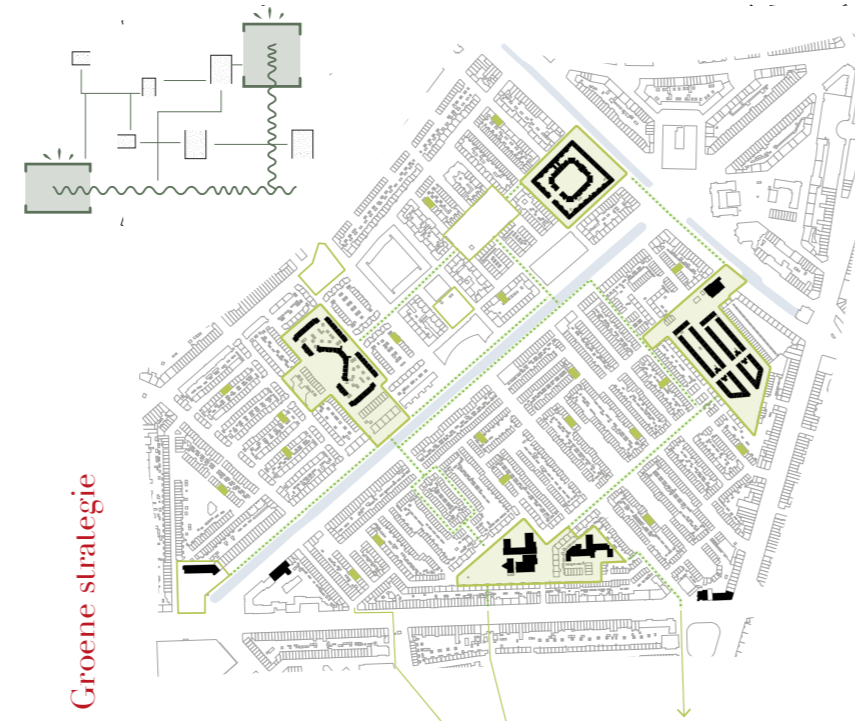
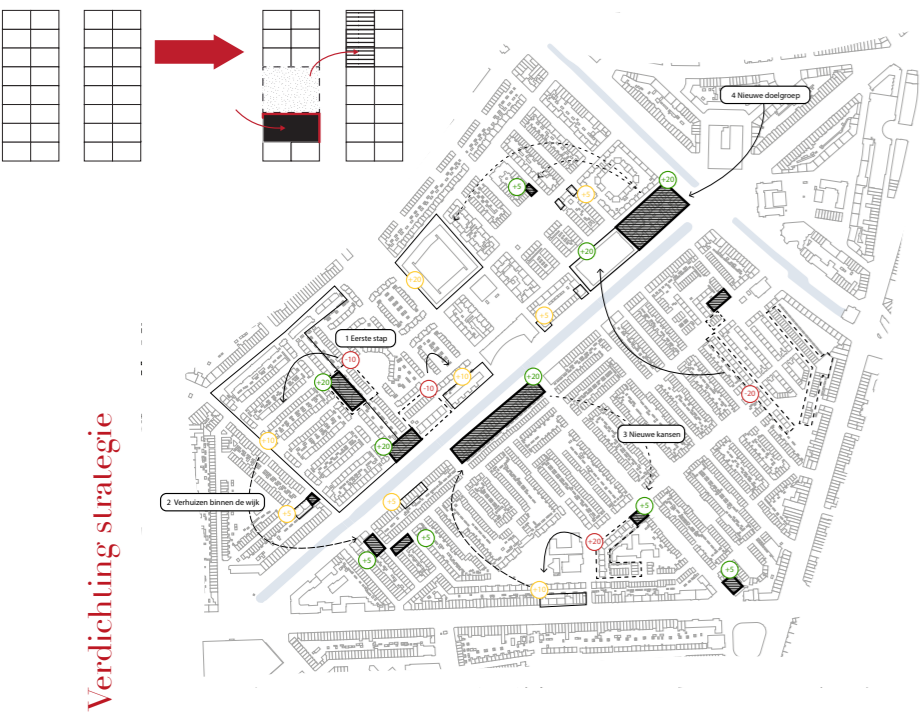
