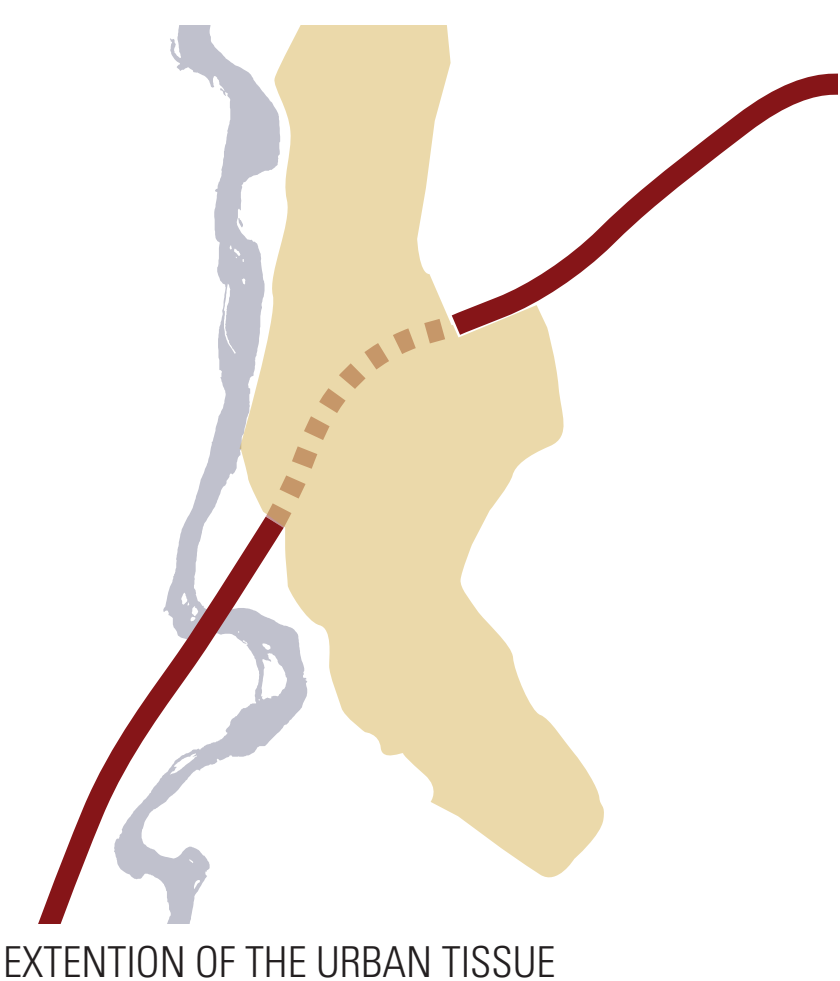


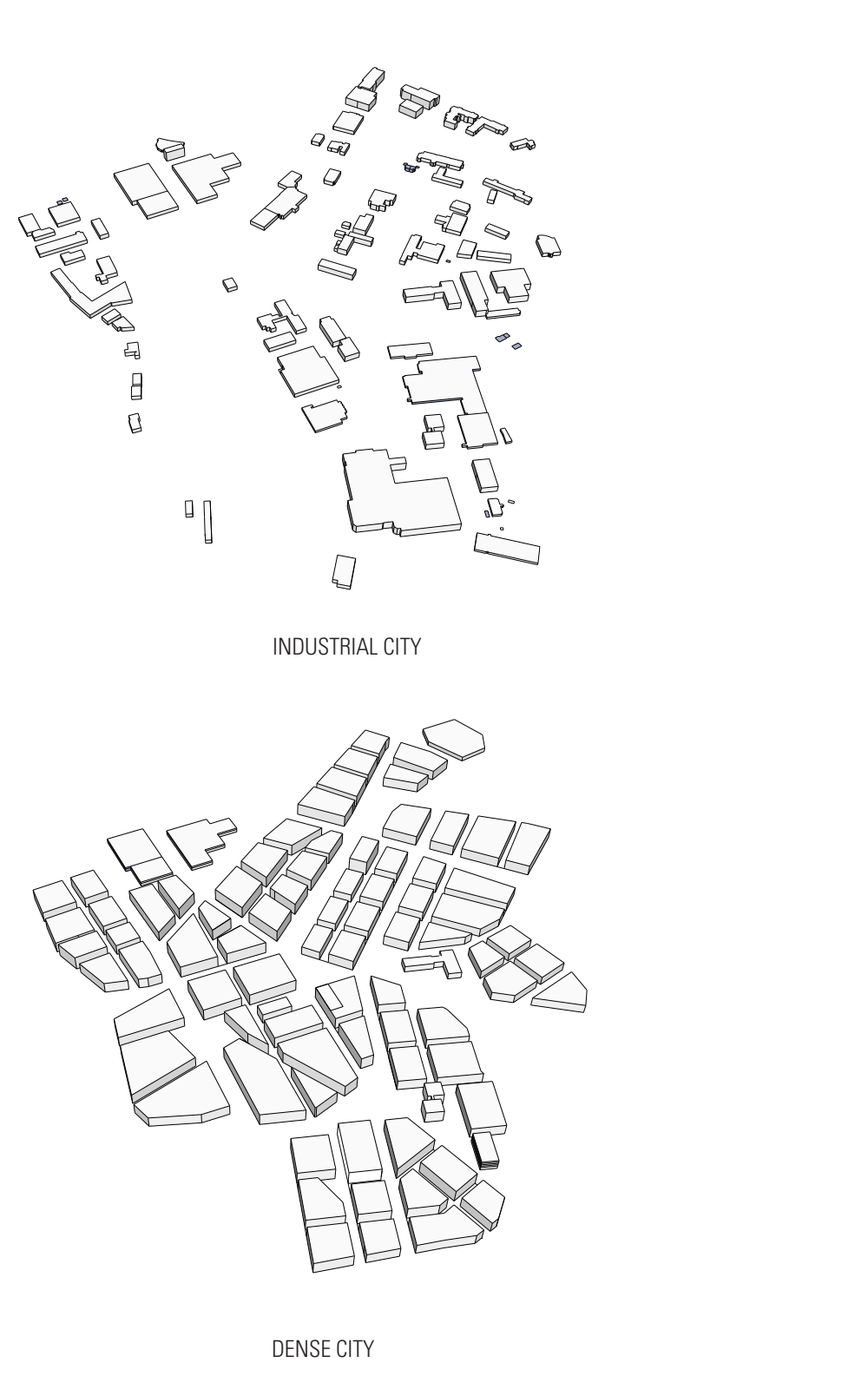
URBAN STRUCTURE

Sluppen's strategic location as an enclave next to the highway and the mono-functionality of its program has made it a low-density area of infrastructure and industry. However, the existing building structures in terms of low durability, as well as its relatively clear ownership structure and central location in Trondheim give the district a great potential for transformation. The new urban fabric is connecting the neighboring areas to Sluppen with a network of corridors and urban spaces. Three main public spaces lie at the heart of the district: the junction square (Trikketorget), the central square (Sluppenorget), and the Post plaza (Postplassen). These areas become in a planning level "local organizers" for the development, ensuring a coherent structure and hierarchy and strengthening the identity of the different zones. They will be the focal points, housing the main public buildings and thus, sites of interest and meeting points for locals and visitors. A number of smaller squares throughout the district work as local arrival points and hangout zones.

The new urban tissue is decided by enhancing the existing natural corridors and important thoroughfares-streets and local views and connecting them to a fine-grained network of pedestrian corridors and squares. This then creates the framework for the plots, ensuring a well interconnected district that incentivizes walking and biking and aims to increase the number of public transport users. The plots need to come with a set of rules, ensuring a certain quality of urban space, while counteracting the development of monolithic megastructures. Rules must, however, be made with care, since urban development has a long time frame, and need a certain level of flexibility. Experience shows also that strict rules often lead to dispensations, followed by more dispensations.

