

# PERMACULT

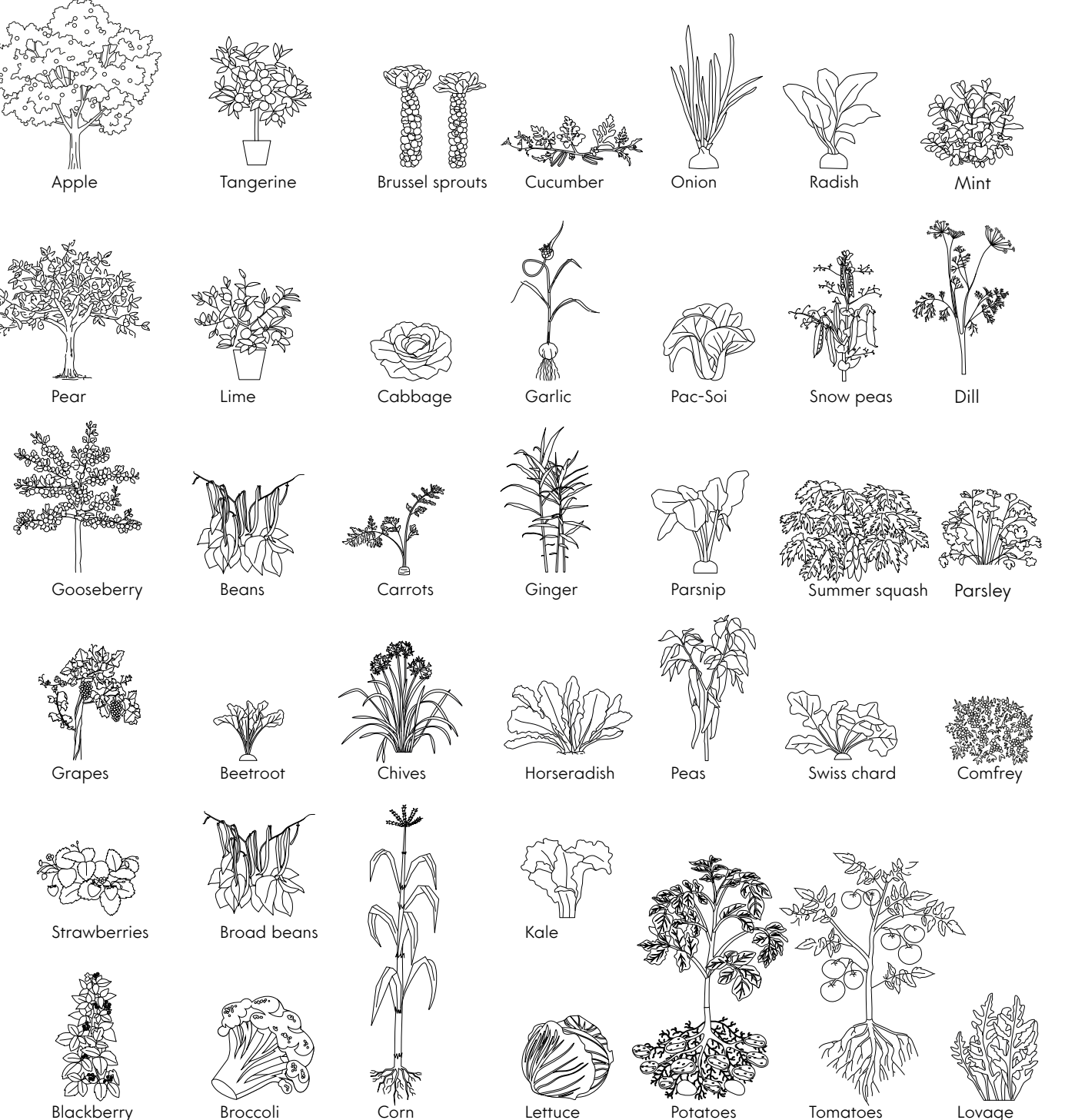
JESSICA SIMONS

Guilds, a collection of different trees, plants, herbs and flowers in a round or oval shape, creating a community that helps and supports each other with their natural process. Providing shade, caching nutrients, attracting and suppressing certain things helps the guild grow and thrive without human interaction. These guilds form the Agriculture base of the project.

The inhabitants of these 20 hectares also live in a guild. A 'Living' guild, also a circular form, where the group that lives there works together to harvest, store and make different types of food. The Architecture is a homemade project where certain elements need to be present but can otherwise be filled in by the people themselves.

In between all these shapes is Nature, the glue holding everything together. Paths connect the different living guilds to the outer world and the parts between the guilds can grow and flourish with no help at all. The inhabitants can make some places their own or simple let nature fill in the unplanned space.

