## ANIMAL FARM

## LYNN HEEREN

Animal farm describes a living environment in which the relation between humans and animals is brought to life in a balanced way. Cohabitation in a heterarchy with a multi-faceted production of meat. Within this society, animals have the largest amount of space so they can walk freely in nature. As a result animals and humans will be in balance and happier. These animals live in landscapes that match their needs in their natural habitats to live happily. The

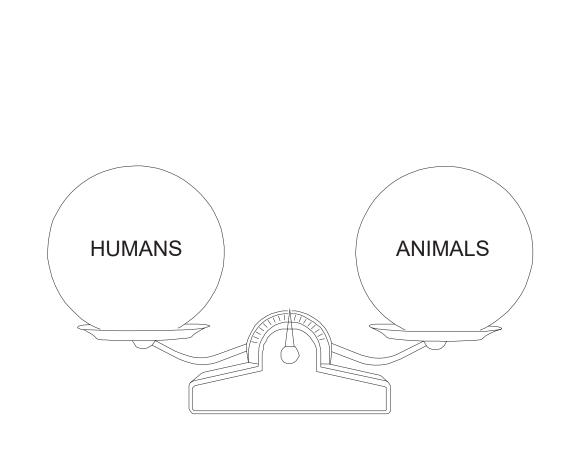
arrangement of the three different landscapes creates

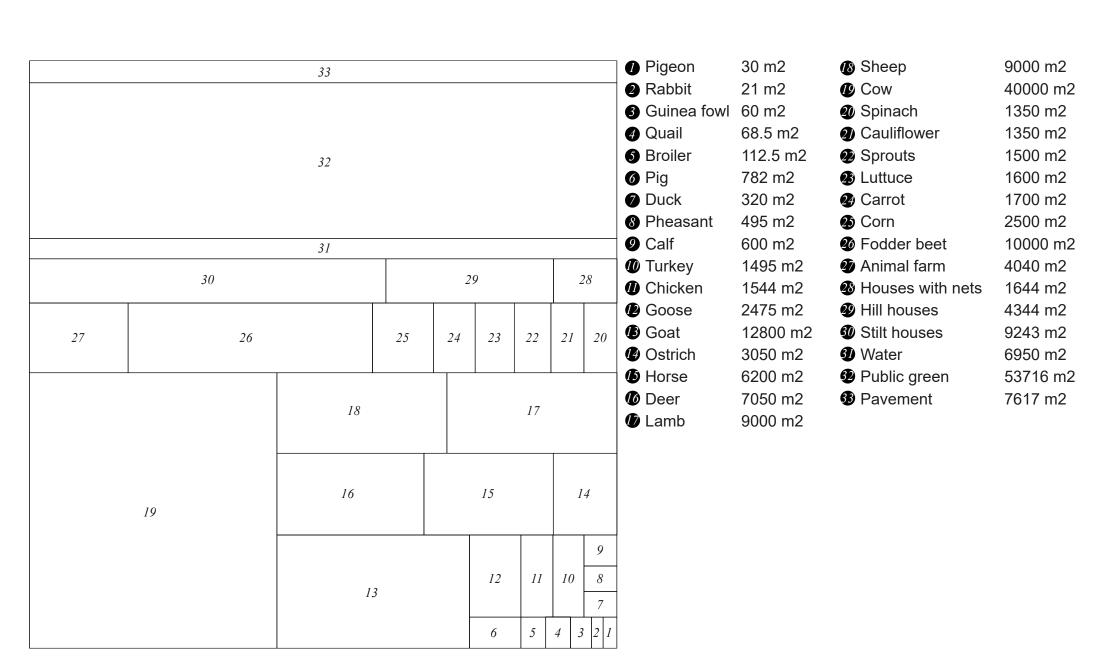
biodiversity and a variety of ecosystems.