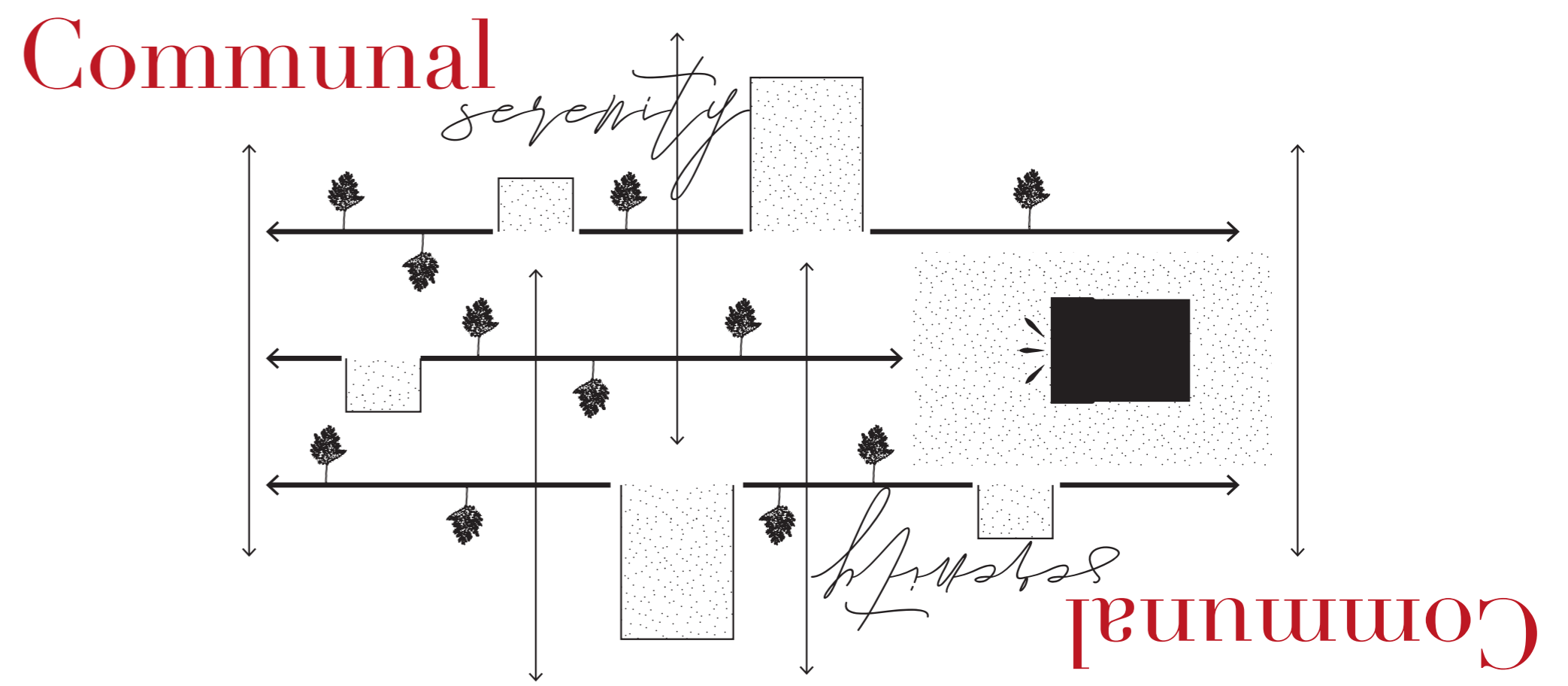