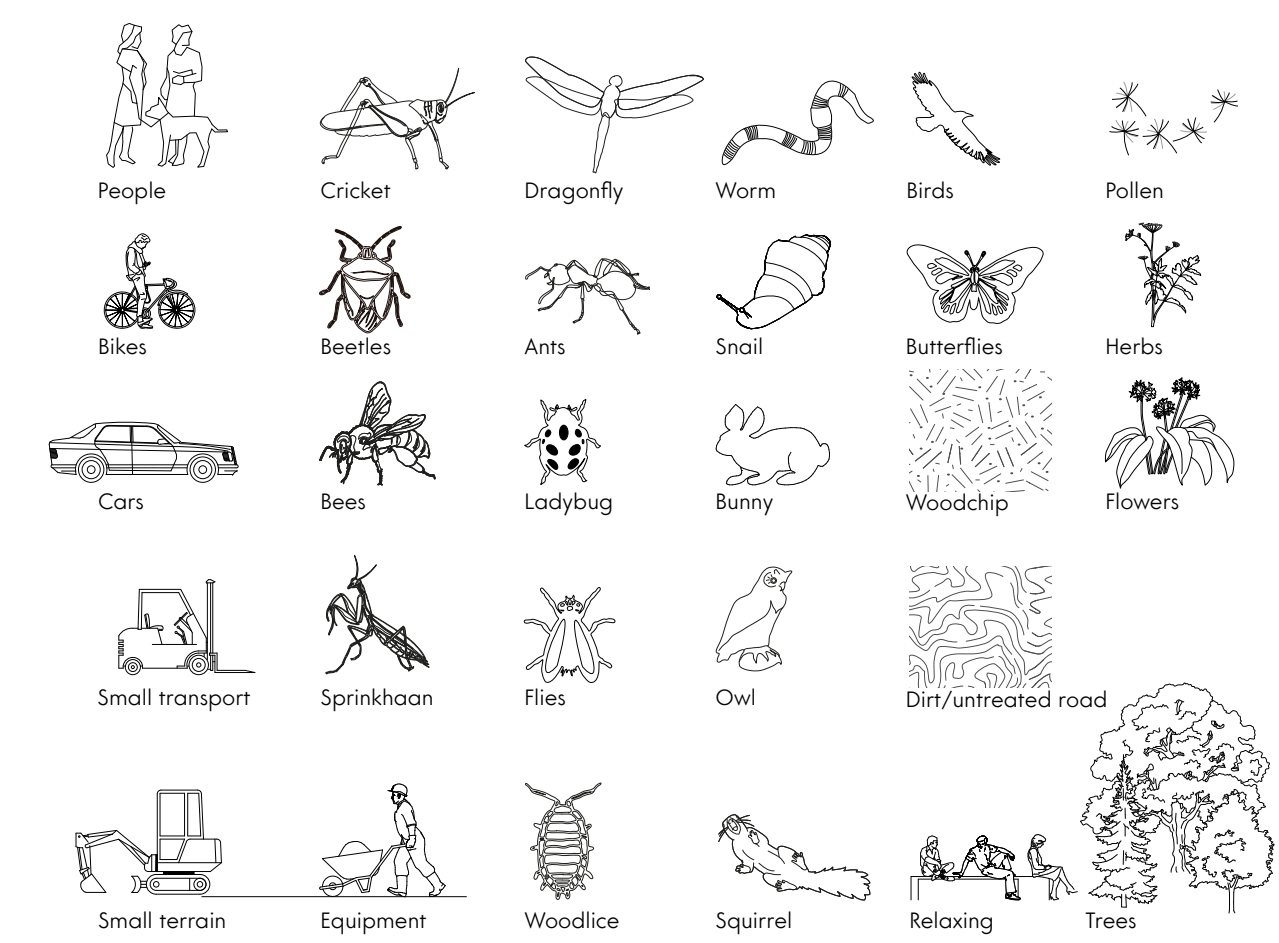
## CONCEPT



## CROP CATALOGUE AGRICULTURE

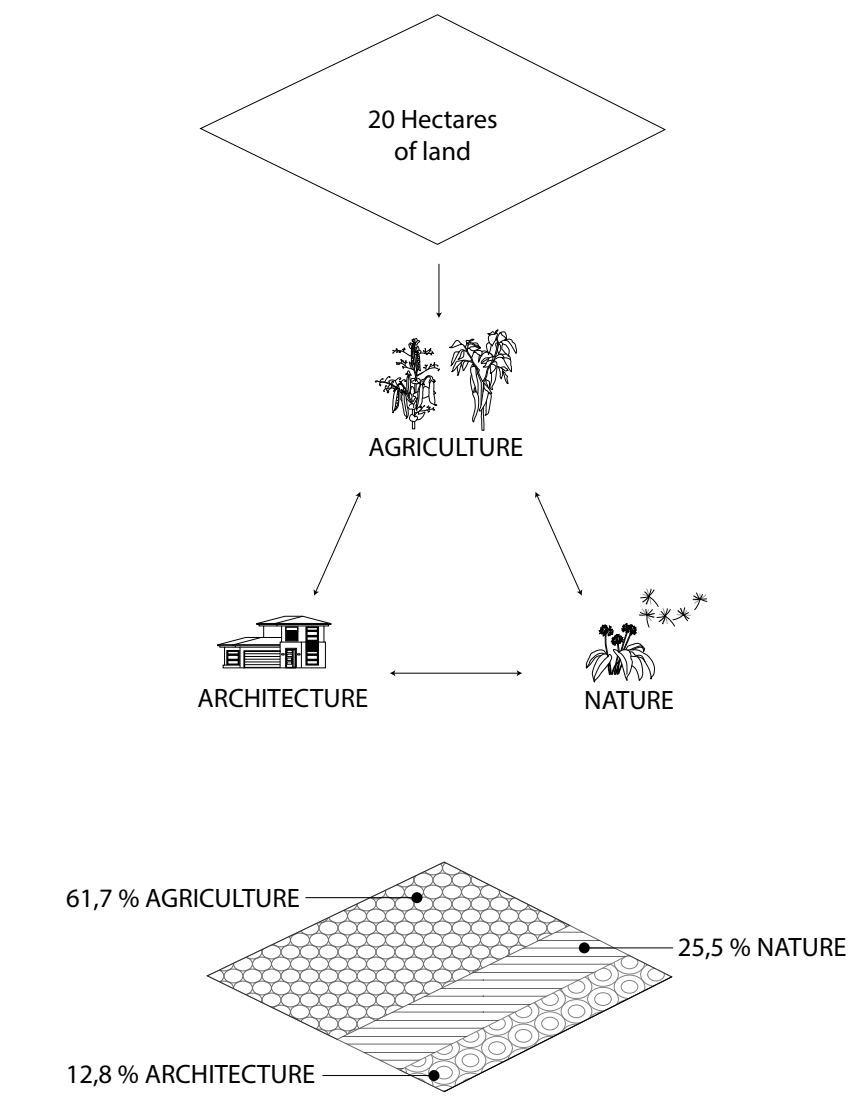


