

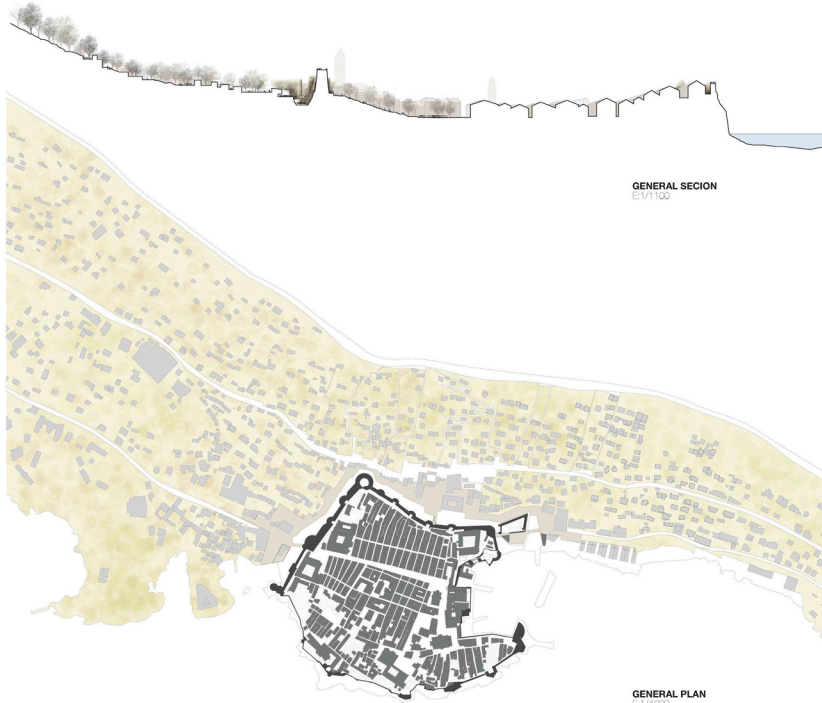


# ZK003 DUBROVNIK BACK TO CITIZENS!

01 03

THE OLD CITY HAS BEEN LIVING WITH ITS BACK TO THE CITIZENS OF DUBROVNIK. TIME HAS COME TO GIVE IT BACK TO THEM.

The project addresses this challenge and proposes a new multifunctional area, a new contemporary space with which to restore their presence in the city. A promenade, open-spaced and full of possibilities, where, both citizens and tourists, will enjoy the rich life of Dubrovnik.



## MOBILITY

The first goal of the project is to incorporate the inhabitants of Dubrovnik as main users. No matter what the reason, they will always be there. To achieve this, the first step is to eliminate motor traffic. Create new pedestrian areas, leisure and equipment, and avoid cars harming the historical environment. The statement raises the need for a large vehicle depot to release the wall of the presence of cars as well as the planning of multipurpose buildings and storage that promote the new way of life.



## DENSITY

Density is understood nowadays as a quality of sustainability, optimizes resources, consumes less land and reduces the need for motor traffic. But adequate provision of space and equipment must be granted. The wall surrounding the old town acts today as a barrier between the historic city and the contemporary city. The project aims to maintain the existing urban grain to function as a transition/arena between both tissues. This is best achieved through decentralization.



## NODES

Public space is articulated through the decentralization of the required facilities and spaces. Three new centers of interest (one on each access to the wall) are created in the form of public equipped squares. Repetition allows greater permeability between urban tissues and reduces the unnecessary peripheral circulation. The junction between squares becomes a pleasant walk. The first node must respond to the main gate of the old city. A bus station and facilities to complement it are planned, as it is the start of the tour. The second is, by location, the real link between the two cities. It should ensure the connection of the two urban tissues and become a new landmark for both citizens and tourists. The third is to respond to its border with the sea. It is the end point of the tour and a link with marine and port life of Dubrovnik.



## LEVELS

Three levels are established: the lower, for leisure and car storage; the middle, intended for commercial and equipment and the higher level, for traffic. This repetition of the uses along the boardwalk allows a better relationship with the city than would result from a single connection point.





3RD LEVEL PLAN  
E:1/800

#### 1ST LEVEL

1. Parking
2. Warehouse/storage
3. Leisure open space
4. Multi-purpose outdoor space (picnic, sports, games...)
5. Multipurpose outdoor covered space (concerts, reading...)
6. Water activities and warehouses.