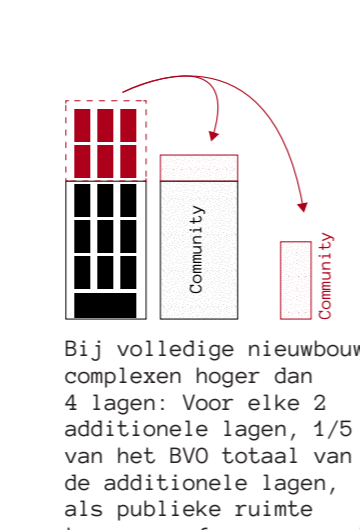
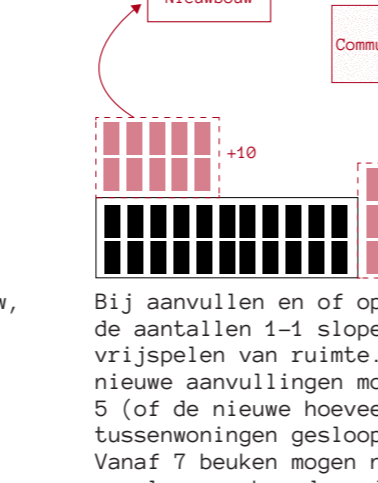
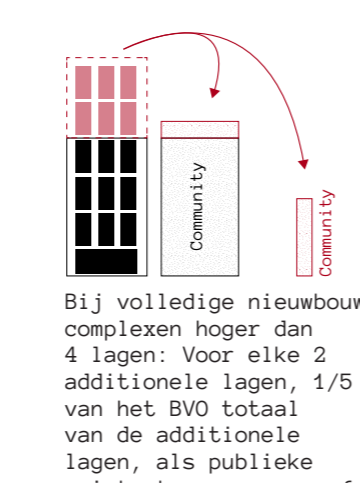
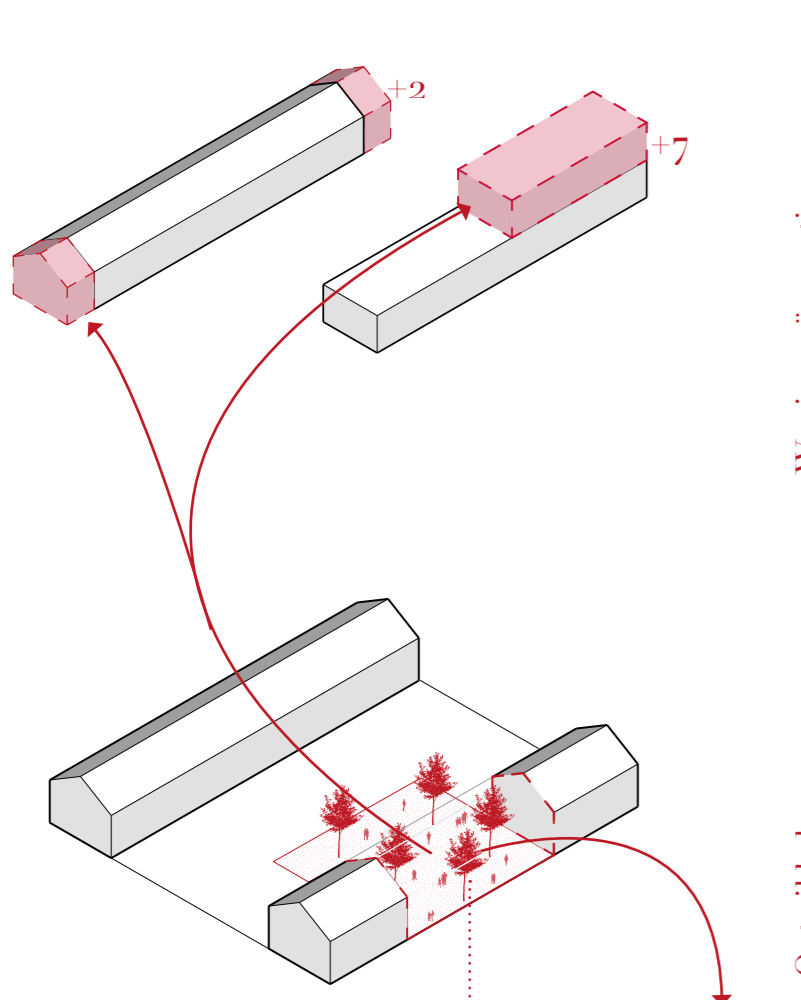
To live is to habitate. In order to be able to habitate common and serenity are a necessity. A strong balance within a neighborhood. A balance between concrete and green urban areas make a place habitable. Which in turn makes a neighborhood livable. With all the gentrification developments looming around the corner its no surprise the people of Bloemhof feel like they have no say nor the feeling of ownership. Gentrification is often seen as a bulldozer crushing all intimate life in a neighborhood, people understandably fear it. I think this should change. For a better and healthier city, everyone should have a place. So to make these changes possible I would like to introduce "Re-Calibration" instead of gentrification. The city has to grow, and Re-Calibration is a great strategy that can be implemented for more breathing room and achieving balance.

