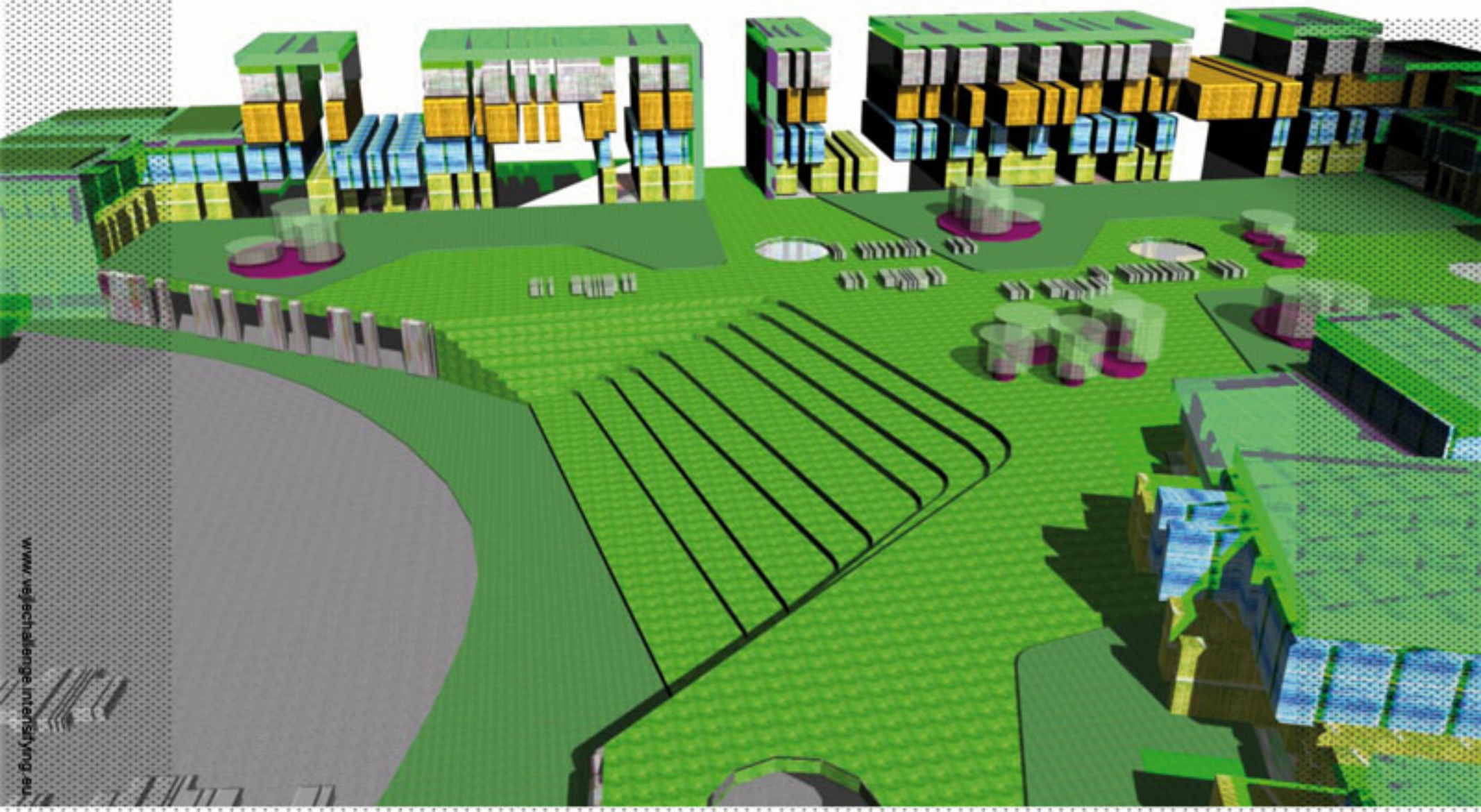
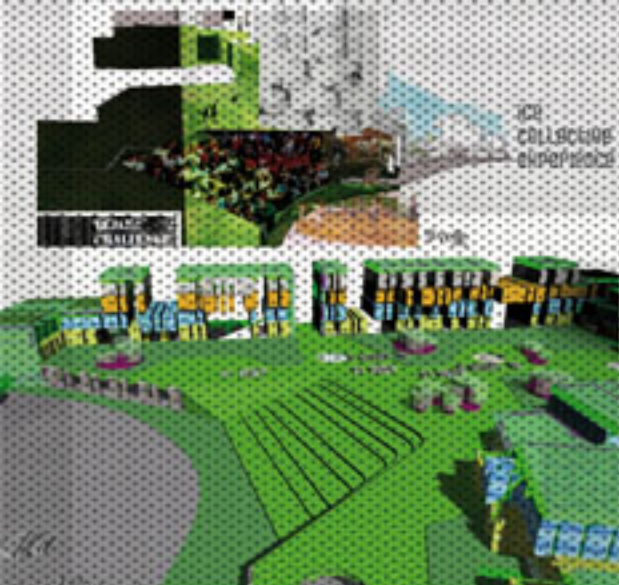


ice
COLLECTIVE
EXPERIENCE

VEJLE
CHALLENGE





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ice
COLLECTIVE
EXPERIENCE

ICE Project (*Internet Collaborative Experience*) for the Master Plan of Flegmade (Vejle, Denmark), is the result of the work done by **Vejle Challenge** teams working in Vejle Challenge Virtual Scene with the *City of Vejle*, and the Danish Architecture Centre, through the web www.intensifying.eu

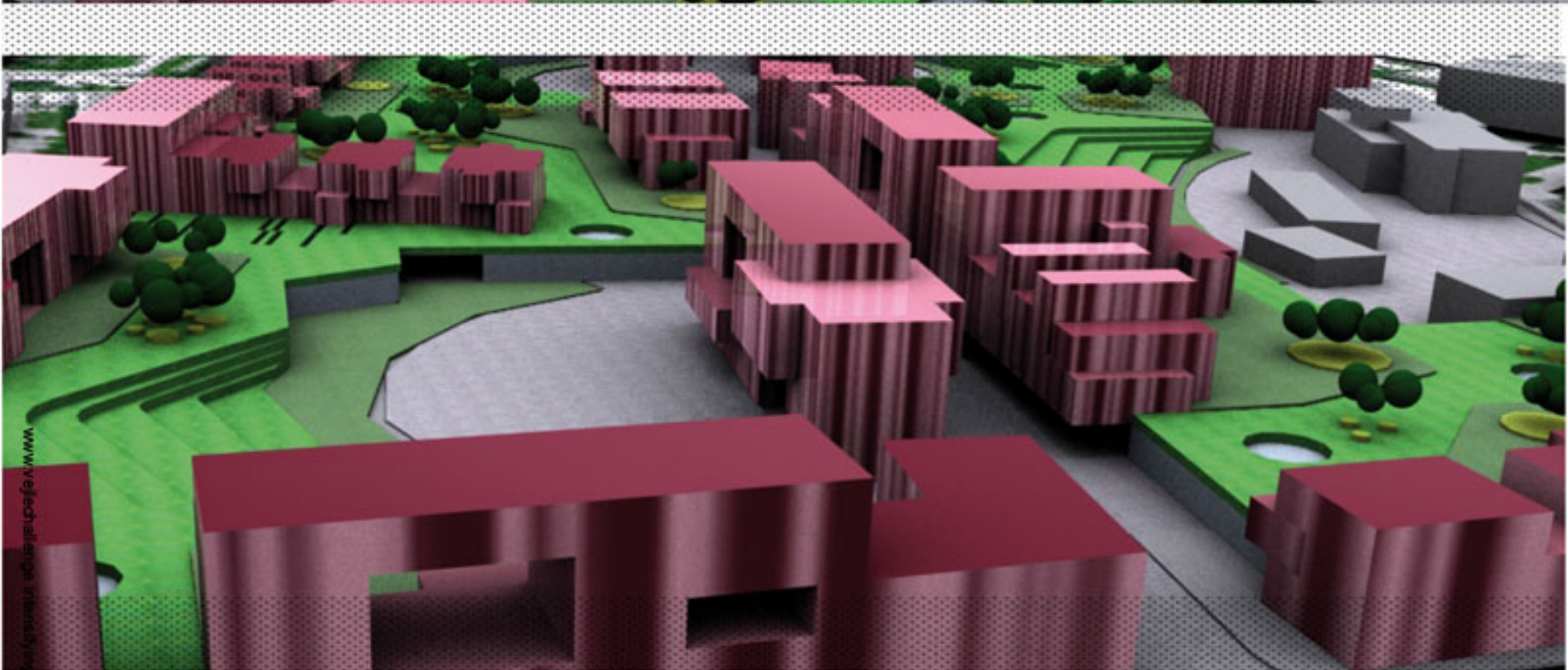
ICE proposes a development for this neighbourhood of *Vejle* based on the treatment of the different scales of public space. The general outline of the project is defined by two platforms at different levels:

Ground Platform has more public character, and it supports the commercial and leisure life of this new development. Level 1 Platform, a platform that is more private, which defines common green areas for housing.

The transitions between these two platforms are the **Dunes**, which are terraced and used to connection and stay.

Housing sites on the Level 1 Platform defined by blocks of between 3 and 5 floors. On the ground floor is situated the main axis of the **ICE Project** for commercial and workshops use, from which you access to the squares where **Dunes** are situated.

The project aims to identify and treat differently the project elements according to their privacy degree and propose a development that supports different uses.



FLEGMADÉ

DESCRIPTION OF THE SITE



The project site **FLEGMADÉ** is an old, very mixed commercial/industrial area located on both sides of the **Flegmade Street**. It is located between the central part of the town of **Vejle** and the existing area with education institutions in the western part of **Vejle**. The area was developed in the period from the 1950s to the 1970s.

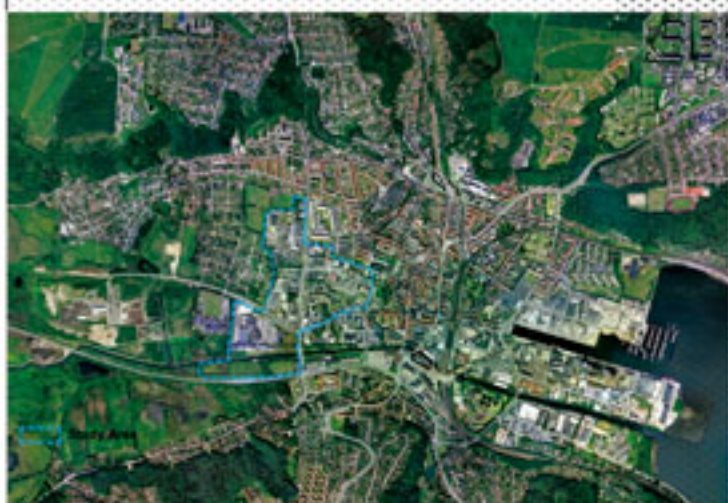
The existing buildings are very different and of different quality, just as they are used for many different purposes. Several buildings are run down, and the area is characterised by a mixture of small enterprises, car dealers and institutions of education.

The use of the area is not optimal, as buildings are generally only one or two storeys high and there are large open-air parking areas, wide streets and no places for informal gathering and recreational activities. There are no buildings in the area of historical or cultural value.

The existing car dealer *Vestergaard Biler* is in the process of relocating to a new car sales centre outside the town centre and this firm as well as the other car dealers have left the area.

On the other side of **Flegmade** is the 'Craftsmen's Town', which comprises a number of small enterprises including an auto garage, a copying service firm, an architectural practice and various small workshops. These businesses cover many of the service functions in the district.

There are no residential facilities or recreational areas on the project site.



VEJLE

Urban Context

Town Centre and Boulevarden

Entrants are requested to illustrate how the project site can be organised so as to create an intriguing coherence between the existing town centre (**Midtbyen**) and the *Boulevard* area in terms of buildings, use and the design and layout of public urban spaces.

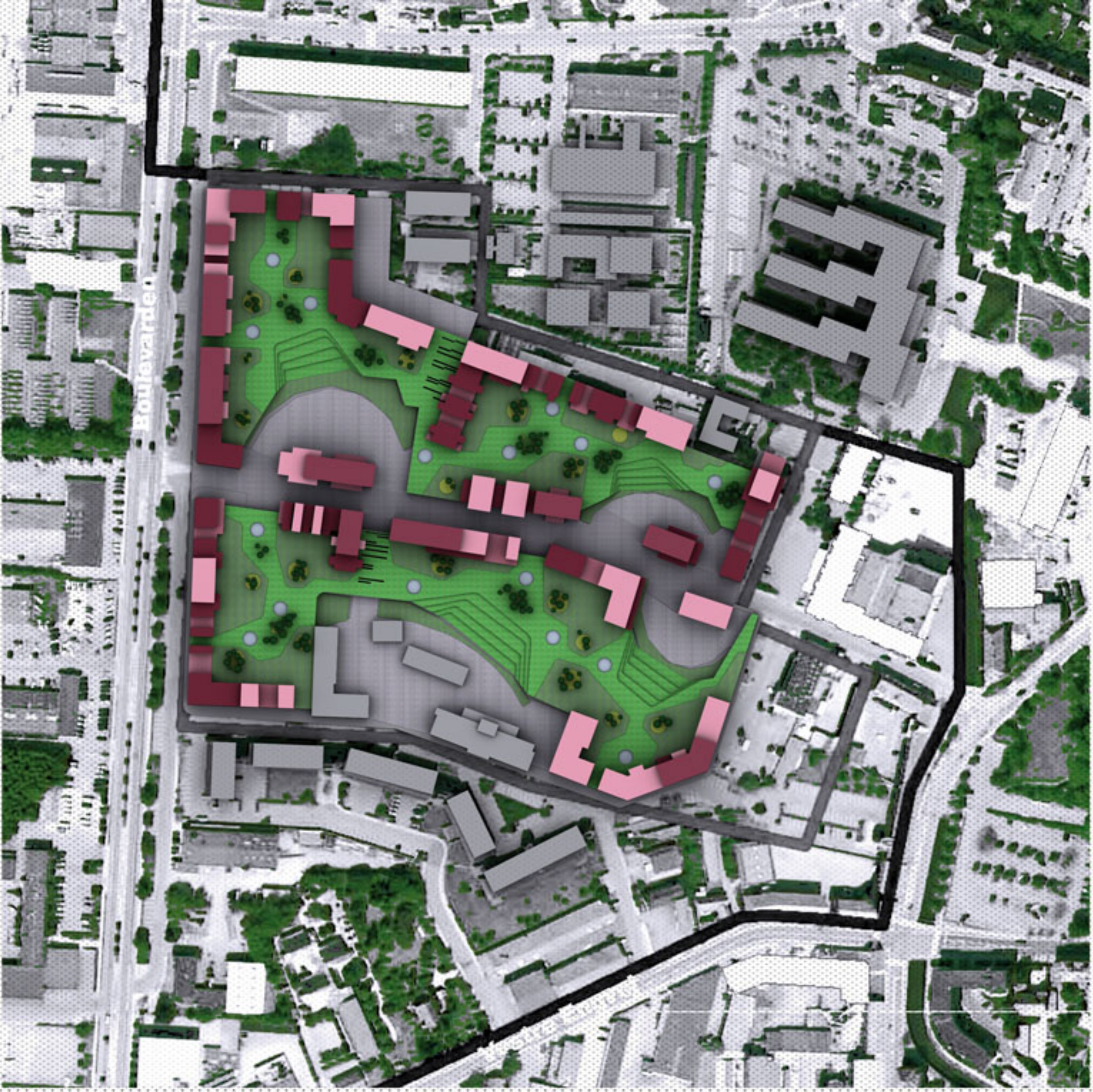
Coherence may be ensured through conversion, densification and functional change.