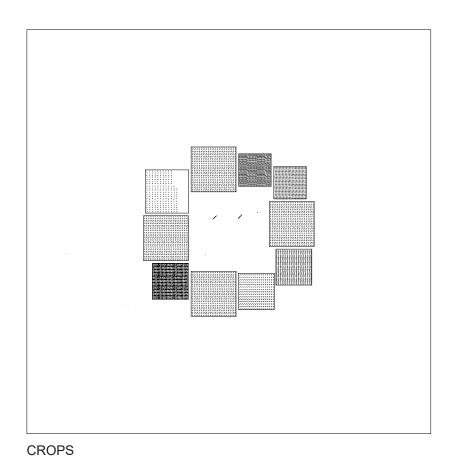
CONCEPT

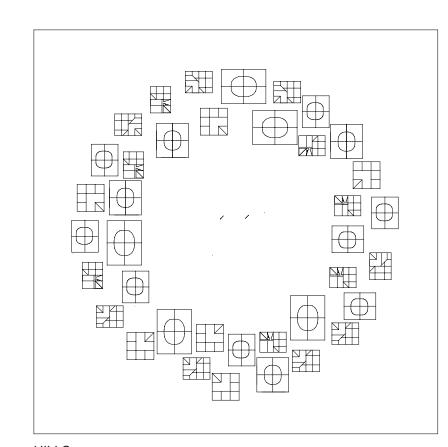
The architecture is based on the three landscapes. Shelters for animals and the houses for humans are combined in each type of architecture. The circular routing creates a separation between the landscapes. The main buildings on the periphery are central located and the production process can be followed. A process of cohabitation with animals, slaughtering and consuming where residents voluntarily help in the slaugher house, the restaurant and the shop.
To create a full experience of the process and the relation between humans and animals.

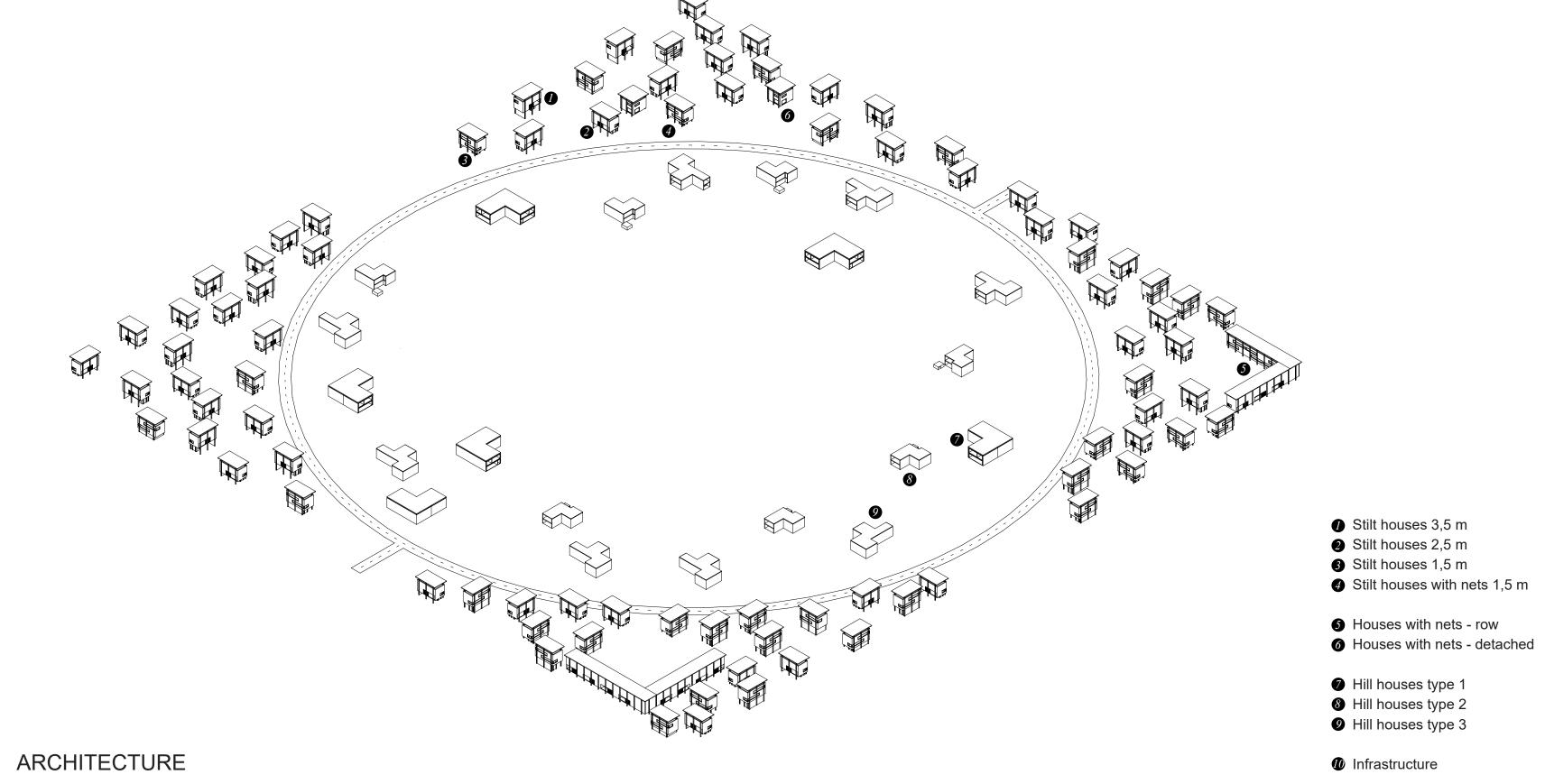
1 duck 5 m2 1 chicken 4,5 m2 1 broiler 4,5 m2 1 rabbit 1,5 m2 1 pigeon 2,1 m2 1 guinea fowl 1 m2 64 duck 320 m2 343 " 1544 m2 25 broiler 112,5 m2 14 rabbit 21 m2 14 pigeon 30 m2 60 " 60 m2