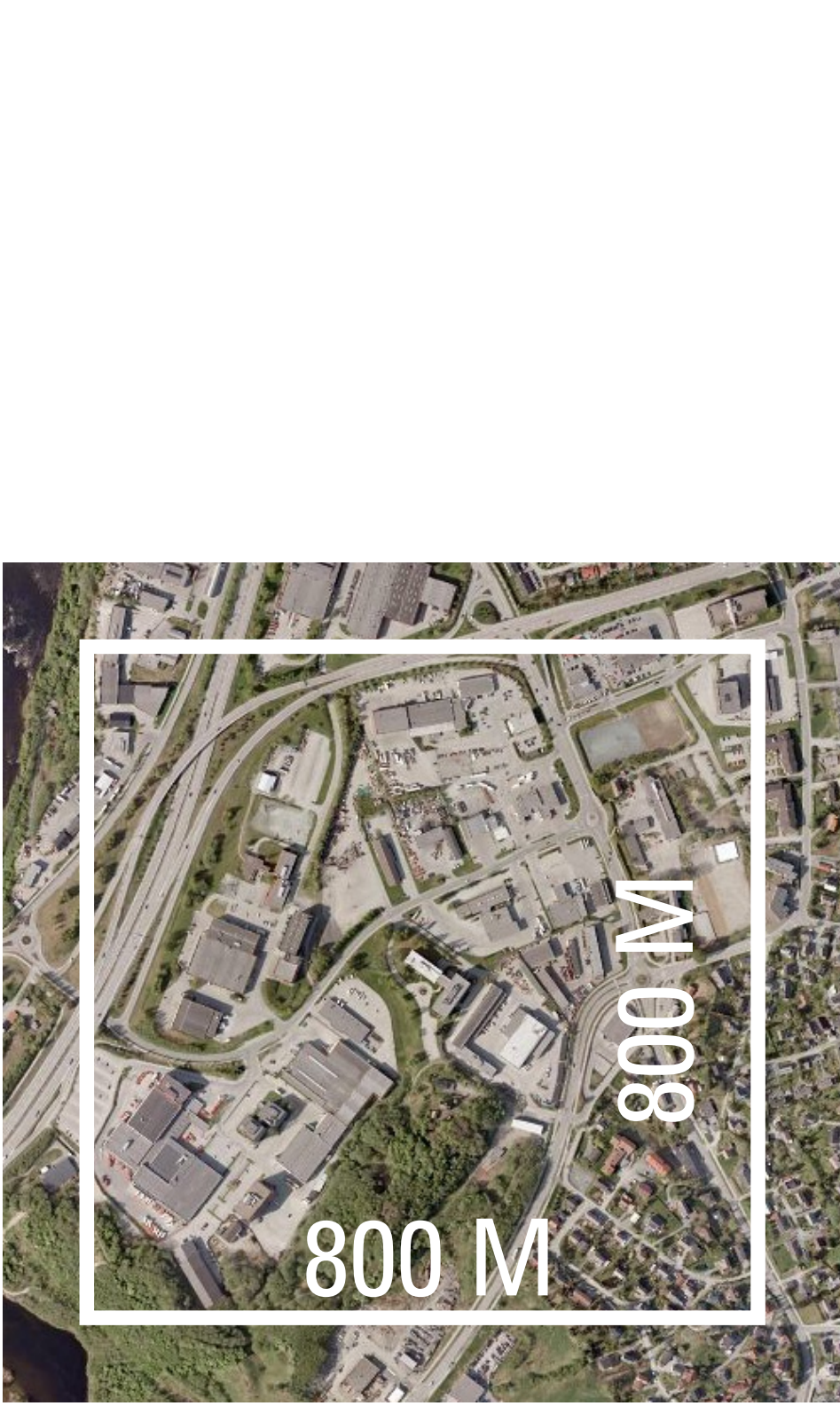


EXTENSION OF THE URBAN TISSUE



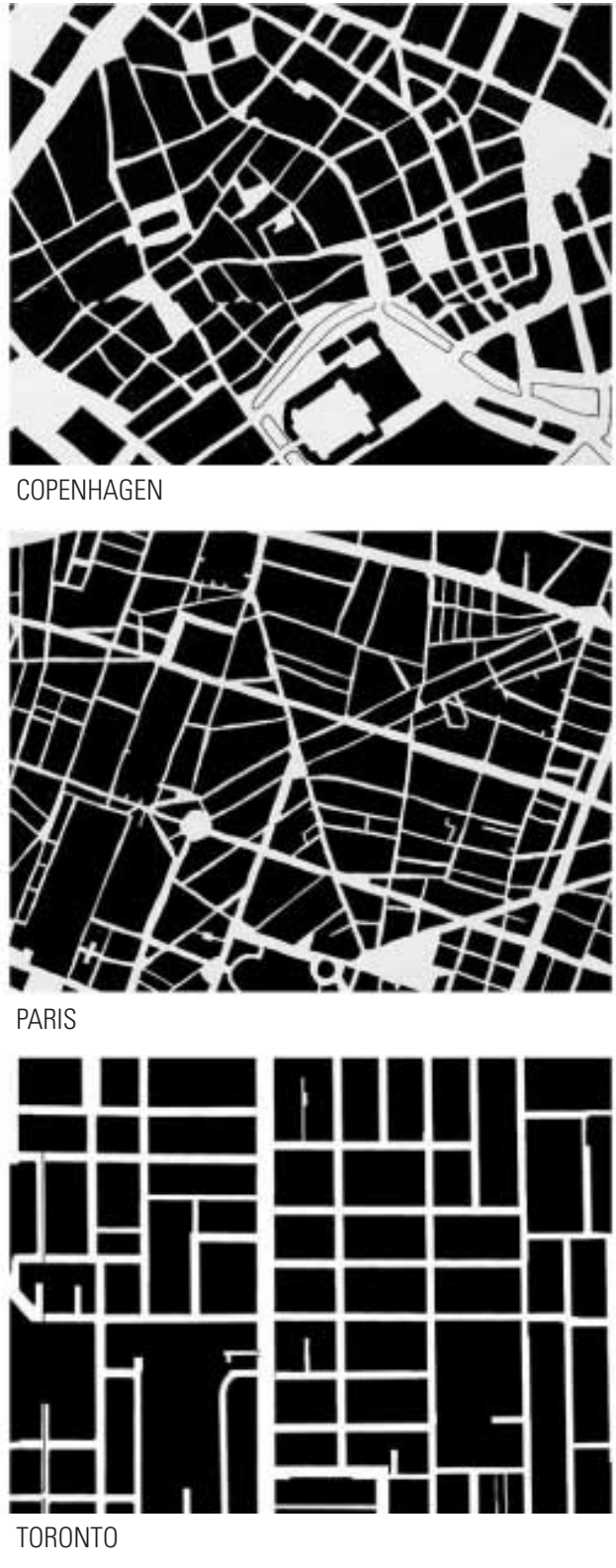
