

EUROPAN 14 - SECOND JURY MEETING

Ministry of Construction and Physical Planning, Zagreb, November 11, 2017

Present:

Jury members

Architects Iva Letilović, Jury President, Tihomir Jukić, Jury Vice president, Ingrid Gojević, , Vasa Perović, Ana Šverko, Zoran Zidarić

Jury replacement members

Borka Bobovec, Lulzim Kabashi, architects

Competition secretary:

Iva Bedenko, architect

At the very beginning of the second meeting of the jury of European 14, the jury president Iva Letilović briefly reported on the Cities and Juries forum that took place in Helsinki. Apart from six preselected entries for the Šibenik site, other works from other European 14 sites were presented. The President pointed out that in this last round of jury it is important to pay attention to the possibility of successful implementation.

In the previous round of jury, six entries were selected for further consideration. These are entries under codes KG354 – “Productourism”, VA221 – “Mangan City Overdrive”, PK370 – “Place”, DR878 – Šibenik by the Sea, a patchwork of crossing territories”, GM490 – “Give me 5!” and RT995 – “The Blue Factory”.

A further course of jury work was agreed upon. The secretary of the competition, Iva Bedenko, has briefly repeated some of the rules that are essential for the European competition. As a conclusion of the jury's work, the relevant textual explanations for all the entries will be written. The results of the competition will be public at the beginning of December, just as for all other sites of European 14.

President of the Jury Iva Letilović pointed out that all the received entries should be considered again. If the jury concludes that some of the already excluded entries could be awarded, the entry will return to the selection. The rest of the jury agreed.

First, the entries that were selected for competitive prizes at the last meeting were discussed. Along with the entries, the relevant textual explanations and the report of the technical commission were read again.

The discussion of all jury members developed through individual analysis.

Out of six (6) entries, four (4) were selected for the prizes and special mentions. These are entries under codes VA221 – “Mangan City Overdrive”, PK370 – “Place”, KG354 – “Productourism” and GM490 – “Give me 5!”. One-off decision by the jury from further consideration excludes entries under codes DR878 – Šibenik by the Sea, a patchwork of crossing territories” and RT995 – “The Blue Factory”.

It has been pointed out that the jury will give recommendations for the development of the winning entry. If the city of Šibenik decides to develop the project, written jury notes are a direct and useful guide to the investor in how to further develop it. The custom in the European competition is to continue communicating with the prize winning team. The rest of the jury agreed.

The entries GM490 – “Give me 5!” and PK370 – “Place” stand out as two entries focusing on identity and connection with the existing city of Sibenik.

The jury continued with a detailed discussion of four entries under the codes VA221 – “Mangan City Overdrive”, PK370 – “Place”, KG354 – “Productourism” and GM490 – “Give me 5!”. There was a discussion that led to the closing part of the meeting and distribution of the prizes.

First, by the unanimous decision of the jury, two special mentions were awarded to the entries under codes VA221 – “Mangan City Overdrive” and KG354 – “Productourism”.

Prior to the final decision to redistribute prizes to selected works, the explanations for works under the PK370 – “Place” and GM490 – “Give me 5!” were read once more. A brief discussion ensued.

The jury finally decided to award the first prize to the entry PK370 – “Place” and the second prize to the entry GM490 – “Give me 5!”.

The Jury agreed that written explanations of the awarded works would include some suggestions and remarks by the jury for their improvement.

The meeting was closed at 16 pm.

JURY COMMENTS

PK370 – “Place” - 1st prize

The winning entry proposes recultivation of the project area by applying a relatively generic grid which allows dual occupation of the land: building or cultivating landscapes. An adaptable matrix based on simple and clear rules creates a new environment in interaction between agricultural use and urbanization. Agricultural productivity is directly linked to urbanization: through productivity, the 'empty' fields of grid are gradually transformed into 'full' ones. The project thus opens the opportunity for participation of the inhabitants in the new and environmentally conscious formation and occupation of space. Openness of the structure to development over time is particularly valued, and so is avoiding of large scale developments.