#### 2ND LEVEL

1. Shopping
2. Bar/restaurant/coffee
3. Terraces
4. Equipments
5. Market

#### 3RD LEVEL

1. Motor traffic
2. Pedestrian traffic
3. Stairs
4. Housing Access
5. Residential
6. Squares

#### THREE LEVELS. A NEW CENTRALITY

The Old City has surrendered to tourism. Citizens do not feel it part of their daily lives, and for those who do live there, the city has problems that must be solved. The old town must not be there only as a monument. More than a new center the placement of three new squares, connected to each other at three levels, should act as a link between the contemporary city and the old. A walk designed primarily for residents (but also to be used by tourists) to exploit the rich life of the city. A large open space, flexible and provided with shade, allowing the development of all activities required by the citizen of Dubrovnik.

1ST LEVEL PLAN  
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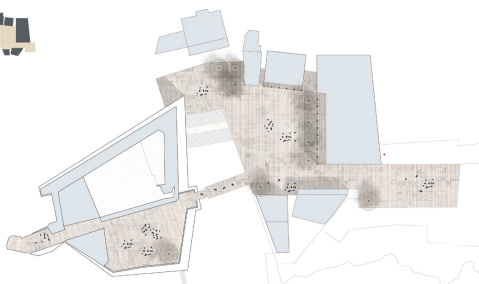
LONGITUDINAL SECTION 02  
E:1/500

- |                   |                |
|-------------------|----------------|
| CYCLE TOUR        | PETROL STATION |
| BOAT TOUR         | RUBBISH POINT  |
| BUS STOP          | CANDA TOUR     |
| BOAT LAUNCH       | SCUBA DIVING   |
| THEATER           | STORAGE        |
| BAR               | SHOWER         |
| PARKING           | SAILING        |
| INFORMATION POINT | BATHROOM       |
| BOAT TOUR         | POSTAL CENTER  |
| FISHING POINT     | RECYCLING      |
| MEDICAL CENTER    | RESTAURANT     |
| SWIMMING          | PHONE          |
| STORE             | PICNIC POINT   |

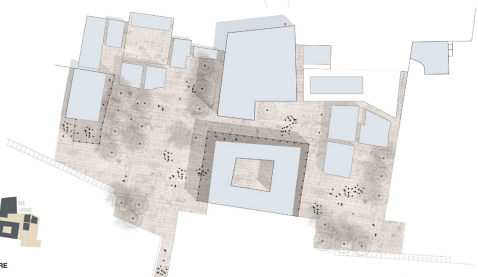




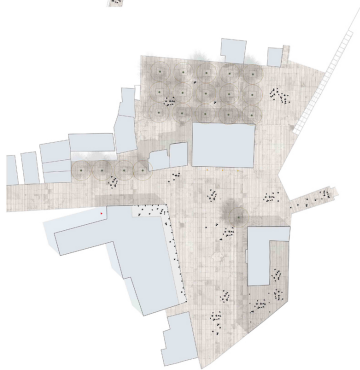
3RD SQUARE



2ND SQUARE



1ST SQUARE



#### NEW WAYS OF LIFE

Three squares connected by a walk at three levels. A new landmark for the residents of Dubrovnik. A succession of open spaces in which to meet, believe, converse and summer activities. And a creation of a modern designed to give contemporary society the right to reconnect with the old city.

The lower level connects both levels and is intended for recreational activities and storage. This outdoor activities, summer festival, music concerts, outdoor cinema, or just sports in general have a place here.

To allow maximum flexibility is intended area under the upper level for storage. The public space may return to its original state when the activity ends. The same space can shelter from the rain or the sun and regardless the usable space. It also stores big openings under the main building, with a total capacity of more than 1500 seats.

The middle level is a new commercial and social centrality. A wide promenade runs through and connects the three squares in a position favored by trade and public facilities.

The residents of Dubrovnik as well as the tourists can enjoy shopping, cafes and restaurants overlooking the wall.

The highest level is intended to blur the barrier which means the wall. Small squares collect circulation that goes down the wall and giving access to new housing. This level is the link between modern residential city and the new centrality.

The connection between levels is done by open staircases that allow privileged views of the wall.

