



Hochschule Osnabrück
University of Applied Sciences



Cascadepark Almere

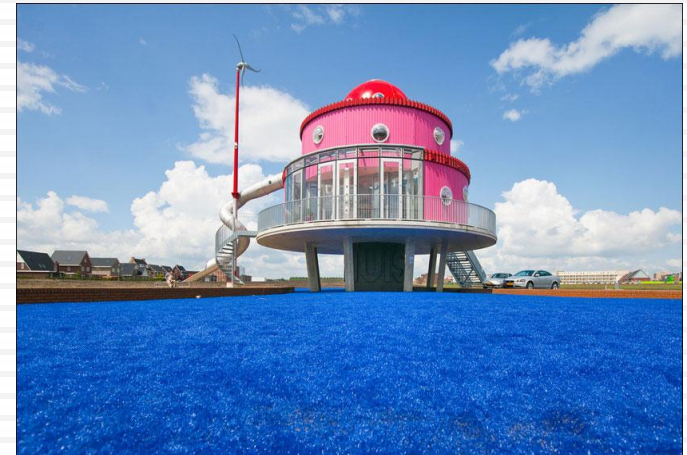
Structure



1. Introduction
2. Big Ideas, Small Places
3. Small Ideas, Big Places
4. Artificial – Nature
5. Outro

Project Cascade-Park

Introduction



Introduction of our project



Presentations from involved people

- Anja de Graaff, Quartiermaker
- Annette Hospes, Landscape designer
- Maartje Kunen, Institute for sports and exercise
- Ernest van de Linden, Founder „friends of Cascadepark“

Walk through the Cascadepark and the neighborhood

Picture collection



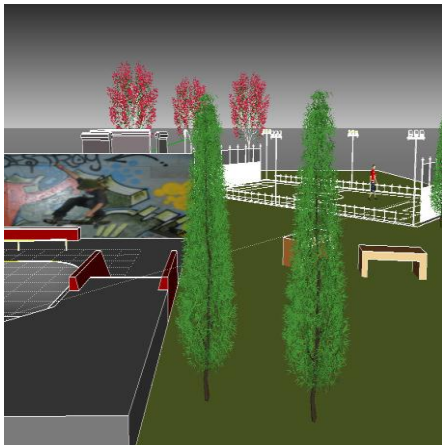
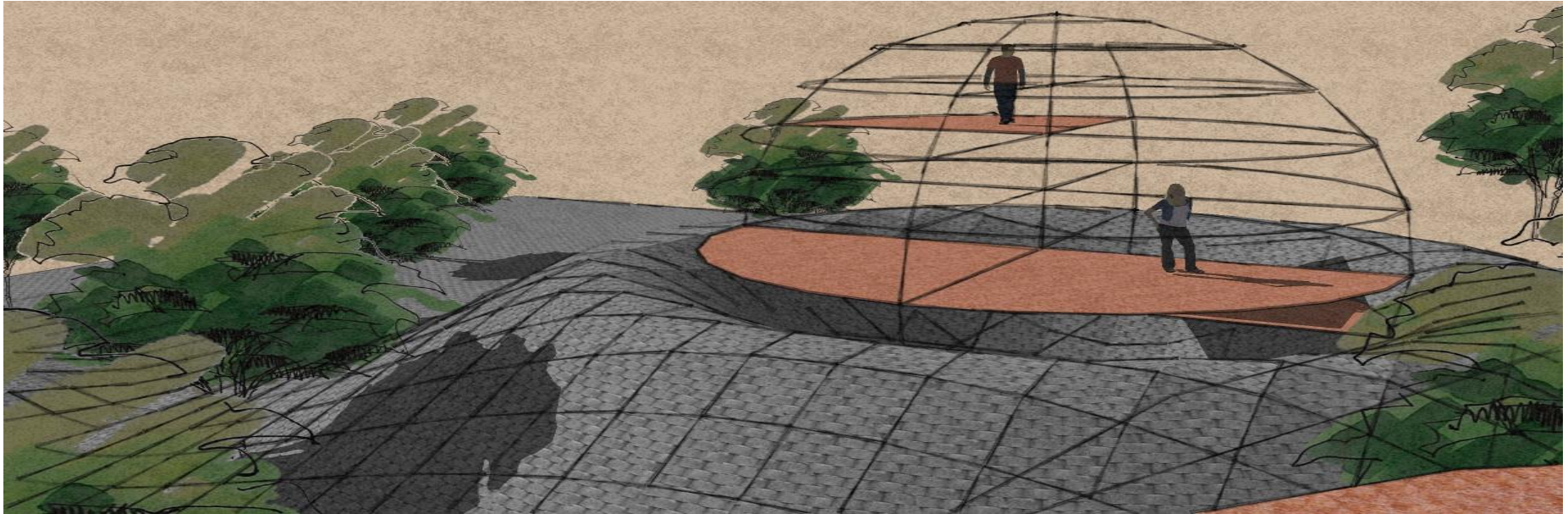
Collected pictures which describes the wishes of the inhabitants

Aspects we had to think about:



- Destination
- Target Group
- Activities
- „Economic Basis“
- Nature

SketchUp



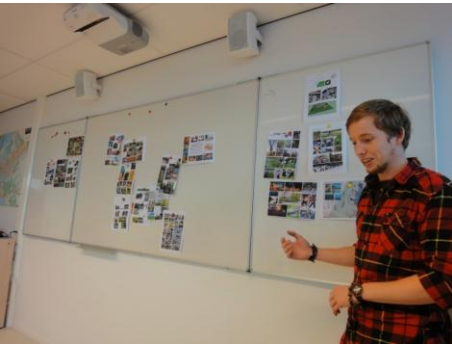
Introduction in Google SketchUp

3D-Modelingprogram



worked out 18 concepts
'Moodboards'
Impressions
based on the 5 aspects

Presented and discussed 18 moodboards



- Worked out 4 opposites:

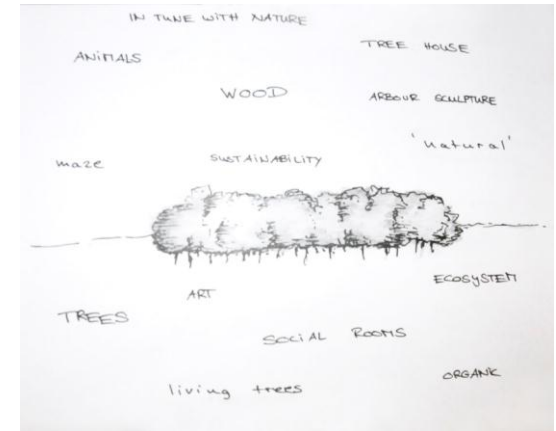
„Naturnah“ (close to nature) ↔ künstlich (artificial)

Big space / Small ideas ↔ Small space / Big ideas

4 Opposites

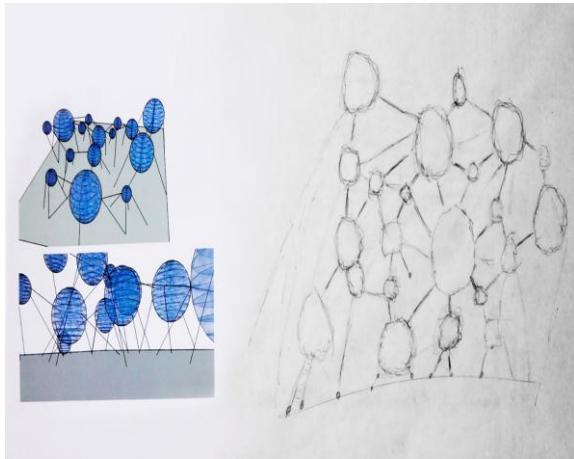


close to nature



Small Ideas, big place

Big Ideas, small place



artificial



Considerations:



- be extreme in one direction
- be beyond your boundaries
- unlimited budget

...to become **new innovative ideas**.