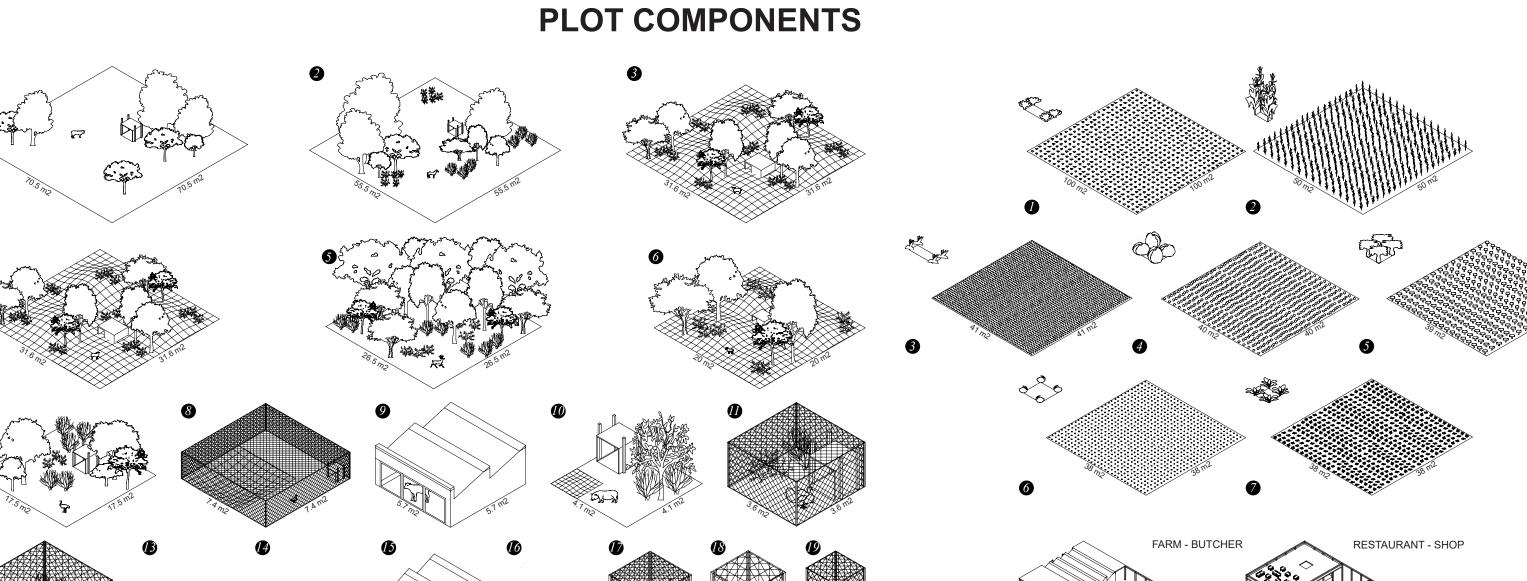


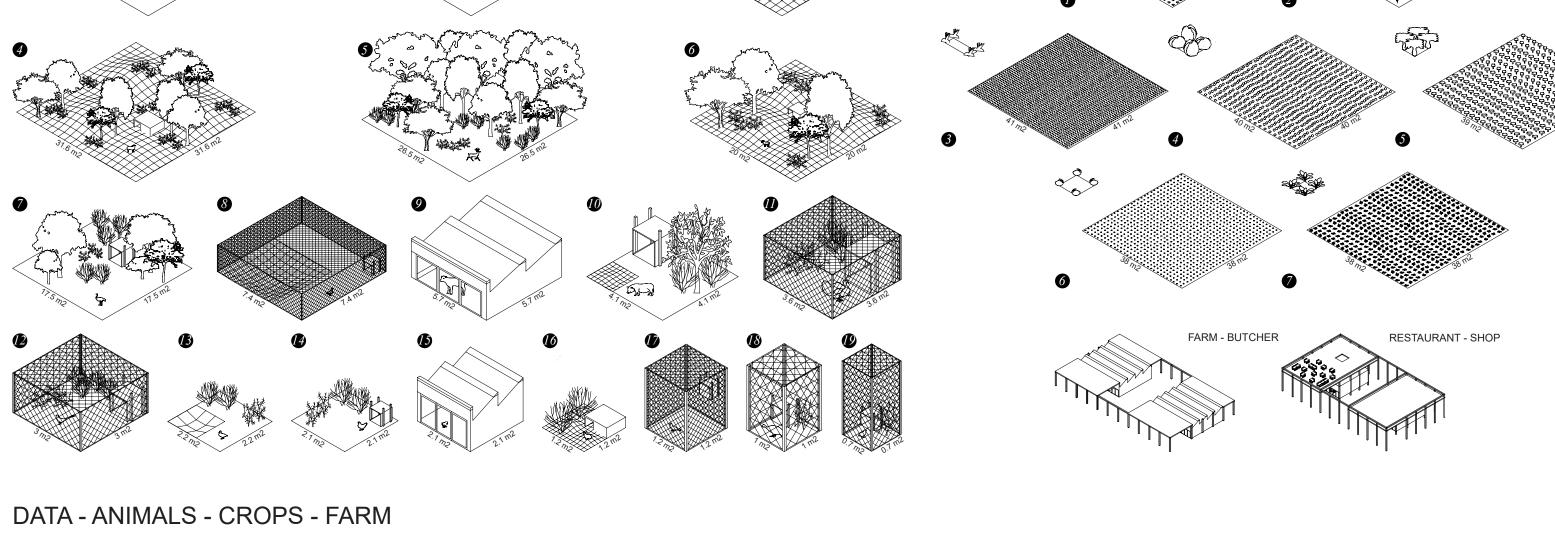


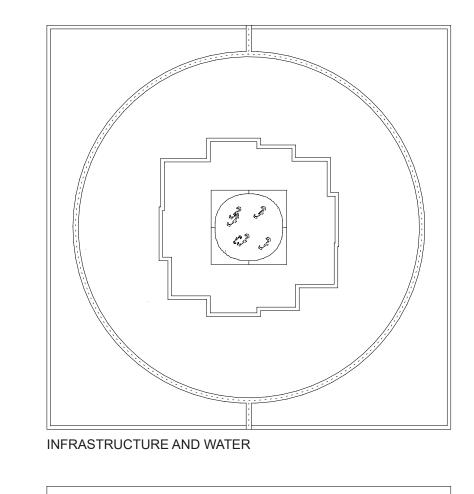