## COMPONENTS ARCHITECTURE

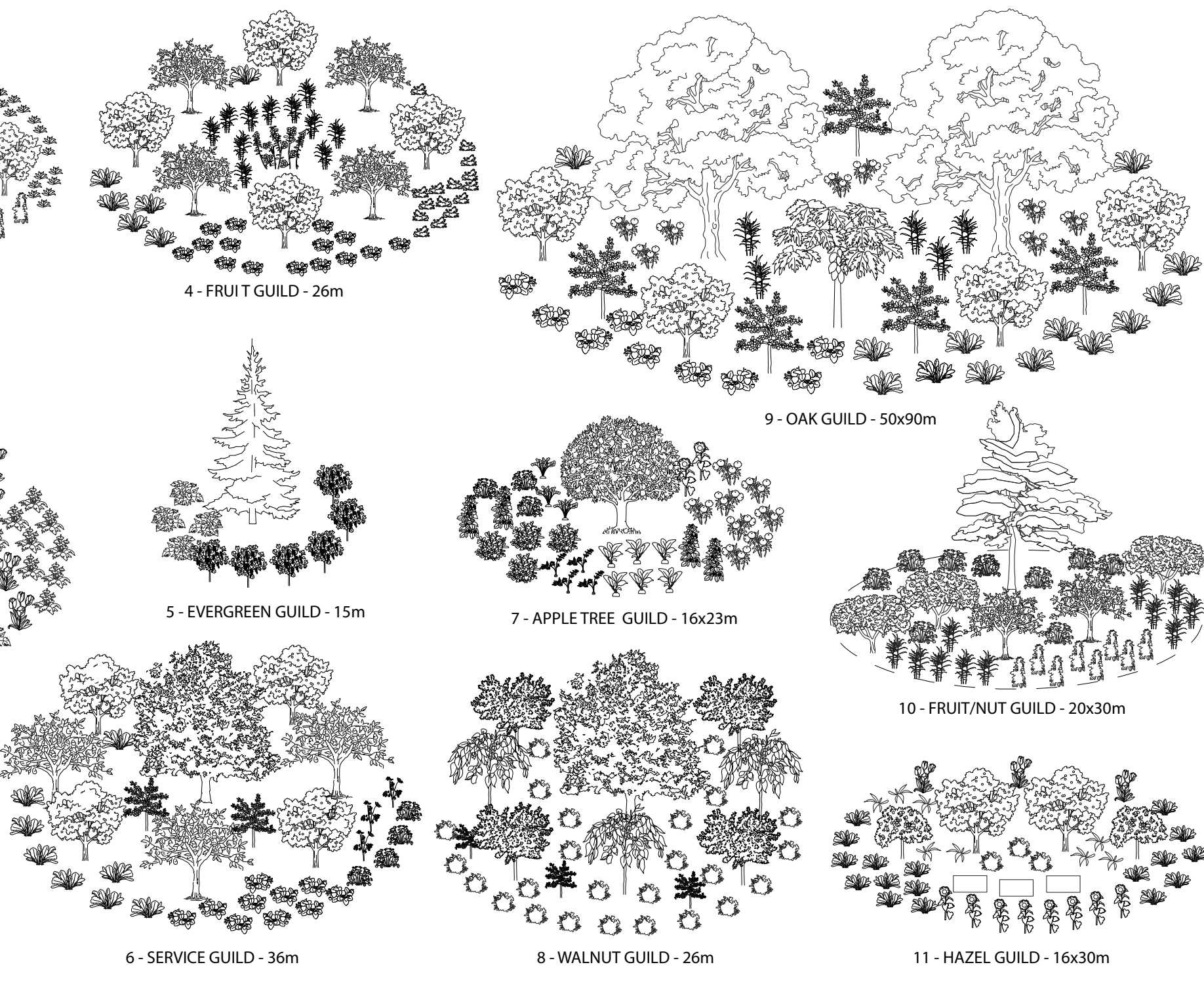


## COMPONENTS NATURE

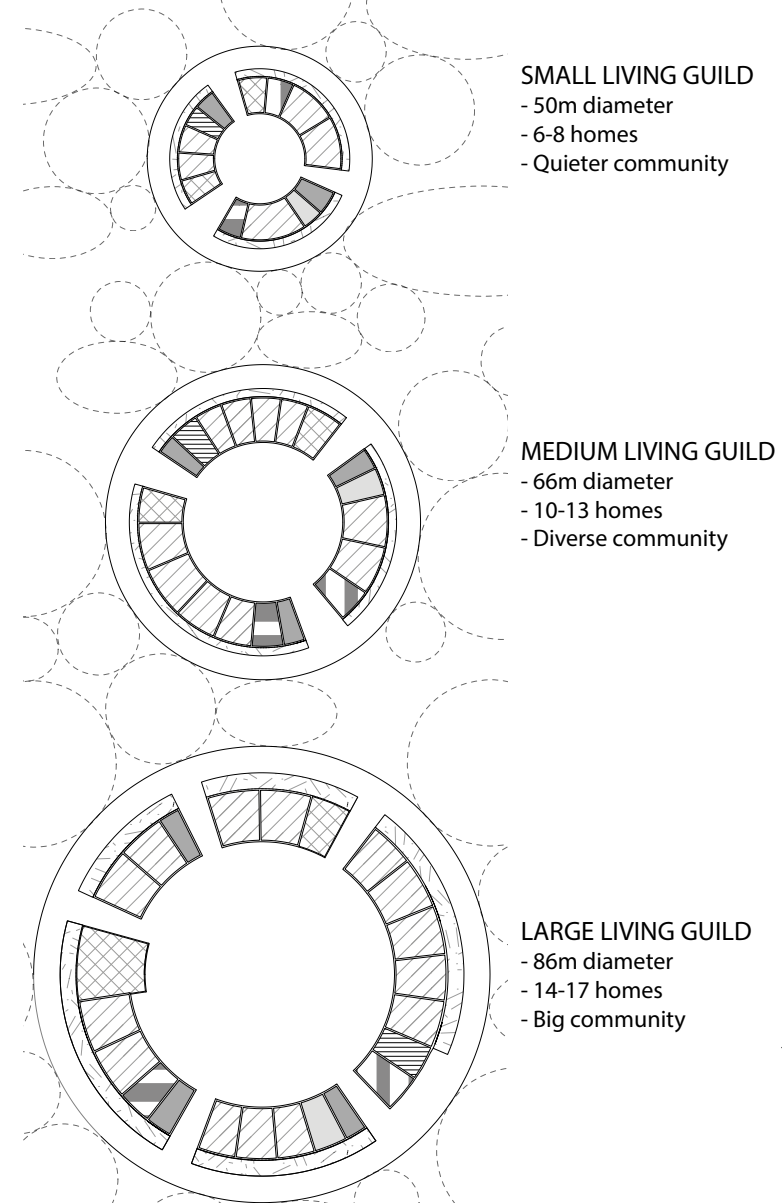