Project Cascade-Park

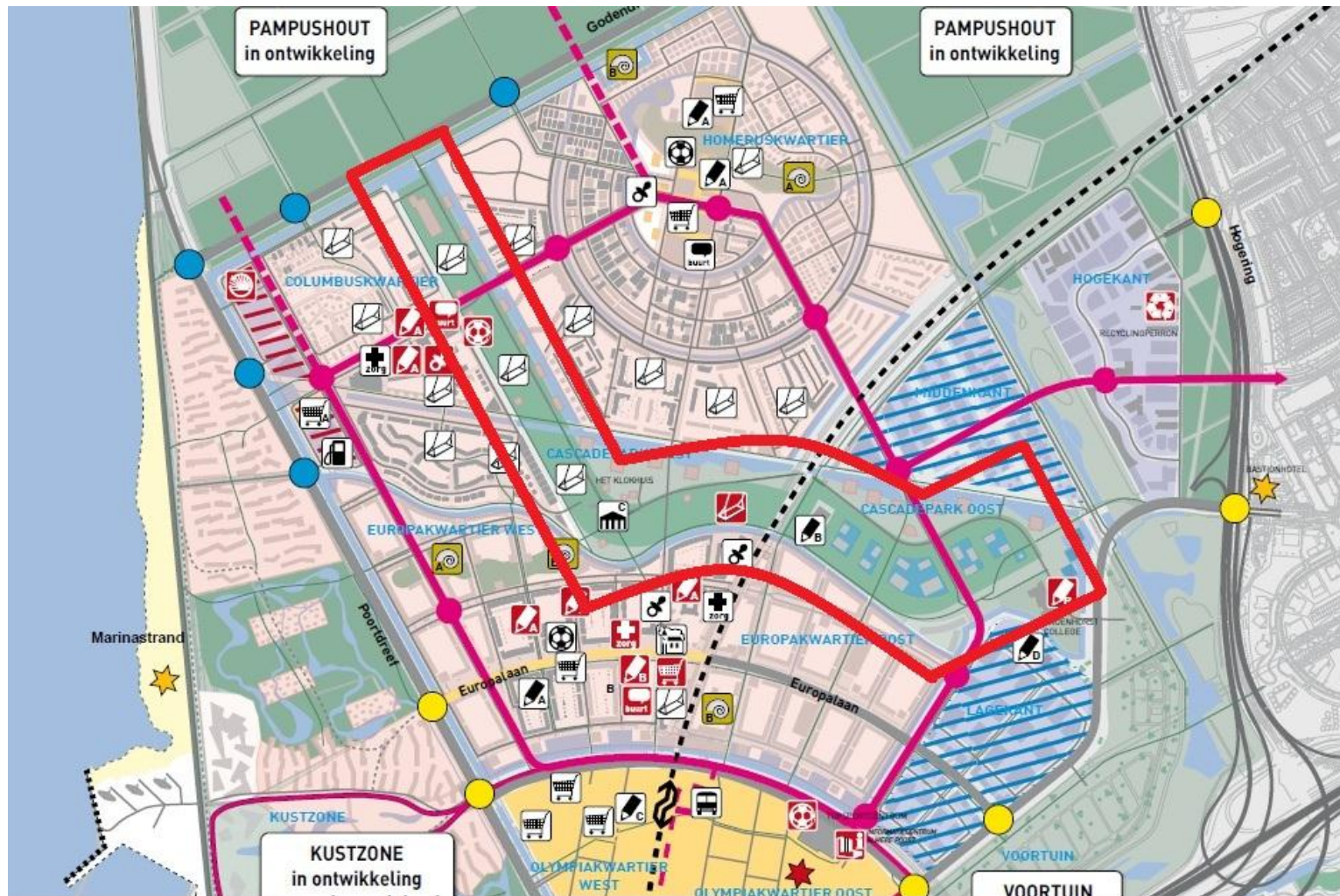
Big Ideas, Small Places

Structure



- Overview
- First Idea – In Extreme
- Development
 - Needs From Inhabitants and Implementation
- Visualization

Overview



First Idea – In Extreme (Sketch)

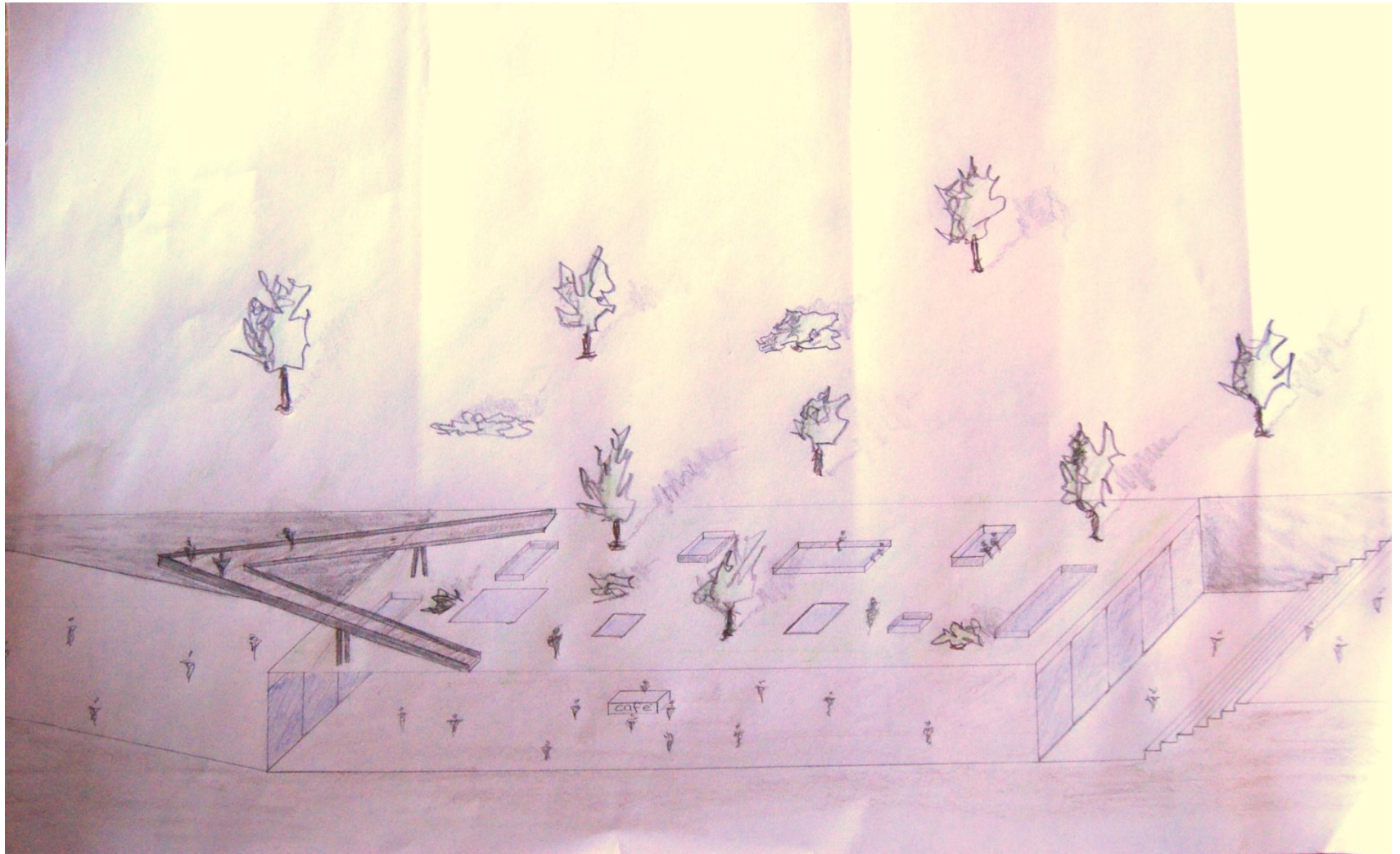


Development

Needs From The Inhabitants

- Free Space For Events
- Point Of Attraction
- Warm, Inviting And Bright Room
- In Tune With Nature
- Look Out Point

Development Sketch



Visualization



Visualization



Visualization



Bild: © BUGA 2011 GmbH

Visualization





Project Cascade-Park

Small Ideas, Big Places

Introduction

Everything great starts with small ideas.

There are many Questions

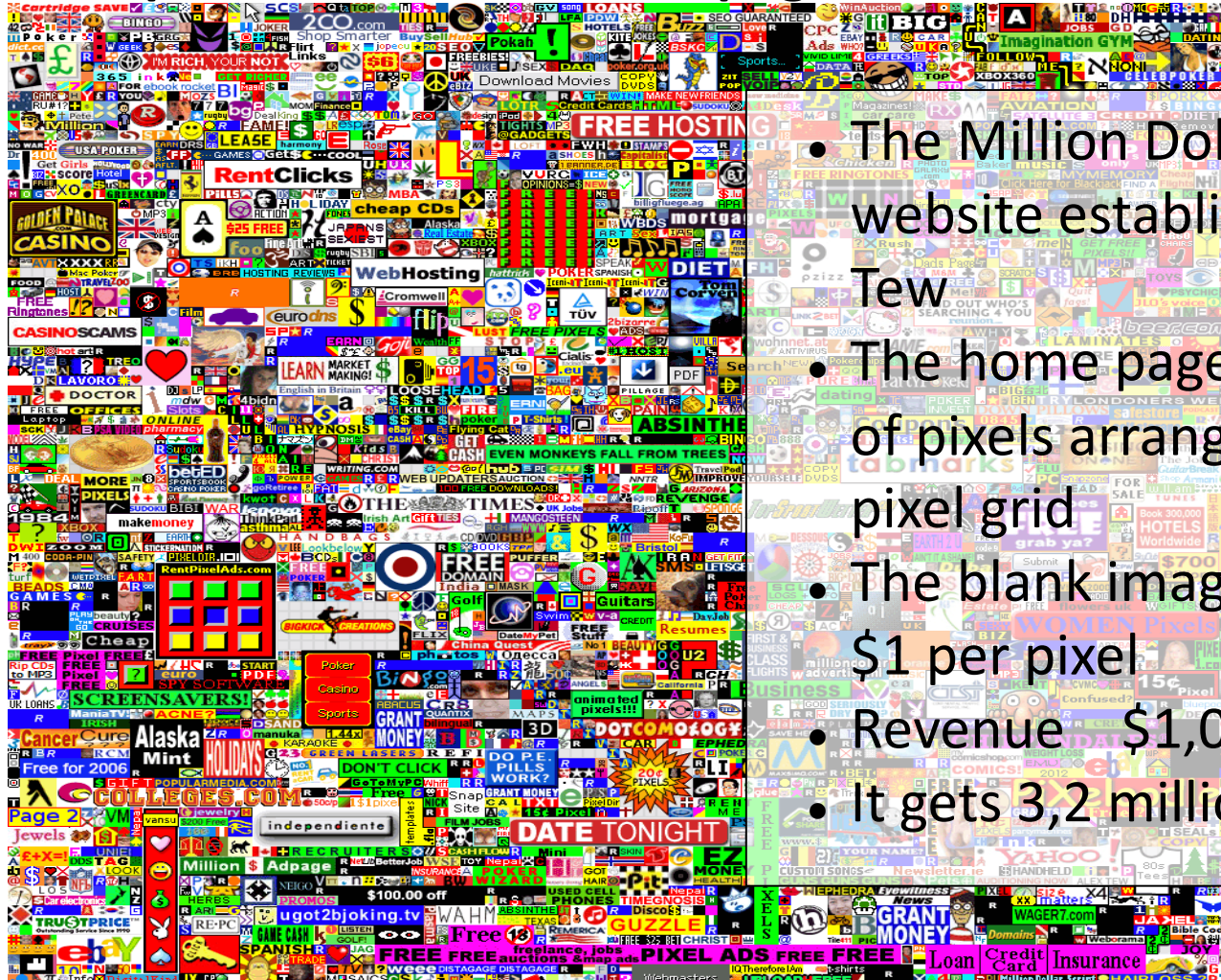
- How can we fill such a big place and integrate the inhabitants?
- What is our structure of condition?
- What is the desire of the inhabitants?

