Once upon a time in **Forestrand**

Form follows Fiction. Forestrand: the sleepy identity

"The explanation is obvious. *The Garden of Forking Paths* is a picture, incomplete yet not false, of the universe such as Ts'ui Pen conceived it. Differing from Newton and Schopenhauer, your ancestor did not think of time as absolute and uniform. He believed in an infinite series of times, in a dizzily growing, ever spreading network of diverging, converging and parallel times. This web of time -the strands of which approach one another, bifurcate, intersect or ignore each other through the centuries- embraces *every* possibility. We do not exist in most of them. In some you exist and not I, while in others I do, and you do not, and yet other both of us exist. In this one, in which chance has favored me, you have come to my gate. (...) In another, I say these very same words, but am an error, a phantom."

(Jorge Luis Borges. *The garden of Forking Path*s)

How do we mind a *Non-Human Urbanism*? Can fiction be inhabited? Where is *Forestrand*?

Form doesn't follow function anymore. *Forestrand* is the reality that already exists, but it requires a new look at the territory. *Forestrand* is currently sleeping. By moving through this place, we identify a series of fictions that are linked to the forest that surrounds Fagerstrand and that allow us to discover new territorial drifts. A change takes place from an *egocentric* model to an *ecocentric* model in which the forest becomes the center and from which a hybrid model that connects human and non-human realities will be articulated. This coexistence of realities provides us with programs dispersed throughout the territory, we call them *fictions*. *Forestrand* goes through them and gives shape to models of construction of the territory and habitats, the *4th Landscape*, that improves the existing reality giving back to Fagerstrand its identity. We establish the concept of *Form Follows Fiction*, therefore, as a mechanism of hybridisation between the fictions and realities of the human world and of the non-human world.

The 4th Landscape

Through the analysis of the *Fourth Landscape*, we establish a series of principles that shape the programs and that each of them is developed with a specific spatiality and temporality that make Forestrand a process of constant change:

- Belonging:
    By the definition of a Community we reinforce the principle of belonging. The senses are stimulated through the seasonal variation that takes place in Fagerstrand, but also by creating Multy-sensorial experiences.

- Nature-Based design solutions:
    Ecosystem Connectivity. Promoting new natural areas in Fagerstrand, protecting green spaces, defining urban edges and looking for smaller dimensions of buildings to allow green walls and roofs to thrive.

    Diverse Local Nature. Forestrand considers *salamander*, aerfugl, *Kloverbalinge*, *Filipendula*, and *Ergmynte* among other fauna and flora species as urban agents.

Planting Densification. Including stratification of local perennials, bushes, and trees to provide consistent habitats and improving plant resistance to wind, the soil moist and fertile.

- Climate Resiliency:

CO_2 Emissions Reduction. The climate urgency requires further building regulations to achieve a sustainable construction industry. Fagerstrand is a place with access to high-quality raw materials, promoting a city with CO_2 zero emissions buildings. Forestrand energy-efficient buildings are built with timber and other environment-friendly materials. Forestrand ensures free spaces for carbon sequestering landscapes.

CO_2 Absorption. Forestrand faces Global Warning by increasing the amount of trees and green areas. Green Surface Maximisation. Forestrand integrates nature and architecture by turning roofs and walls into microhabitats and increasing the amount of restored nature.

Rain Water Management. To collect, clean and reuse.

Bioremediation. Soil recovery in several areas by using phytoremediation principles.

Pedagogical Landscape. Natural surroundings are programmed to improve people's experiences and technology is used to read more layers of the landscape and its inhabitants.

- Research Hub:

Identity. Water collection and local species reservoir as an opportunity to improve microhabitats and microclimate conditions. Key part of Fagerstrand new urban design.

Thinkers and makers. Fagerstrand is seen as a CityHub for clever minds and hands that think and make the future of cities not just locally, but globally.

- New Centralities. The 15 min city:

Circular Economy. *Forestrand* as place for clever minds to design sustainable products to produce them locally by using clean energies and to distribute them by using soft mobility. A place to promote reuse, recycle and reduction of materials. A place to walk and have a closer relationship to local business.

- Shared Urbanism and Mobility:

Forest Roundabout. *Forestrand* puts nature in the center and makes it embrace.

Fauna Friendly Mobility. Road surfaces modification and minimising road width aim to slow down heavy traffic. Soft mobility is seen as a key element to ensure fauna and human cohabitants. Crossing areas for animals are also added.