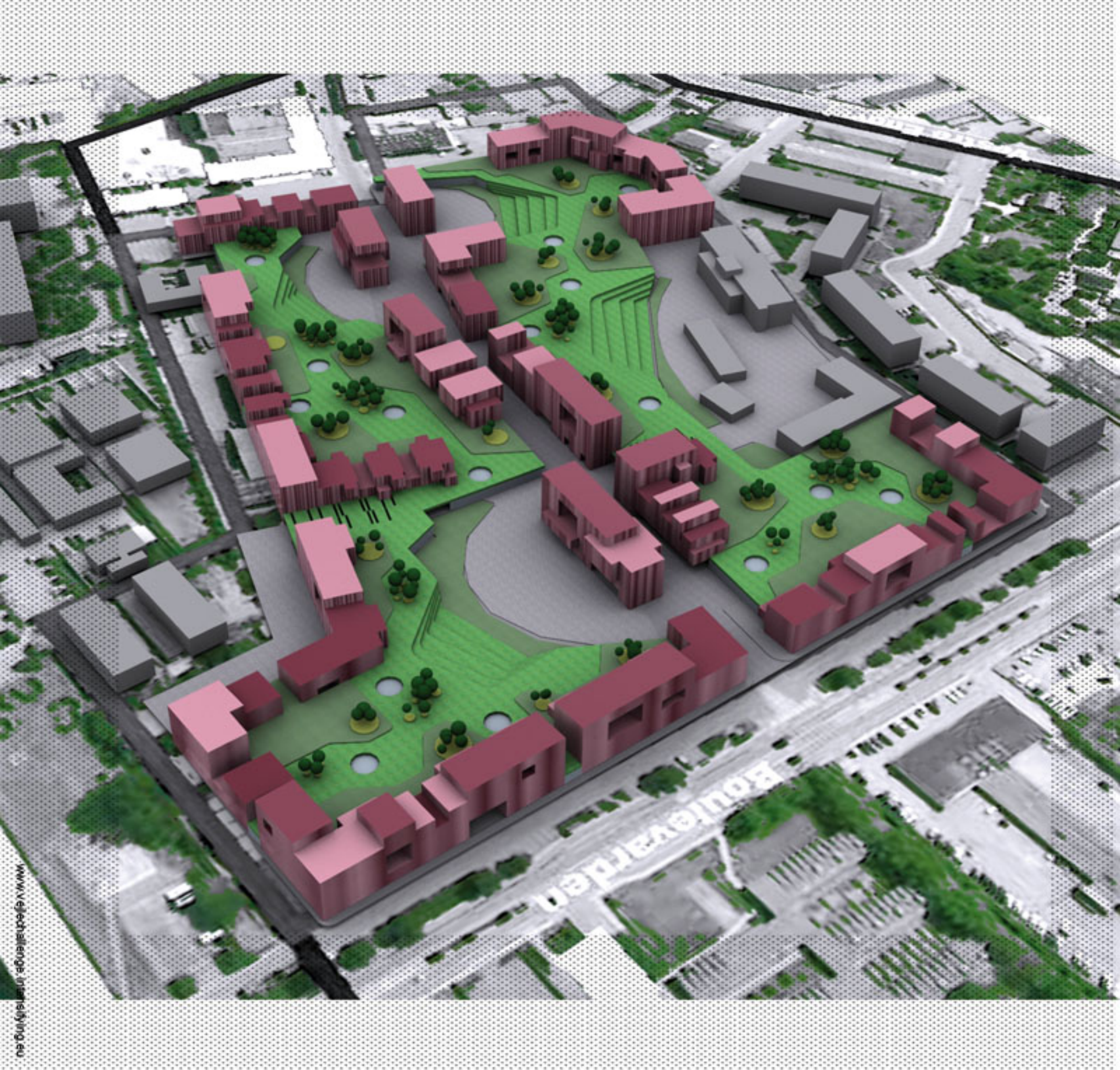
Fragments of historical traces can be maintained.



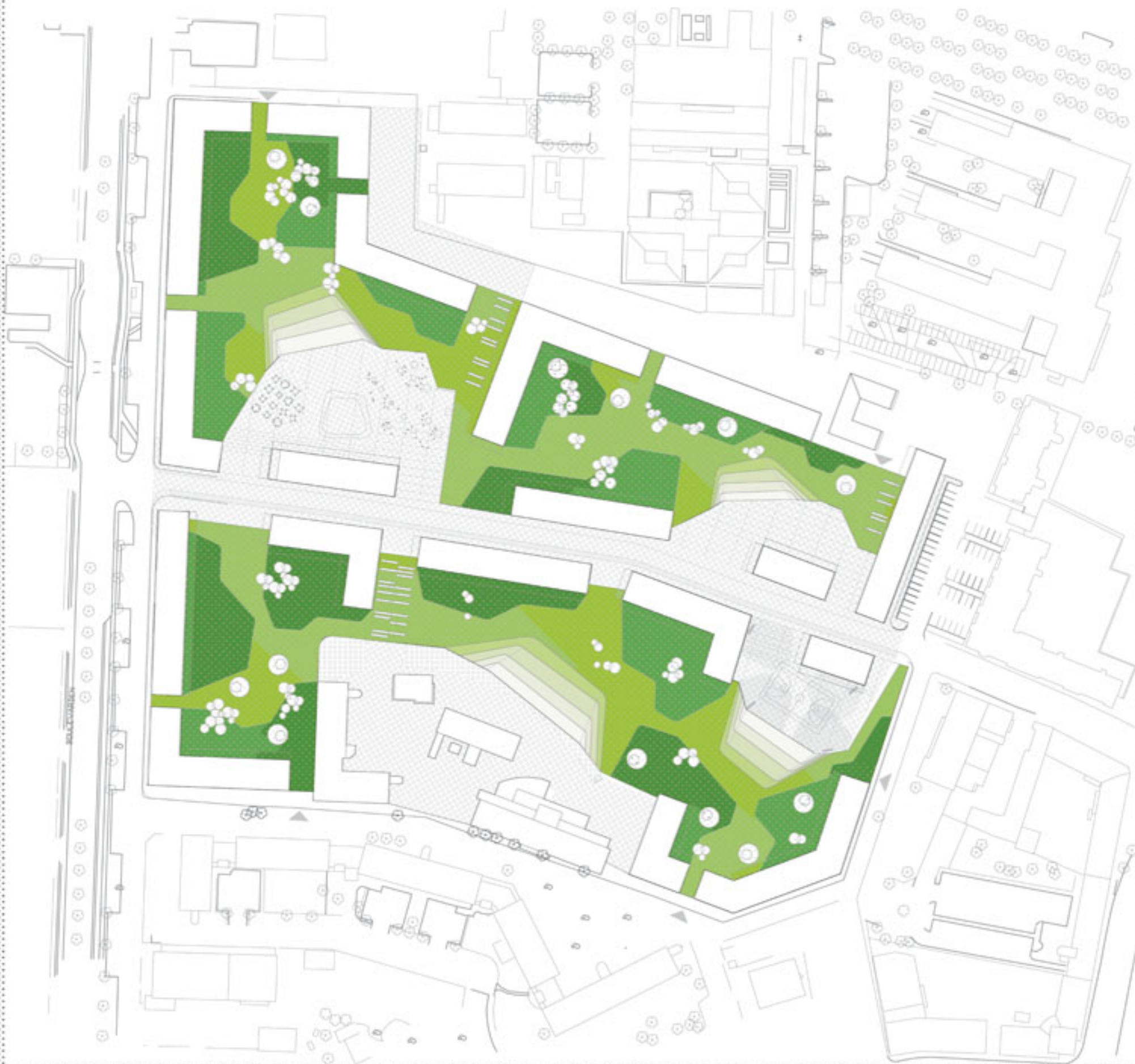
* The street Flegmade will eventually be closed for cars