- Where can we get ideas?
- Why we don't use a usual way of getting ideas?
- Where can we look for a great place filled with small ideas?

The internet

Introduction

<http://milliondollarhomepage.com/>



- The Million Dollar Homepage is a website established in 2005 by Alex Tew
- The home page consists of a million of pixels arranged in a 1000×1000 pixel grid
- The blank images on it were sold for \$1 per pixel
- Revenue \$1,037,100
- It gets 3,2 million clicks in two weeks

Introduction



The idea is born, but how to realize?

**A Park
made by everyone,
for everyone.**

Problems

- How to involve people?
- What about finances?
- How to build some examples?
- What about rules?
- Who will plan and organize the project?

Small Ideas



The topic of our work is small ideas big places, which means that you have an useable district, like the Cascadpark, and divide it into a lot of small, flexible designed pieces and only a few areas which are designed for everybody.

Small Ideas



On one hand the small pieces are reserved for the inhabitants to be created, to realize their own creative Idea, their impression. No limitations are planned only a few rules, as structured as for example law and social behavior (not to confine others around, because of your idea).

Small Ideas



On the other hand the big places are developed from interviews of the inhabitants, so the ideas from the moodboards are picked up, and are developed to an ascertained plan for these areas.

Small Ideas



To create the small pieces it is important to follow the process of development, it is meant not only as a kind of cover against a progress of development but also an offering of help to develop the ideas and get them done.

Small Ideas



In the Park there a few stations which involve several ideas like:

- Contact persons
- Help
- Control center where all information are combined

Big Ideas



- All inhabitants are asked what they wish to have in the Cascade Park
- Some moodboards (moodboards with the topic of “small/big ideas for big space”) are shown and they can decide which one is their favorite

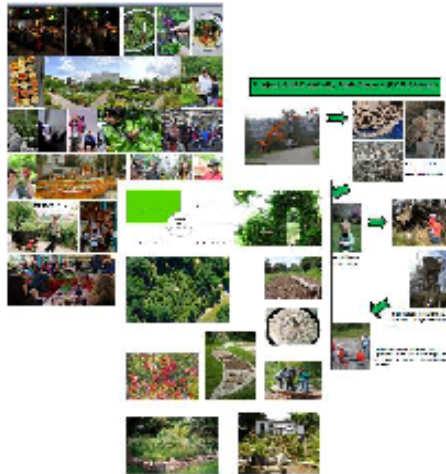
The survey



- As the result of the survey you have a hitlist of the wishes and the first three wishes will be the concepts for an architecture competition
- The inhabitants can vote which architect wins and these plans will be realized