<u>Fauna Traffic Light.</u> The main junction incorporates a special traffic light including fauna. It shows *Forestrand* Statement for biodiversity protection both for inhabitants and visitors.

Learning From Fagerstrand.

<u>The Forest Roundabout.</u>

The problematic junction is solved in the minimum possible space, simplifying the layout of the road and regulating it with traffic lights and crossroads. Thanks to this road minimization, central Fagerstrand has been renaturalized, turned into an ideal place for social and cultural encounters, and to satisfy services necessary for daily life. Instead of a space-demanding road solution, the forest roundabout maximizes space for alternative mobility and species circulation. And so *Forestrand* places live and living cities in the middle!

Our strategy is to place the forest as the center to solve the routes, the *Forest Roundabout*, a soft intervention that only seeks to simplify the intersection through a simple By-Pass, so that the surface is released in favor of the landscape and the mobility of species and concentrating the entire intersection at a single point. At this point a *Fauna Traffic Light* will be placed, which will regulate the traffic flow from one road to the other, but it will also be equipped with a new light that will show or make visible the movement of species from one side of the forest to the other.

<u>The Islands.</u>

Population cores are organised as islands. We establish a first rule. The limits of the islands cannot be exceeded, in such a way that the densification model will be in height and will be directly proportional to the increase of the green surface. In this way we democratise the transfer of land or uses between humans and non-humans.

The new building proposals on the islands will follow another principle, which is to have a defined front and back. While the front is always associated with our main roads, the back merges with the landscape in such a way that it produces a hybridization with the fauna and flora. All community activities, pedestrian paths or routes, porosities of semi-private or semi-public gardens will be placed in these backs.

Within our archipelago of islands, we number them according to their identity and mediation with the Forest. The first identity is not altered, we are talking about the conventional housing model. So we densify vertically and fairly with the denaturalisation.

The second identity, through our analysis of urban archeology, we have detected the traces of water paths and what we do is to enhance them in such a way that new green corridors linking the beach with the center are produced.

And a third identity corresponds to the old industrial zone in which we will carry out a series of zoning with different programs, and a new model of forest housing that will respond to the claims of new construction by the authorities and will be generated around the main roads making a new urban front on the road.

The Stripe.

In the same way that in the past the central point of the villages was the road that crossed them over the square, we identified in the *Fagerstrand Stripe* the ideal way to stitch together all the interventions, while generating an environment that hosts new interventions to promote our *4th landscape*.

Starting from the beach, we proceed to conserve only two industrial buildings that, connected to the *Naturpark*, correspond to a new centrality for the city.

Industrial architecture was rethought. The two main warehouses became spaces for local creativity and economy under the moto of "thinkers" and "makers". The old tower has undergone a conversion into new typologies of housing + working. The identity of the tanks have not been left behind! Thinkers use them as vertical see-beds for the cultivation of rare and modified species. In the southern part they have been integrated in the landscape and are an active part of art events and performances.

Another strategy is to attach to the pier a series of architectures that complete the program of this area and at the same time give a new identity to this beach. The ground of the beach receives an urban transformation in such a way that it will become a multipurpose public space. Spaces that function perfectly outdoors in the summer seasons, but that do not cancel its use during the winter. The aim is to optimise public space.

Through the creation of a HUB, the first transition point of *the Stripe* is marked. We move from a more static and pedestrian urban environment, to a narrower road that, while functioning as a front side of the islands that are connected to it, improves mobility along its entire length. The pavement is changed in such a way that vehicles circulate at a slower speed and coexist perfectly with pedestrians and other entities.

At the point where the crossroads used to be, we set up the *Forest Roundabout*. Our centrality ceases to be purely urban and traffic-oriented to become a point of intersection between two environments: human and non-human. On the one hand, the stripe continues towards the school but allows us to connect to the different destinations. That is why a second HUB is proposed to organise the whole area but with a different design of an elevated block that functions as a viewpoint, frees up the first floor and allows it to function both as a social center. On the other hand, it also acts as a catalyst for the different branches of the forest, condensing most of the flow of species at this point. Flow that T*he Stripe* takes advantage of, in its last part of the path that ends at the High School, we propose a scattered environment that relates to the trees and that favours the circulation through small pavilions that can be rented and used for the various fictions derived from the forest. We seek to generate a space of relationship between the forest and learning.