## BASE OF PROJECT



## MAIN PRINCIPLE

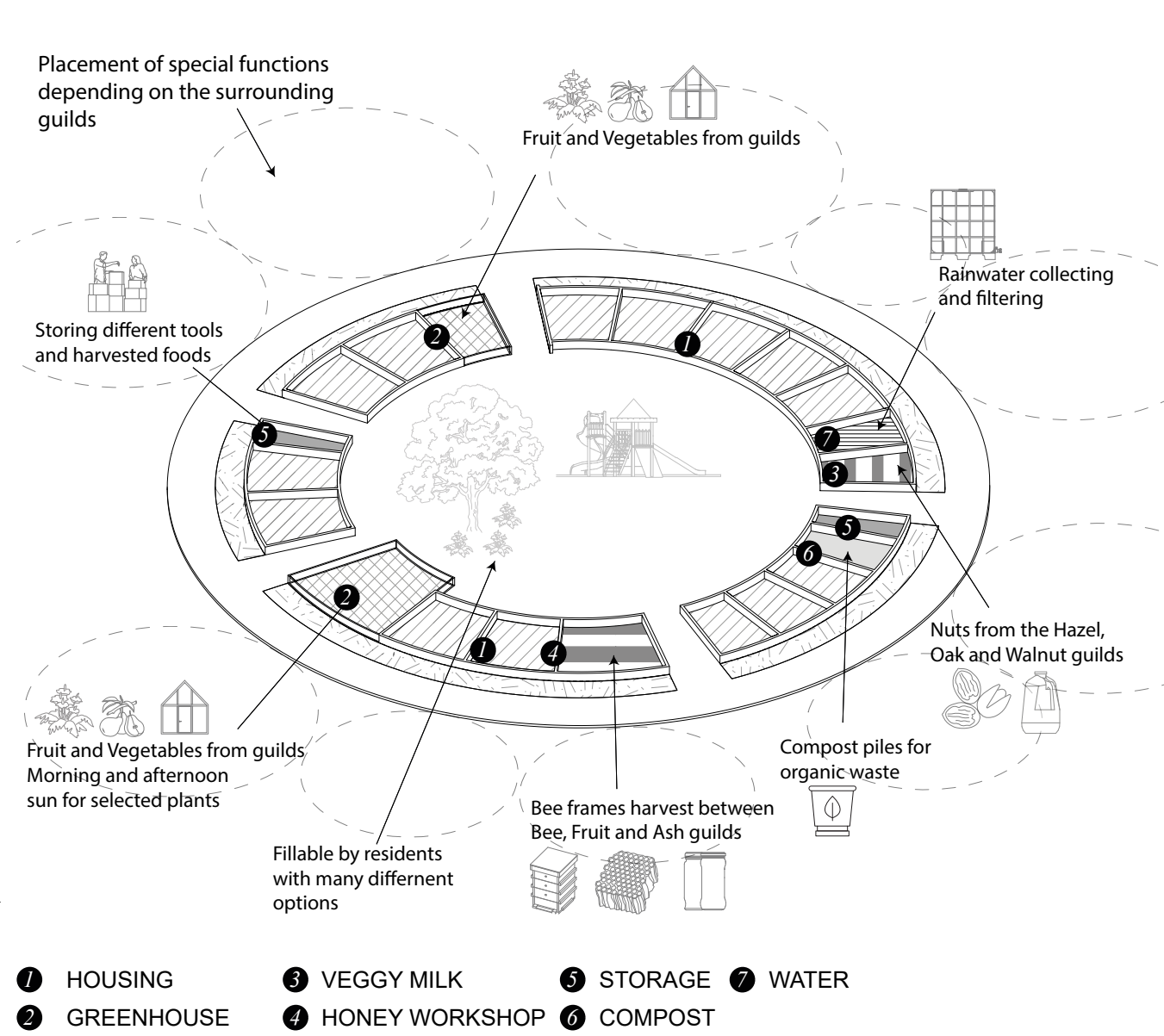


## GUILD CATALOGUE

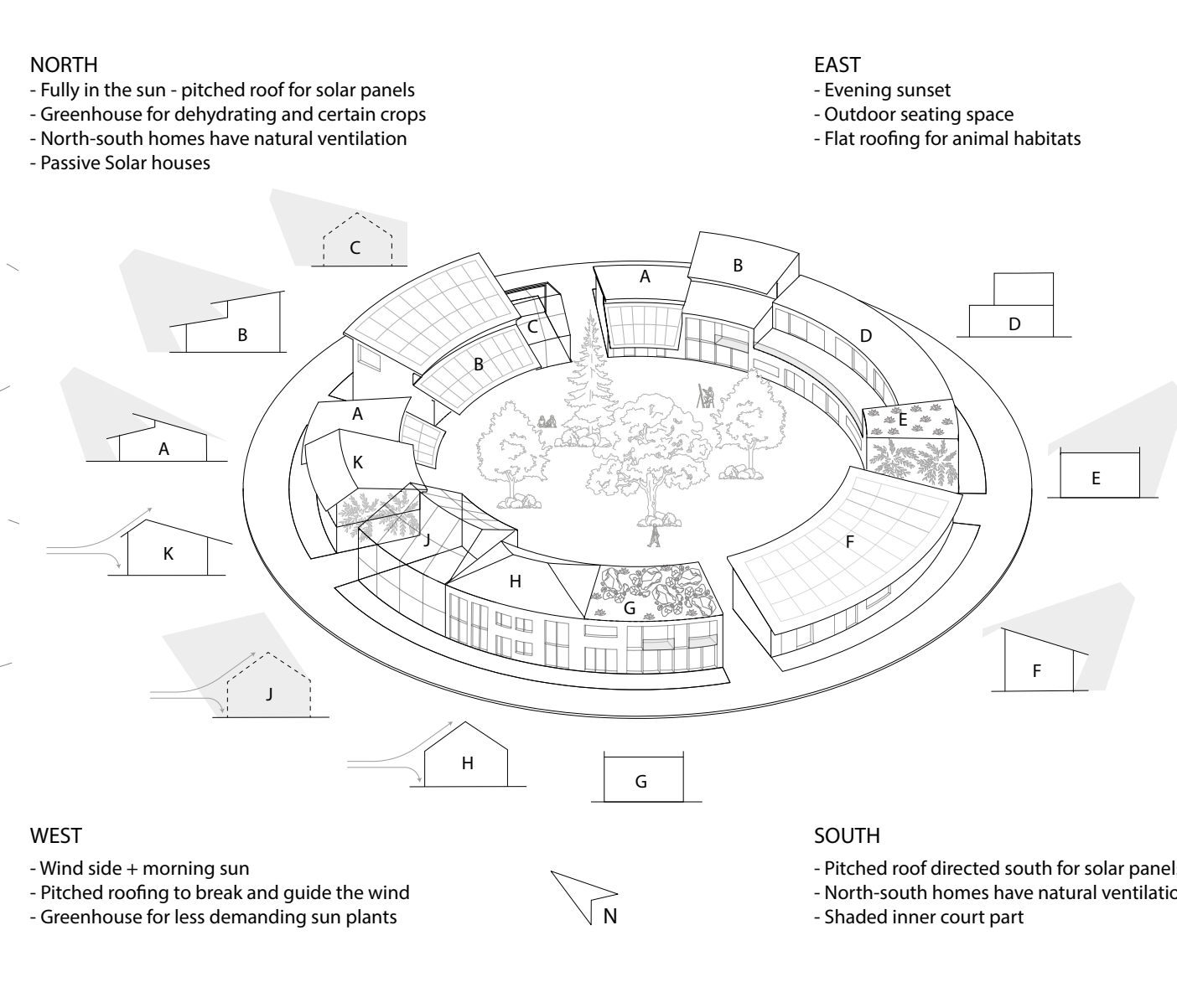