The key here is adding not completely wiping out the intangible cultural heritage, customs and cultures. The people are the neighborhood, they should not be displaced.

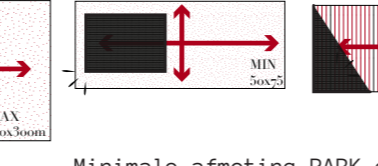
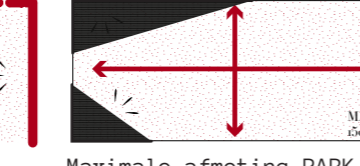
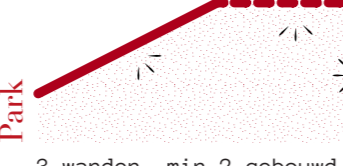
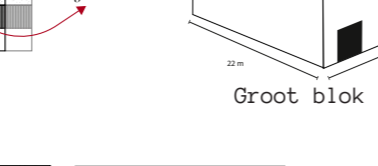
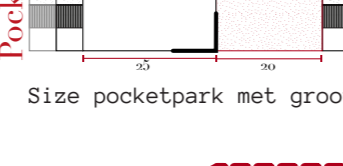
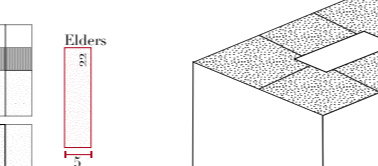
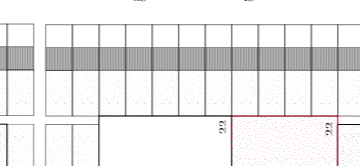
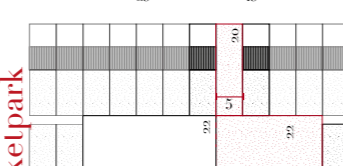
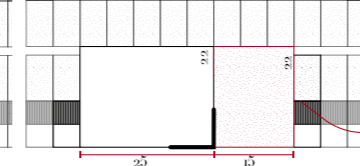
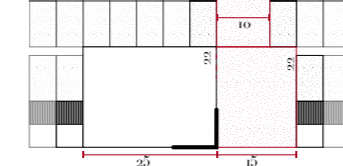
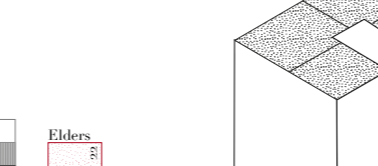
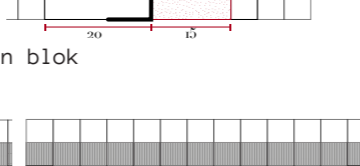
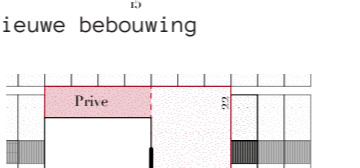
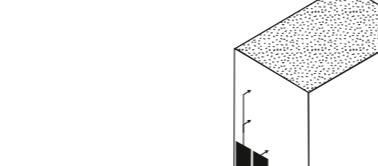
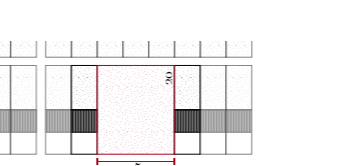
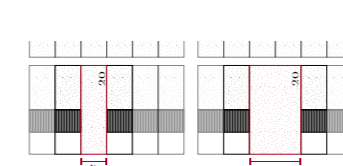
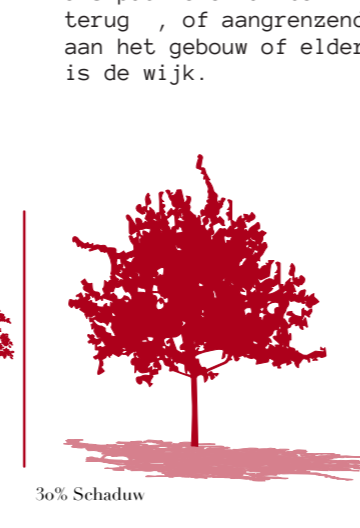
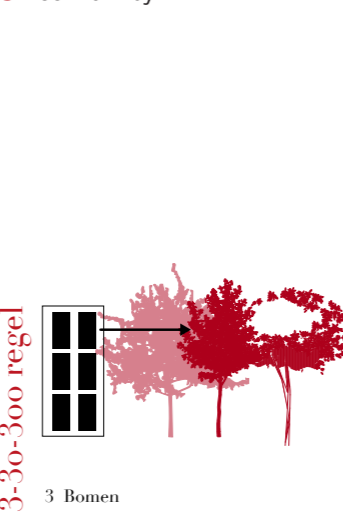
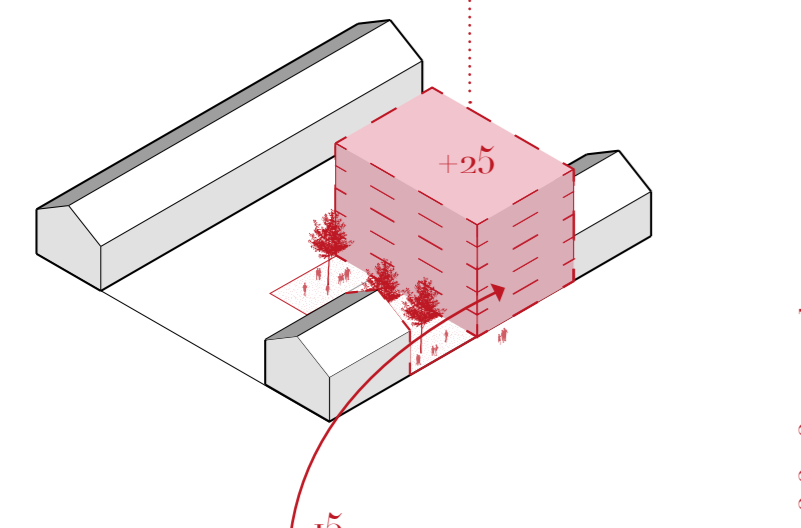