The programme is clear and complementary to the city, with the potential to make the new space an urban complement to the existing urban structure. The leisure area is organized as a logical boundary between the existing and planned city. The importance of potential for the development of public space along the coast is recognized. The legible flexibility of the entry should be preserved in its further development.

In the next phase of the project it is necessary to examine the dimension and possibilities of implementing larger programs and forms within the same grid, as well as models and control mechanisms of density. It is necessary to consider the contact of grid with marginal programs and morphological structures, as well as the possibility of formal transformation in contact zones. It is recommended that particular attention is given to the planning of the city park and the coastal zone.

GM490 – “Give me 5!” - 2nd Prize

The entry is based on observation of the city from a pedestrian perspective. Thus the establishment of the human scale of new urban development was set up as the dominant criterion for forming of design decisions. The advantages of the project are flexibility of its further development, made possible by the proposed planning rules, and integration of economic activities into the area. A clearly formed traffic network structured in interrelation with the existing traffic system forms an urban framework that enables the development of different programmatic needs.

The jury especially appreciates treatment of the coastline with a gradual transition from private to semi-public and public zones through articulation of a series of micro-locations that range from a more intimate to a larger scale, relying on a typical Mediterranean approach to connection between the sea and land, characteristic of Dalmatia. The ambition to strike a balance between tourism requirements and clear aspirations for socialization of the population is commendable.

Although in the sense of socialization there is a clear intention of connecting with the surrounding area, the question is whether direct connection to the suburban structure is the right answer. Given that the urban tissue of Šibenik is not structured of city blocks, transformation of the existing typological matrix into a structure that is less binding in terms of defining of the urban matrix is suggested.

KG354 – “Productourism” – special mention

The project is based on the self-generating development of space through the principle of colonization planned in phases through active, participatory eco-tourism. It suggests different colonization models with minimal intervention at the level of major infrastructure axes and basic zoning. Interpretation of the contemporary needs for eco-active tourism, in line with the subject of the competition, is appreciated by the jury. The question is whether the application of this theme, appropriate for design of smaller areas, to the whole area, is right. Along with the problem of scale, there is also the problem of underdefined urban structure - zoning without a sufficiently clear character, as well as an unclear model of colonization.

VA221 – “Mangan City Overdrive” – special mention

Extreme scenario of exceptional conceptual clarity. The entry envisions the new part of the city as an exclusively tourist zone. As a counterbalance to the historic city, it offers a model of a large resort in its immediate vicinity, which liberates the city from the pressure of mass tourism. Starting from the formal and functional extremes, the entry challenges a reflection on the new approaches to the vitality of historic urban structures in the contemporary context.

OTHER ENTRIES – JURY COMMENTS

RT 995 – THE BLUE FACTORY

The entry has a strong theoretical basis that takes into account the immediate context, the urban matrix of the Mediterranean city, as well as the natural specificity of the location. It elaborates on the theme of productivity at a local, regional and global level with a clear view that planning cities in the future will largely depend on how we produce. All the new urban zone layers are clearly depicted, as are the project implementation steps. The entry is less successful in translating its theoretical settings into architecture and urban layout. The proposed traffic network seems very arbitrary, with no relation to the existing traffic infrastructure. Spatial insulas formed on the roads vary in size, but despite being in different contact zones, they are always inhabited in the same way.

ZW 656 – PEOPLE S ISLAND

The starting point of this entry is planning of the new city in the city using SMART principles and principles of General Sustainability. The area is divided into several zones. Each zone is defined differently in terms of the program and architecture. While the zone along the sea relates to the immediate context with great care, the coastal belt, the inward zone completely ignores the existing urban tissue. The entry proposes introduction of an architectural prototype whose multiplication forms urban tissue, but without taking the features of local Mediterranean building and its principles of forming of city structures into account. Precisely because of this, the entry, although the theme of productivity is based on local values and resources, ultimately seems too generic.