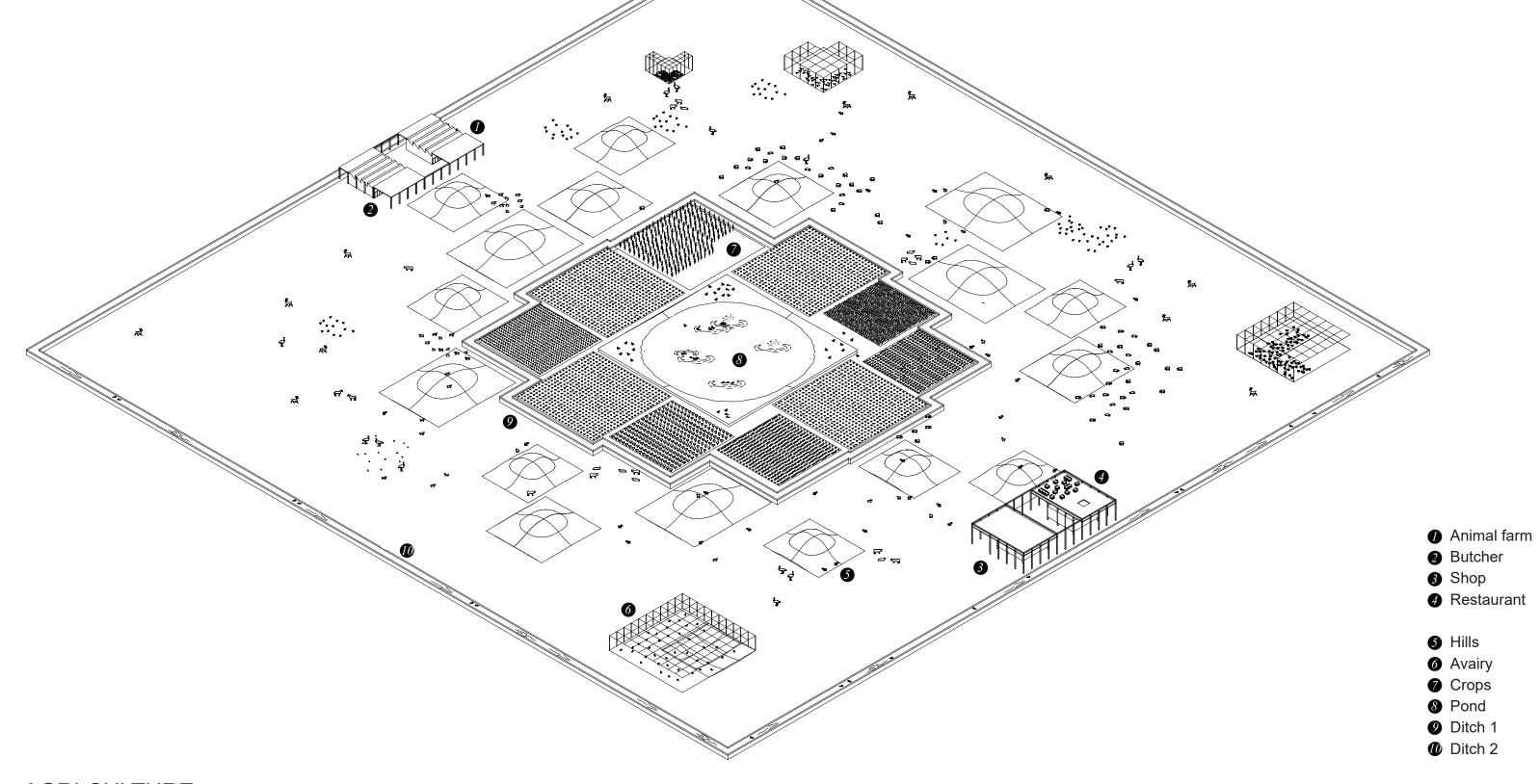






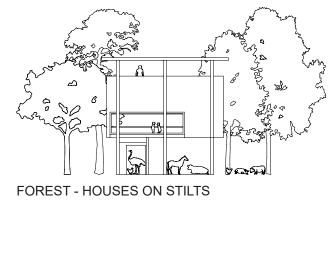


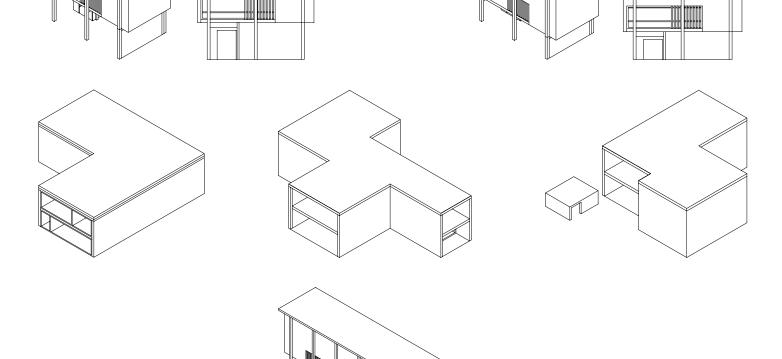