Re-Calibration

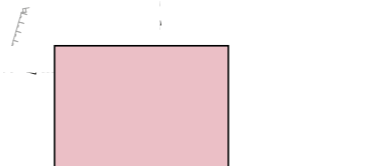
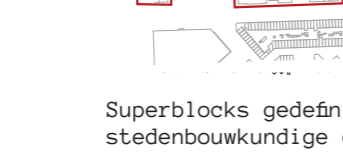
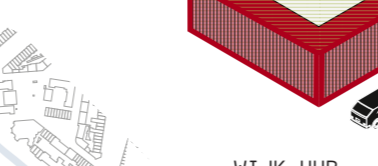
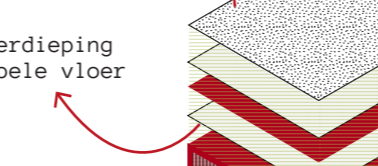
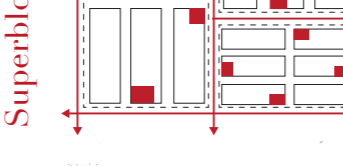
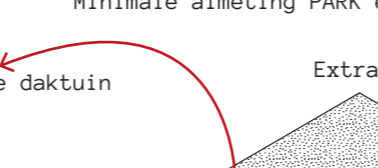
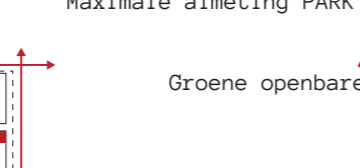
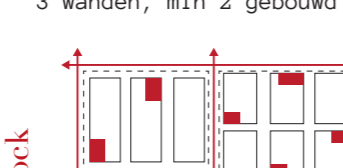
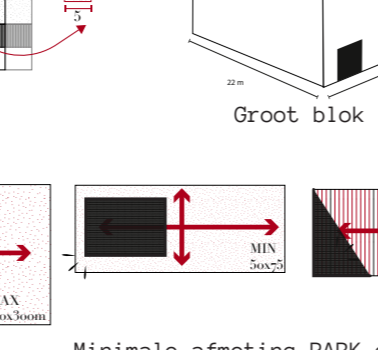
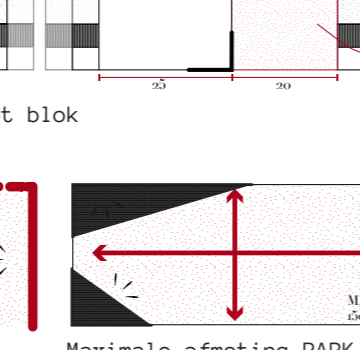
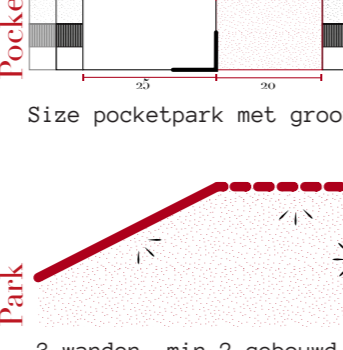
NANO