TD 238- PRODUCTIV(E)SCAPE

With the initial assumption that the present topography of the site is the result of productivity, the entry creates a new, artificial topography placed perpendicular to the sea shore and the natural slope towards the sea. Such an urban matrix allows for intensive linking of coastal and offshore, which is surely the high quality of this project. The entry recognizes the Mediterranean construction scale, especially in the floor plan. Another quality of the project is also a typology that allows program changes without departing from spatial features, with synergy and intensive integration of all uses, users, and economic and other activities. The entry is very successful in creating an artificial landscape, but with extremely non-compact construction, which is the biggest flaw of this project.

MX054 – NEW CITY, OLD TRICKS

With the motto New City / Old tricks, the author attempts to connect the new with the traditional. The idea is to connect old and new town with pedestrian and cycling traffic, which is achieved. This link led to creation of the central park area "TEF waterfront and farmland park". But the central park area / EcoFarm on the shore in this form is not characteristic of Mediterranean cities built on stone, and at the same time the traditional Mediterranean approach to forming of the coastal line characterized by a variety of facilities, a continuous walkway, etc is missing. This is achieved in the contact zone to the old part of the city, but with over-sized buildings that obstruct the view of the historic part of the city. In addition, the central landscaped area starts and ends in nothing. Construction in phases is one of the qualities of this entry, as it enables the TEF space to be gradually taken up and functioning of the individual segments of the proposed solution. The proposed block

construction is not adequate for the proclaimed motto of the entry as it does not bring new forms, neither architectural nor social. The block structure is a typological sample of Šibenik, and it does not even contribute to the identity of the city itself, ie it can be in any other city.

CX373 – ENTREPRENEURIAL BAY

The basic idea of connecting housing, work and recreation, encouraging a sustainable urban lifestyle in the central part and on the seafront, has been followed through. The proposed concept of working space could provide a solid foundation for local economic growth and sustainability. Particular attention is given to various categories of public space. The most desirable is the central part of the public space with a wide "skalinada (stairway)" leading to the shore, capturing the spirit of the Mediterranean. The proposed solution is clearly set as two linear units with central landscaped space.

Although the entry is based on the idea of establishing a new lively and productive urban zone, exploiting the existing space potential, the proposed solution with its scale and approach to design does not in any way contribute to the recognizability of that part of the city. Even though the author aims to create a vibrant urban neighborhood with contemporary "reinterpretation of urban forms of Šibenik", the new part of the city does not communicate with the existing, neither in traffic nor form. The overbuilt structure interrupts visual contact with the historical part of the city.

QF695 - ENERGIČNI NOVI ŠIBENIK

With a wider analysis of the Šibenik bay area, the entry shows excellent local knowledge not only of space but of activities in it. In this context, analysis of the wider area leads to conceptual decisions. This is evident in the idea of linking the old and new parts by sea and moving intermodal transport terminal from the historic city to the new, which should contribute to its liveliness. But the communication of the intermodal terminal with the port and sea traffic is questionable.

The very name "Energy New Šibenik" shows the authors' opinion on the application of new technological solutions, and therefore they propose the concept of an innovative research center for renewable energy, which can also house alternative activities. The basis of the new part of the city consists of two "mega structures" – mixed-use buildings, one intended for housing, tourism and services, and the other for research and commercial centers. These two structures are linked to an exceptionally innovative public space connecting the new part of town with the sea, also used for various outdoor activities. The basic idea of the traffic is "car-free" city, a city without cars with pedestrian availability in 6 minutes, but the idea has unfortunately remained undeveloped as well as everything else.

The proposed solution can be set in any tourist town, is of questionable feasibility, presented on a very conceptual basis and does not deal with the idea of realization, phases, ownership, tradition, connectivity etc, and should be valued at that level.

DR878 - ŠIBENIK BY THE SEA, A PATCHWORK OF CROSSING TERRITORIES

The project proposes a very strong and geometrically rigid layout of the new Productive city – a dense zones of building, alternate with 'empty' – green or water areas, some of which protrude pier-like into the sea.