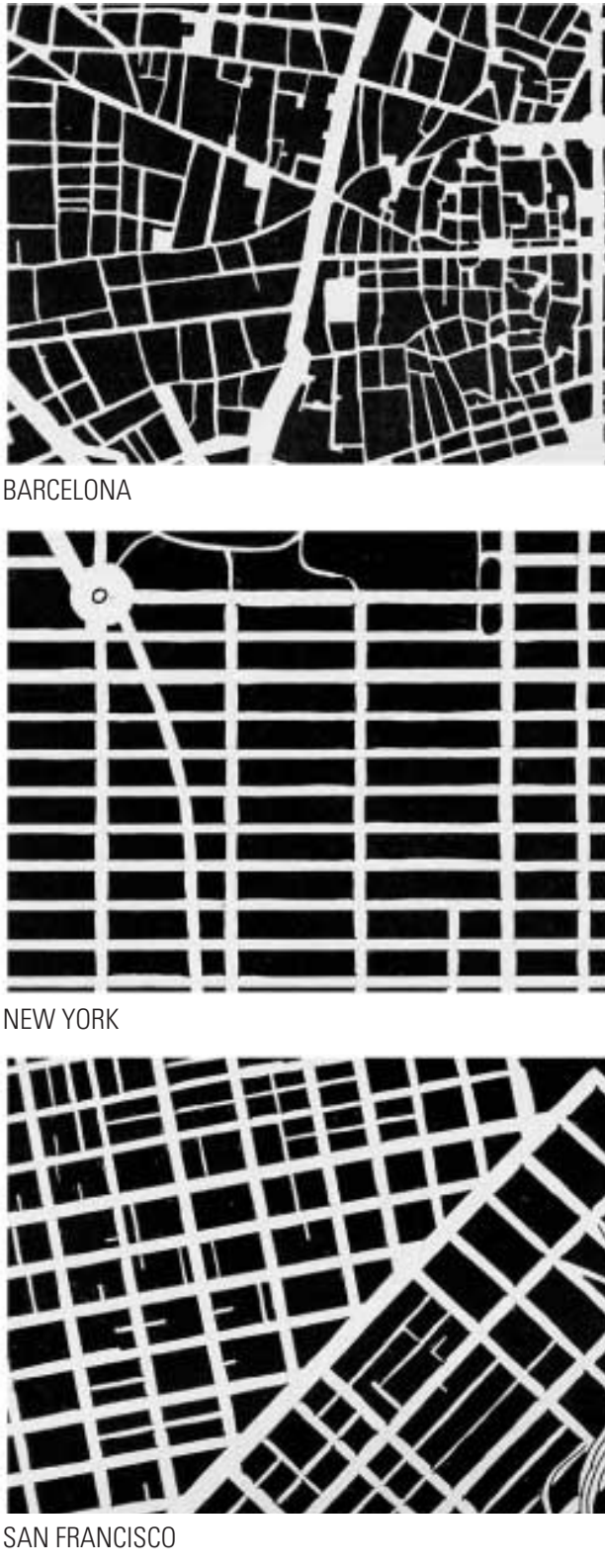
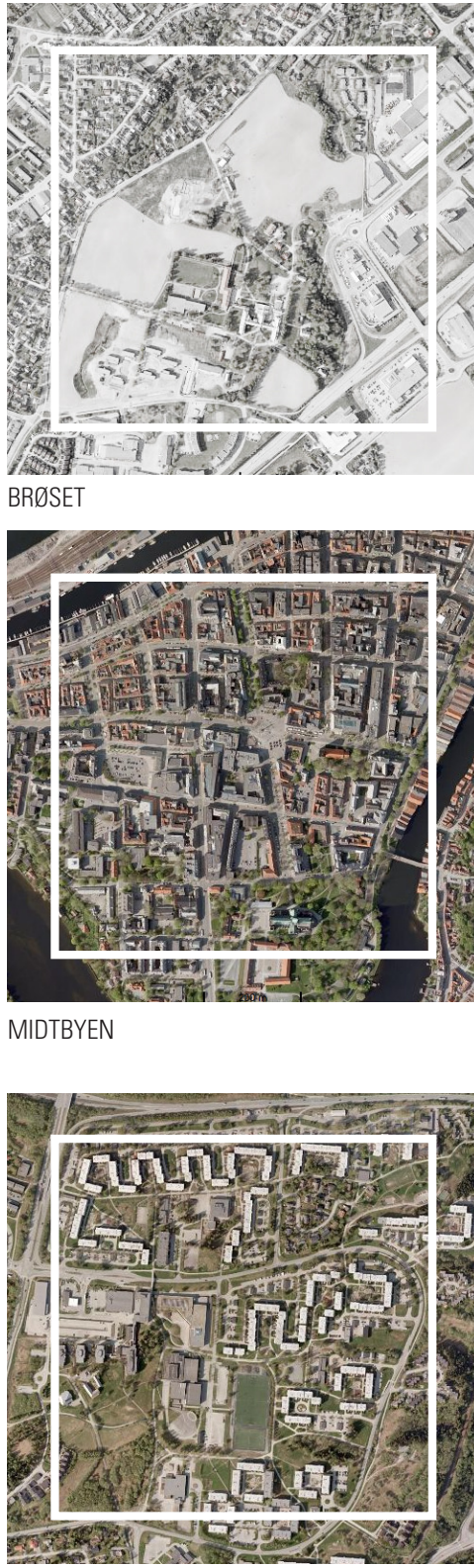
URBAN TISSUE