The concept

Some moodboards (small/big ideas for big space) are shown in the survey



Most three voten moodboards



Competition

Plan 1

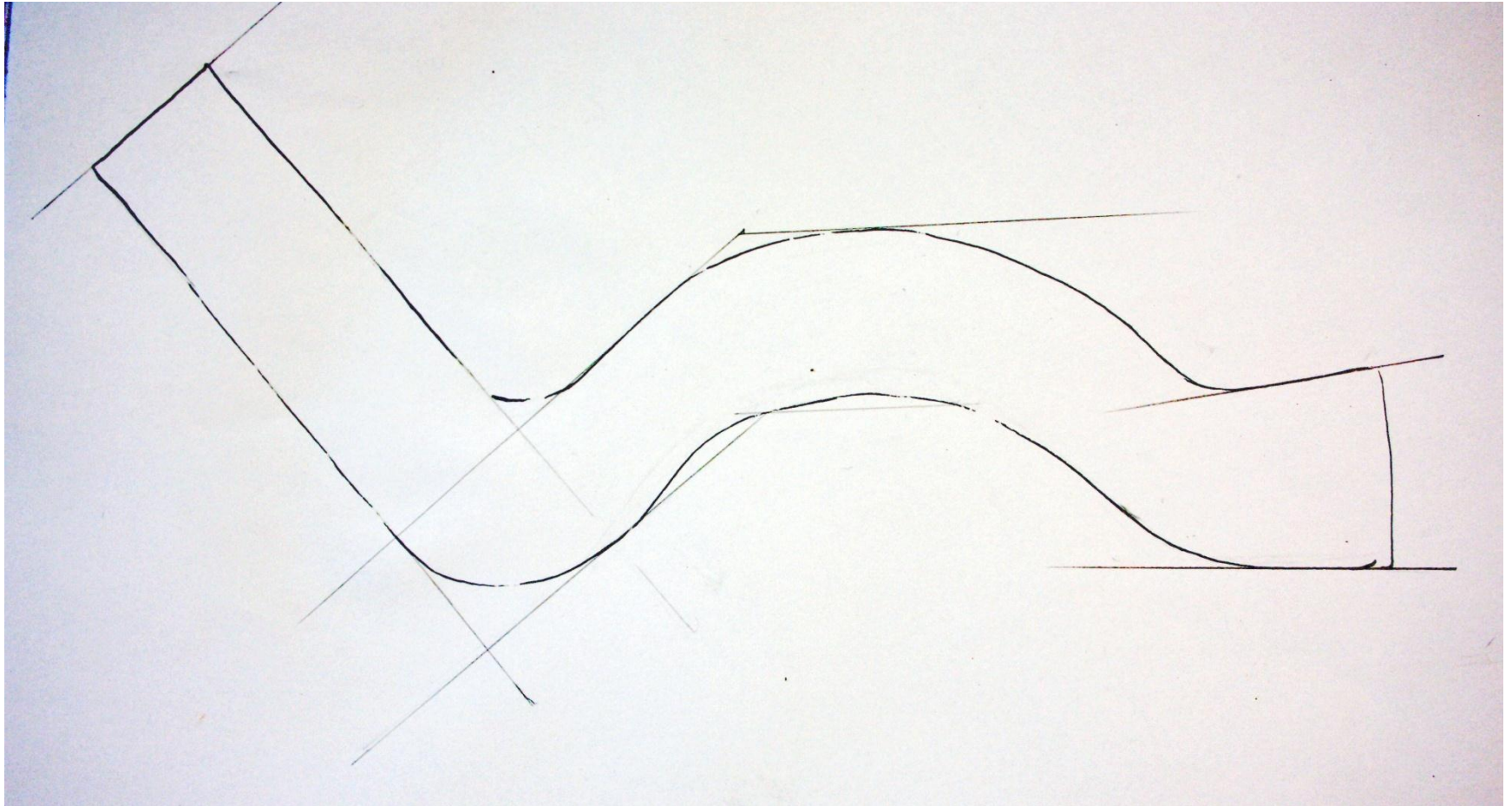
Plan 2

Plan 3

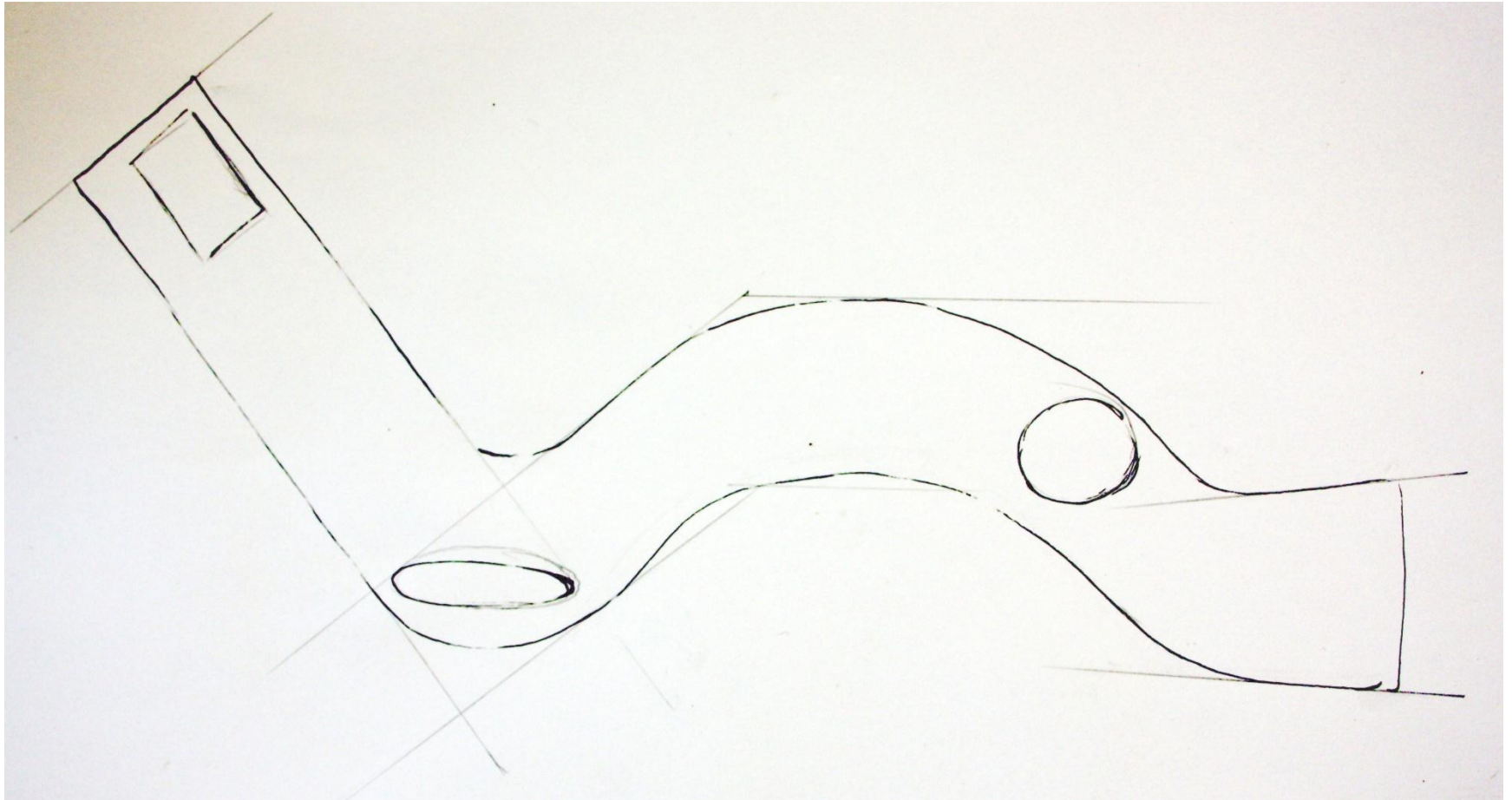
Poll

Three concept which are