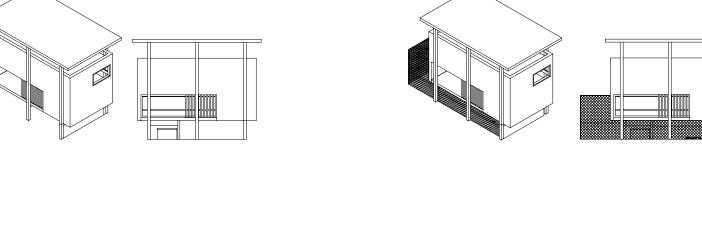


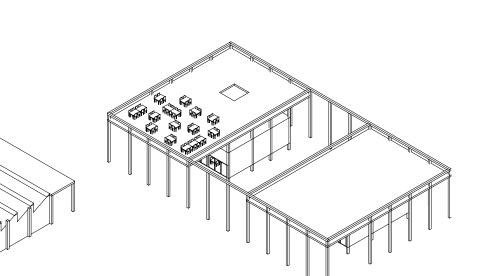
**AGRICULTURE** 

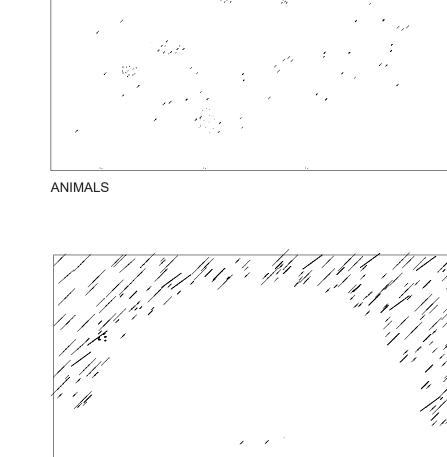
ANIMALS - CROPS - TREES



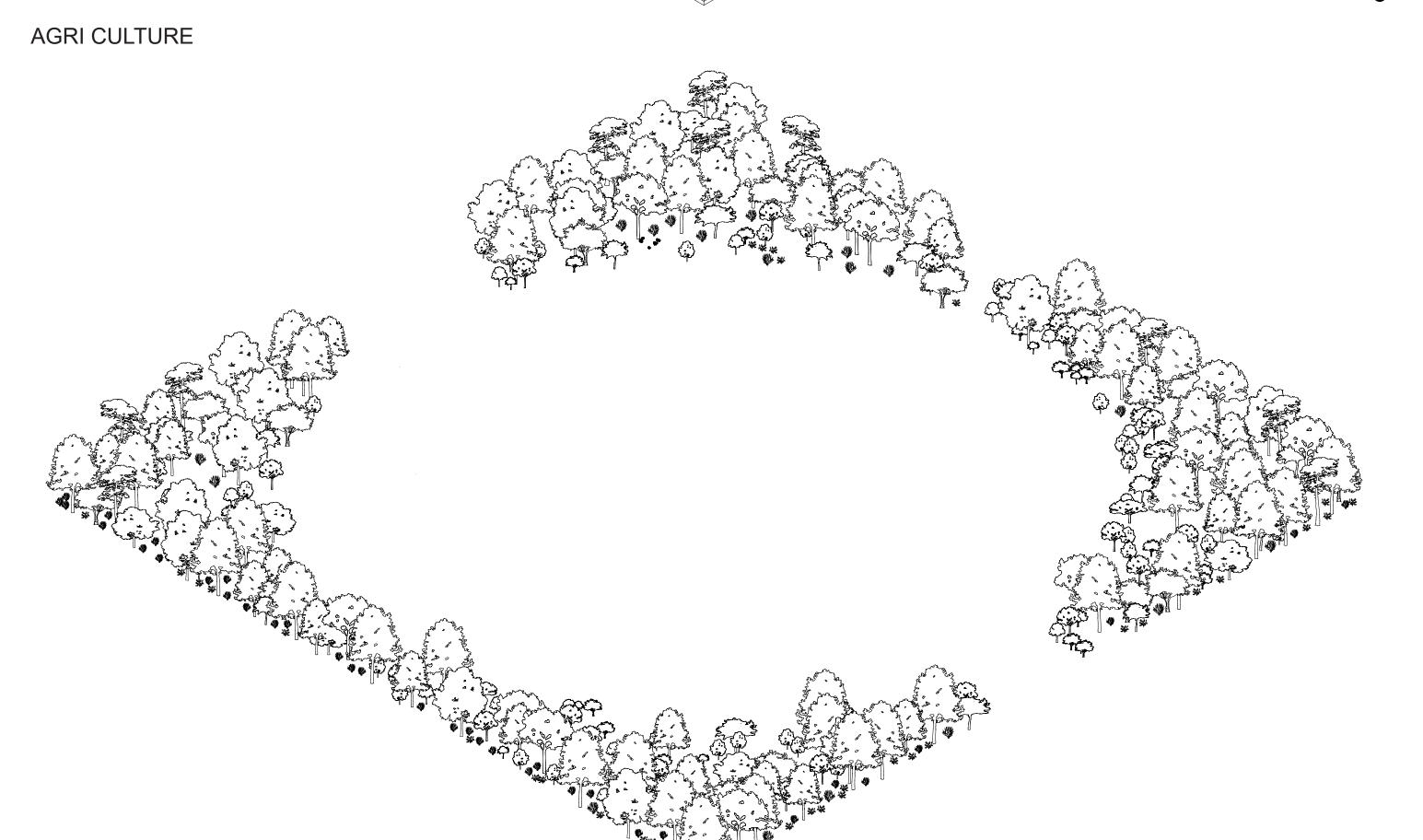