The unreadable and scattered urban structure of the site is the result of a mono-industrial and car-based program which incentivizes motorized traffic and low density structure over pedestrians and a dense urban tissue. This lack of a holistic approach is visible in the irregularity and lack of hierarchy in built and open spaces. The new urban fabric aims for a denser city where corridors and public areas become the frame for the future built plots. This will ensure the high quality of public realm and a transforming district characterized by compactness and complexity; a place to live, work, play and discover.



DISTRICT SIZE

A sustainable, walkable and complete neighborhood has the approximate size of 800 meter by 800 meter according to urban expert Serge Salat. Sluppen has then the perfect size and the geographical conditions to create a varied environment where urbanity and nature interrelate to create dynamic urban spaces of great variety and quality. Its location along the river and the forest as well as to the highway, make Sluppen an ideal transformation site. In order to realize the unnumerable possibilities, we have compared our site to other areas in Trondheim and around the globe within the same size. From the strict and urban plan of Cerdà for Barcelona with a density of ... to the more organic and ... plan of the residential area of Kolstad in Trondheim, Sluppen proves have a high potential for development. The key to this is to create a masterplan that both opens up to the surrounding areas while at the same time exploit the local resources found on site.

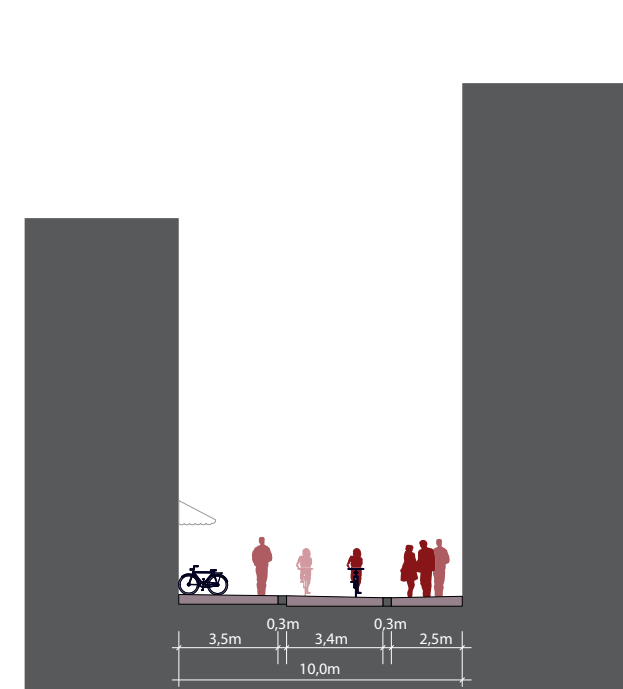
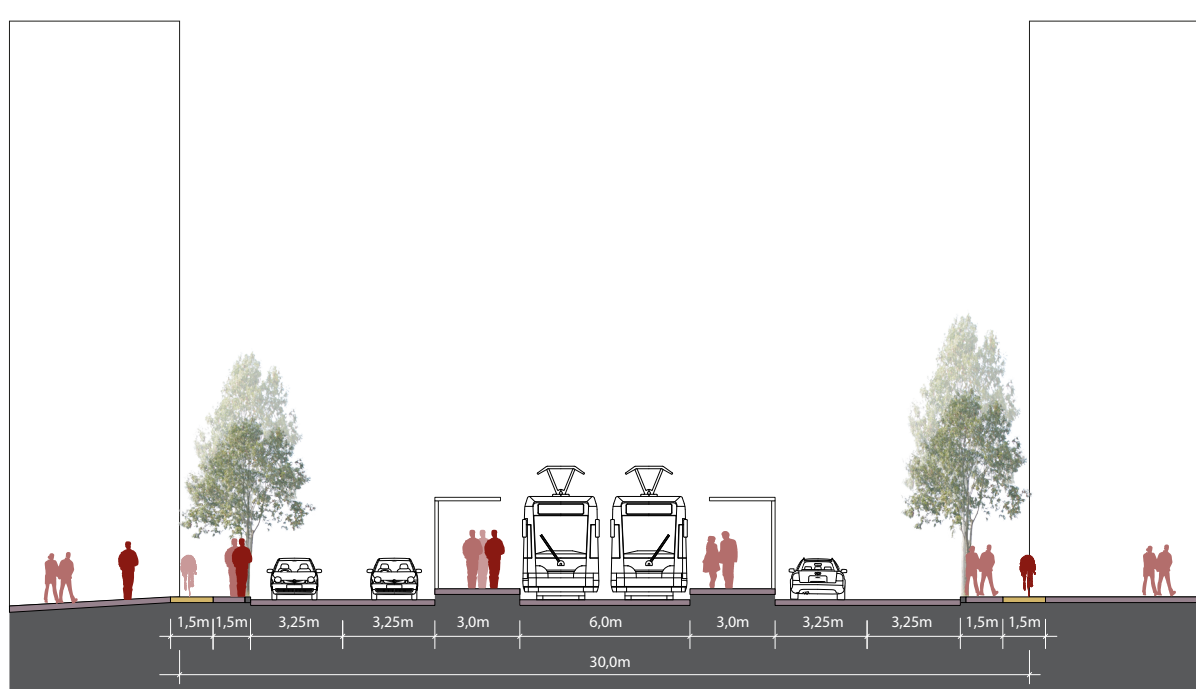
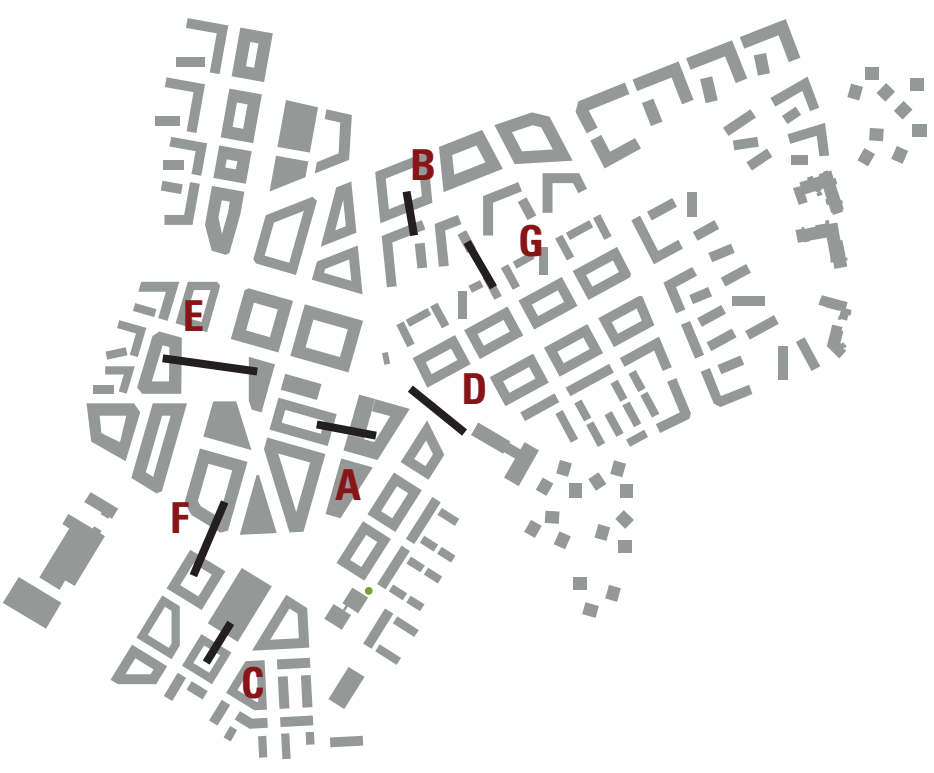


EXISTING URBAN STRUCTURE

The current assortment of buildings convey an industrial image characterized by big scale structures in form of warehouses, workshops and office buildings arranged in a pragmatic but not planned manner. The plot is dominated by modern warehouse blocks, however you can find a variety of buildings of all sizes and building years. Office buildings are on average 5 to 6 floors. While workshops and services are found in buildings with an average of 1 to 2 floors, however large footprints. In comparison to the surrounding residential areas the morphology of Sluppen has a much bigger scale. It is part of a belt of commerce and industry zoning stretching from Sørgrunf/Tempe to Fossegrenda. The existing situation in Sluppen is somewhat "inhuman" with large undefined spaces and large walking distances.