immediatly realized

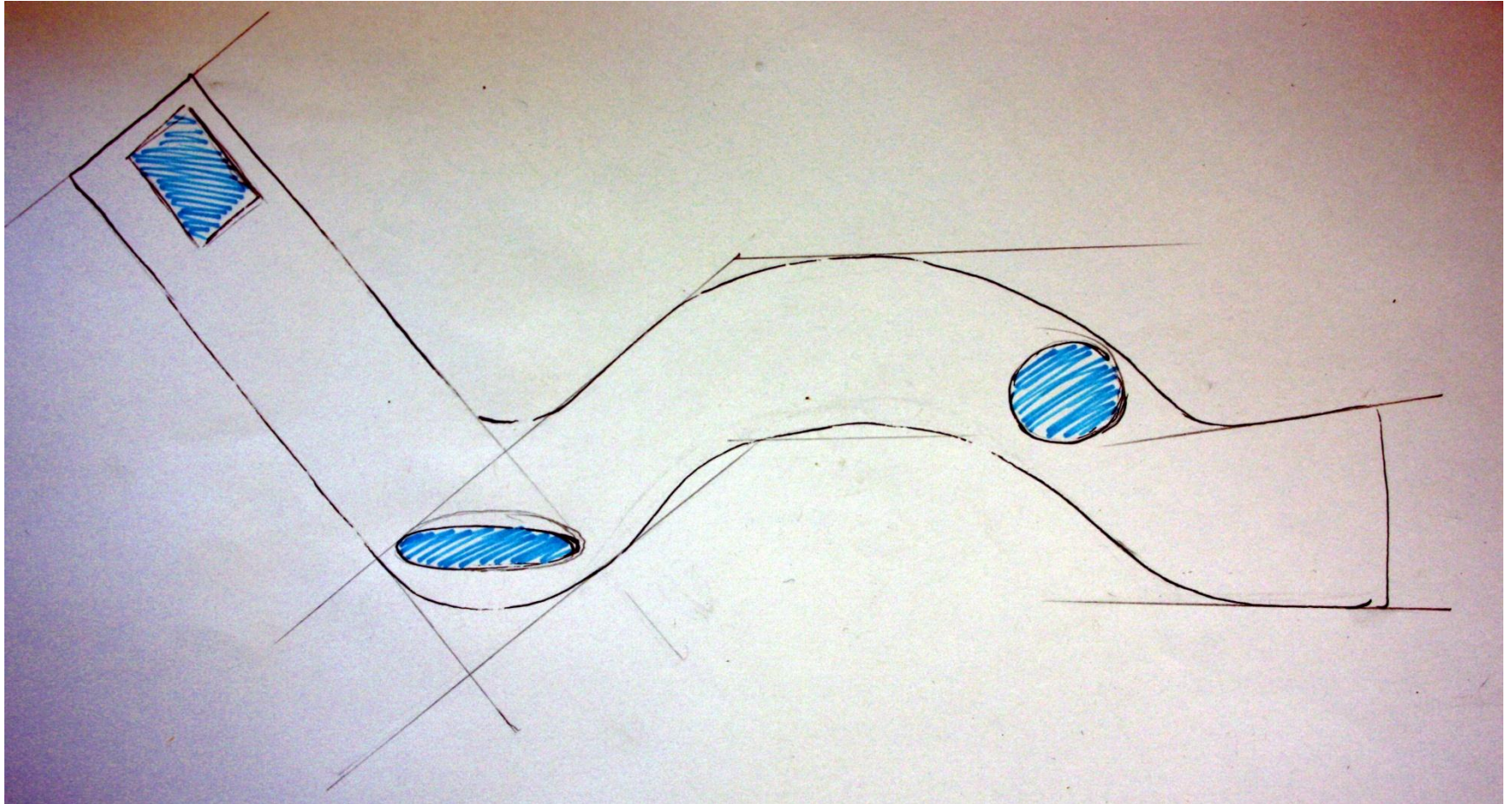
Pictures



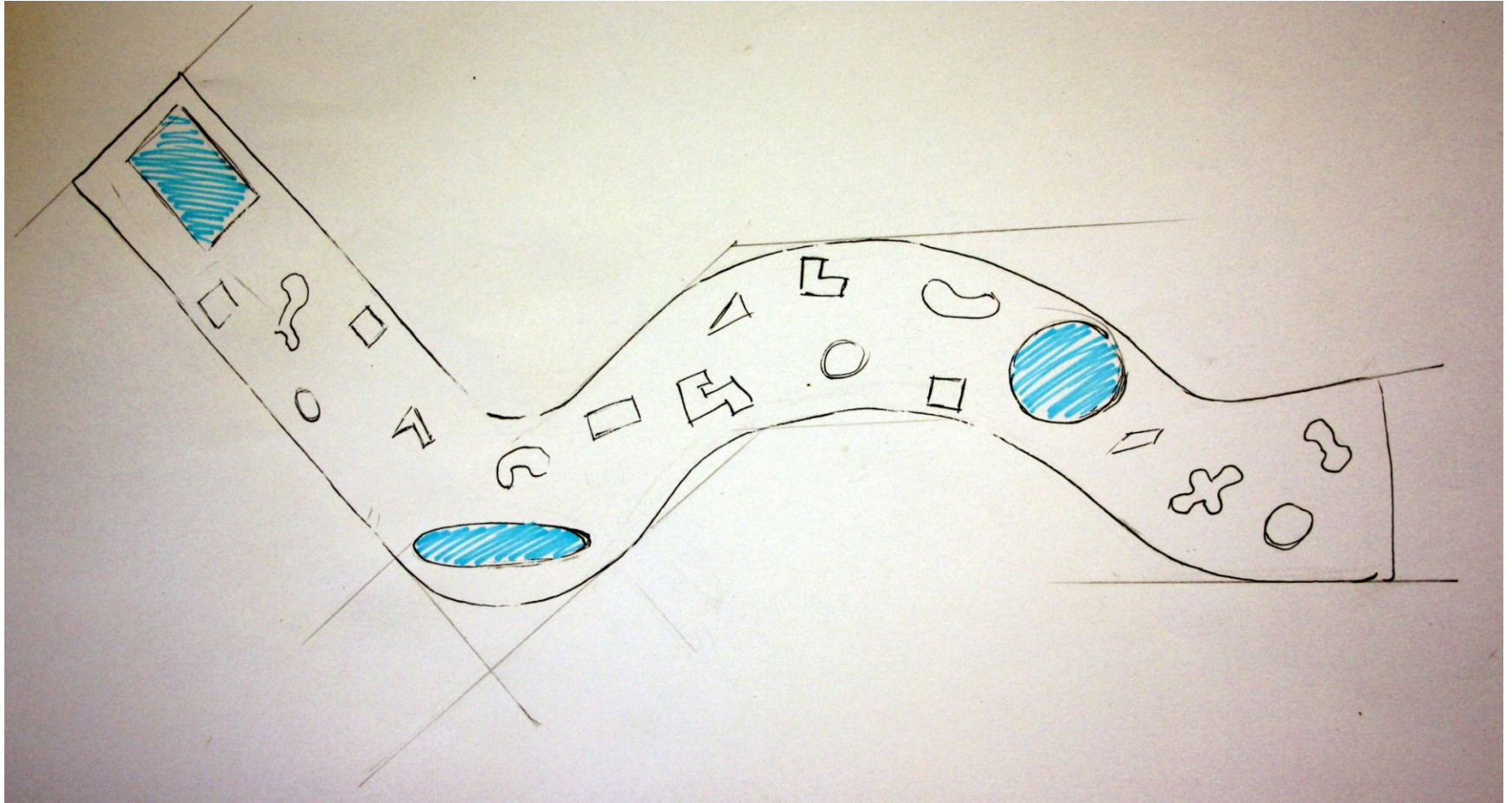
Pictures



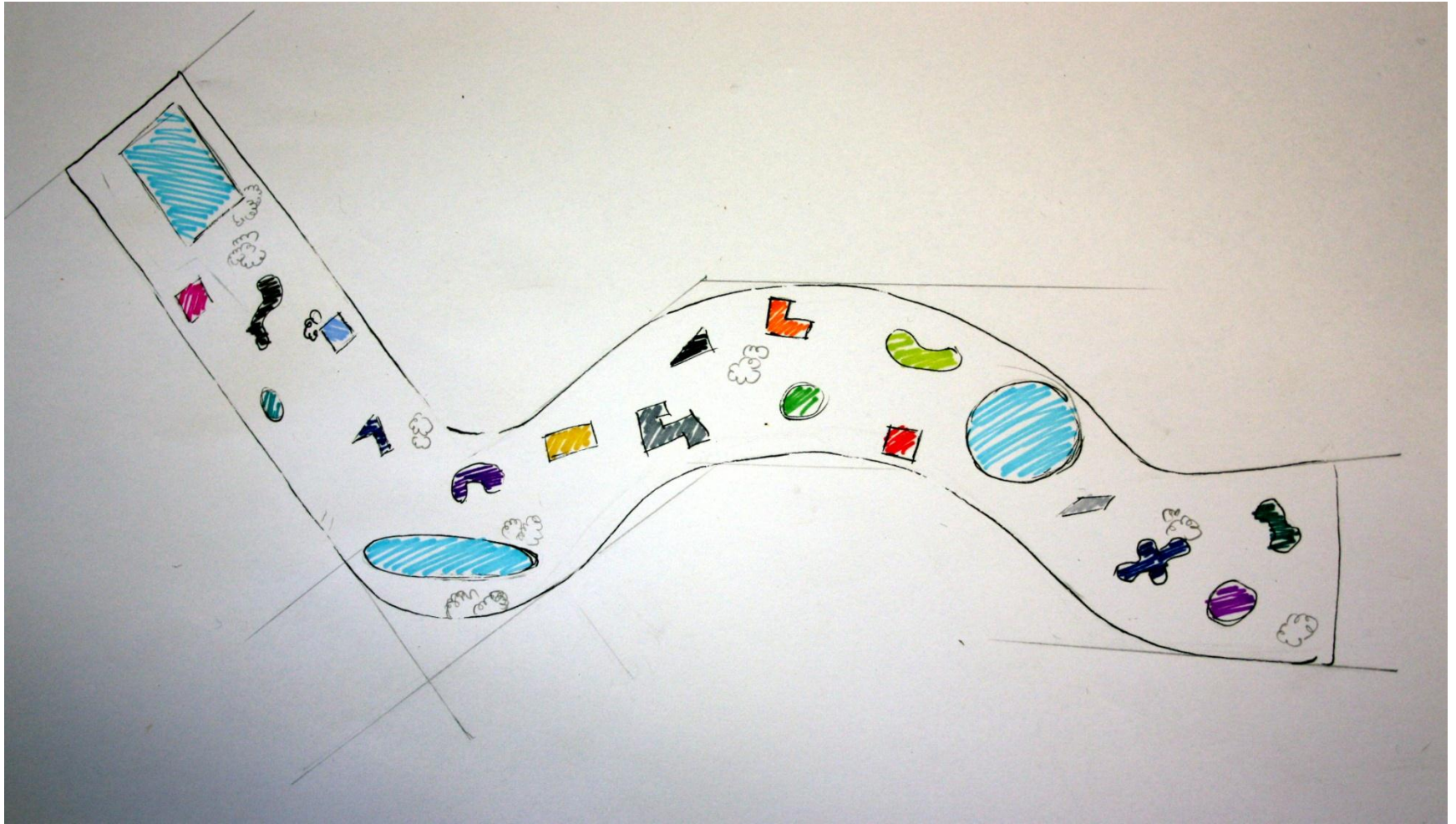
Pictures



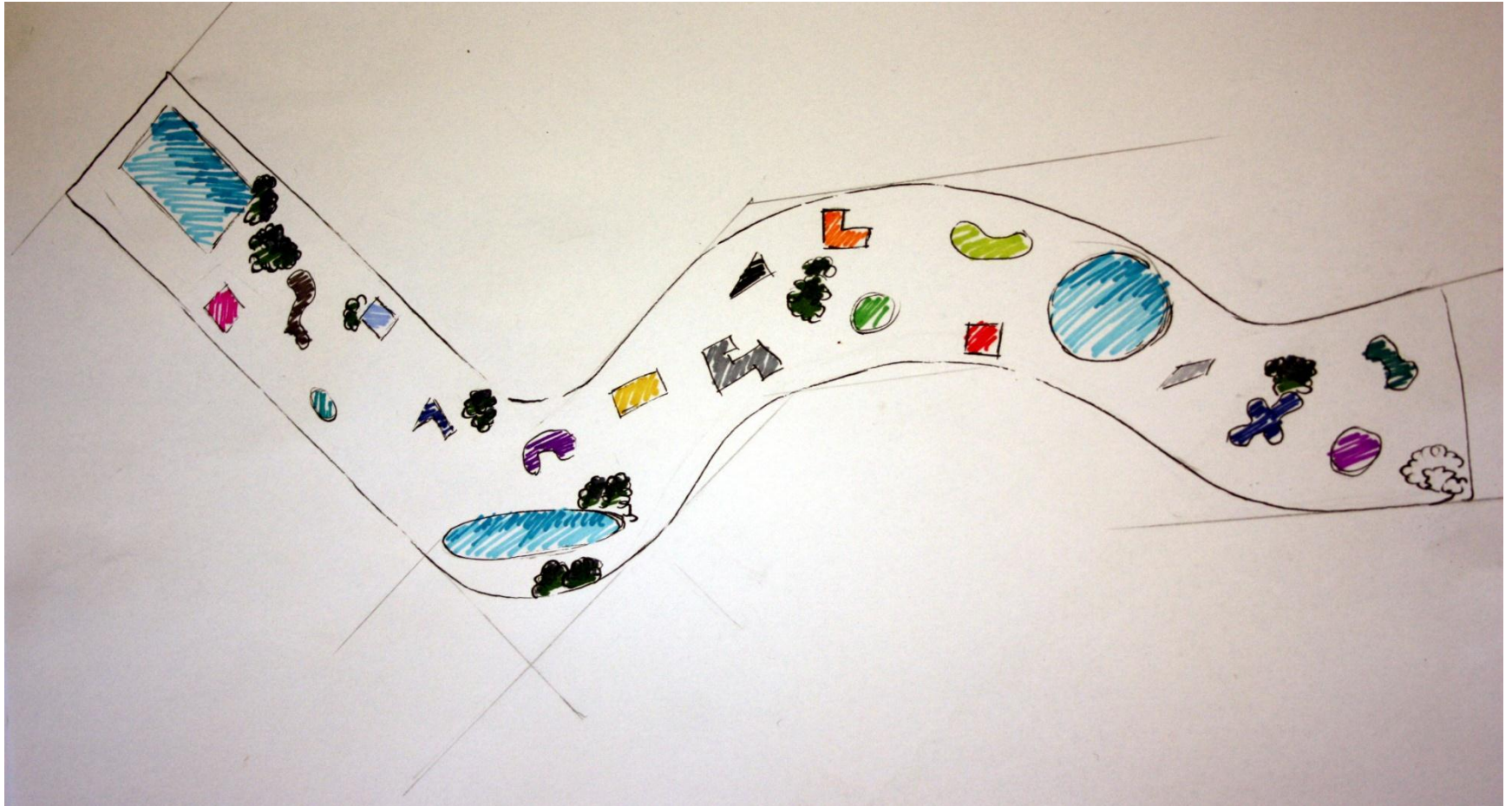
Pictures



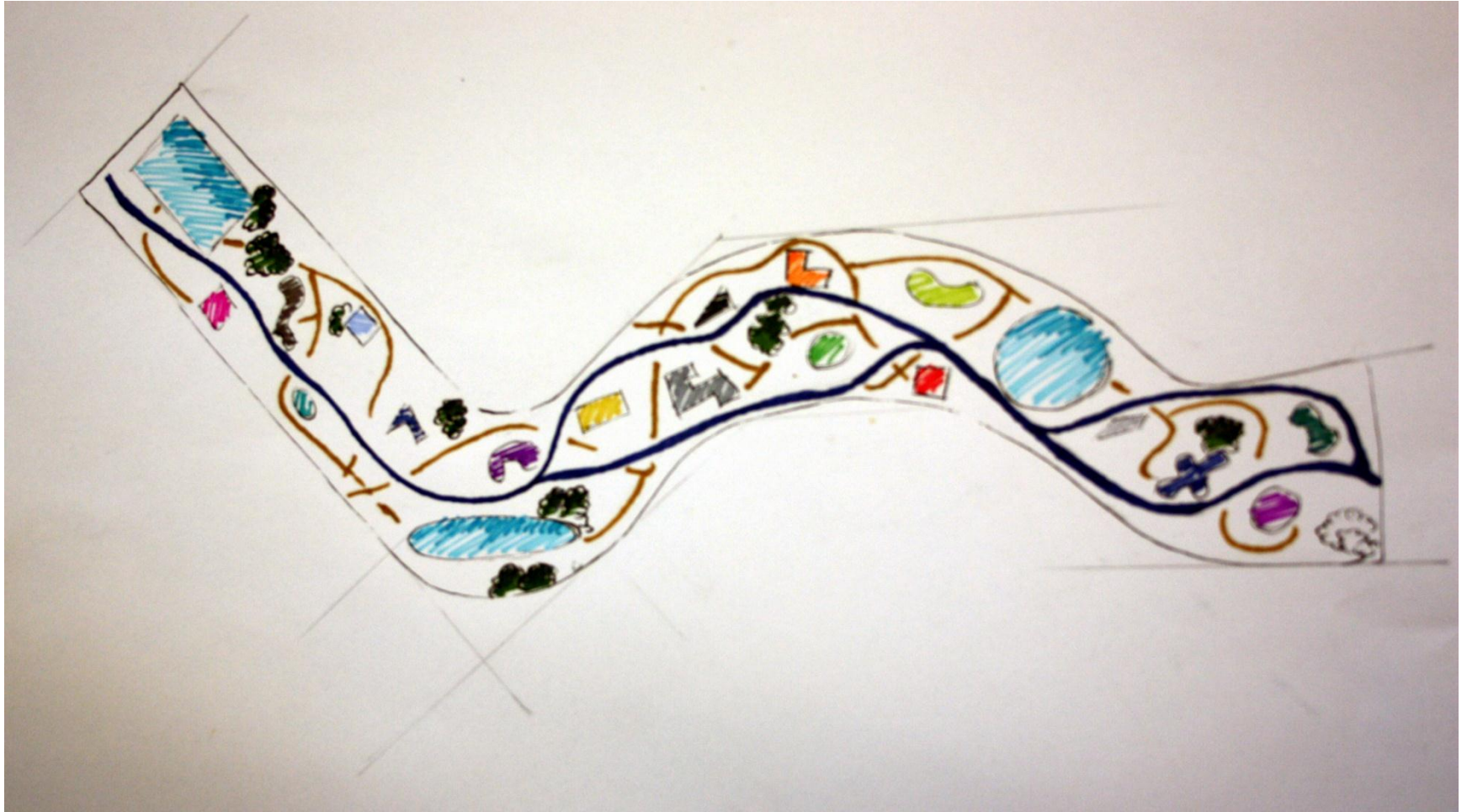
