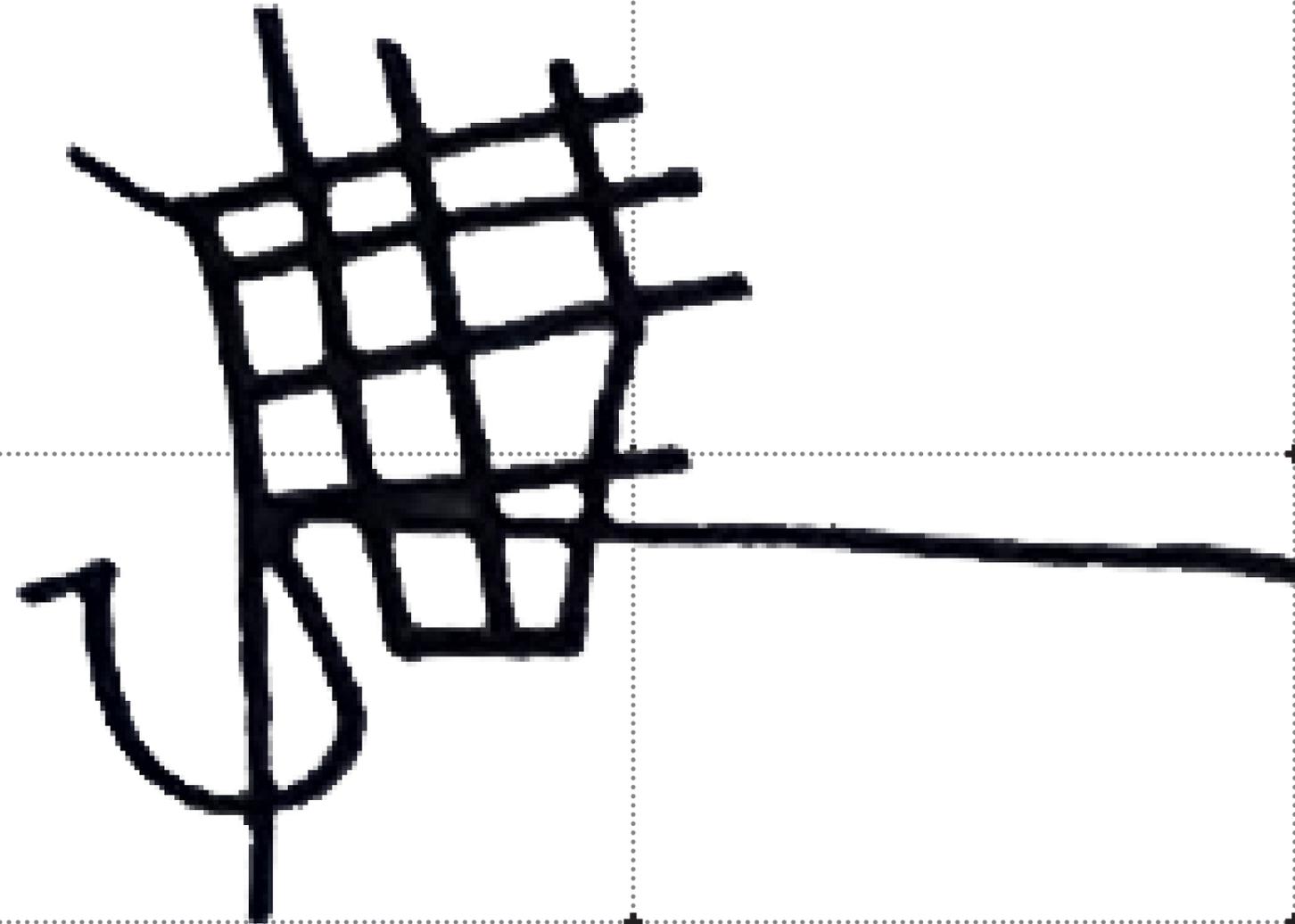


- 1/ DREAMCATCHER
- 2/ e13 QUESTIONS
- 3/ READING & DREAMING
- 4/ WHAT CAN BE GENERATED?
- 5/ THE DREAMTEAM
- 6/ SITE APPROACH
- 7/ SHAPING DREAMCATCHER





e13 @ Azenha do Mar

HOW TO CREATE
POSITIVE
DYNAMICS
FROM A DIFFICULT
SITUATION?

e13 about «Adaptable City 2» raises problems, questions and challenges:

- RESILIENCE - how to be able to find again the identity of the city's structural elements in a context of significant changes?
- SOCIAL ADAPTABILITY - how to reconcile the coherence of these structures with the evolving uses and practices?
- ECONOMY AS A METHOD - how to manage urban transformations in different contexts with limited resources?

