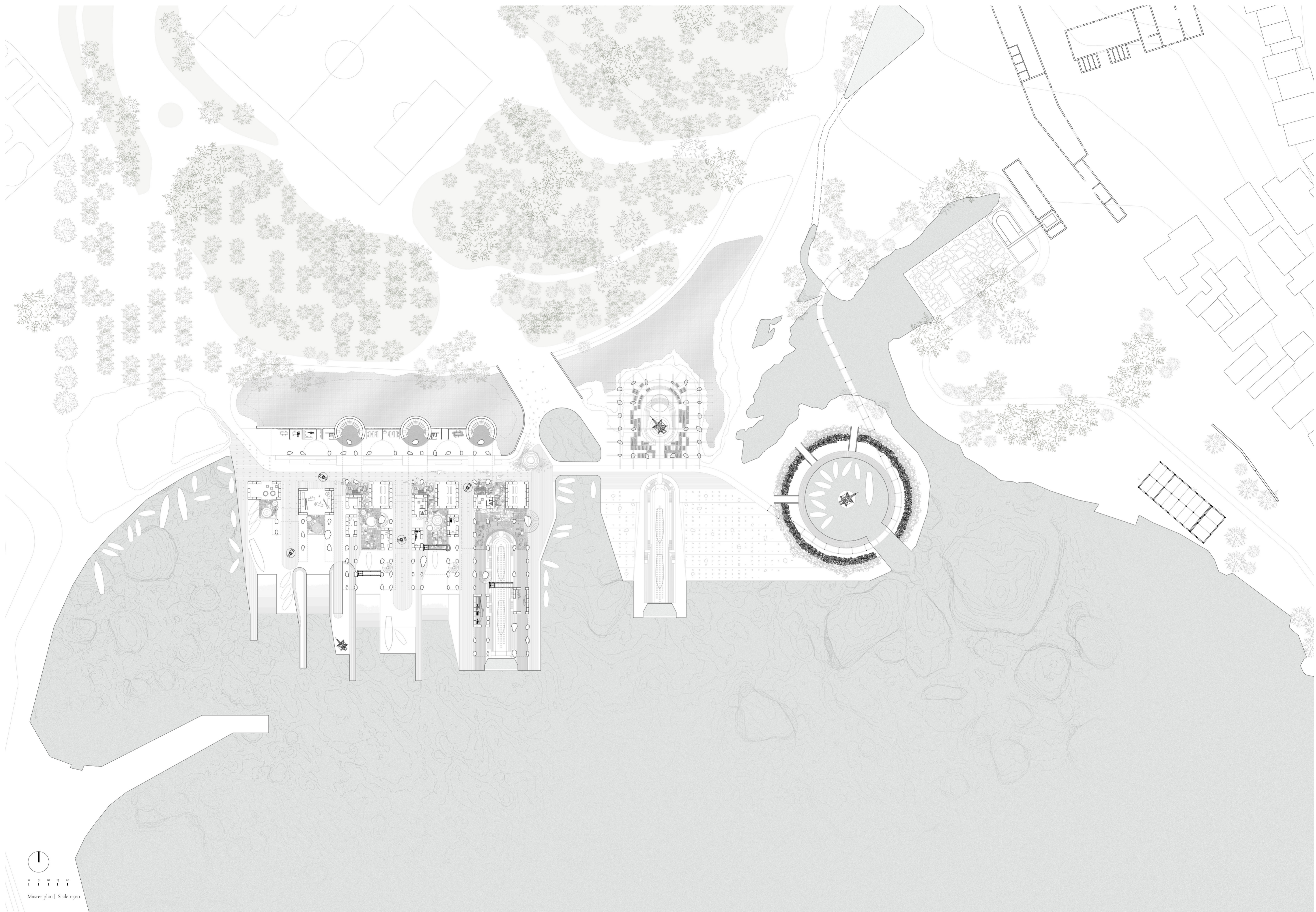


Reassembling the