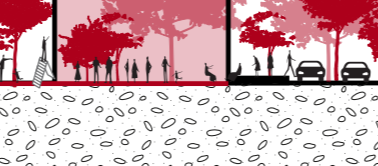
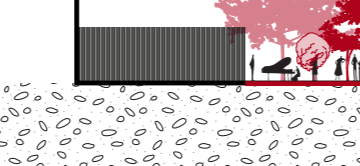
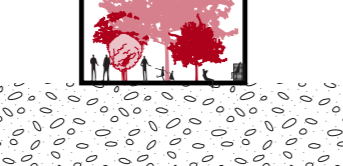
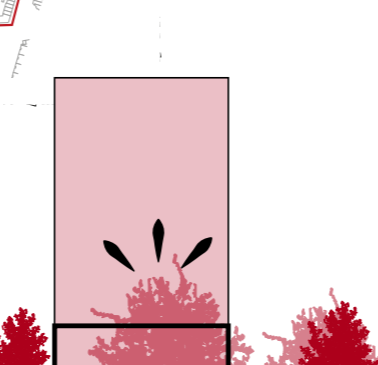
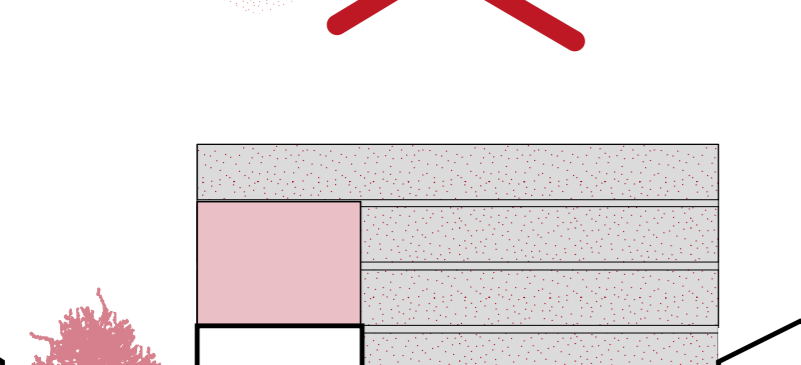
MICRO



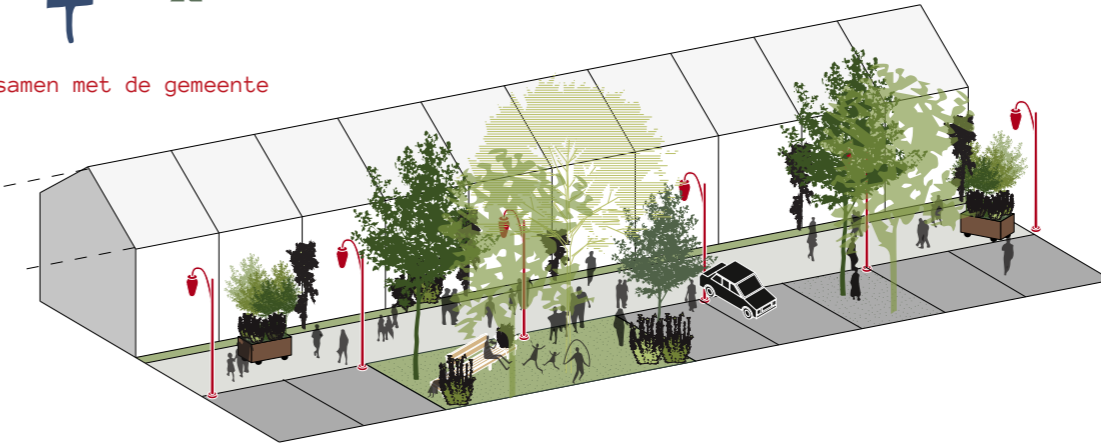
MESO



MACRO



ACTOR: Bewoners samen met de gemeente



NANO interventie is van zeer kleine menselijke schaal. Waar mobiel groen heel snel kan worden aangelegd daar waar het nodig is. Dit vereist heel weinig inspanning, maar heeft een zeer grote tijdelijke impact. Deze plantbakken kunnen ook zitmeubelen zijn, zodat de gebruiker van deze tijdelijke serene ruimte gebruik kan maken om zich te verbinden met zijn omgeving.