## GUILD SIZES

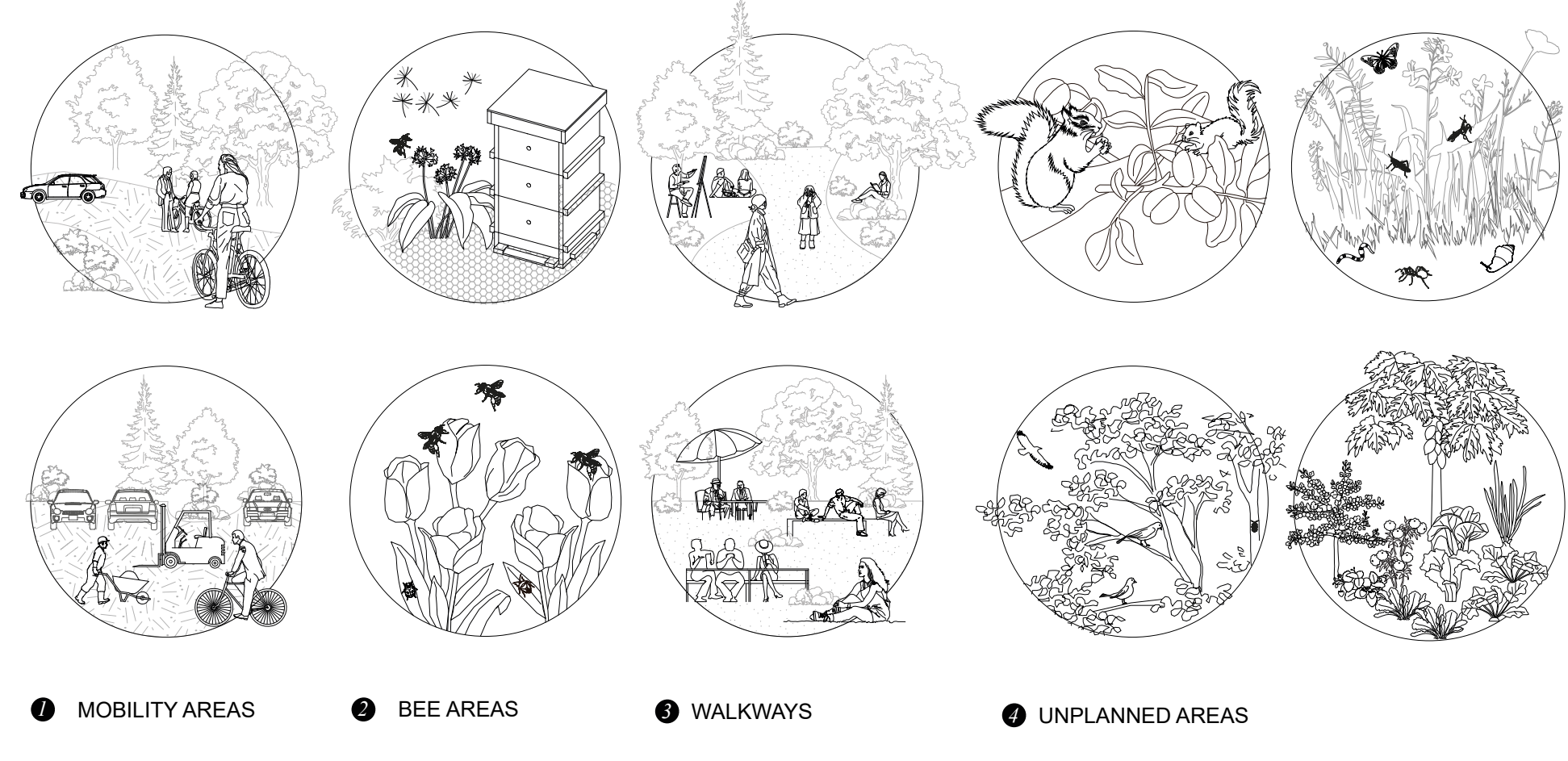
## 2D GUILD PRINCIPLES



## 3D GUILD PRINCIPLES