Pictures



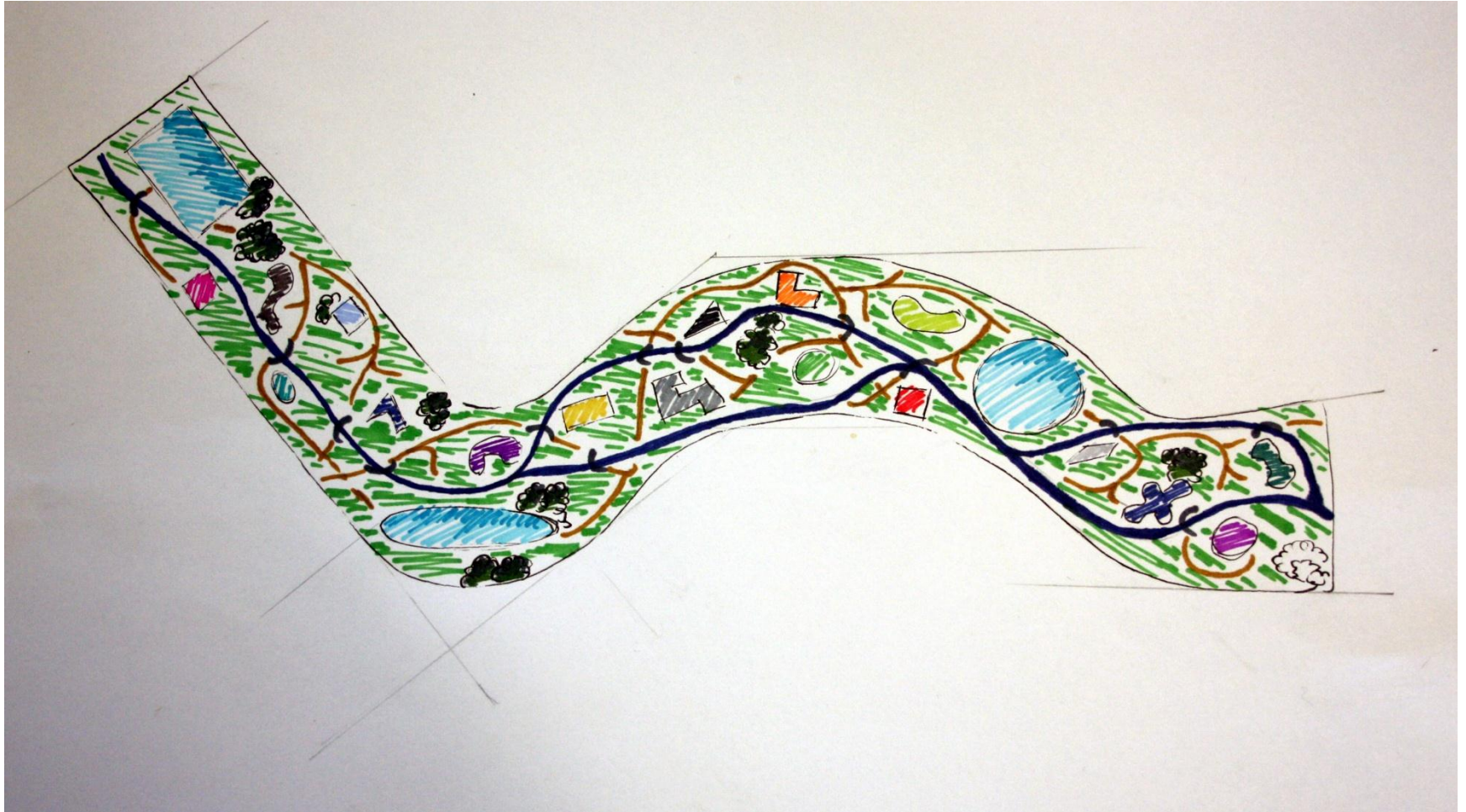
Pictures



Pictures



Pictures



Pictures



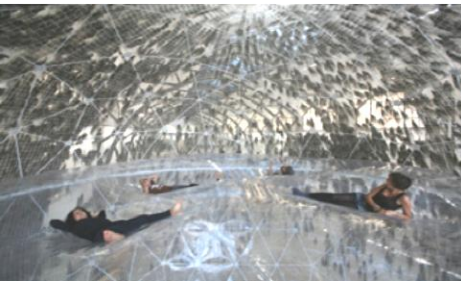


Project Cascade-Park

artificial

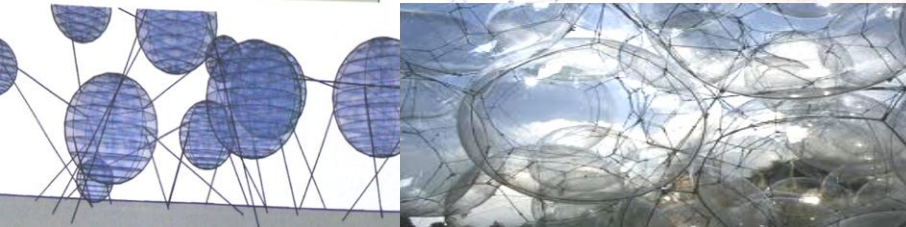
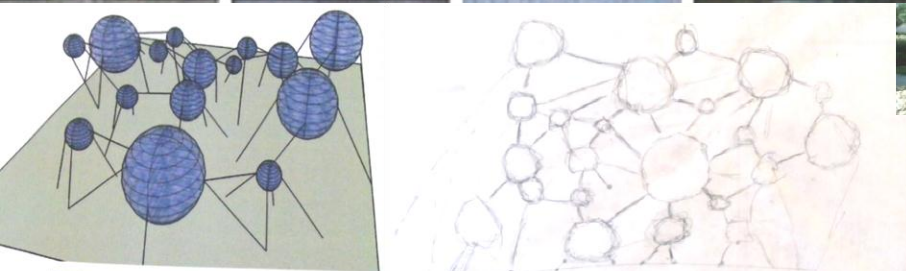
close to nature