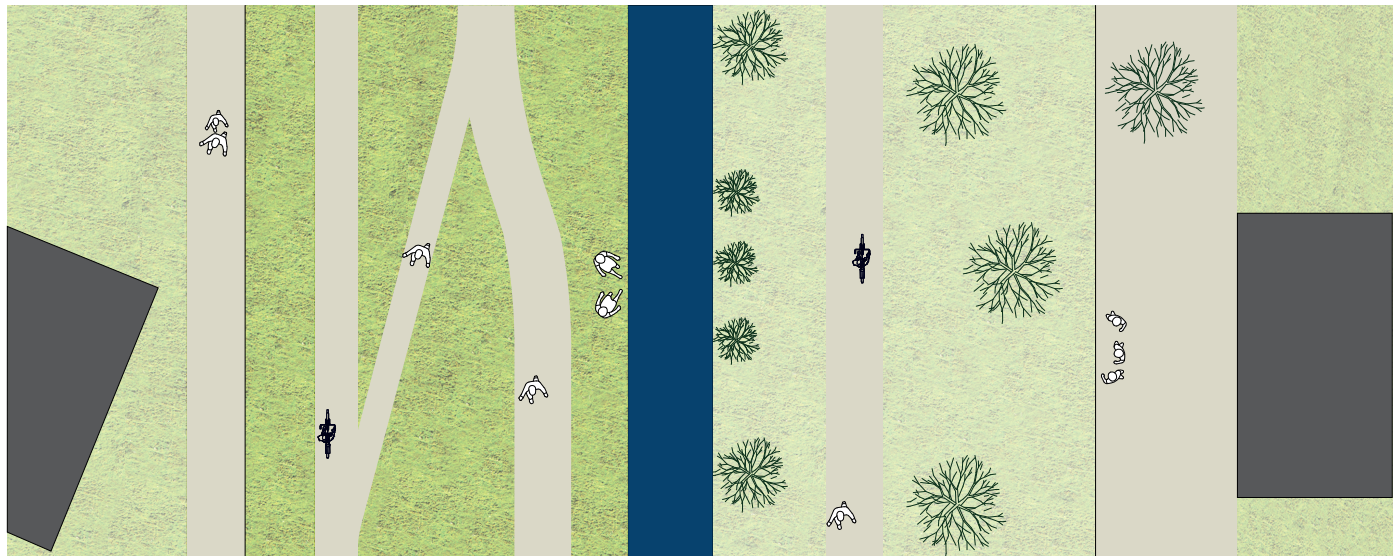
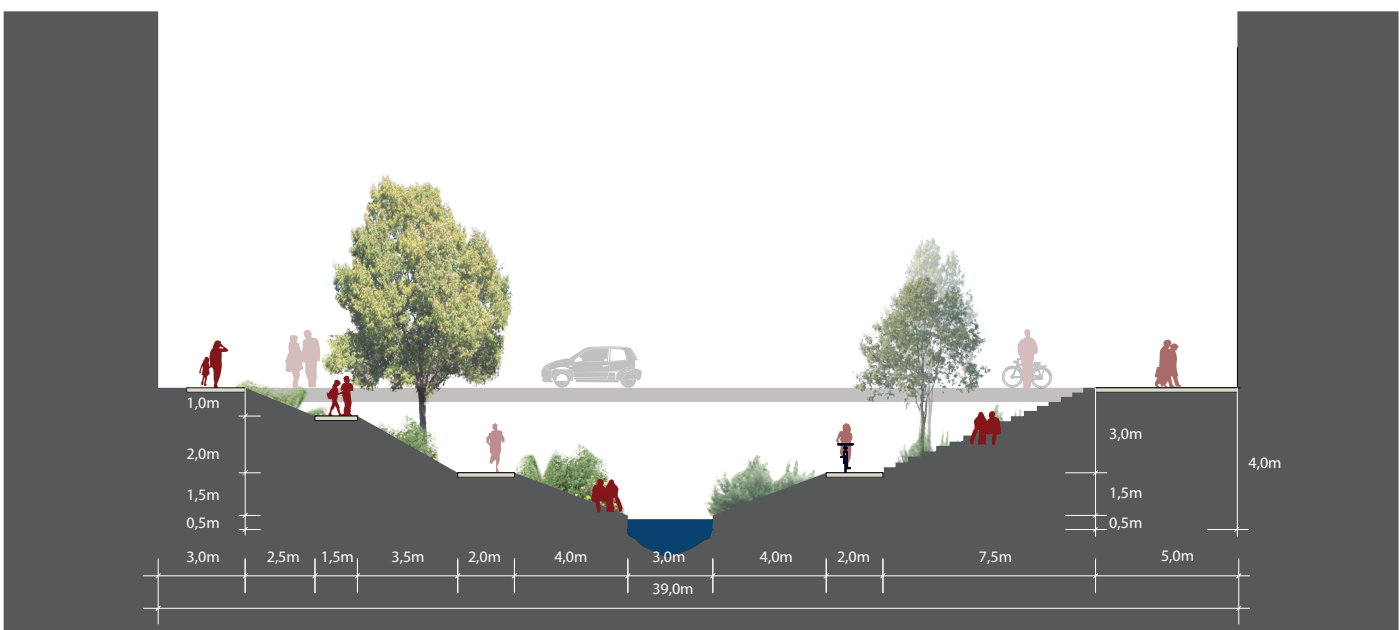
PROPOSED URBAN STRUCTURE

The new urban tissue has a more comprehensive approach towards built and open spaces. The rationality of the urban structure is based on an interconnected network of urban spaces varying in quality, size and form. This new hierarchy of rooms provide a more readable and coherent space where a wide variety of activities can take place. The heart of the site becomes the most frequented zone, and plays an important role distributing the flow of the masses to the rest of the area. For this reason it is well defined by the built structure, making it both easy to read, highly permeable and accessible to/from any point within the district. The typology and size of the buildings in this part are planned to house mainly offices and labs, while the ground levels must be flexible enough to house public services. As the built structure approaches recreational areas ... it gradually changes in form and program from large-scale urban blocks to smaller groups of private homes in form of row houses.