The street grid – a continuation of the existing street network in the surroundings, crosses the densely built or green areas irrespective of the new geometry – in a kind of denial of the city structure. Central esplanade – running from the existing football stadium to the coast and the marina contains a multifunctional sports and concert center, the rest is a somewhat undefined public space of immense size.

While the proposed re-vegetation helps with ecological status of the site, along with water collection and purification and other features, the proposed program – a mix of tourism and habitation – repeats the ‘status quo’ of the Dalmatian cities as they are today.

The jury praised the strong attempt of colonization of the sea front – however doubtful - but failed to see a strong link between the urban form and the productive methodology that the team proposed.

EQ998 - OUR STREET, OUR CRAFT, OUR NATURE

The project has defined three types of streets that differentiate the contents formed around them - tourist, residential - business or sports facilities, as well as a coastal area as a special zone. It proposes a kind of ‘weak’ urbanity, large, almost randomly organized city blocks built along the edges, forming large, common green areas on the inside, and a strong pedestrian walkway zone along the water.

Front and rear façades of buildings acquire different statuses, where the rears of buildings are treated as extensions into green natural space or spaces of intimate character.

In the coastal area there are facilities for occasional housing and rental, and two hotels. Workshops are also planned, with work and sales areas on the ground floors, and flats on upper floors.

The area around the existing football field is complemented by other sports programs as well as spaces for camping, concerts and similar public events. The project proposes a time-lapse model of space utilization – with monthly list of programs taking place, but fails to reflect it in the conception of the project itself – therefore it remains a list of wishes, rather than a list of solutions.

KF277 - GREEN ACCORDION

The project is formed in three/four zones: urban area dissected by large vegetal penetrations inland, the coastal zone and the beach. Green spaces transversely connect the city interior with the coastal promenade and are interspersed with public facilities (a library, for example) and hotels.

In addition to green transversal zones, the coastline has been defined by sports, nautical and cultural facilities. In some parts, the coastal area extends deep into the urban tissue via the squares and thus creates a potential for variety of spaces and experiences.

The coastal area naturally extends into the beach area, with tourist facilities, some of which have direct access to the coast.

The jury praised an attempt of participants to propose a complex, intertwined city structure, that reflects the gradual growth and layering of the historic city, but failed to see the mechanism in which such a proposal can be implemented.

HW051 – PRODUCTIVE ISLANDS

Jury appreciates the idea that the area of the competition has to be built as a city center or as the new city centre with the characteristics of its own. All the main elements of this proposal, as superblocks that create city islands, the active central park that connects the islands and the public coastline that presents Productive Islands' main façade, make a significant contribution to the idea of creating the new city center in Šibenik. Despite this idea, the proposed superblocks that create the new urban structure are mostly oval shaped having a longitudinal axis from 200m to 300m and the consequence of such an urban structure is the undefined free space inside and especially outside the superblock, except the area of the central park. The active central park that connects the surrounding parts of the city with the new urban structure and the coastline public space, in some segments is narrowed due to the arbitrary shaping of the urban structure. Due to the same reason, some of the main roads end as the deadlocks within the blocks. Most of the promenade along the sea is mono functional extension.

BF541 - SUBURBAN ICONOCLASM

With the aim of creating a new center of the city of Šibenik, this proposal sets the well established thesis. Manifesto: Shake it up Šibenik!(no more grids, no more boring suburbs), Exploit the opportunity! (...Productive has to do with diversity, intensity and dynamism and this can be done by exploiting urban typologies...), Break the clichés! (A new model of urban master plan for TEF, aware of the past but open to the future. Aware of the opportunities but also of the restrictions...), Zoom it! (No more unbuildable master planes. Think about all the scales...), Let's reimaging! (The twist of the urban paradigms, of the urban typologies, of the social clichés. Let's reimaging the Cardo and Decumanus...). Go Iconoclast Šibenik! Conclusion: The idea of this proposal relies on a powerful relationship to the physical context of the surrounding area , following the directions given by existing connections. As the idea of developing the competition area is not detached from the physical context, it should not be detached also from the economical context, social context, historical and political context...