@ Azenha do Mar, e13 asks particularly: «how to create positive dynamics from a difficult situation? and we join the boat placing 7 questions on the map.





@ Azenha do Mar

uma rede existente lançada sobre o Parque Natural do Sudoeste Alentejano e Costa Vicentina deixa uma marca humana pesada na paisagem.

hoje esse peso pode ser RE-imaginado e RE-trabalhado em conjunto para construir uma paisagem mais humanizada e em diálogo mais positivo com a natureza do contexto.

sem impor, DREAMCATCHER simboliza um «vento contemporâneo» que enche essa rede que é a Azenha do Mar.

«há mar e mar, há ir e voltar» ...

an existing network launched on the Natural Park of Southwest Alentejo and Costa Vicentina leaves a heavy human imprint on the landscape.

today this weight can be RE-imagined and RE-worked to build together a more humanized landscape, in a more positive dialogue with the nature of the context.

without imposing, DREAMCATCHER symbolizes a «contemporary wind» that fills this net that is Azenha do Mar.

in portuguese we say:
«há mar e mar, há ir e voltar» ...

READING &
DREAMING





@ Azenha do Mar

DREAMCATCHER: CATCH DREAMS & JOIN FORCES

- a large and dynamic ecosystem with past, present and future
- a place connected to the «world wide web»
- a process of collective and collaborative intelligence
- a common project with common signature and shared responsibility
- a project based on solidarity values
- a project made with several hands and heads, in a balance between individual and common «ware»
- a process of empowerment of all actors placed in an horizontal «smart grid»
- more than a cristalized project, we can contribute to a glocal process and a glocal team, able to adapt and adjust in time and space, answerig evolutive needs.

= DREAMCATCHER EQUATION

WHAT CAN BE GENERATED?

$$(x, y, z) = \int w dt + n\epsilon$$

space_(x,y,z) = integration of work_(w) in time_(dt) + amount_(n) of investment



@ Azenha do Mar



DREAMCATCHER DREAMTEAM

WITH WHOM?

in-between a permeable and positive dialogue of skills, linking and reconciling the public with the private sector, this e13 project to Azenha do Mar, wants to valorize the local dimension of this specific territory anchoring it on a larger network with a strong european identity, supported by a glocal approach and partners.

$$w = w_a + w_b + \dots + w_m$$

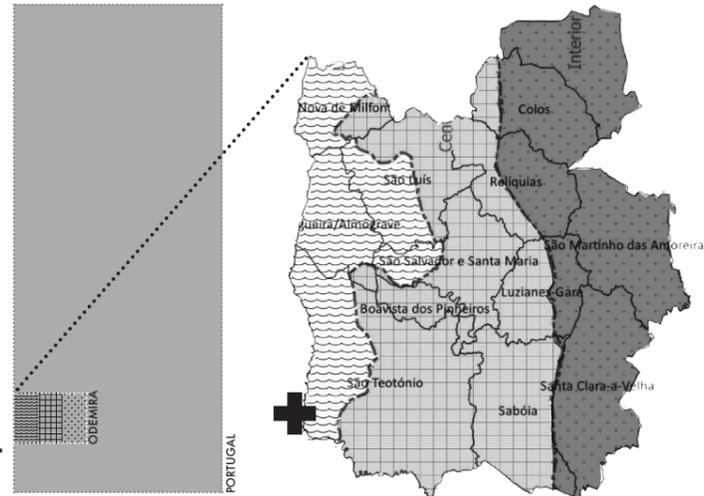
work = sum (Σ) of individual timely contributions:

w_a 3G in-habitants; w_b 3G out-habitants; w_c local municipal responsables; w_d local municipal technicians; w_e e13 team; w_f european senior observer; w_g european artist; w_h european engineer; w_i european landscaper; w_j european light expert; w_k european researcher; w_l european fisherman; w_m european farmer