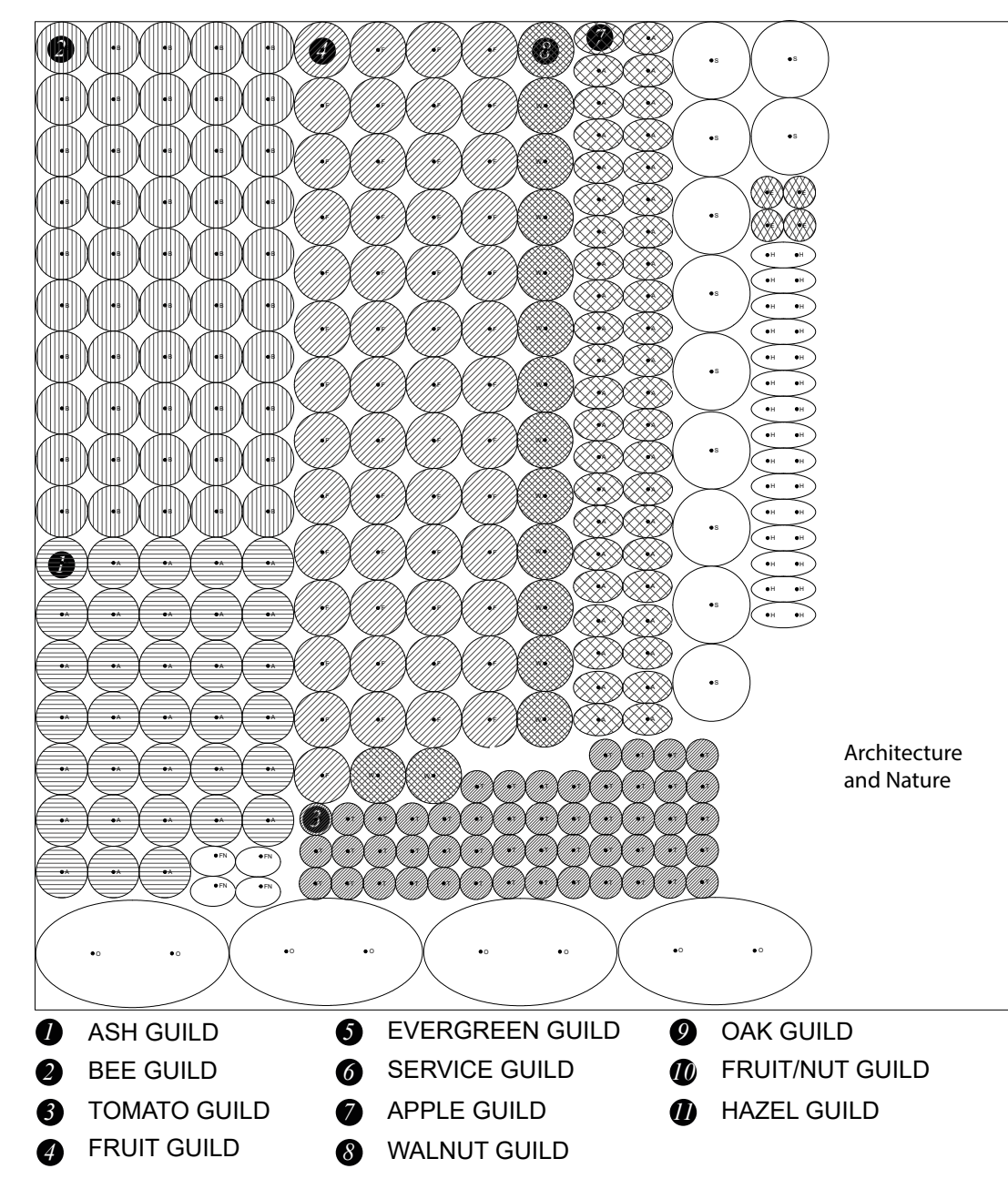
## AREA SCENES



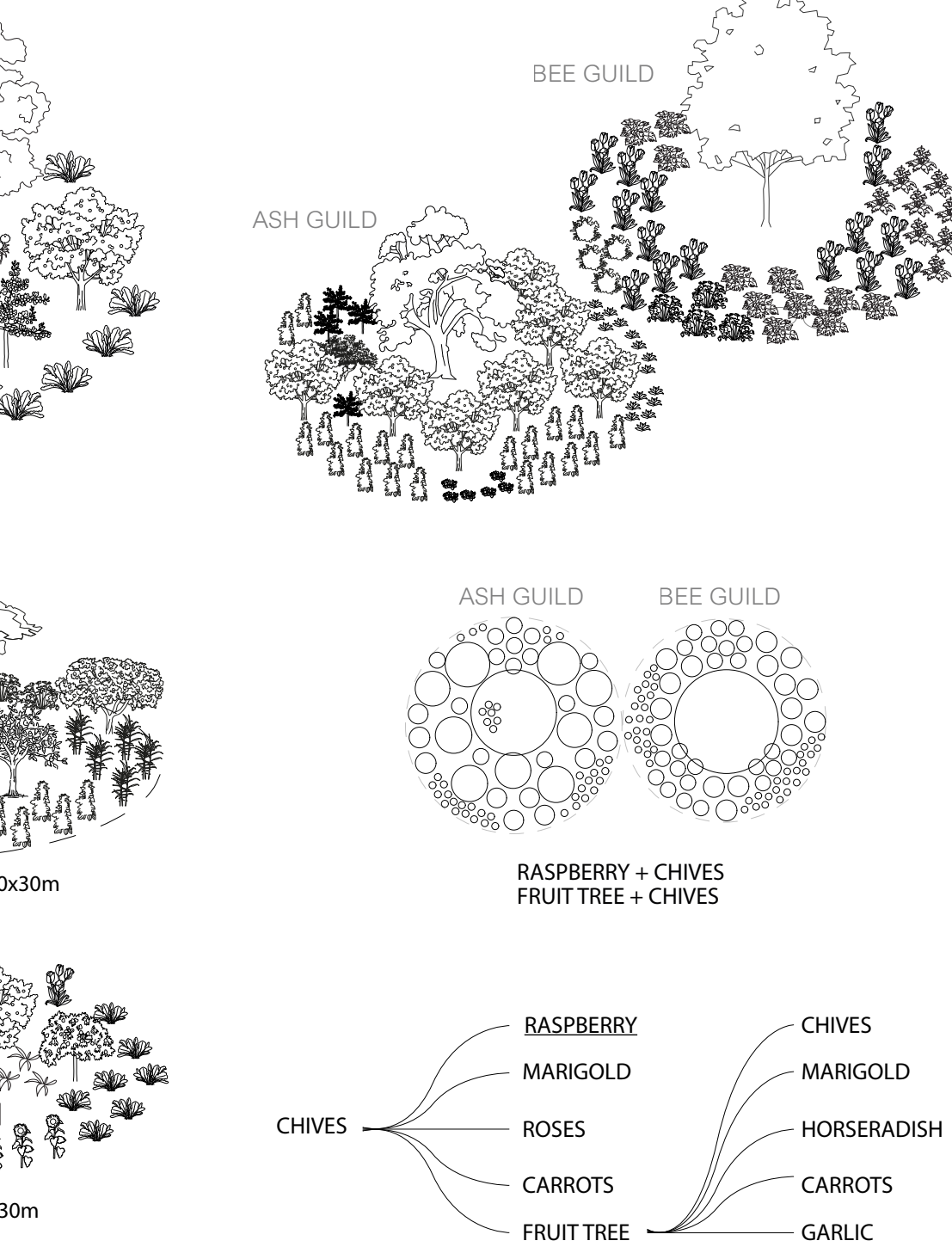
## PRINCIPLES

## AREA SCENES

## MENU