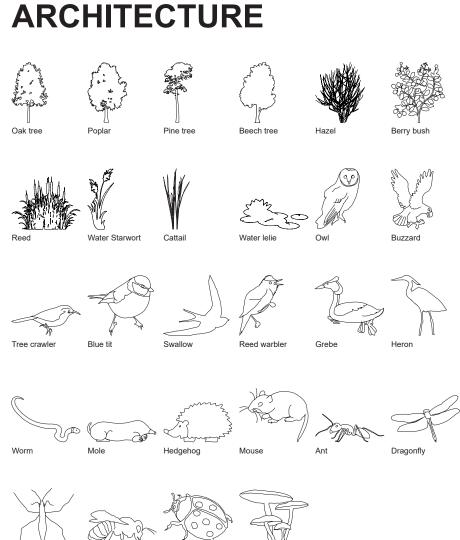


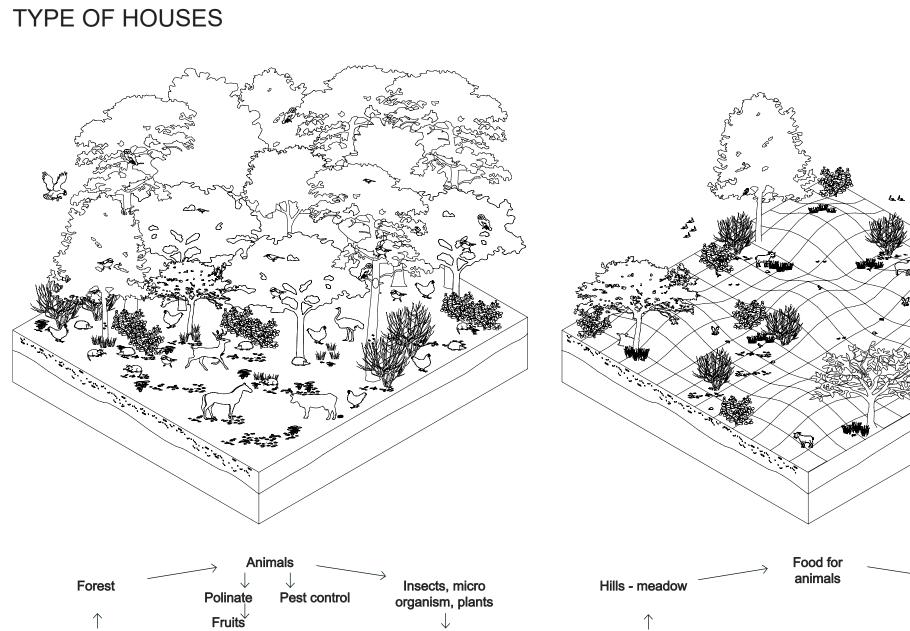


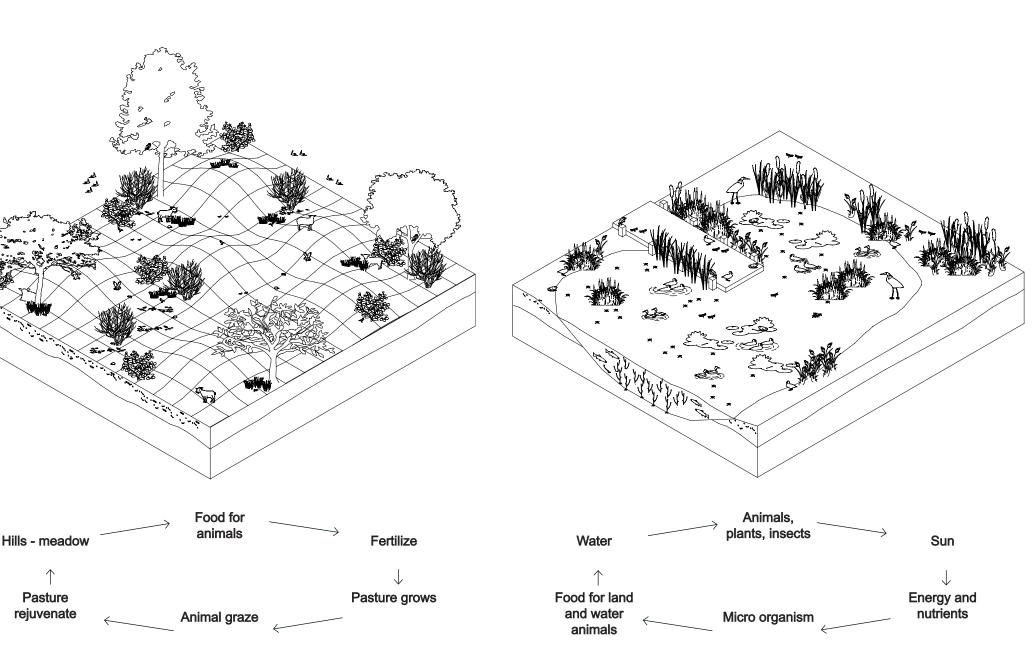
NATURE



HOUSING - SHELTER CONCEPT **ARCHITECTURE** 







LANDSCAPES AND ECOSYSTEMS

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