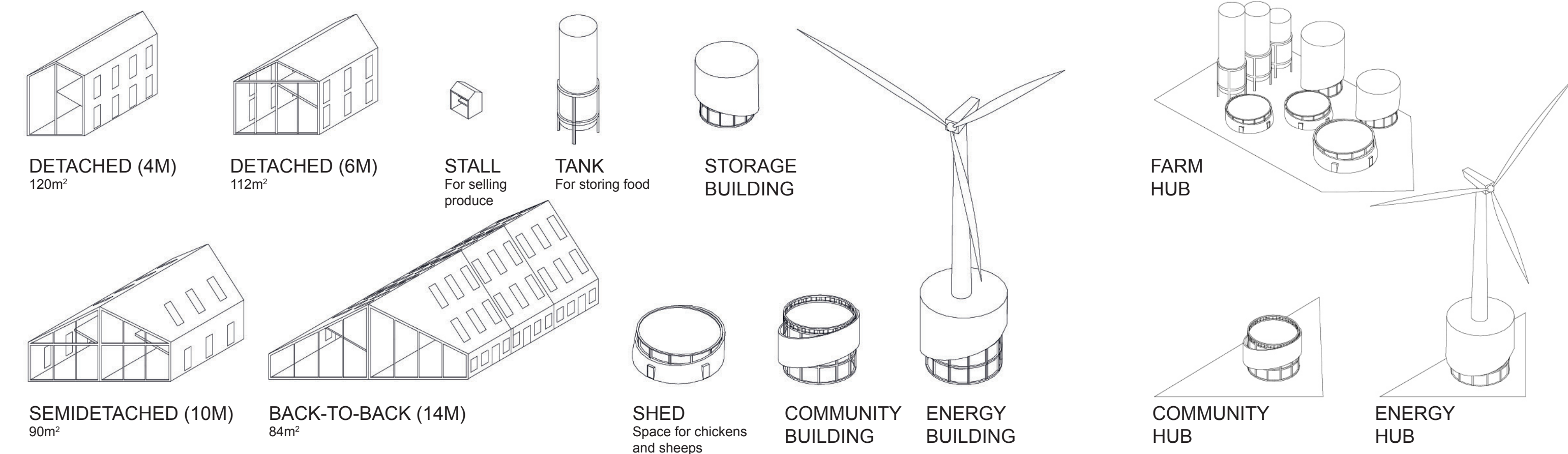
CONCEPT



## NATURE

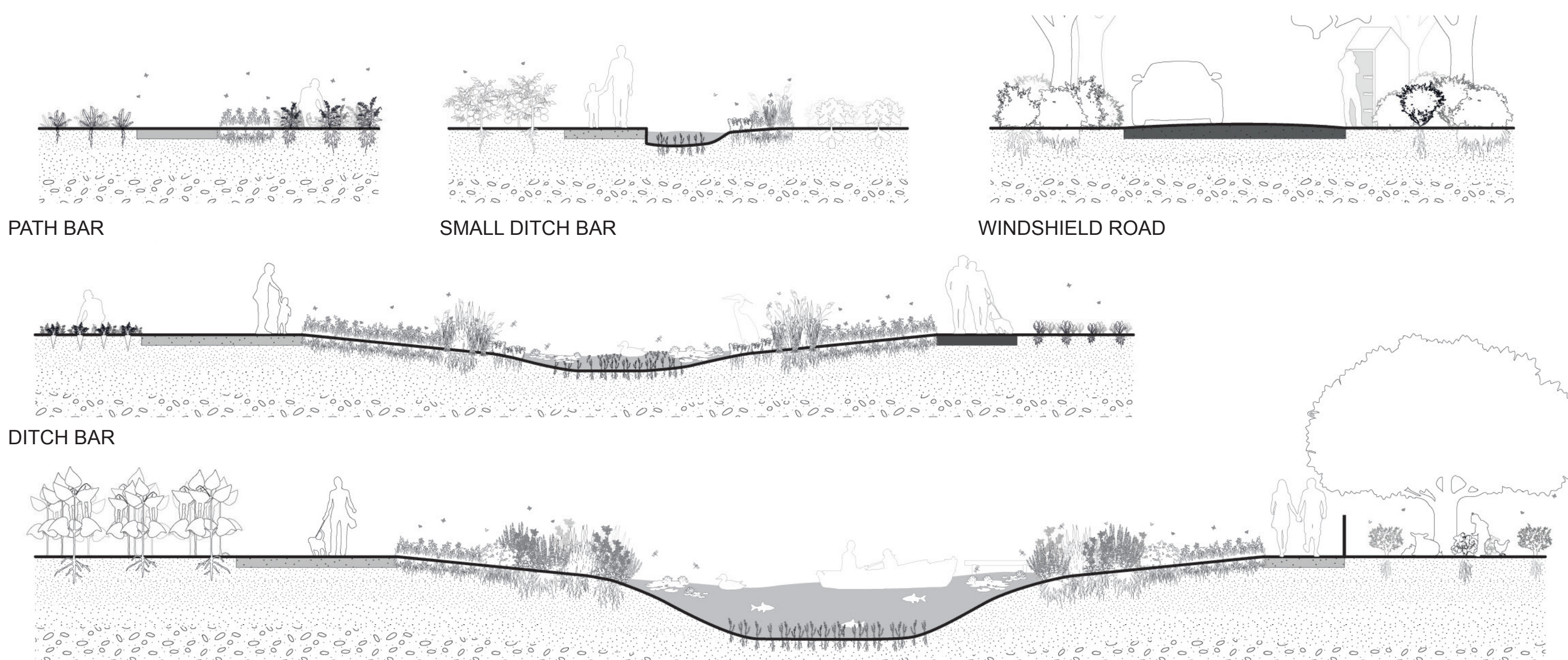