@ Azenha do Mar

INLAND COASTAL
CENTRAL



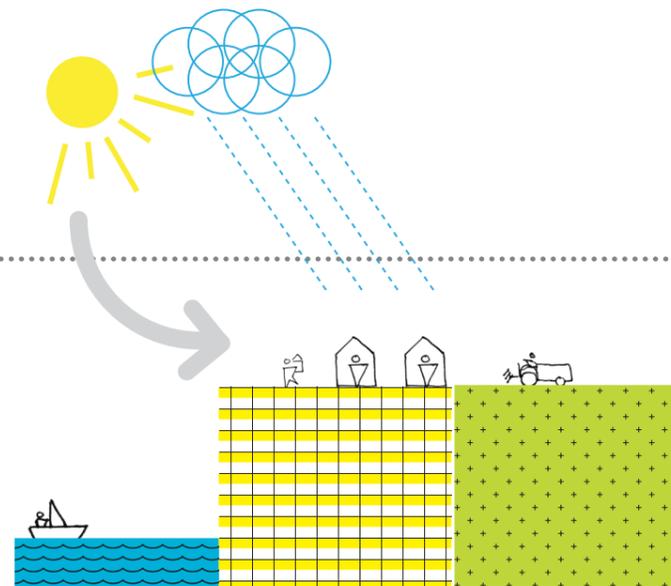
Odemira is a territorial unit characterized by 3 strips

- ONE COASTAL STRIP -
- ONE CENTRAL STRIP -
- ONE INLAND STRIP -

Integrating a Natural Park (PNSACV), the **COASTAL STRIP** where Azenha do Mar is, represents much of the territory's agricultural production, employing 3.000 people.

but other territory functions can be found, linked to the agro-industry and forest, tourism, trade/services/industry, fisheries and marine resources.

SITE APPROACH



ACTIVITIES : sea + natural park + settlement + land



ACTIVITIES : sea + natural park + settlement + land



DREAMCATCHER
ONE NATURAL AND SOCIAL ECOSYSTEM
LINKING LOCAL AND GLOBAL LANDSCAPES

=

ONE HUMAN SETTLEMENT BETWEEN
THE SEA, THE NATURAL PARK & THE LAND

@ Azenha do Mar



DREAMCATCHER «R(s)» anchored on the existing situation, this dreamcatcher wants to work the site forces, REVEALING their potential and leveraging crosscutting ideas. this REDEFINITION aims to value Azenha do Mar identity in RESPONSE to its actual difficult situation. today's context invites to a «back to basics» approach, REVISITING and REINVENTING ecological principles: REDUCE, REUSE, RECYCLE.

DREAMCATCHER applies these «R(s)» to the 3 main dimensions of the site: territory structure, local structure and local content.

$$Re_{definition} = Re_{duce} + Re_{use} + Re_{cycle}$$

DREAMCATCHER CONTENTS to build up the place - MOBILITY SYSTEM - redefinition and reduction of the existing elements alleviating the ground and creating a new system of hierarchies anchored on the territory ID and on walkability values of «rota vicentina» glocal users

- PLAZAS - energizing spots, filling the site web with site related life: **the deck beach and the «rota vicentina» promenade, the multifunction «square» for ambulant activities, the countryside green triangle for more local community functions**

- BLOCS & PLOTS - reduction of their number shrinks the constructible surface encouraging «concentration» and mixity, liberating space for urban agriculture

- EQUIPMENTS - glocal functions answer to local and global needs stimulating the site attraction: welcome center (with toilets, laundry and local grocery shop), urban camping, site info kiosk, community kitchen, multimodal spot, garbage collection center, engine center

- ARCHITECTURE - a hybrid module between past and present dimensions generates e13 typologies to receive, in still vacant plots, local and global inhabitants, artists and scientists in creativity short term residences.



DREAMSHAPER
giving shape to
DREAMCATCHER

URBAN STRUCTURE



4 levels of mobility & 3 plazas



- DREAMCATCHER FILTER**
eleven constructible BLOCS
- EQUIPMENT**
1. «welcome center» (wc, laundry, grocery shop, and itinerant market on the square)
 - 1a. welcome center antenna (meeting & info point, XS museum of local memories, "read - play & drink kiosk", itinerant material, wi-fi spot)
 2. multimodal common transports spot (bus station, taxis, mailboxes, time tables)
 3. garbage & compost spot "eco ponto"
 4. common table & oven "the kitchen"
 5. engines and wheels facilities
 6. common parking, (cars, caravans, boats, tractors, bikes), permeable surface, shadow from trees & energy production panels if needed
 7. common urban agriculture plots
 8. rainwater silo
 9. existing association
 10. existing restaurant
 11. existing treatment station
 12. existing port structures
 13. old "azinha"
- PLOTS**
14. urban camping
 15. twin workshops / TO studios "UE artists & scientists LABS"
 16. existing workshops
 17. potential e13 new housing typologies, to rent "refuges" (T1, T2, T3, T4, T5)
 18. existing housing typologies, from 80's and 2005 (T1, T2, T3, T4, T5)
- OTHER**
19. re-used and re-integrated walls "memories"
 20. new & re-newed costal "bench-walls"
 21. wood mobility structures of the national park PNSACV