radical ideas

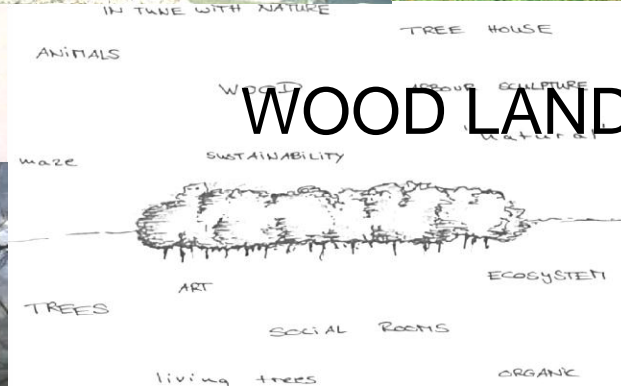


artificial

CLOUD CITY



close to nature





CLOUD CITY



deleting the formal draft



individual space is left

WOODLAND



deleting the formal draft

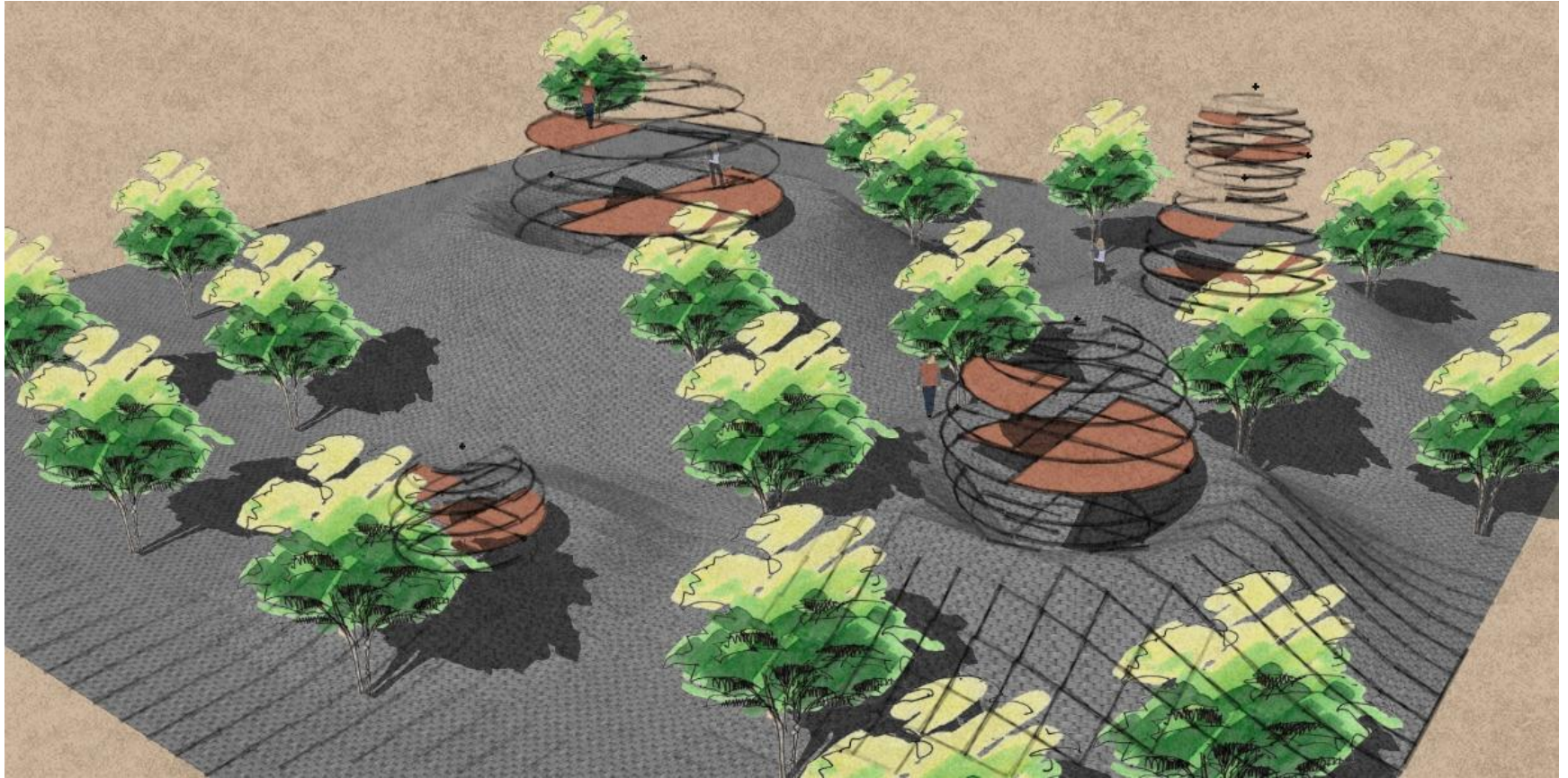


individual space is left

Generate incorporation with three factors

- individual space
- artificial or close to nature
- five aspects
 - destination
 - target group
 - activities
 - economic basis
 - nature

Planet-Park



the planets

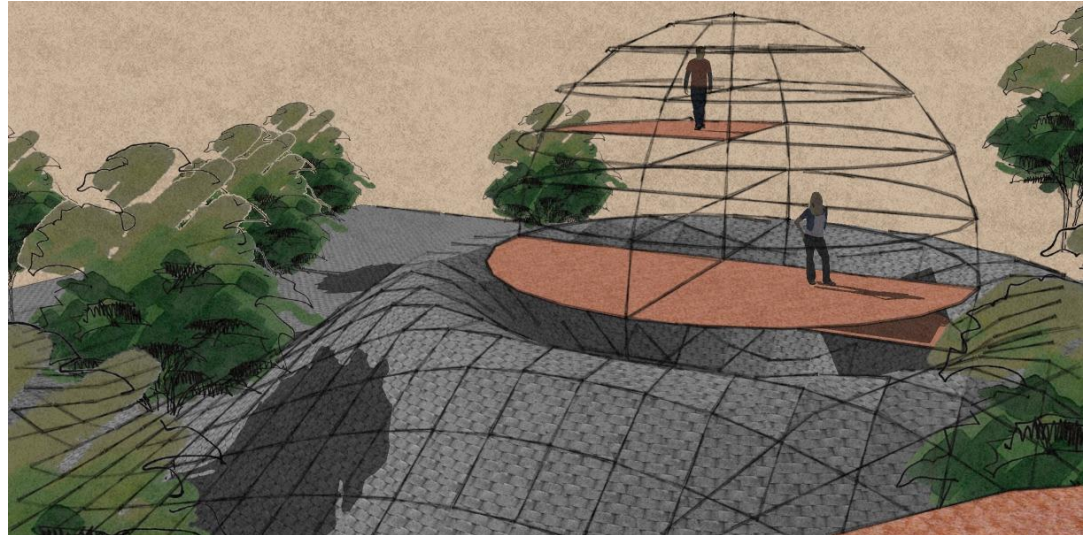
our destination
and target group

open space

different level

perfect view

self-actualization



for all from children up to adult
and all ethnic or religious group

space for what?