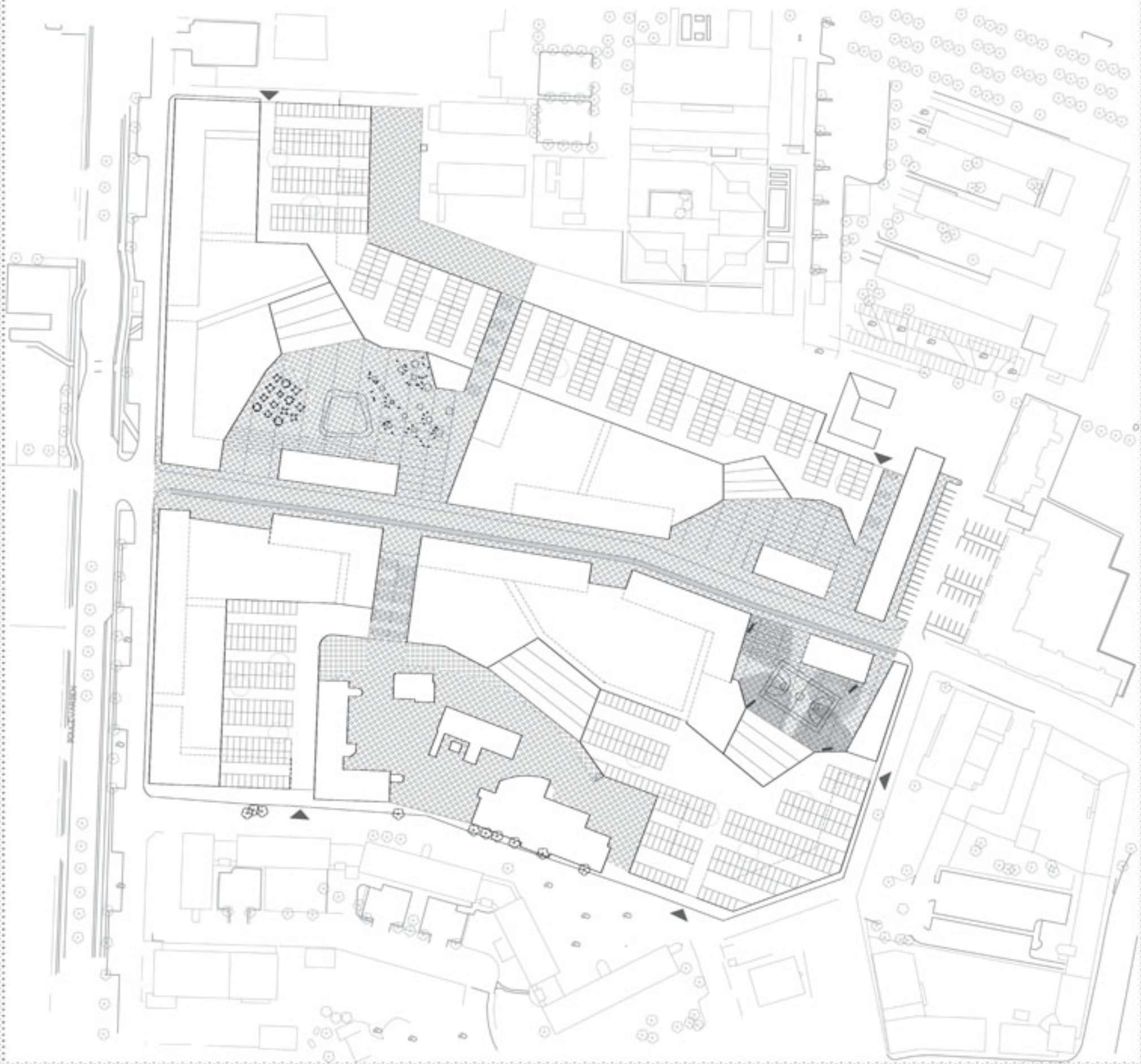




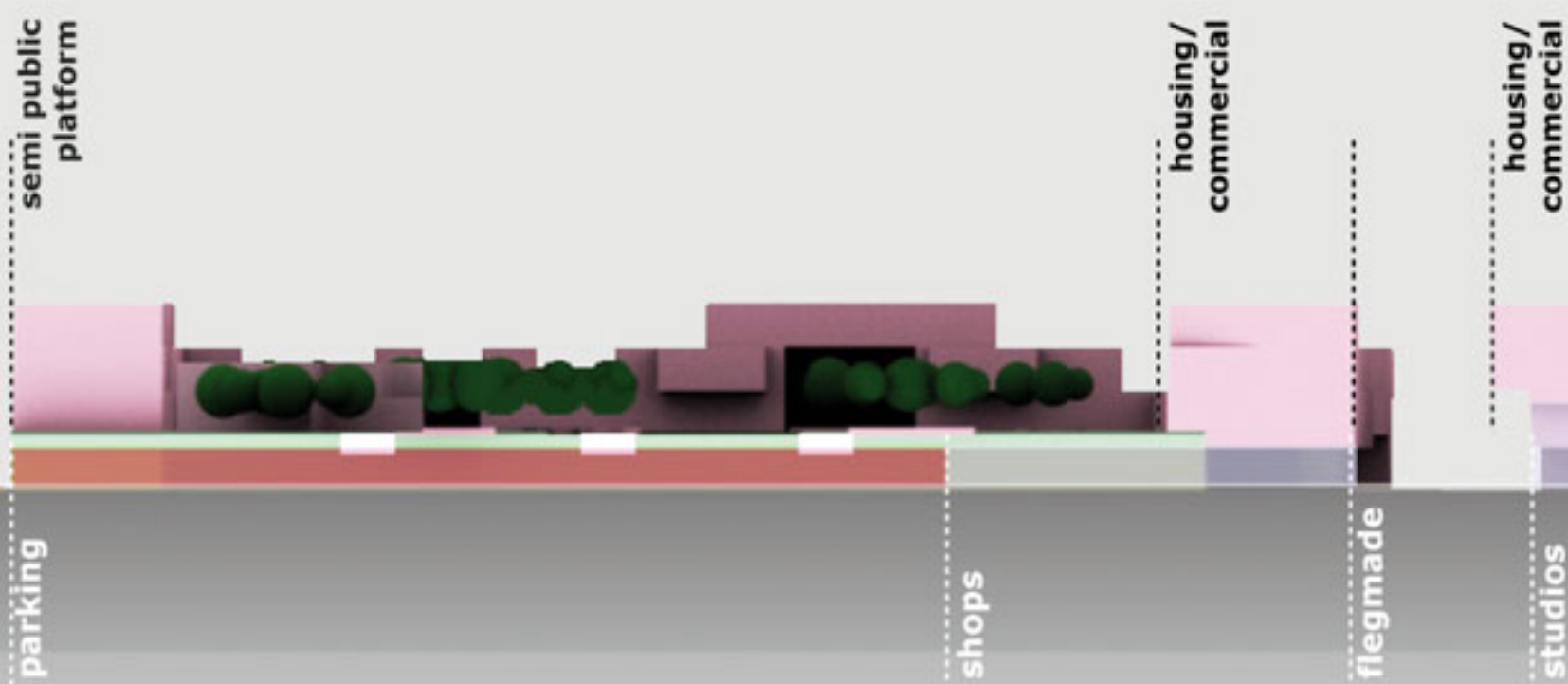
LEVEL +4 M



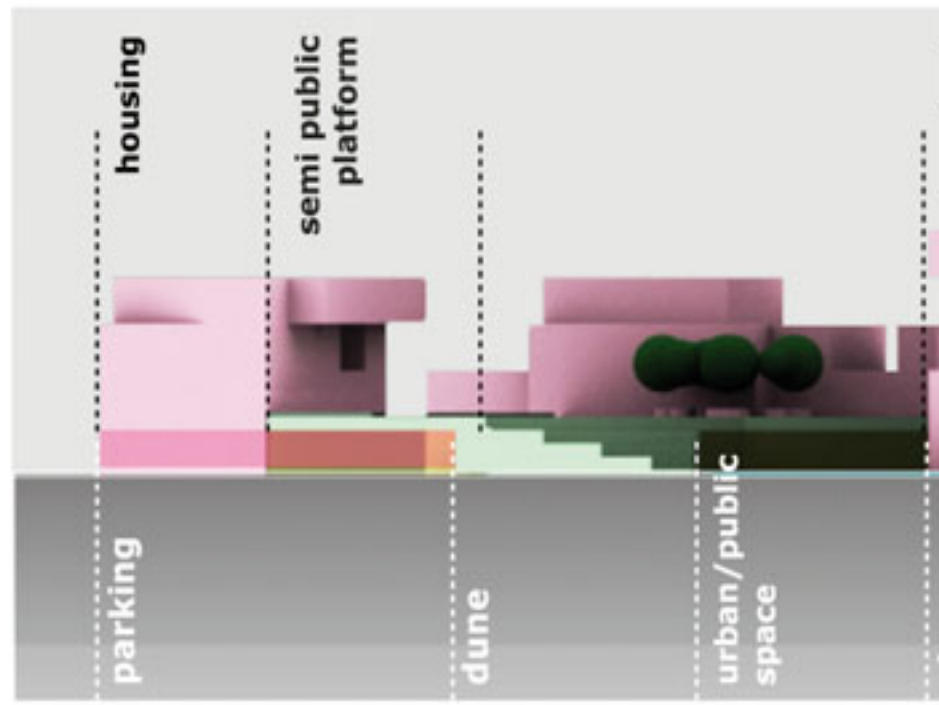
LEVEL +0 M

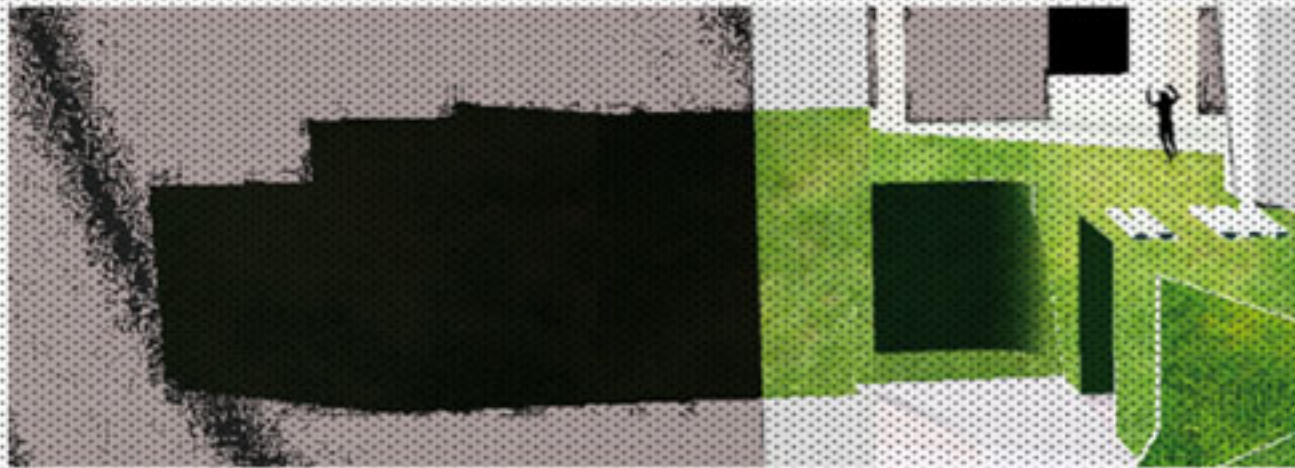


A



B





URBAN PROGRAM

The **Flegmade area** is to become Vejle's new centre for creative and innovative people with creative enterprises and entrepreneurs, and modern housing. There can also be established some kinds of educational functions.

In the **Flegmade area** new institutions of education, creative businesses, entrepreneurs and housing for creative people will be concentrated. For this reason, the physical articulation of buildings and installations should preferably communicate that the area is a creative district with a bit of anarchy and constructive chaos. In terms of architecture the area must communicate that it is a densely built area.

The promoters would like the architecture to be experimental, with great variation in building architecture and functions. Buildings should have narrow facades but may be relatively high. Entrants are requested to propose flexible buildings and urban spaces that can be used and developed over time in a way that is consistent with future needs and requirements. It should be possible to achieve urban life that is characterised by diversity. Buildings with facades towards the **Flegmade Street** must contain the most open functions, thus stimulating life, study and experience. Such functions may be cafeterias, shops, workshops, open exhibitions, etc.

Housing facilities must be integrated into other urban functions. The design of housing units and their equipment and functionality must be experimental so that they will in particular attract young people and people who desire to live in an experimental, creative environment. There must be a good spread of different housing unit sizes and rent levels so as to ensure that there will be housing affordable to people of all income groups.

There should also be green open spaces. Entrants are therefore requested to ensure that the district will have small attractive oases of high quality with a good location for convivial lounging, play and recreational activities, so that these spaces become a major asset for local residents and people visiting the area. The plan may show alternative types of gathering and lounging areas, for example on roofs or in the form of gardens, areas for sports activities, etc.

Traffic

The ***Flegmade Street*** is the only public urban space. Most properties along the street have buildings or fences towards the street, which is currently the main circulation route for the many students who walk from the public transport terminal at the train station to the institutions of education at Boulevarden. Both the street itself and its pavements are worn down and it is no pleasant experience to walk along the street.

We want the street to remain a main circulation route to which there is public access, but **it can be closed in the east end at Enghavevej**. It means that only the existing entrance from Boulevarden can be used for cars. A new connection to *Vestre Engvej* can be in consideration. It means a new access from *Vestre Engvej*. See the map.

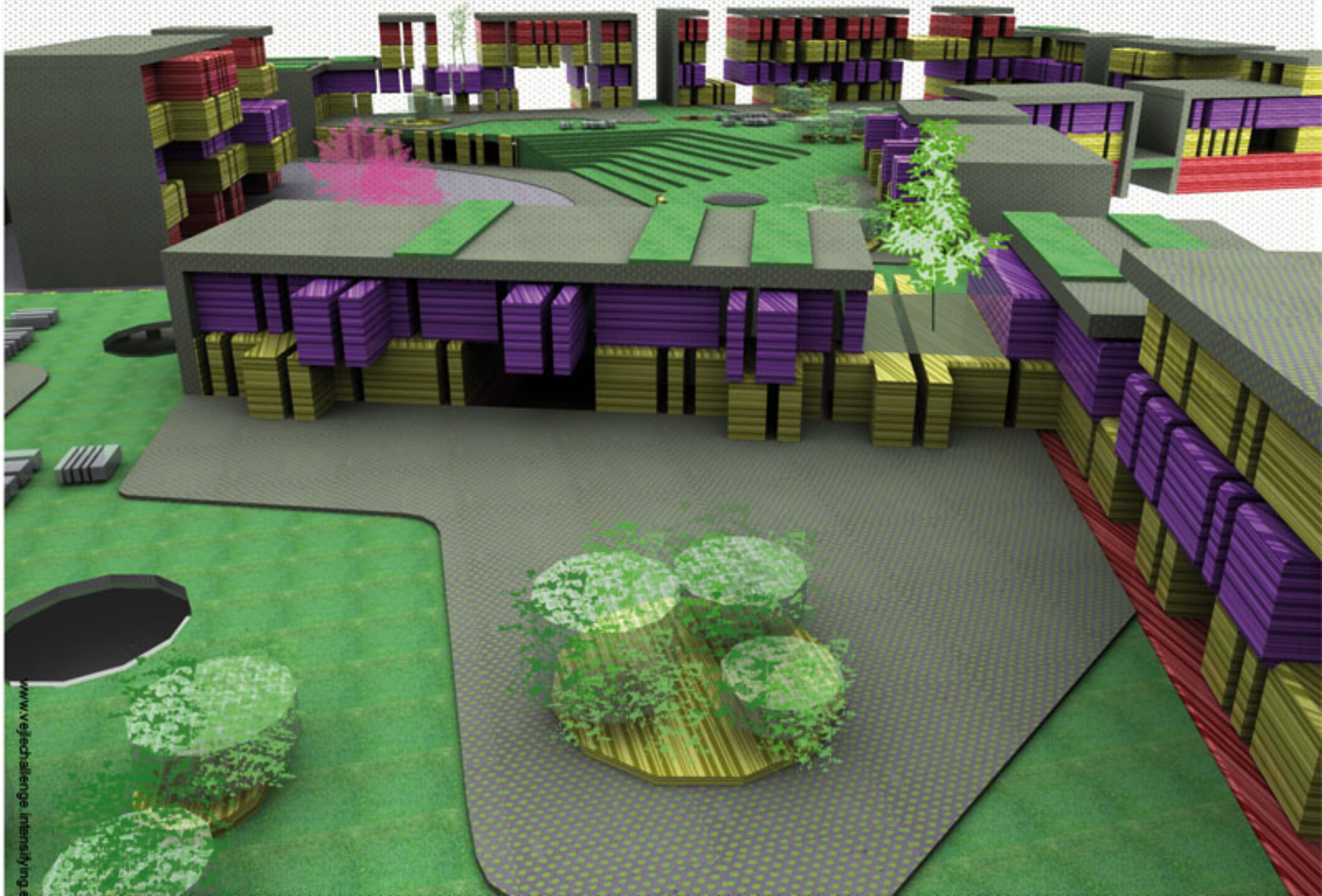
The ***Flegmade street*** must be converted into a *speed-reducing* street that presents a different urban space both to motorists and more vulnerable road users but must primarily be a green urban space for pedestrians and cyclists. Private outdoor areas will be needed in connection with housing facilities and other functions. These areas may be located on roof terraces or in similar areas.

Parking

Car parking may be in multi-storey or underground car parks, though the latter may be affected by a certain groundwater pressure. There should be around 1 parking place per 75 m² building space as an average.

Private and public spaces

The *public urban space* must be extended to include parts of individual lots and buildings so that, in principle, the entire area will be open to the public. Entrants are requested to present proposals as to how this can be achieved in way that will make the public urban spaces pleasant places of circulation, informal gathering and relaxation. All kinds of circulation for cyclist and pedestrians must be on the ground floor. The public/private spaces can be in different levels.



Building Guidelines:

Some basic guidelines are proposed regarding the definition of the **buildings**, which enable to the architects, that will develop the buildings in the future , work with some additional factors to develop an innovative architecture. Buildings are defined by 3 volumetric factors: **Height, Porosity and Overhangs**. Adding these factor to develop buildings process, it is possible generate different and interesting buildings.

01



height



Building height is defined in the plan, that it is composed by 3-5 storey buildings.

02



porousness



Definition of the Porosity factor, buildings may be open gap that become public or private terraces.

The porosity is defined as a percentage of gaps respecting to building volume.