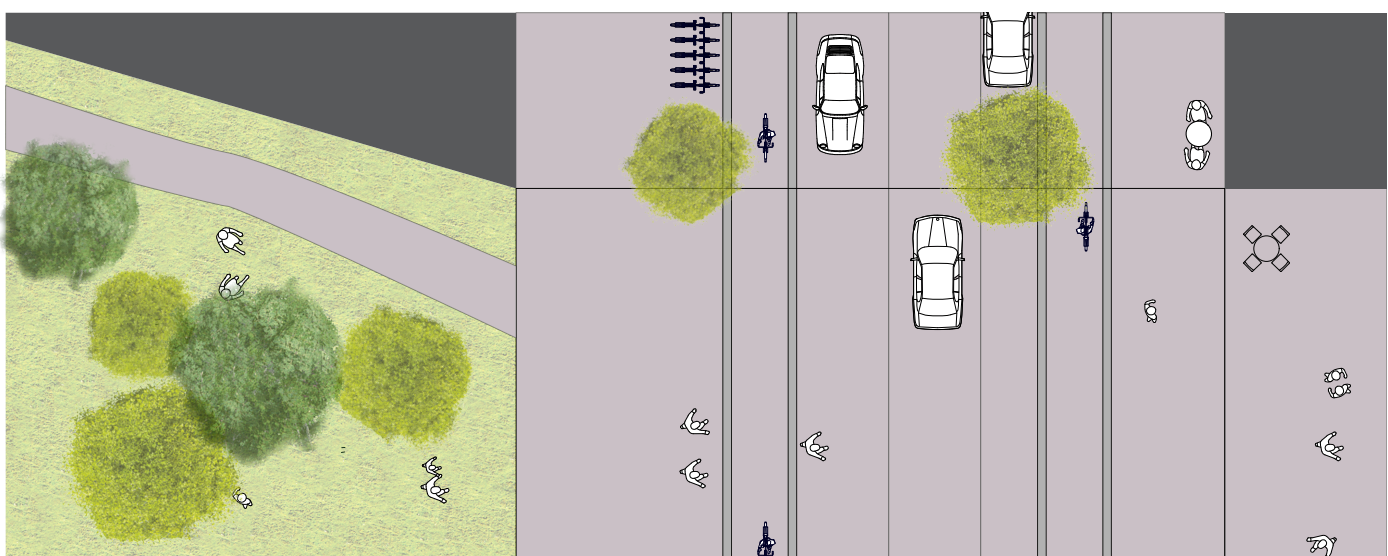


E - E

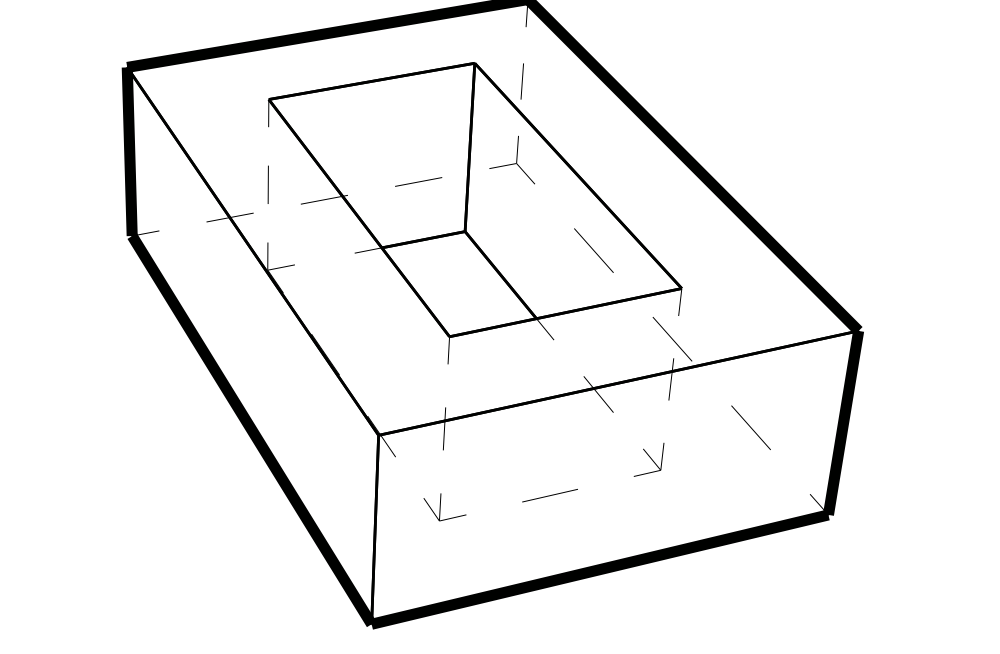
B - B'



G - G

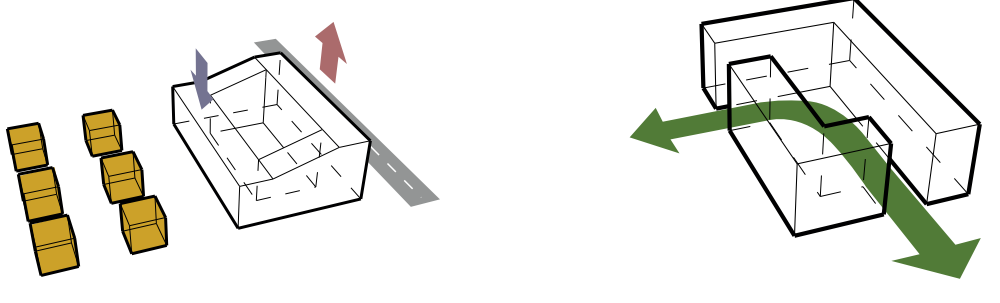


D - D



TPOLOGY RULES

Taking the common urban block as a starting point for the urbanization of Sluppen, a set of building guidelines were created in order to provide the area with a holistic development approach that both safeguards the human scale, provides attractive urban spaces, reduces motorized traffic, offers safer streets and creates an active street life.

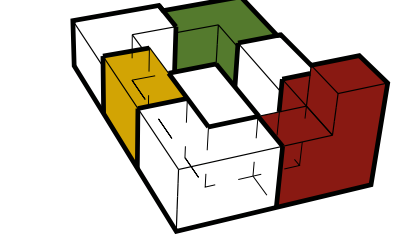


ADAPTABLE HEIGHTS

Facades towards main streets have a maximum height of 6 floors. This will ensure a clear definition of the street as an urban element and also act as a sound barrier protecting the inner spaces.

PERMEABLE STRUCTURE

Public accessibility to the city spaces will be ensured by a permeable urban tissue. Large urban blocks must be open in two sides, providing public access to internal courtyards and in this way extending the network of corridors and urban spaces.



PARCEL SUBDIVISION

Urban blocks will be divided into independent parcels in order to achieve a great variety in design and function. This strategy allows for individual development of the parcels, thus giving maximum flexibility for the order of transformation of the site.