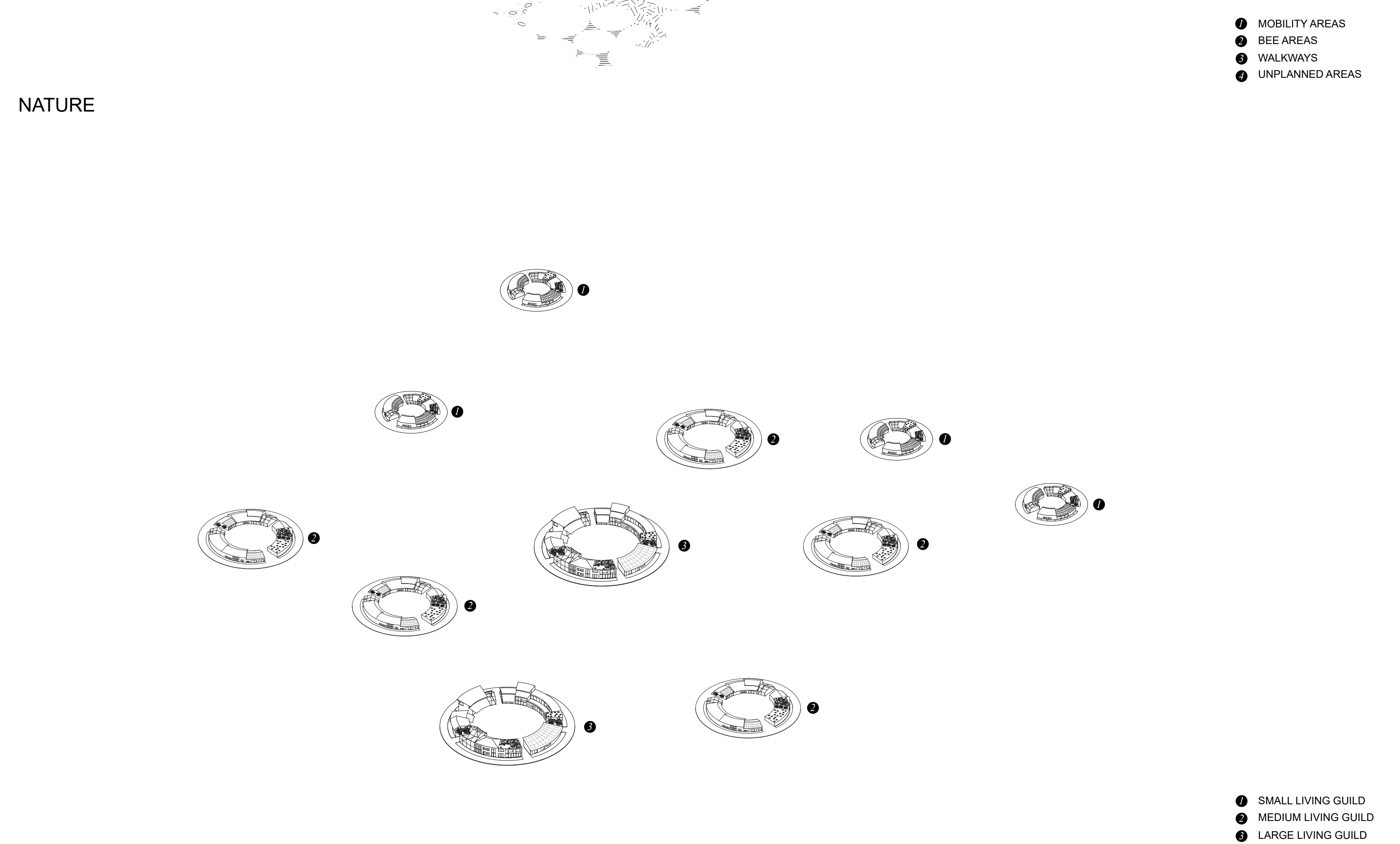


## MENU

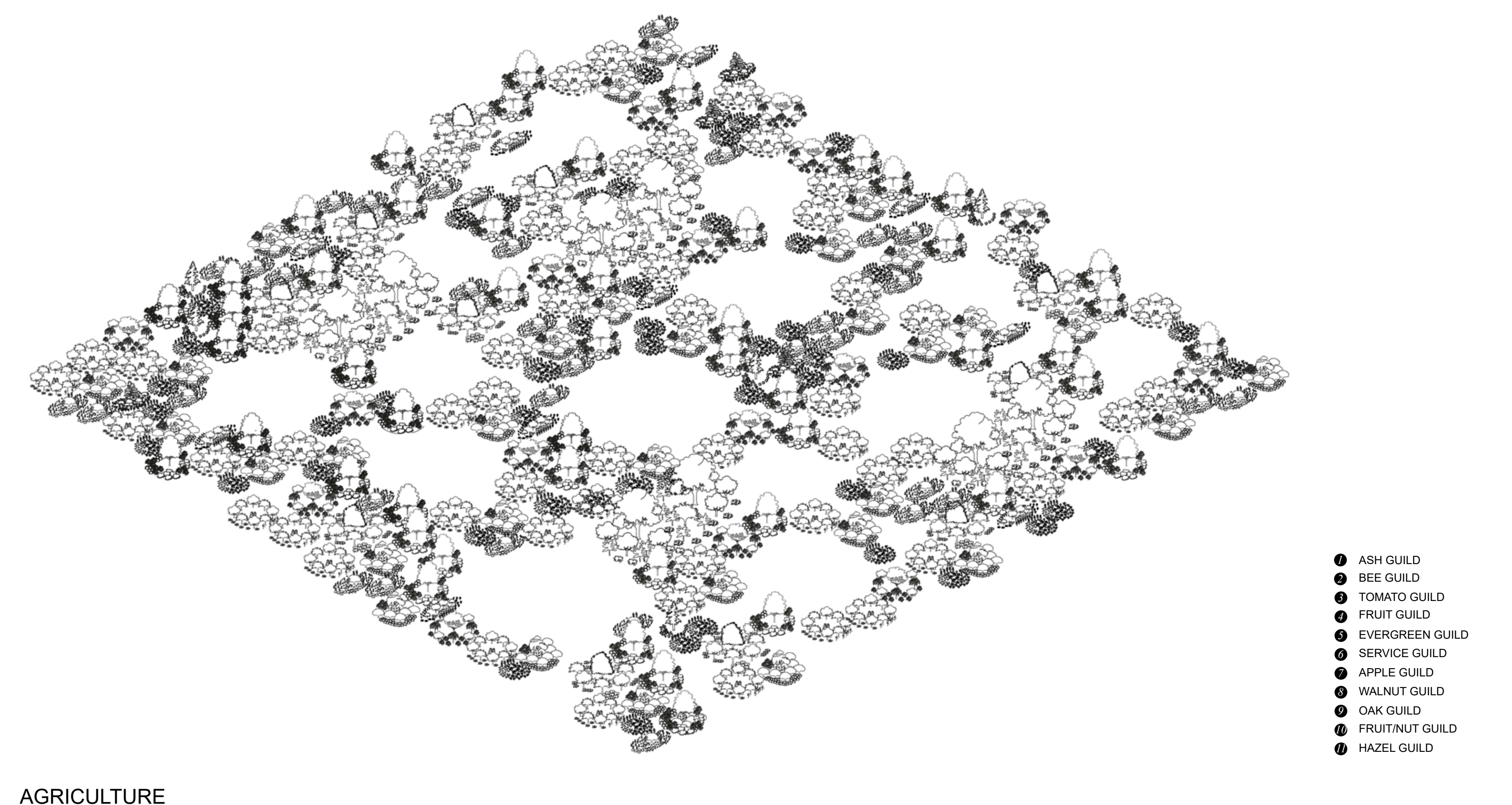


## GUILD CONNECTION

## NATURE