03



overhang elements



The plan identifies some potential areas where the overhangs elements are possible. Architect has the possibility of expansion of the building .

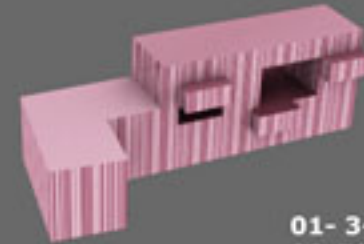
The Overhang factor is defined as a percentage of volume occupied in the overhang elements area.

01- 4-5
02-12%
03-7%

01

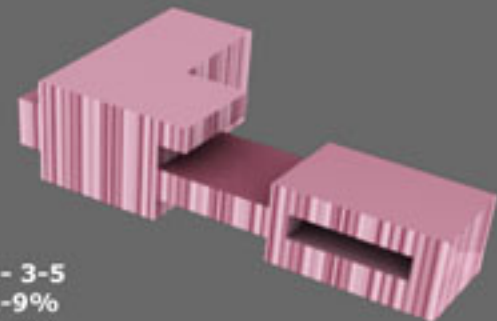
volumetric diversity of example buildings

02



01- 3-5
02-5%
03-2%

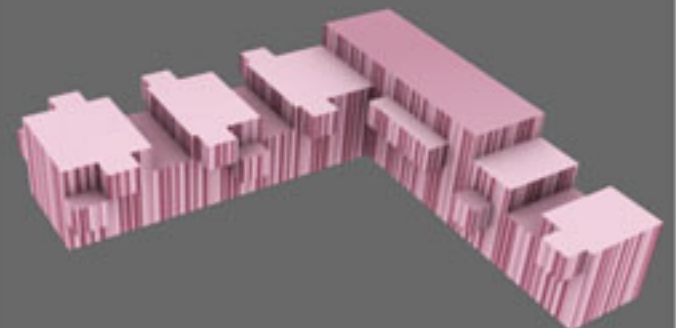
03



01- 3-5
02-9%
03-4%

04

01- 3-4
02-6%
03-13%





concept

The connection between **Maria's Plaza** and **The Campus Area** is the most important. **Flegmade** remain its original course.

3 levels of public space

Urban Public Area
(Ground level)

Dune - Gradual Transition
(Connection between levels)

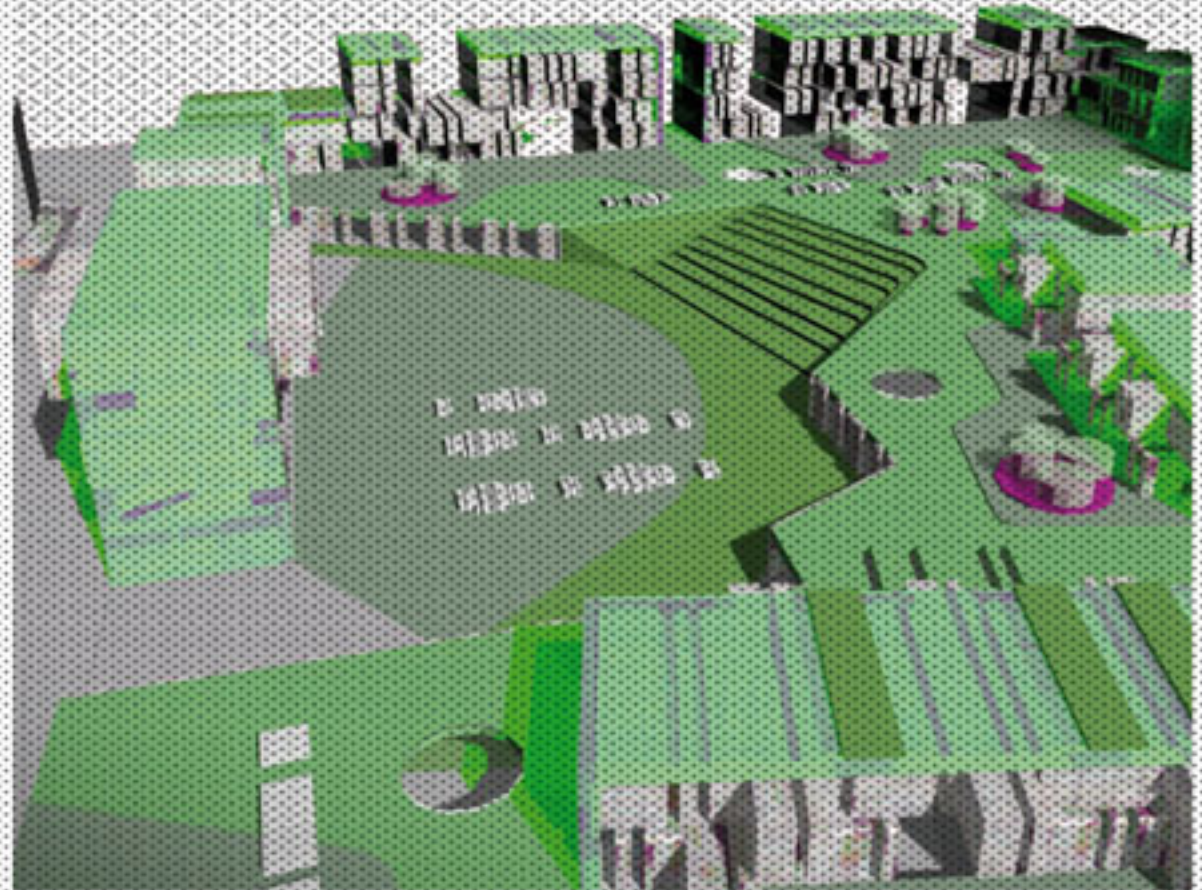
Semi-public Area
(1st level)

Parking and flexible commercial space is **underneath semi-public area**.

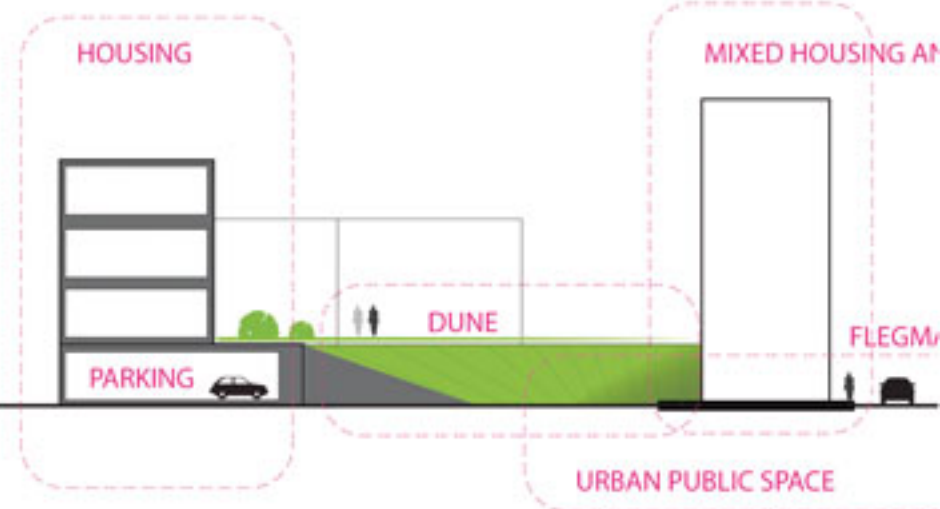
Building heights will vary randomly between **3-5 stories**. (some special building 8 stories)

Shops, commercial and creative entrepreneurs shall be situated along **Flegmade** and the **Boulevard** on the two first levels.

ICE PROJECT
Veje Challenge



Principal section



Dune - Gradual Transition



Semi-public Area



Urban Public



Building



Public Corridor



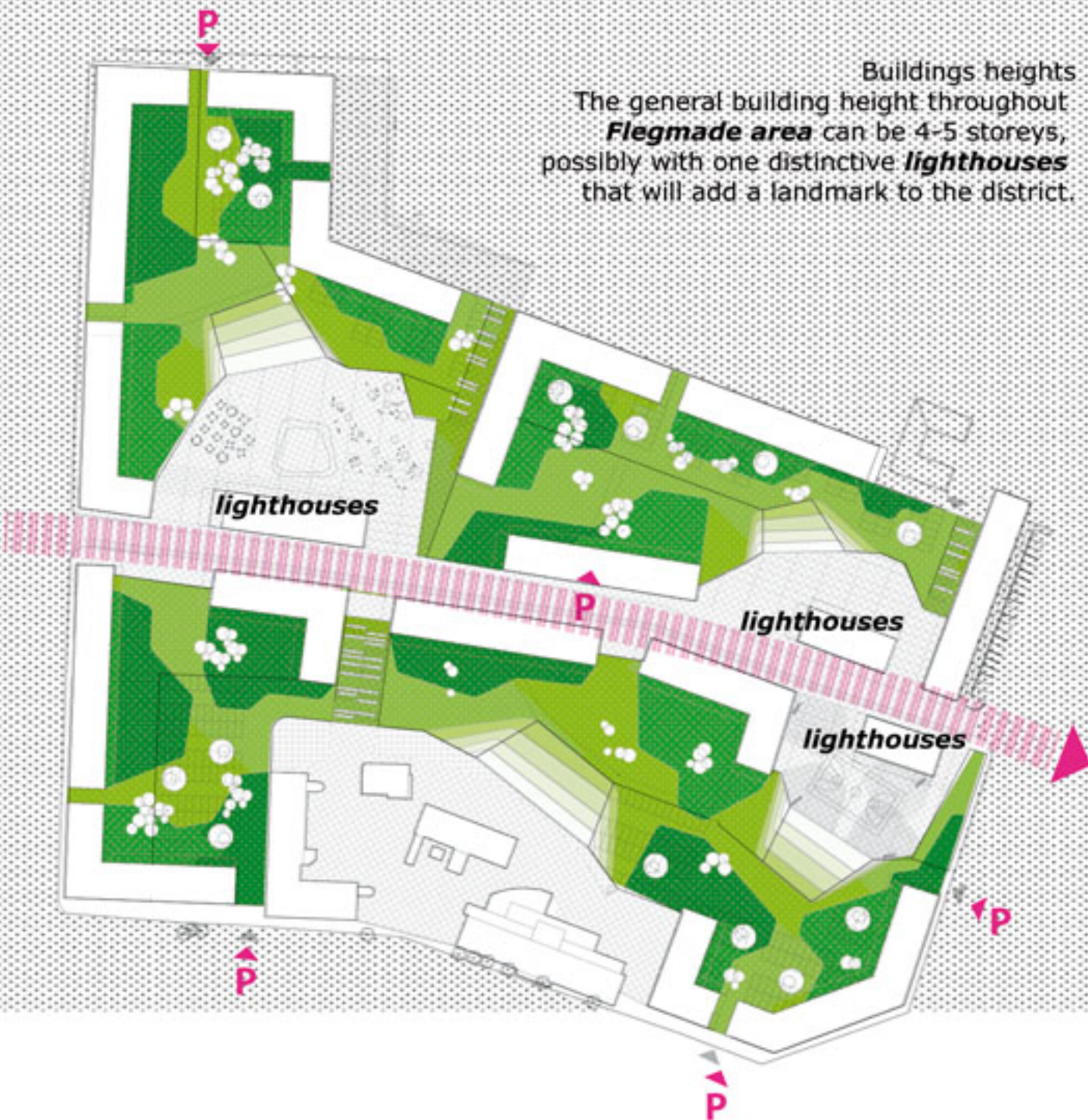
Traffic Flow



Access to Parking

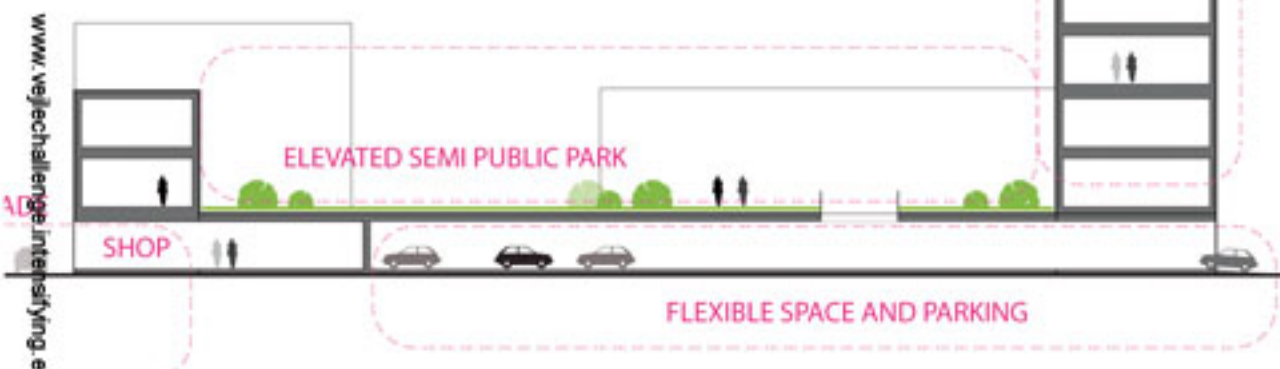


Buildings heights
The general building height throughout **Flegmade area** can be 4-5 storeys, possibly with one distinctive **lighthouses** that will add a landmark to the district.