MJ731 - 50 SHADES OF BLUE

Jury appreciates the idea to develop a project around the vital theme of water. Water as an essential resource to protect and as a productive force, water-related infrastructures and activities to attract inhabitants, visitors and investors all year round. Is proposed preservation area along the sea – public space with leisure, seasonal and micro activities, also the area for ephemeral activities along to the preservation area. The rest of competition area is proposed as a multifunctional zone with the structures that form the image of a new suburb area of the city rather than the new city center.

AB330 - GLOCALIZING SUSTAINABILITY

The entry does not sufficiently implement the idea of productivity. Although the construction configuration is elaborated in detail - it is almost overdesigned, but its layout is random and vague. The functional elements proposed by the project are not formally integrated into the structure of the zone. The relationship with the sea and the coast is thoroughly neglected.

RE129 - THE PRODUCTIVE CITY ~ BREAKING DOWN BARRIERS

The entry does not propose a clear relationship with the rest of the city structure. The idea of integrating space with water channels is completely foreign for this location and impossible in this topography. The concept advocates abolition of barriers, and at the same time sets them in space through long channels and bulky typologies. The theme of productivity has hardly been elaborated.

UC694 - (RE)PRODUCTIVE NATURE

The connection of the now area with the city is inadequate. Radical zoning does not contribute to the integrity of productive development - the functional zones are strictly separated. The project was suspended at the level of the schematic section, and the important issues were not addressed.

ZS060 - REASON TO STAY

The entry analyzed the wider urban area, identified main traffic directions and noted the lack of certain public facilities as well as of articulated and equipped public city areas. Starting from this, the concept of a new residential complex on the outskirts of the town is proposed, which, besides housing, contains accompanying public facilities (health, culture, tourism and hospitality, sport and recreation, etc.), forming open public spaces - squares and streets and green areas. The coastal belt is reserved to ensure the beach's continuity and communication with the old town core.

Establishing of a traffic network with usage regimes was given great importance, but the use of the park & ride concept in the context of a neighborhood of this scale is not likely, thus neither is accessing and parking within the settlement.

There is no clear spatial concept in the context of the main topic of the competition: productivity. Although the analysis starts from the need to keep the inhabitants in the city, the entry does not offer a concept or a planned solution to this phenomenon.

Communication of the new area with the city is not well defined, the concept can be realized anywhere in the coastal area, there are no elements of innovation - productivity or recognizability.

HK842 - THIRD HOME

The entry creates built space in the form of residential and public megastructure, with inset mostly residential elements.

Productivity as a thematic context of the competition is affirmed through the planning of agricultural areas in the outskirts and the residential area as a place of work of a new generation of business people working on development of information technology. The northeastern part of the area, outside the built structure, provides open and free space, and interesting forms of modular housing are proposed with alternating open and built spaces.

Despite the fact that the entry suggests understanding of the topic, the basic spatial concept is dominated by constructed structures whose volume is not appropriate to the coastal area of the Dalmatian town. The entry does not establish communication (except in the coastal area), functional, formal or other links with the city of which they are part.

KO598 - EXTENDING CONNECTIONS

The entry demonstrates a very formal approach grouping 'blocks' into irregular forms rooted in a suburban suburban plot structure present in the surrounding area. The construction typology is set as family houses and smaller buildings, and the interpretation of the coast is not appropriate for local character. Reinterpretation and repetition of forms of 'blocks' between which it forms a series of squares and pedestrian zone did not give a response to a larger scale, making the forming of the city and all its functions questionable.

QH529 - BACKBONE

The attempt to solve the task creating a solid axis that tries to establish a connection between the city and the sea, leads to banalization of the public space and lack of a clear relationship with the city. Extreme elaboration of details in elements in a space dominated by traffic shows only iconographic layout, while the principle of "minimum intervention, maximum content" in this case has no link with the rest of the city.