ACTOR: Bewoners, Gemeente, Project ontwikkelaar, Wooncoöperatie, Ontwerper



MICRO interventie is van de schaal van 1 beuk of een rij huizen. Dit zijn kleine pocket parkjes en zijn ontworpen om de zeer grote en lange huizenrijen op te breken. Waar je, je verloren en alleen kunt voelen. Deze pocket parken kunnen variëren in grootte en functie en kunnen gemeenschappelijk zijn. Maar zijn altijd openbaar toegankelijk. Deze parken geven de wijk groene longen, die het zo hard nodig heeft.



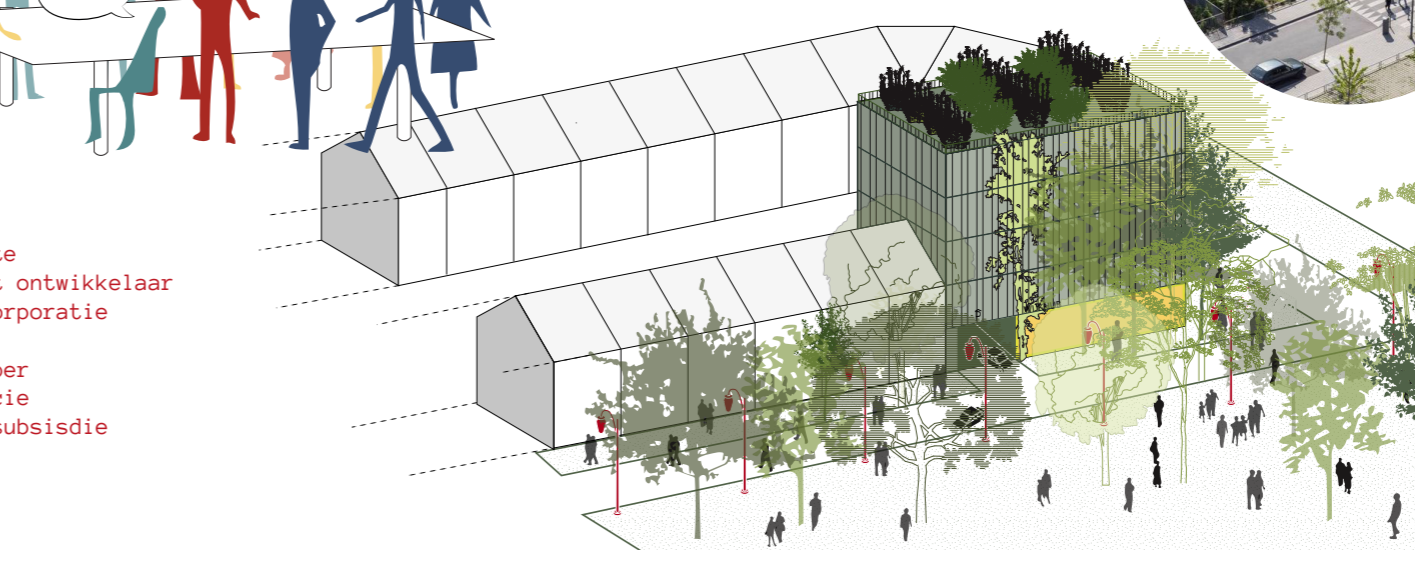
ACTOR: Bewoner, Gemeente, Project ontwikkelaar, Wooncoöperatie, RCE, Ontwerper



MESO dit zijn de grotere parken en groene (water)pleinen. Zij zorgen ervoor dat de andere kleinere groene ruimtes goed op elkaar aansluiten. Voor deze grotere ruimtes is het logisch om naar andere grotere gebouwen of constructies van monumentaal belang te kijken. Door de ruimte rondom deze monumentale panden open te breken ontstaat er meer ademruimte en waardering voor de monumentale ambacht. Het leent zich voor een groter park dat kan functioneren met extra "commerciële" programmering, of het nu gaat om een coffeecorner, een nieuwe creatieve ruimte of een gemeenschappelijk huis. Deze openbare ruimtes zijn van een grotere schaal een aantal nieuwe wijkparken.