AND COMMERCIAL

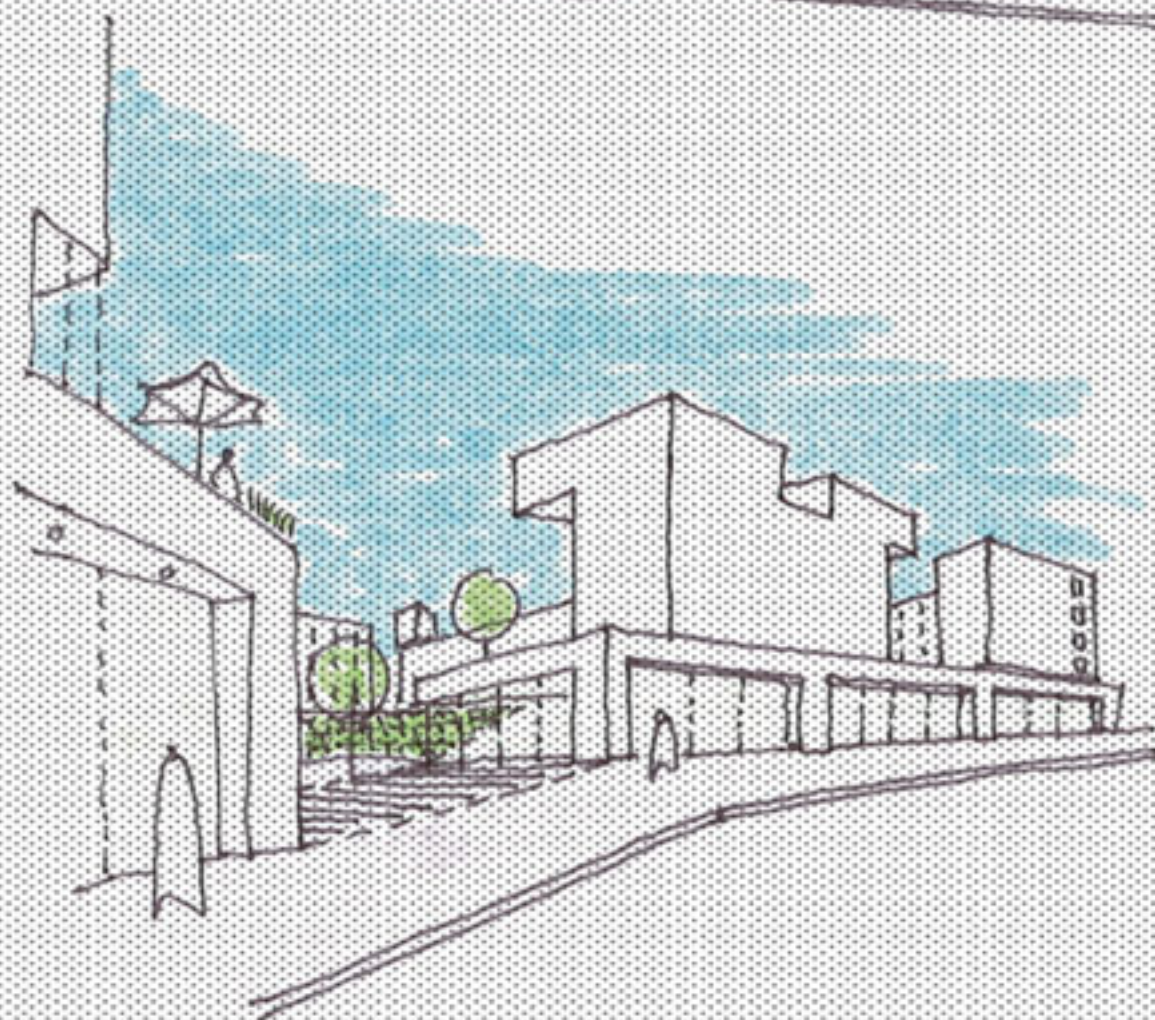
HOUSING



www.vejechallenge.intensifying.eu



BOULEVARD



FLEGMADE

ice
collective
experience





SEMI-PUBLIC AREA

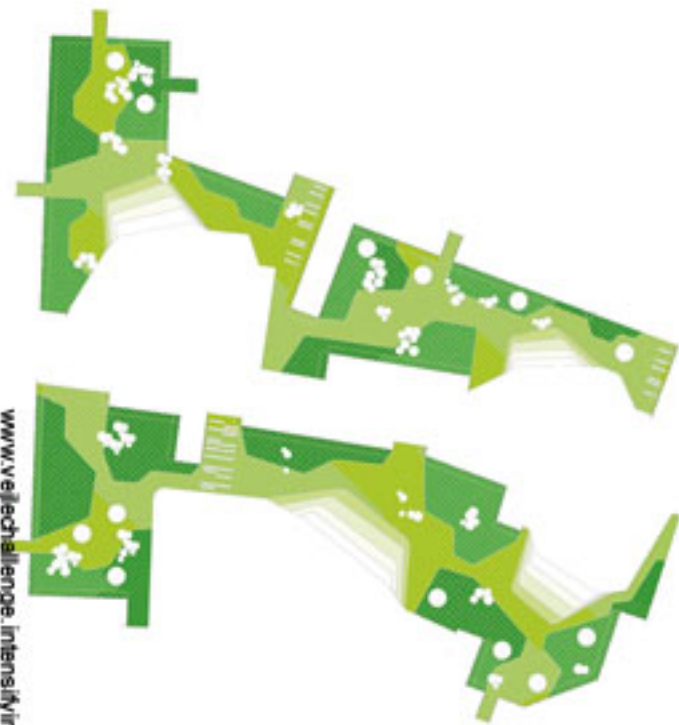
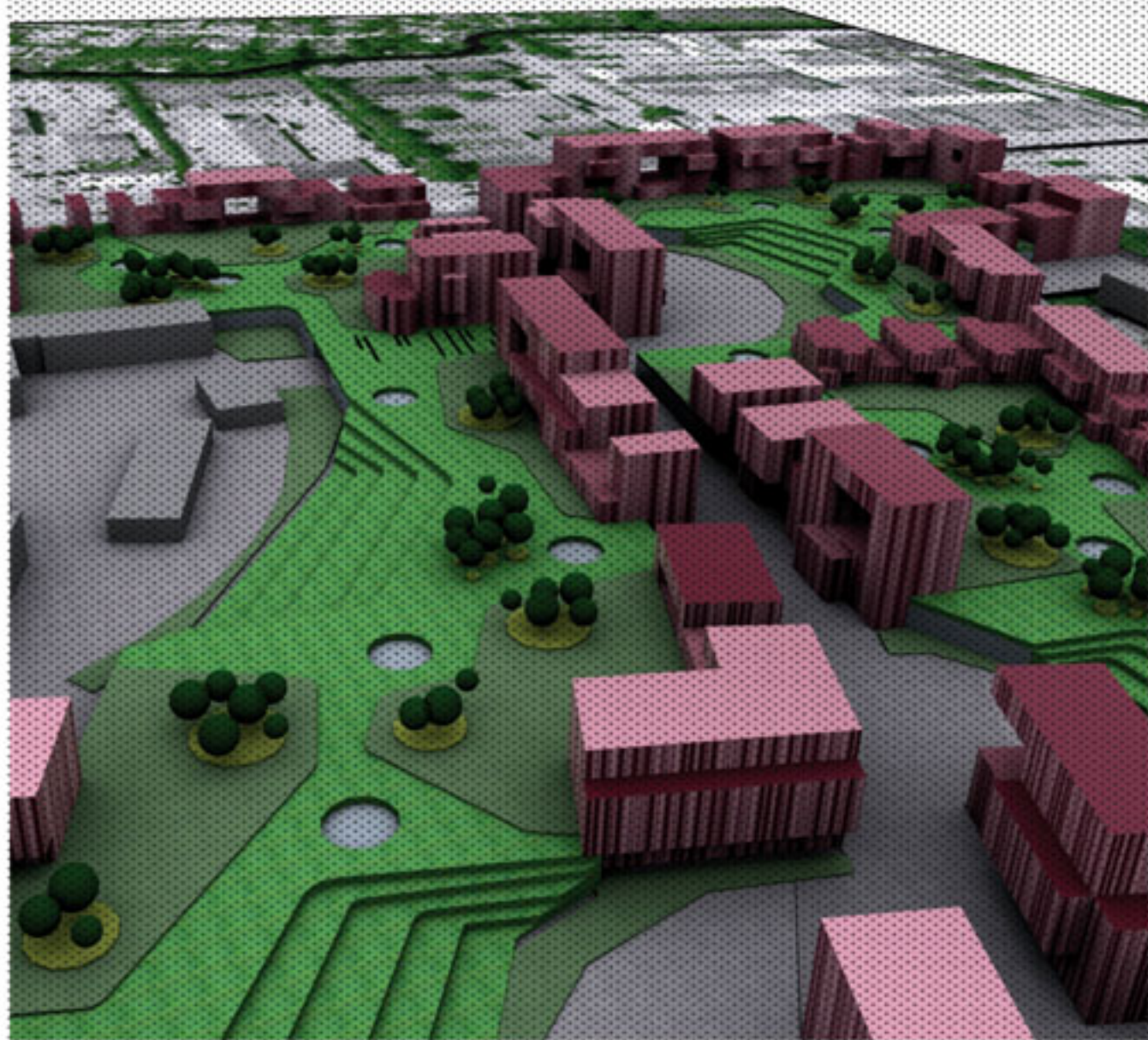
1st level

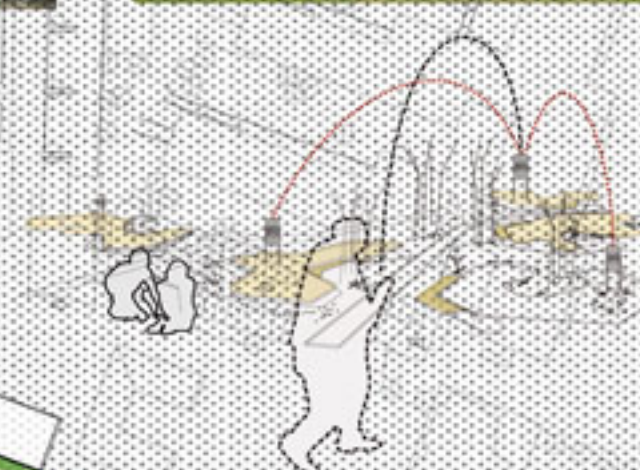
This area is mainly for the inhabitants but also for passers-by in the area.

Grass surface and sporadically green vegetation (low).

Holes down to the sheltered parking. The holes are esthetical secured with *corten fence* as a reference to **Vejle Citypark**.

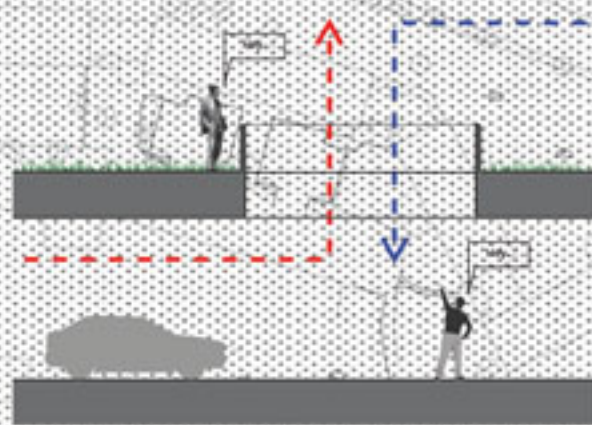
Direct access from the housing to the **semi-public park area**.





WI-FI areas

techno-social system of proximal development zone information and management



● Holes



DUNE Gradual Transition

(Connection between levels)

Function = Transition element between public and semi-public

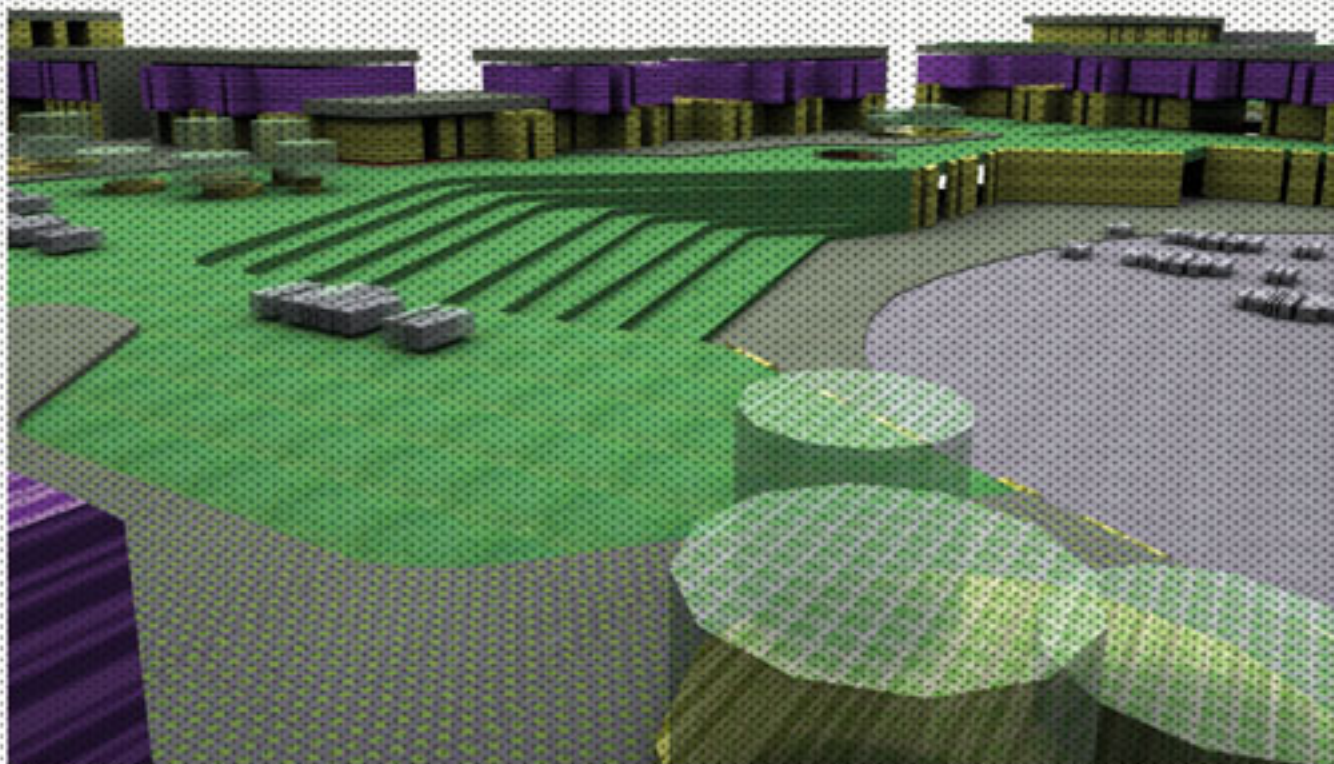
The **dunes** could be grass or for example rubber paving.