CATALOGUE

## TOTAL ...



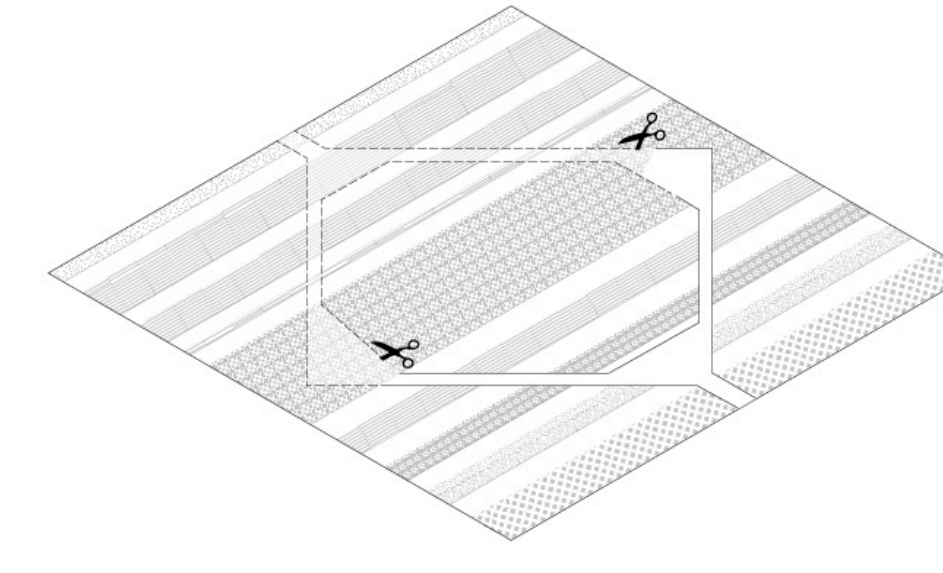
## CATALOGUE (HOUSING TYPES)