ACTOR: Gemeente, Project ontwikkelaar, Wooncoöperatie, RCE, Ontwerper, Provincie, Rijks subsidie



MICRO interventie is degene die een zeer langdurig effect heeft en het langst duurt. Hier is het een kwestie van autovrij maken van de straten. Op zoek naar manieren om de straten groener en schaduwrijker te maken. Laten we niet naïef zijn door te denken dat we allemaal zonder auto's kunnen leven. Auto's zijn een zeer belangrijk onderdeel van ons moderne bestaan. Om alle longen in de buurt met de straten te verbinden, moeten auto's verdwijnen. Om dit te kunnen doen worden de bestaande blokken in de wijk superblokken waar de auto's omheen kunnen rijden. Op de prominente top van deze superblokken komen wijk HUBS natuurlijk om te parkeren, maar ook om je pakketjes te laten bezorgen en misschien wel om samen te komen in een mooie nieuwe ruimte. Op de begane grond is het essentieel om een openbaar programma te hebben, zodat de straat aansluit op de HUB zonder blinde gevels.



So in order to make these holy spaces of balance, green urban areas are of utter importance. The place to just be and to communicate. However not every street and block needs the same kind of intervention. I propose to have a toolbox of many interventions in the neighborhood. I got very inspired by one of my favorite cities, London, GB. With its grand allure the city still feels livable and human scaled. I started questioning myself why? It's because it is filled with green urban areas. From very small to very large. It feels like the city would even pass the new 3-30-300 rule. This is something I would like to implement in Bloemhof.

My dream is to make this neighborhood feel just as serene as it is now but to create the balance with new green urban areas for the commotion and a place for communication within the neighborhood. A new Bloemhof where "bloemen" could actually be grown in a "hof" An exaggerated ideal of the garden city. Where green outdoor space is dominant. The scales of the interventions can also be seen as a phases of order of intervention.

NANO intervention is of a very small human scale. Where mobile green spaces can be initiated very quickly where they are needed. This requires very little effort yet makes a very big temporary impact. These planters can also be sitting elements so the user of this temporary serene space is able to connect to its surroundings.

THE MACRO intervention scale is the one which has a very lasting effect and takes the longest. Here it is a matter of cleaning up the streets from cars. Looking for ways to make the streets more green and shaded. Let's not be naive a think we can all live without cars. Cars are a very important part of our modern existence. In order to connect all the lungs in the neighborhood with the streets, cars need to disappear. To be able to do so the existing blocks in the neighborhood will become superblocks, around which the cars will be able to move. At the prominent top of these super blocks there will be HUBS for parking of course but also to have your packages delivered and to maybe to come together in a great new space. On the ground floor its vital to have an open program so the street connects with the HUB.



MICRO is of the scale of a house or a row of houses. These are small pocket parks and are designed to break up the very large and long rows of houses. Where you can feel lost and alone. These pocket parks can vary in size and function and can be communal. But are always publicly accessible. Giving the neighborhood green lungs, it so desperately needs. However in order to do so houses need to be demolished. To be able to do this and make quality public spaces, developers are needed. To protect the original residents the developers have a set of rules inspired by the Manhattan zoning laws. Where developers are required to make publicly available space within every project they build. I went a little further by giving them a set of rules.

A MESO intervention is hardly an intervention anymore. This requires a lot of planning and designing. However these are the bigger parks and green squares (water) They make sure the other smaller green spaces are properly connected. For these bigger spaces it makes sense to look at other bigger buildings or structures of monumental importance. Breaking the space open around these monumental buildings creates more breathing room and appreciation for the monumental craft. It lends itself to a bigger park which can function with extra "commercial" programming whether it be a coffecorner, a new creative space or a communal house. This kind of public space is of a bigger scale. This can be done with a vision with developers and of course subsidies from the government. Ofcourse here it is also necessary to demolish some buildings. But they need to be build back in the neighborhood.

All these interventions can go hand in hand with one another. But can also work separately if one is out of reach. The beauty of a toolbox is that all the tools can do their work just fine but when used together they create MAGIC.