Playing, sitting, sunbathing, sledging is possible.

It is possible to access the semi-public area, in the south of **Flegmade**, from the two stairs connected to the street.

In the further detailing handicap regulations should be incorporated.

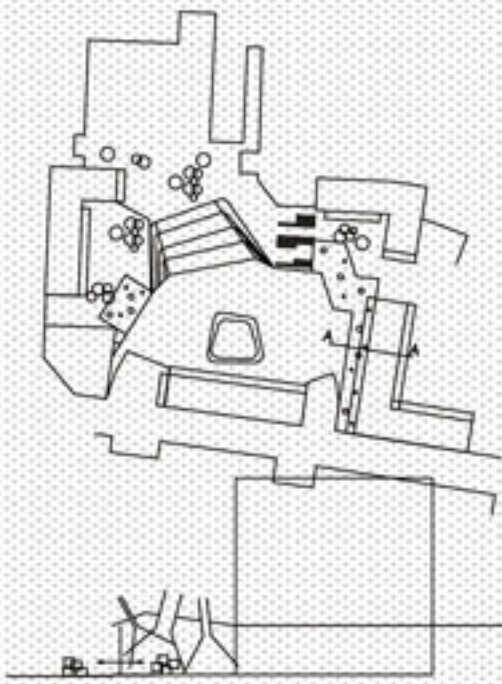
Thanks to *techno-social management systems*, the neighbours are able to program uses in common, taking an active role in the development of its *proximal environment*.



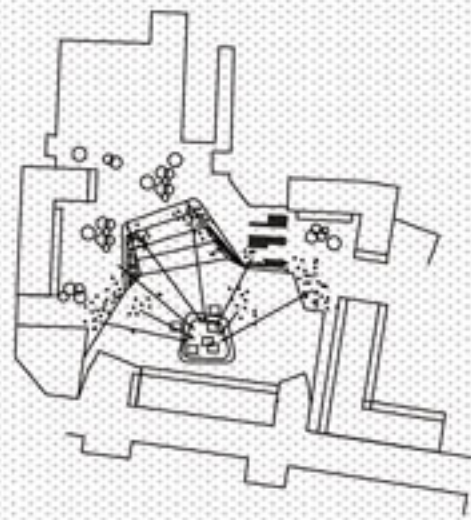
LIGHTING ELEMENTS OF NATURAL AREAS OF SERVICE



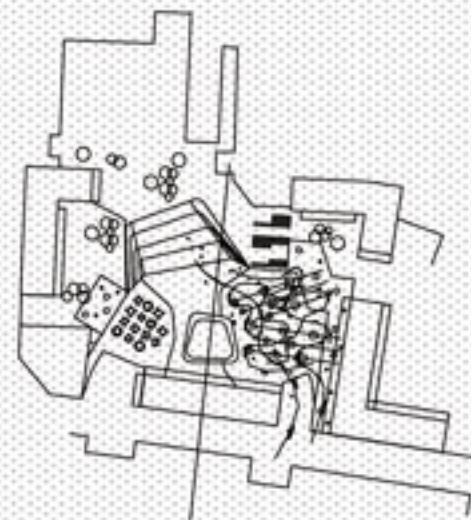
AREAS OF SERVICE TO STAY OUTSIDE



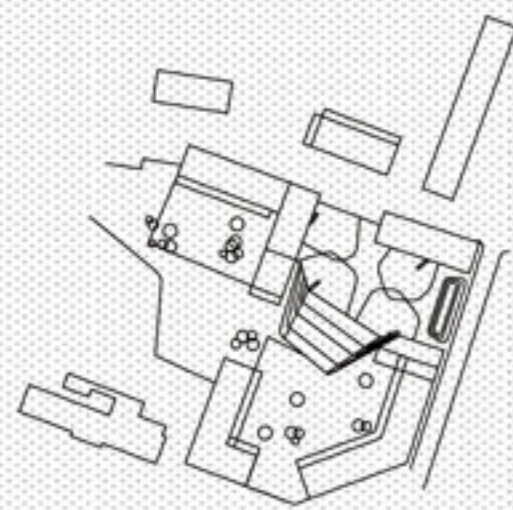
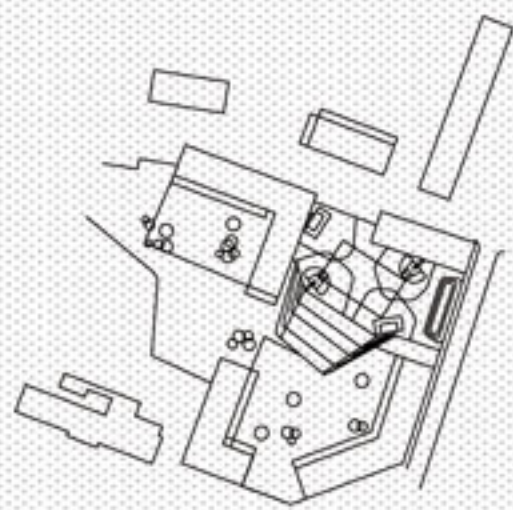
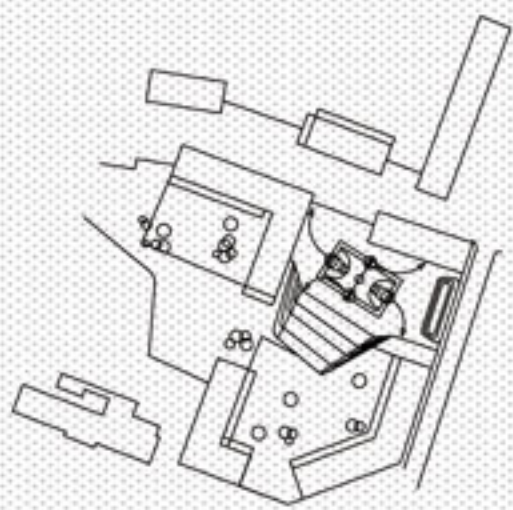
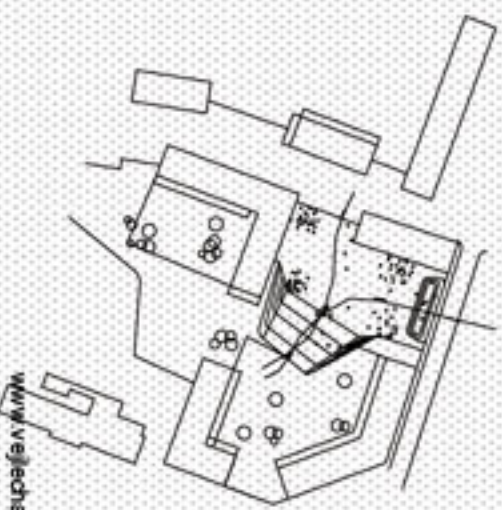
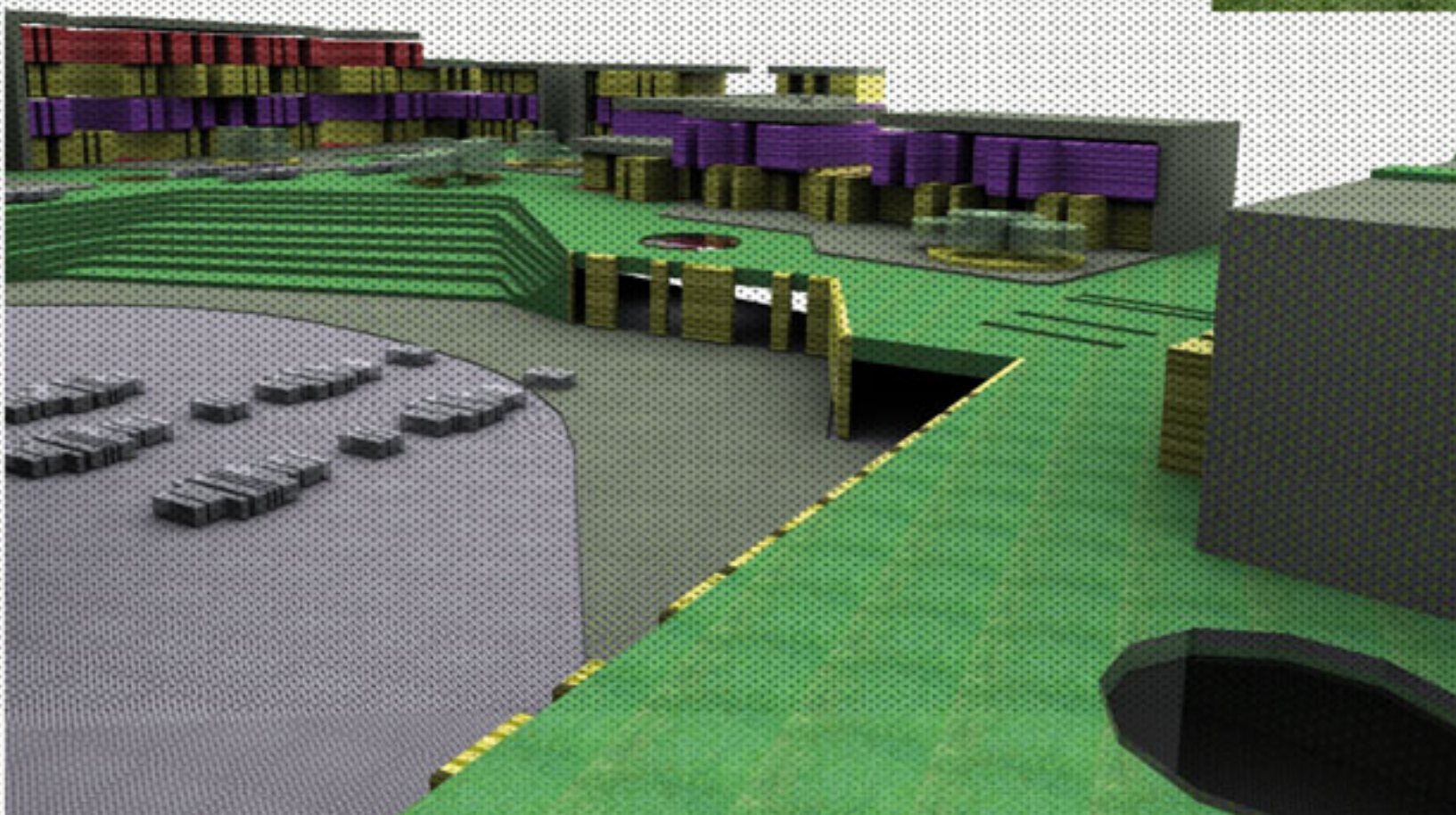
SECTION A-A