## CATALOGUE (ARGRICULTURE TYPES)



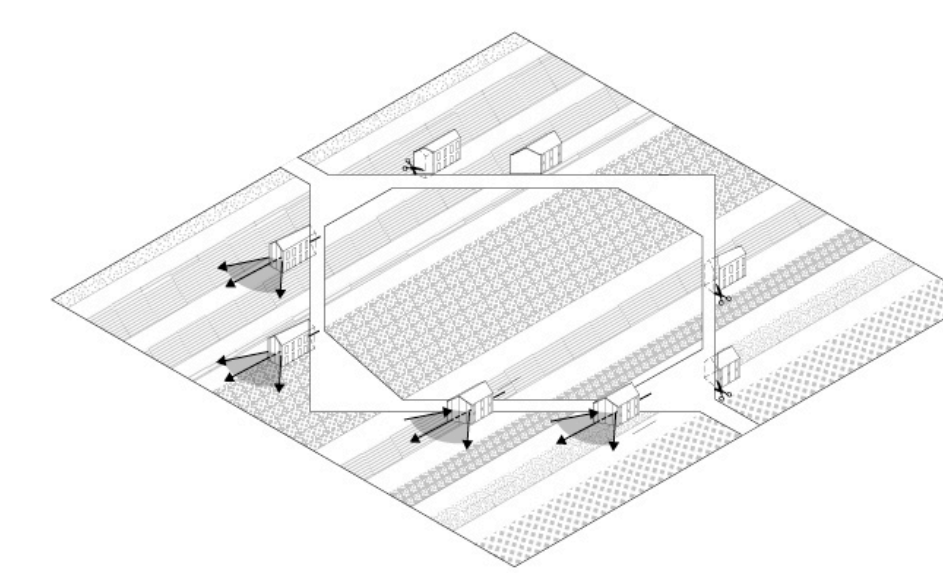
## WATERWAY BAR

## NATURAL "BARS"

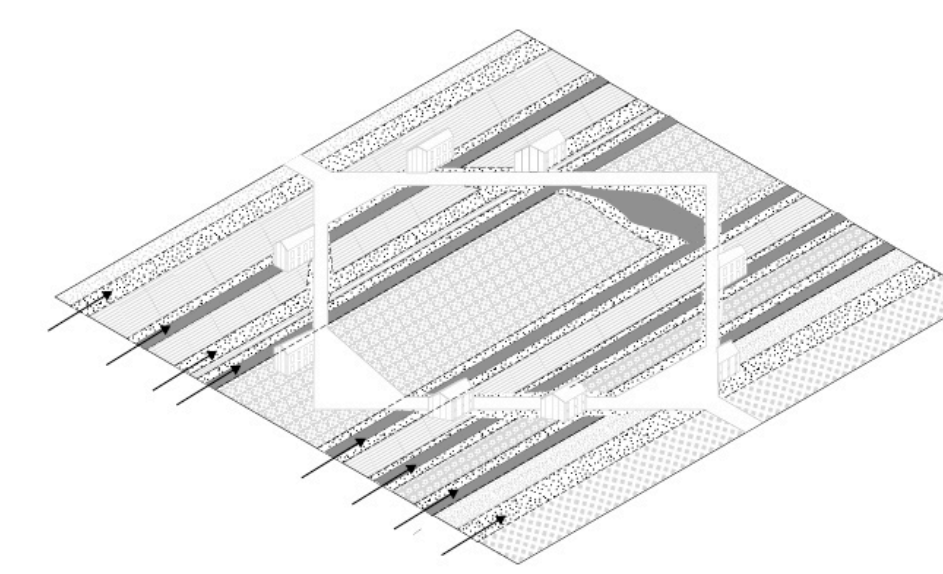
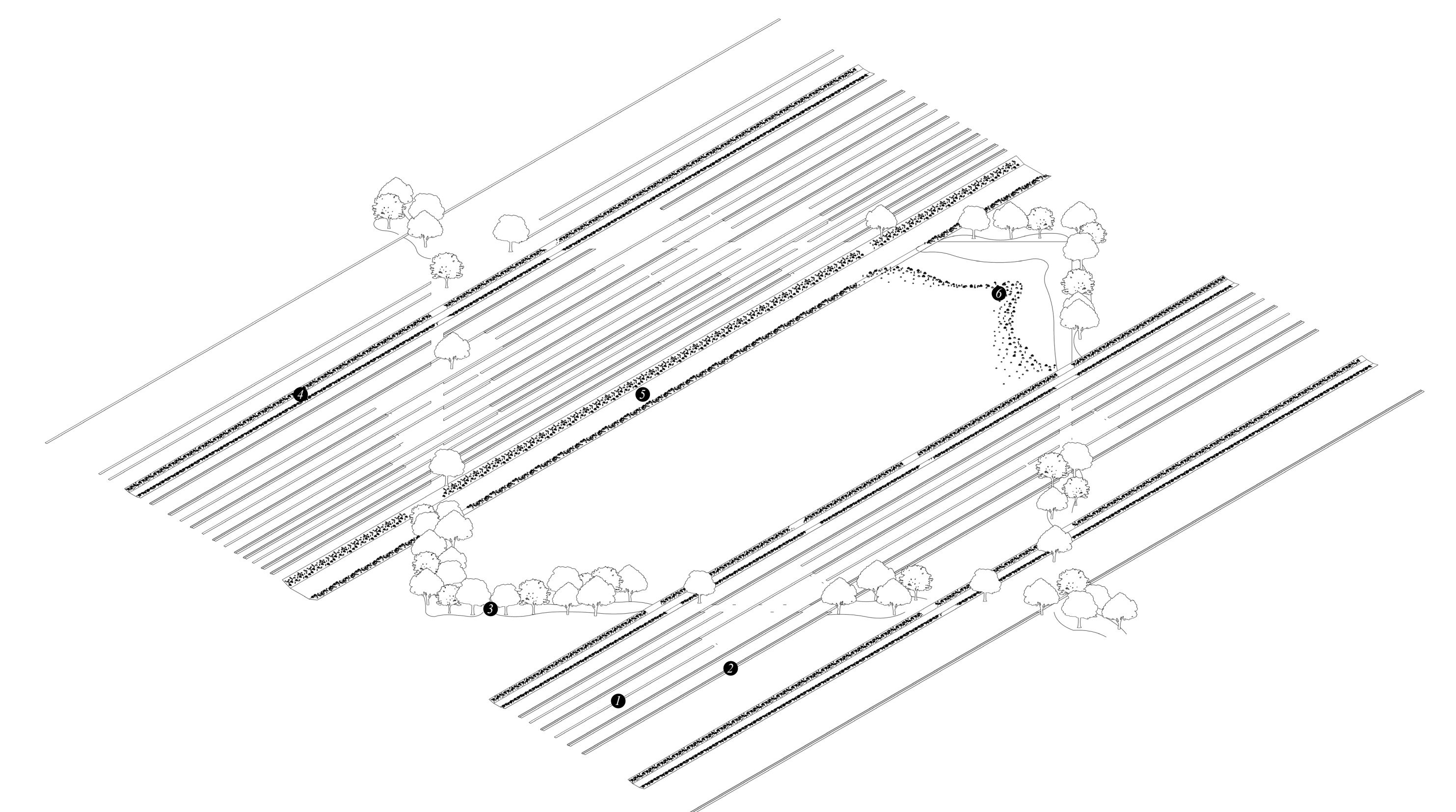


3 CUTTING THE BARCODE

## AGRICULTURE



4 PRINCIPLE OF HOUSING



5 NATURE COMPLETES THE BARCODE

## NATURE

- 1 PATH BAR
- 2 SMALL DITCH BAR
- 3 WINDSHIELD ROAD
- 4 DITCH BAR
- 5 WATERWAY BAR
- 6 NATURAL BROOK



# (UN)BARRED

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