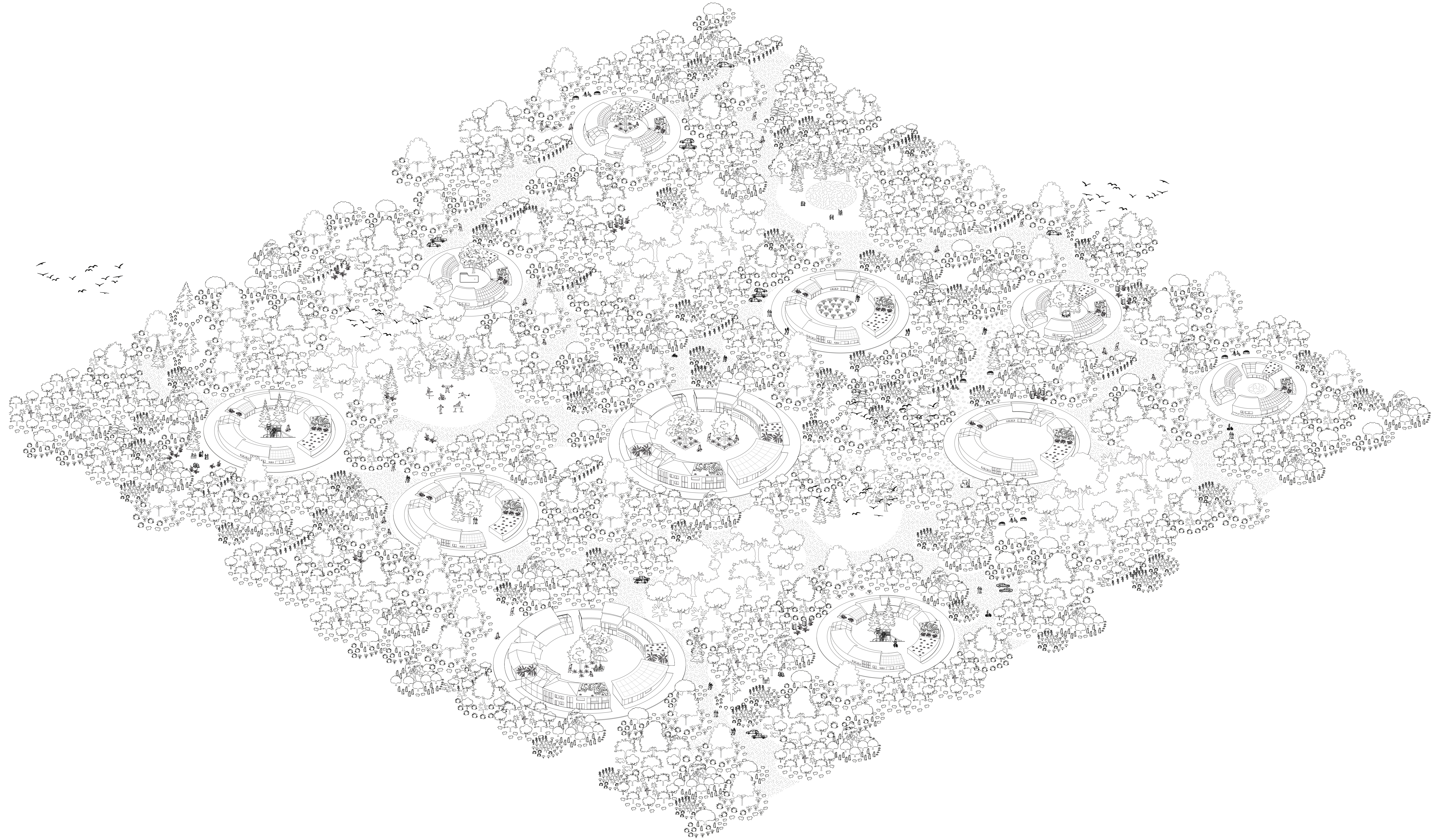
## ARCHITECTURE



## AGRICULTURE

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TOTAL PLAN