GROUP OF PERSONS



ALTERNATIVE USES OF THE PLAZA



GROUP OF PERSONS

DECOMPOSITION OF THE AREA OF PLAYGROUND

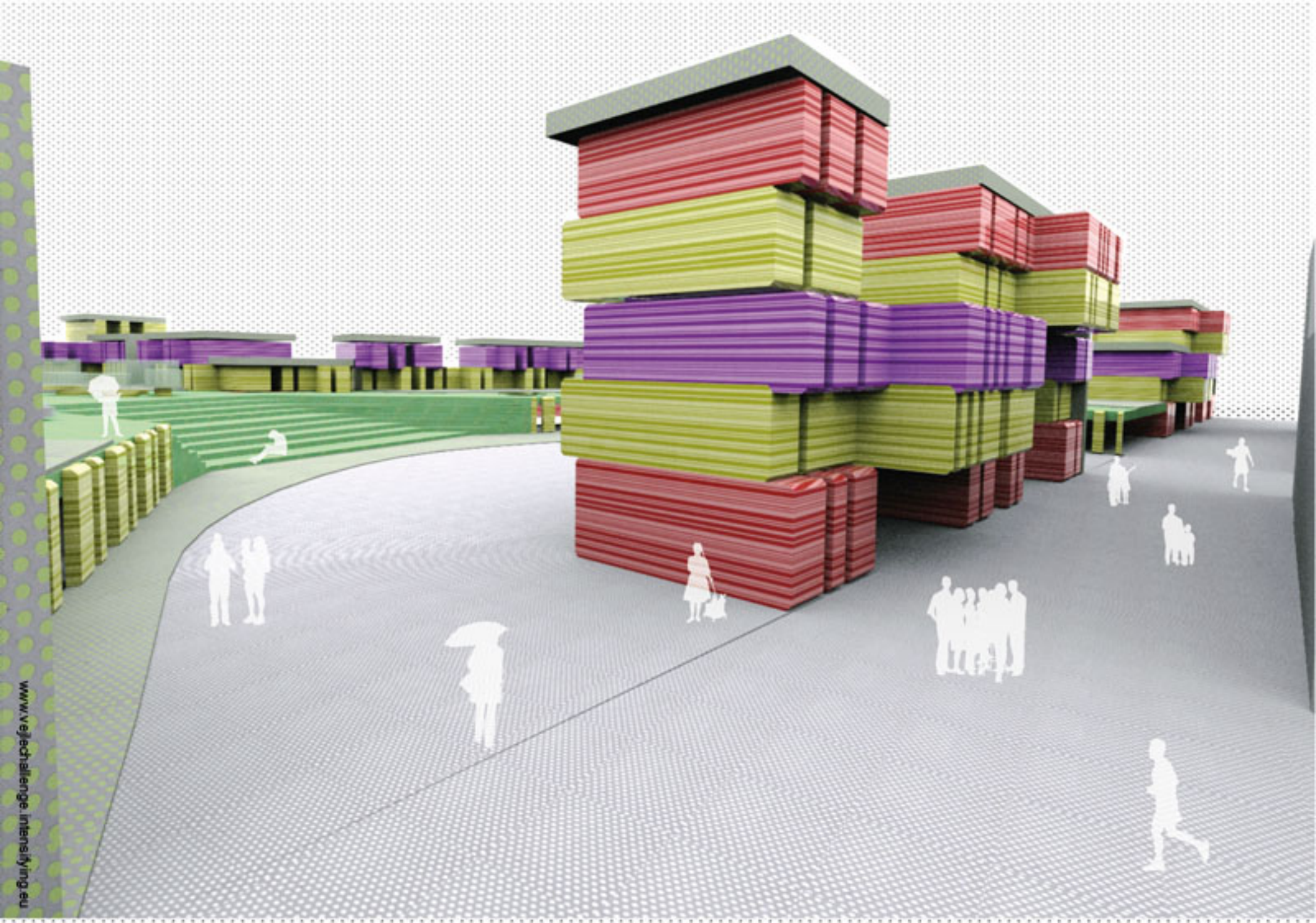
PROVISION OF NEW AREAS OF GAMES

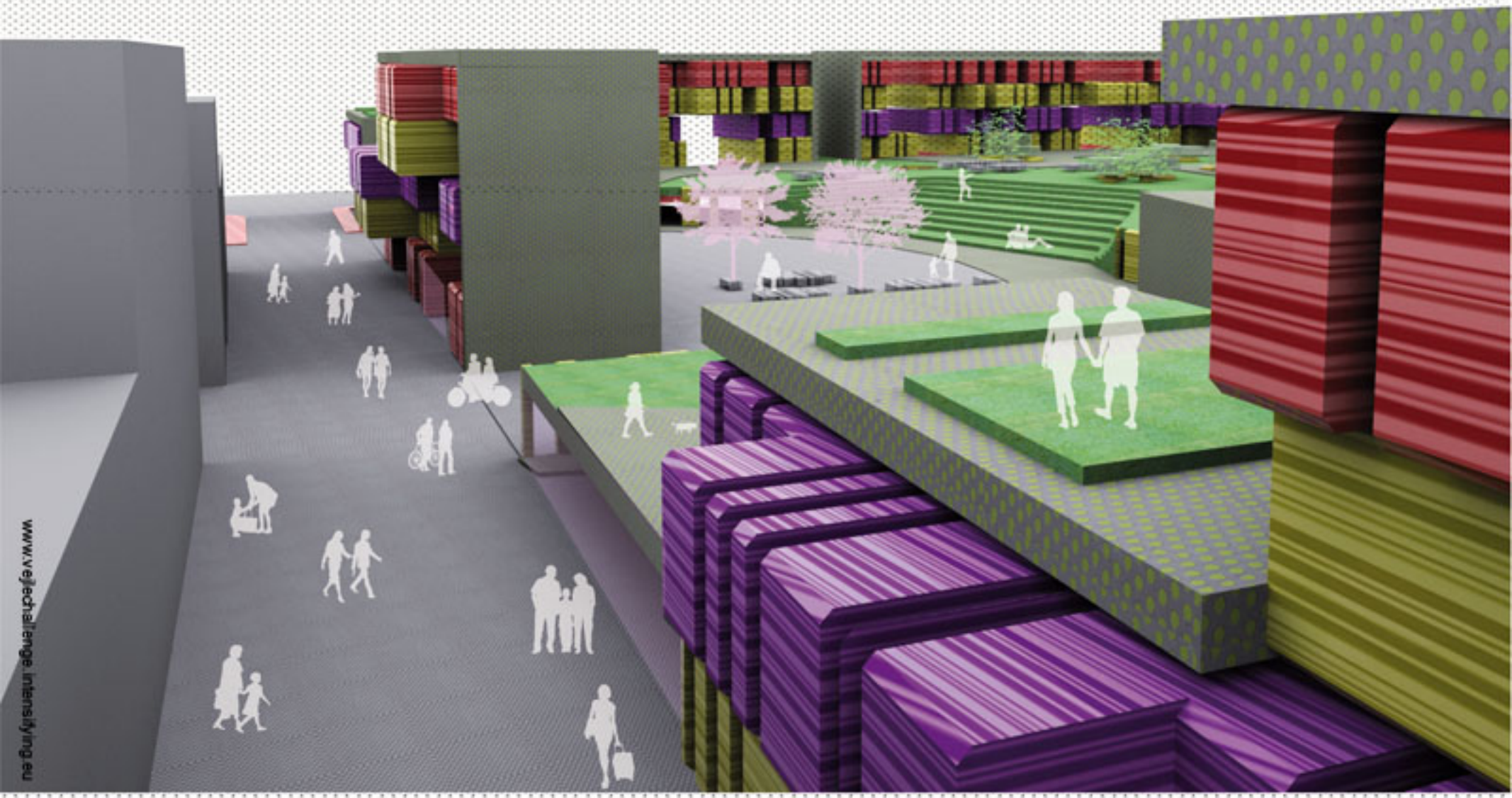
AREAS OF SERVICE TO STAY OUTSIDE

ICE PROJECT

Twenty-first century tools for learning, sharing ideas, and sparking creativity. Modern, comfortable facilities in a new urban environment.

This is **Mainboard Flegmade**, the public complex that will be the new nexus of an old *Vejde city*, a place where people can be connected and inspired as they embrace today's challenges and opportunities. Technology Square encompasses education, research, firms, forming a complex that is more than the sum of its parts.

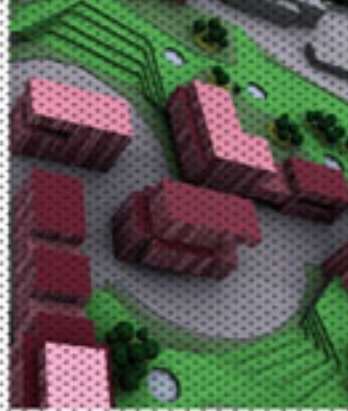






URBAN PUBLIC AREA

Urban Public Area (*Ground level*)



Flegmade shall be transformed into a shared space road where sidewalk, plazas and streets works together.

All roads shall be "*Living Streets*" - '*Shared space*'.

No separation between pedestrians and cars, slow traffic, multiuse all day

Segregation of functions can happen in different pavement or heights.

Urban Public functions: Sport, Market, Meeting, Outdoor dining, Exhibition, Water features

The urban public areas are in direct connection with the shops, commercial and creative entrepreneurs.

The area underneath the semi-public area can be used for private parking and/or flexible space (expansion possibilities for shops, commercial and creative entrepreneurs)

Big shops of 1000 m² are possible along Boulevarden and Flegmade. There are 20.000 m² of flexible space on ground floor.

From the **Flegmade Street**, through the buildings, there will be glimpses of the dunes and the elevated park.





Building



Expansion Possibilities for Shops



PARKING

Parking and flexible space is underneath semi-public area.

The area underneath the semi-public area can be used for private parking and/or flexible space (expansion possibilities for shops, commercial and creative entrepreneurs)

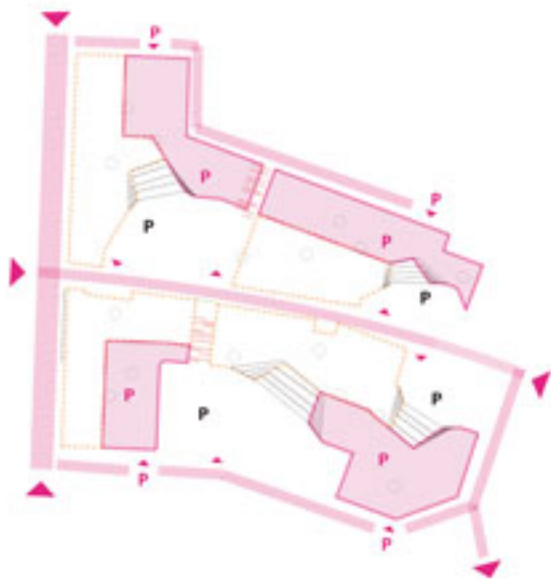
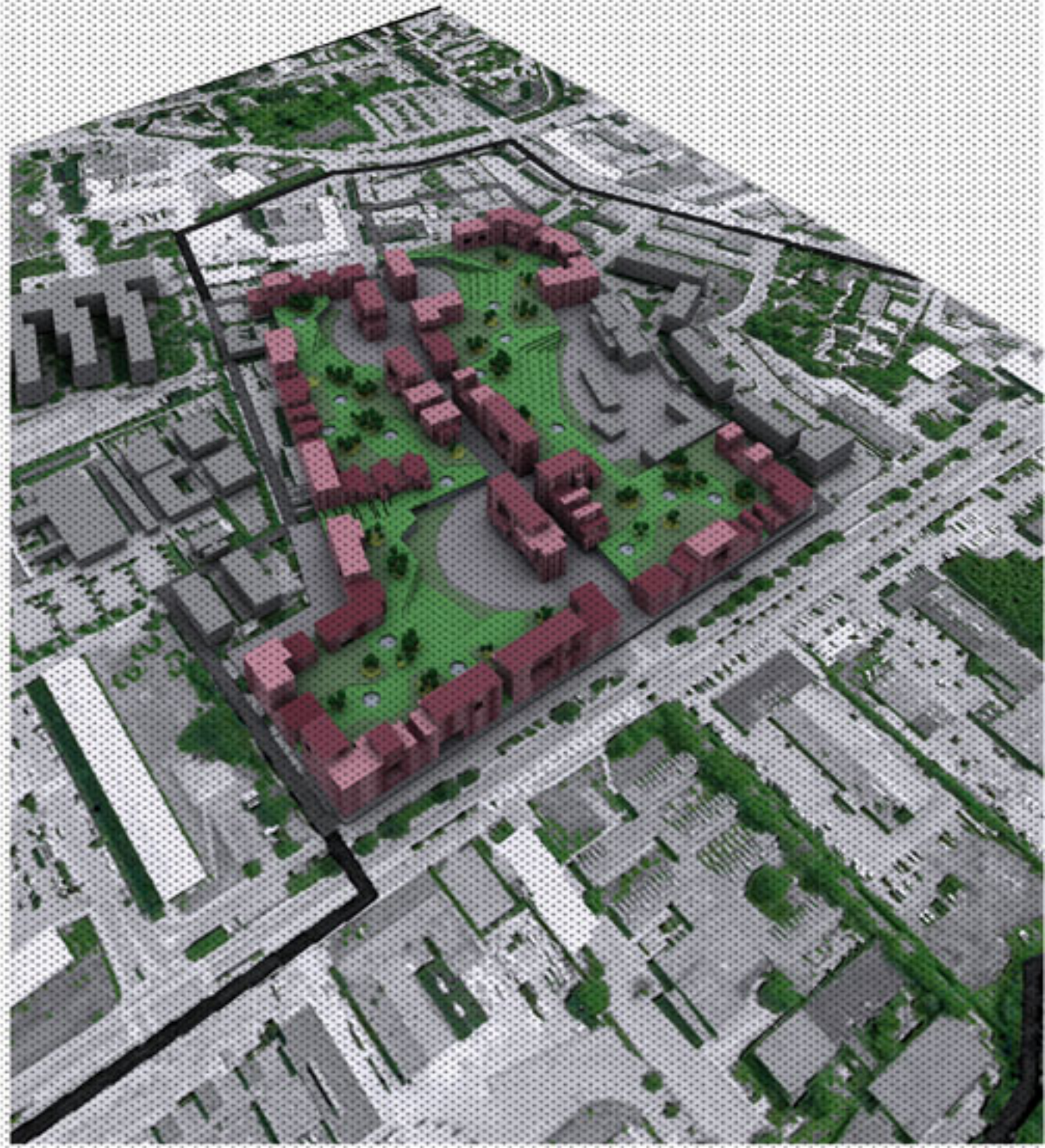
There is no shift in pavement between road and square.

Access to the sheltered parking area is situated along the perimeter of the site.

Short time parking is possible on the secondary roads, close to the shops, commercial and creative entrepreneurs.

Natural ventilation holes penetrating the roof, is placed strategically in order to give fresh air and daylight to the parking area.

At night the holes will illuminate as lighting spots.