culture-café

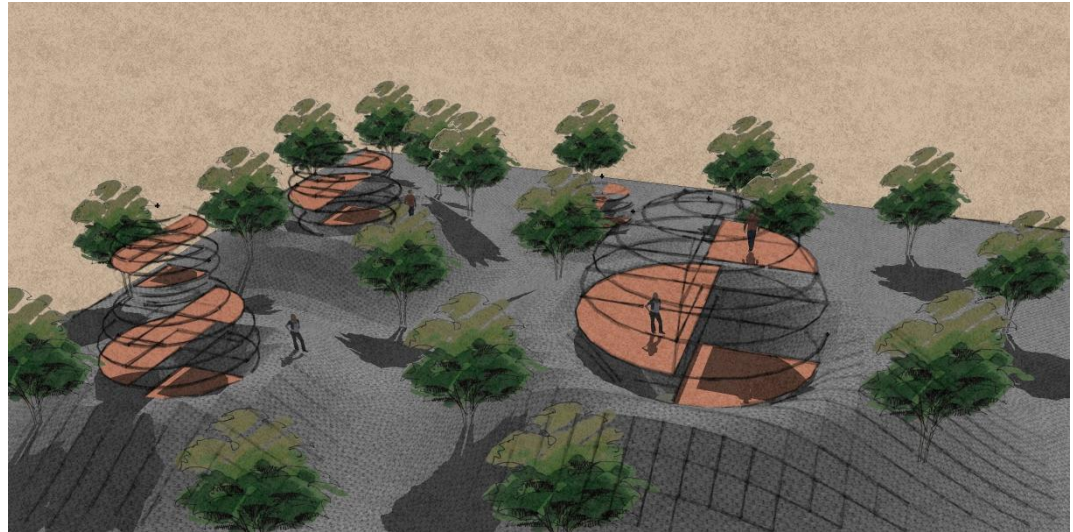
art-courses

talk-round

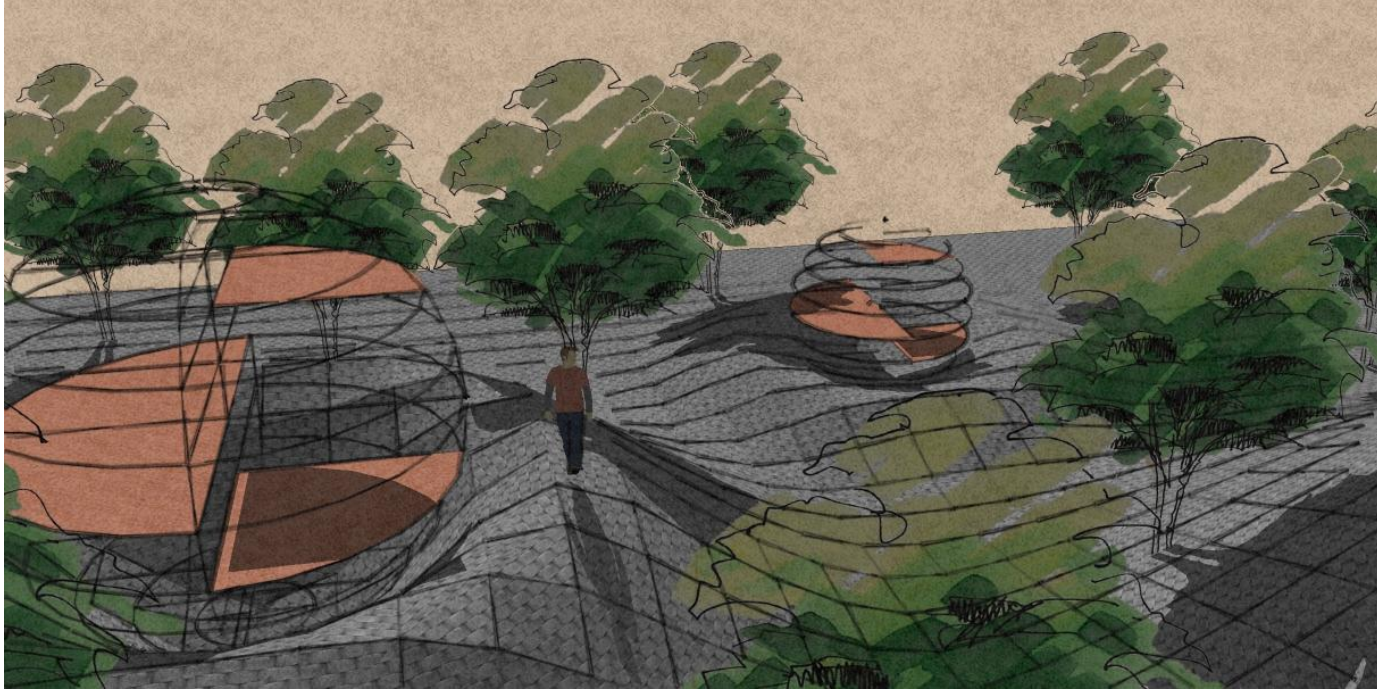
gardening in the roof

sports

meeting point



the base



self-supporting

not much maintains

honorary office

donations

close to nature

get experiences

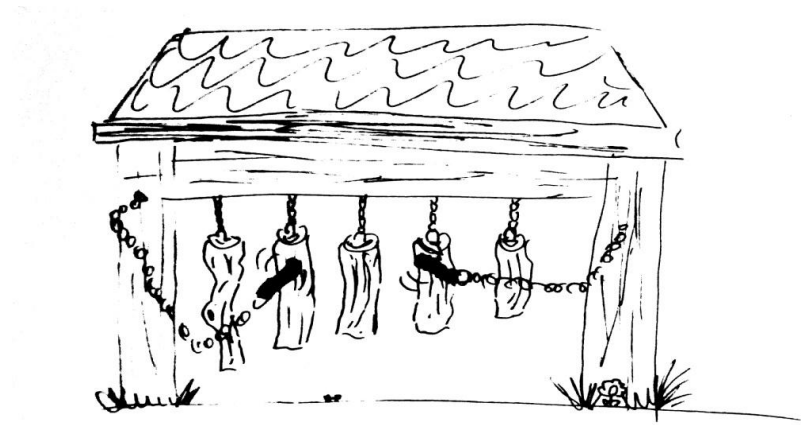
unfold yourself

chill out

find alternation to daily routine



stress grown-up



adventure some kids

activities

sense garden

- “Kneipbecken“

look-out tower

tree house

water-parcour

sounds of wood



boardwalks



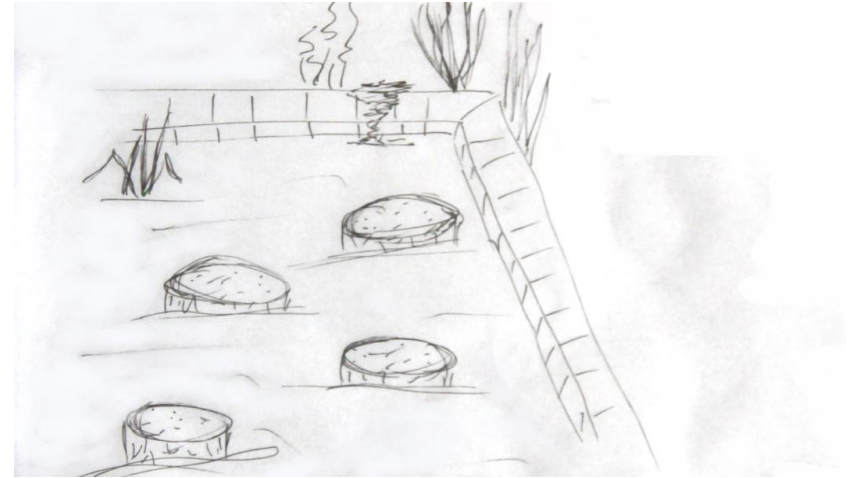
economic basis and nature

free admission

commercial partnership

workshop's

friendly lightning

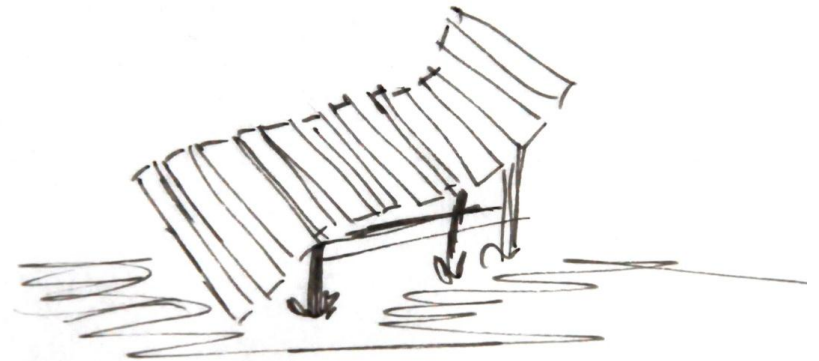
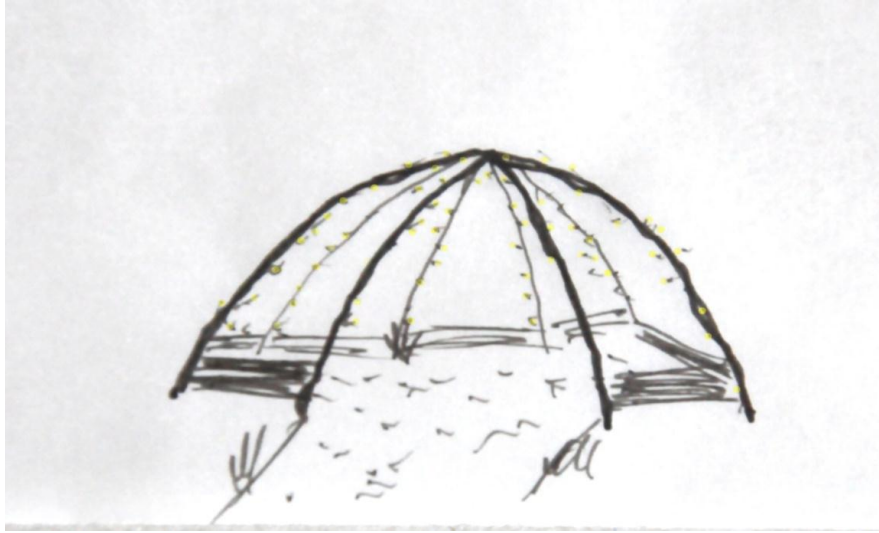


nature tourism

renewable material

biodiversity

impressions





Outro

Thanks for your attention!