VIEW IS IMPORTANT FOR HOUSING

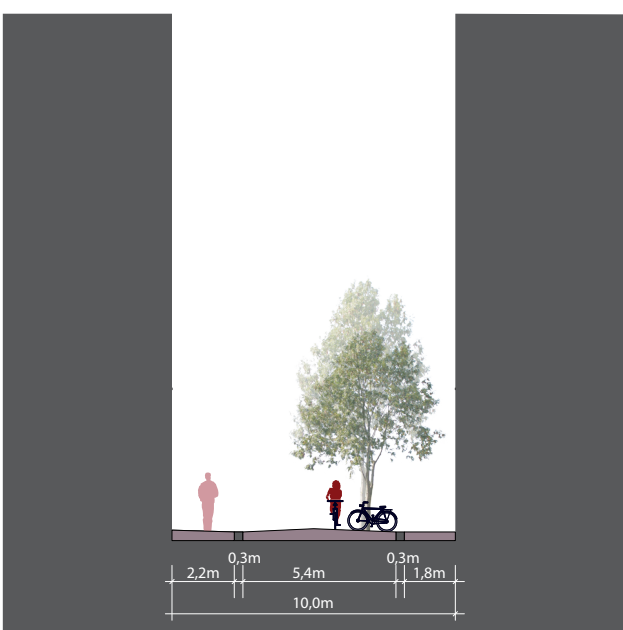
Residential buildings face south, allowing daylight into residential units as well as achieving sunny common spaces. They also open towards recreational areas extending their common spaces and making it more attractive to live in Sluppen.



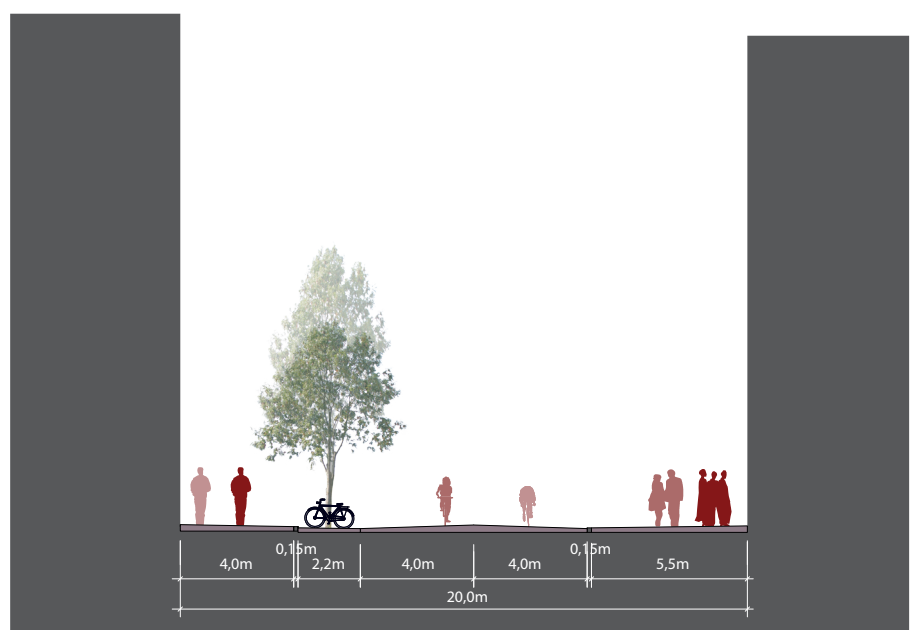
PROPOSED URBAN STRUCTURE

Sluppen is planned from the desire of an active district. The buildings interaction with squares and corridors is one of the most important parameters for city life. The openness of the facade determines our impressions and line of events when moving through the city. The facade design has the ability to focus the street life in certain areas where one wants a high level of activity. The map above shows the desired level of activity in the facades of the city. The character of the ground floor facade is determined by its location, the traffic situation, solar exposure, etc. Its proximity to public nodes etc. We have divided the facades in four categories:

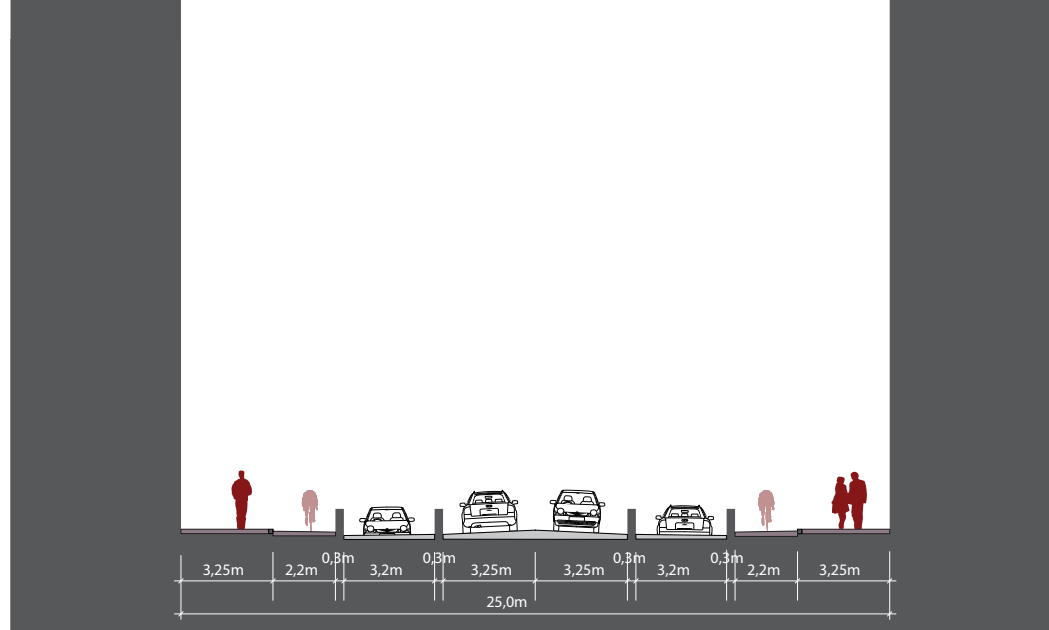
Active facades: Central shopping and cultural district, busy pedestrian corridors. Borekrosses that make use of the street/square. Open facades: Along trafficked corridors, transit spaces, streets between destinations. Narrow bondsmen, if any. Enclosed facades: Low trafficked streets, economy access. Active private facades: Enclosed garden for private neighborhoods, large bondsmen for private use. The characterization does not decide what function that should be there, only to what extent the facade invites the public to interact with it.



C - C



A - A



F - F