Traffic Flow



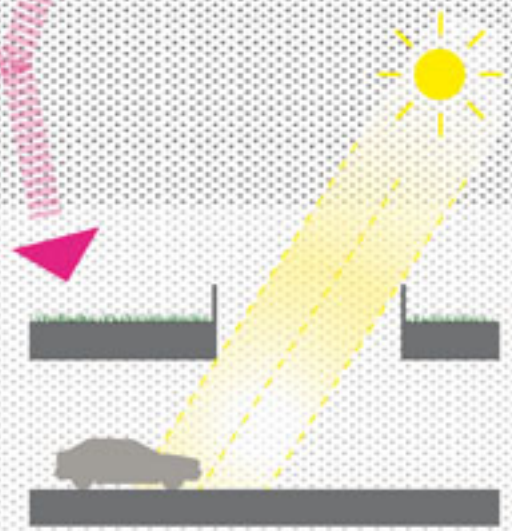
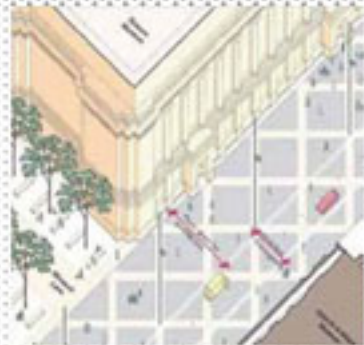
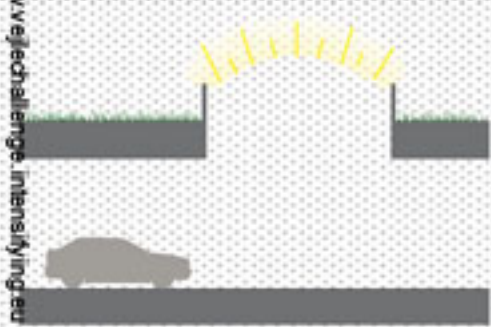
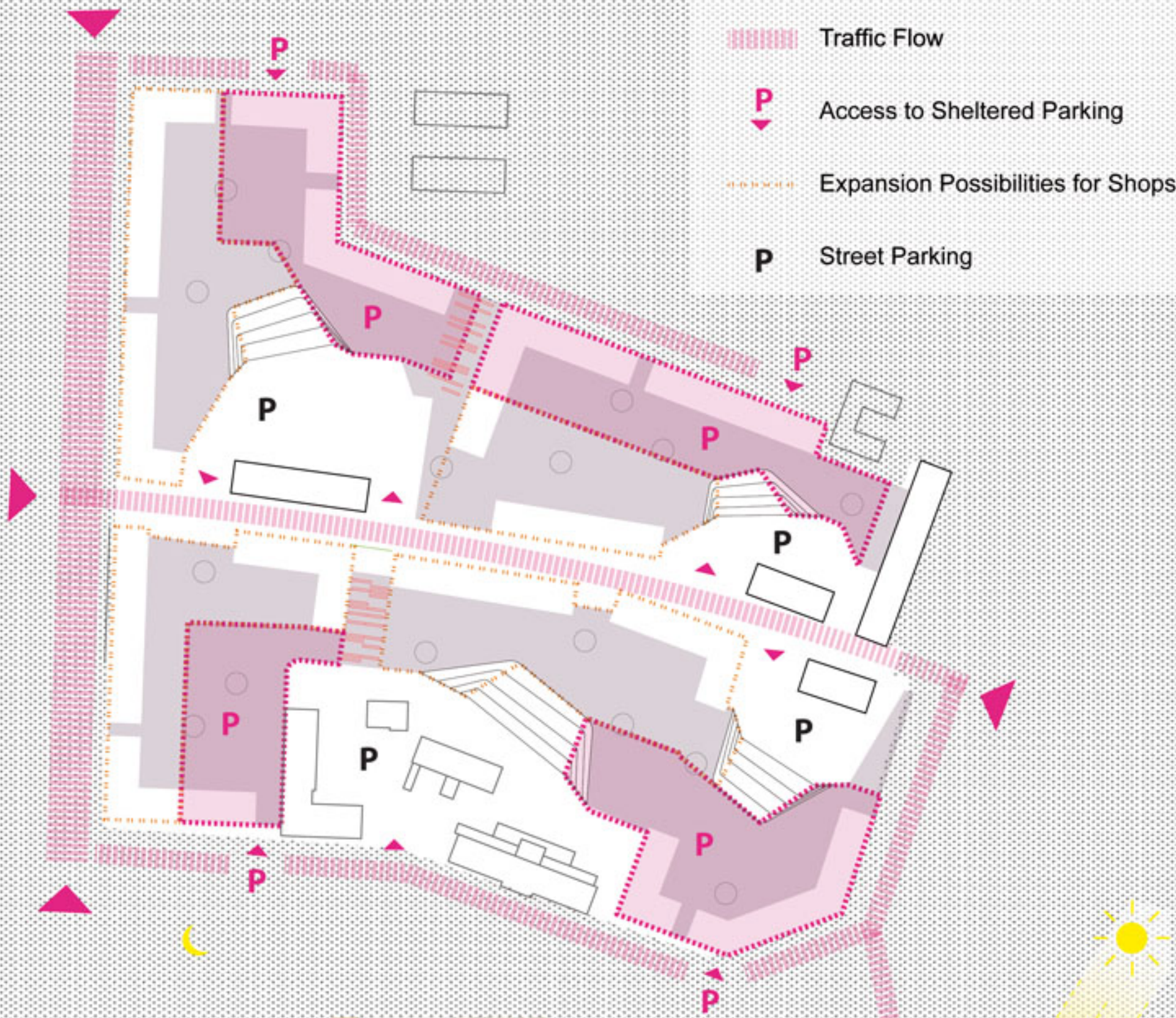
Access to Sheltered Parking



Expansion Possibilities for Shops



Street Parking



ICE project (Vejle Challenge)

Project: ICE project (Vejle Challenge)
Order: City of Vejle and Danish Architecture Center
Status: Project in process (First Stage)
Location: Vejle, Denmark
Scale: Urban planning
Program: Master Plan
Work Scene: Intensifying.eu
Date: 2009 (Develop of First Stage)



Team: Lundehøj, Morten. Architect Danish. Del Ama, Fernando. Architect Spanish. Moreno, Belén. Architect Spanish. de la Peña, Eduardo. Architect Spanish. Lleyda, Antonio. Architect Spanish. Repo, Janne. Architect Finn. Aastrup, Julie. Architect Danish. Lybech, Trine. Castillo, Javier. Architect Spanish. Garcia, Celia. Architect Spanish. Francos, Ramón. Architect Spanish. Kold, Anette. Architect Danish. Bagella, Alessandro. Architect Italian. Luchéis, Alberto. Architect Italian. Stjernholm, Henrik. Head of The Development Department Architect maa, Vejle Kommune. Jørgensen Camilla, Department for City of Vejle development Urban Planner. Jørgensen, Danielle. Project manager, architect maa, European Denmark.

internet
collaborative
experience



intensifying 2.0



intensifying 2.0

www.VejleChallenge.intensifying.eu



work scene
zuloark.org



VEJLE CHALLENGE

Vejle Challenge is an initiative of the **City Council of Vejle**. The Department for the development of the municipality of Vejle submit a site for competitions in EUROPLAN 9 under item INTENSIFYING. After declaring prize was not awarded at the site, decided to organize a workshop with offices that have been submitted in competition were interested in participating.



7 workteams from different countries thinking simultaneously on common topics, objectives and global proposals. We have joined ourselves to think for new ideas on a urban scale from Vejle, Denmark.

7 independent teams meeting in order to work on new urban scales based on technology.

7 teams throughout all Europe, from different places that can create different views, define new documents and propose new ideas, indeed work together thanks to technological advances.

WORK
scene

intensifying



ZK000



vejle workshop

march 2008



Following the workshop held in March 2008, and having shared the different proposals; we are making a charge similar to the 1.0 Intensifying designed to create a **European Virtual Scene of Work** in order to define an Urban Plan for the area contest. This structure involves 7 professional architectural firms from different countries in Europe: Finland, Denmark, Spain and Italy, the city of Vejle and European Denmark.





Several offices investigating the same time on common themes in search of goals and proposed. We have joined ourselves to think of new ideas on a European scale. Independent scenes together to work on the new scale urban based on a technology management and its application in the urban environment, creating points of view, defining new documents and proposing new ideas, in short, working together, thanks to technological advances in a **Virtual Scene of Work**.

Establishing a network of teams above Europe, a network in Vejle Challenge is an **open network**, so the process for drafting **Master Plan** is a transparent process, which can be shared by local architects, residents of Vejle or any interested person. In this technological structure is recorded throughout the process of drafting the plan, chronologically ordered, categorized and always ready to make free use of it.

The work process of **Vejle Challenge** began in December 2008 and will be developed to August 2009 in its first phase. This first phase aims to lay the groundwork for a **Master Plan** for **Flegmade**, bases that are being generated by the network of participating teams. And they propose to turn the neighborhood into a Flegmade hybrid and heterogeneous, that like the work process, building on new technologies to offer a new urbanism and changeable to suit the needs of the 21st century. An urbanism that is no longer interested in talking only of places to understand, the action and the urban architecture, in terms of processes.

Popular Posts

- Blog planning is starting (4)
- Vejle blog (4)
- Vejle Blog planning (4)
- Vejle blog planning (4)
- Test mail (3)
- State of the planning process (3)
- A monkey pushing some buttons (2)
- Probably a problem (2)
- the blog (2)
- comments
- team7100.pdf (2)

Recent Comments

- VK: Hello Antonio Eduardo team Thank you ...
- ID713: Hello all, Nice work from Celia and ...
- VK: Hello Celia and Ramón Very fine as fa...
- SM010: Hello there. Only three points at thi...
- VK: Hi Celia and Ramón Thank you very muc...
- admin: Hi Henrik According to your comment i...
- VK: Dear Celia and Ramón Thank you very m...

Links

- Development Blog
- Documentation
- intensifying 1.0

Exhibited in
Danish Arkitecture Center
 (Denmark).
 January 2008

Exhibited in **City of Vejle**
 (Denmark).
 March 2008

Exhibited in the **EACC**
 (Espacio de Arte
 Contemporaneo de Castellon)
 of Castellon de la Plana.
 May 2008

European 1st prize for the site
 Selb (Germany) Team: ZK977

Published in European Urban
 European9 Catalog. ISBN 978-
 84-936462-7-1.

New Architecture Conference
 series . Week of Architecture
 (Madrid).
 October 2008

Selected for a lecture in the
 seminar "Espacios Mediados".
ETSAG.
 Escuela Tecnica Superior de
 Arquitectura de Granada
 (Granada)
 April 2009

Contest finalist
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category
 "new modes of professional
 practice"

Exhibited at the
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 July 2009

SELB  de la Fuente, Julio
 Gutierrez, Natalia
 Martin, Alvaro
 Ozaeta, Arantxa
<http://www.tailerde2.com>
<http://www.gutierrez-dela Fuente.com>

PISTOIA  Navascués, Maria

STOKE ON TRENT 
GRAZ 
 Rubio, Fernando
 Gomez, Iker
<http://www.arki.tk>

GRONINGEN  Pinilla, Javier
 Hernandez, Monica
 Carranza, Esther
 Perez, Daniel.
 Lopez, Belen
 Chico, Jorge

DUBLIN 

<http://www.intensifying.eu>

<http://www.zuloark.org>

Escenario Virtual Europeo de Trabajo
 European Virtual Scene of Work

Amorós, Alberto
 Amorós, Jose
 Lorente, Álvaro
 Barceló, Eduardo

SHEFFIELD 
LE HAVRE 

<http://www.huma.es>

Borsetti, Mateo
 Gonzalez, Raul

ERICE 

<http://www.studiostand.org>

POIO 
VEJLE 
MULHOUSE 

VEJLE CHALLENGE

Castillo, Javier.
 García, Celia
 Francos, Ramón

El elemento competitivo tendrá
 que desaparecer a favor de una
 concepción realmente colectiva del
 juego.

La creación de ambientes lúdicos
 elegidos.

Guy-E. Debord

ZK997 <http://www.realego.es>

Astrup, Julie
 Lybech, Trine
 Kold, Anette

SMO 10 

DJ 157 

Lleyda, Antonio
 de la Peña, Eduardo

<http://www.intensifying.European9.eu>
<http://www.intensifying.VejleChallenge.eu>


AA017 

Bagella, Alessandro
 Luchés, Alberto

<http://www.bagella.com>

10713 

Repo, Janne

VL 126 

Lundehøj, Morten

<http://www.la-lu.dk>

BF 900 

Del Ama, Fernando
 Moreno, Belén
 Martin, Cristina

<http://www.veidimannaprotum.com>



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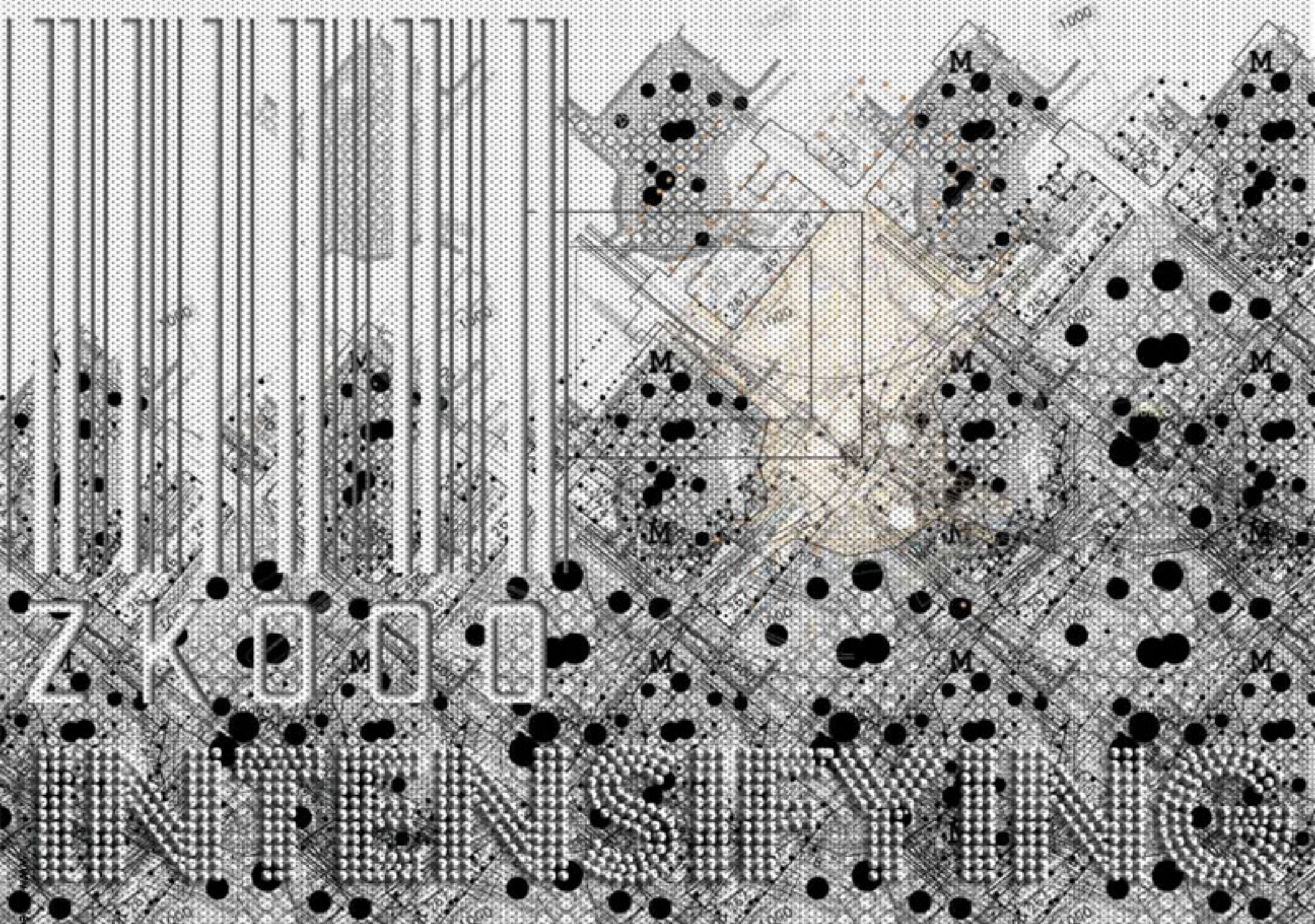
Stjernholm, Henrik
 Jørgensen Camilla

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