Archipelago of Workshops

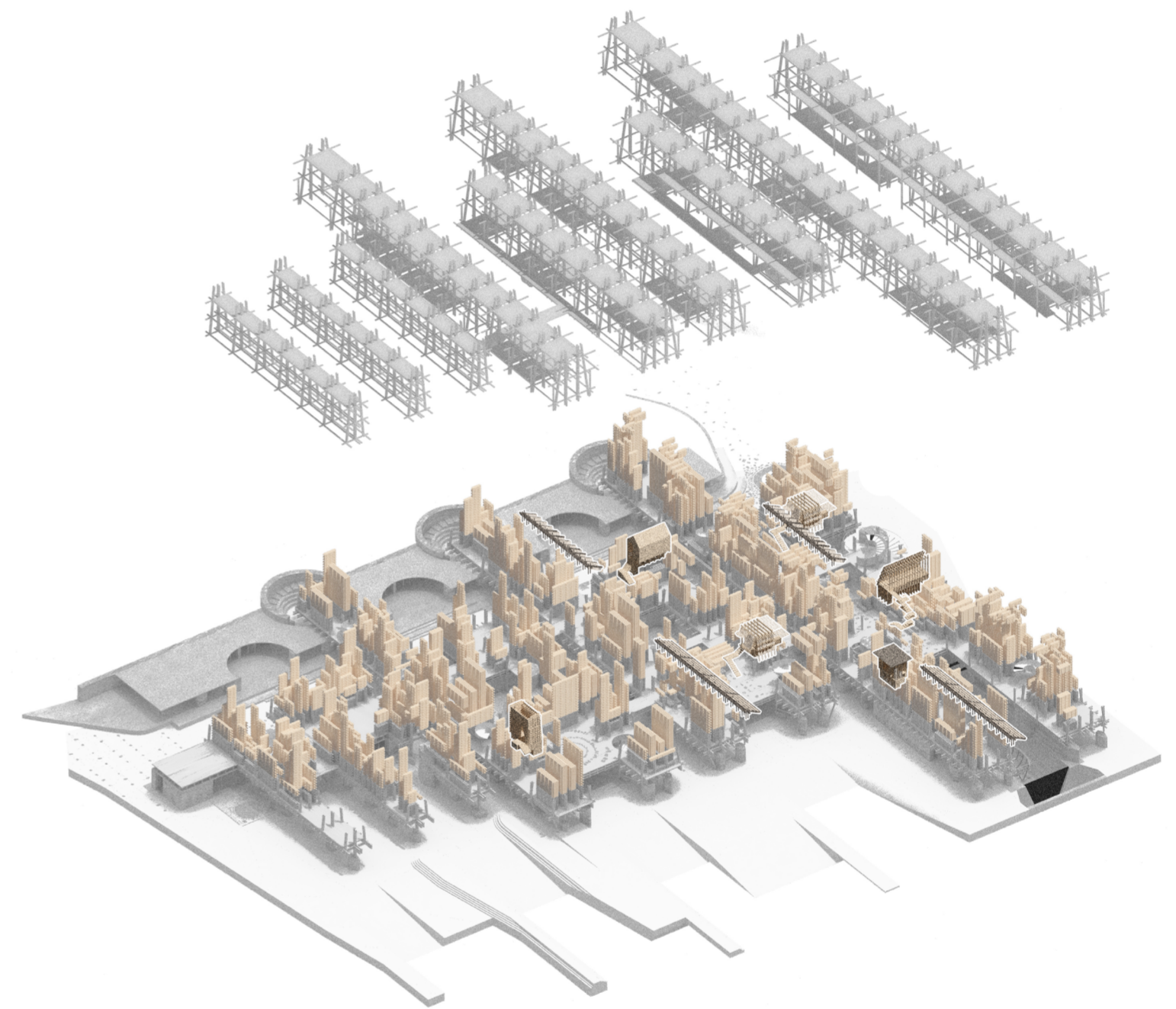
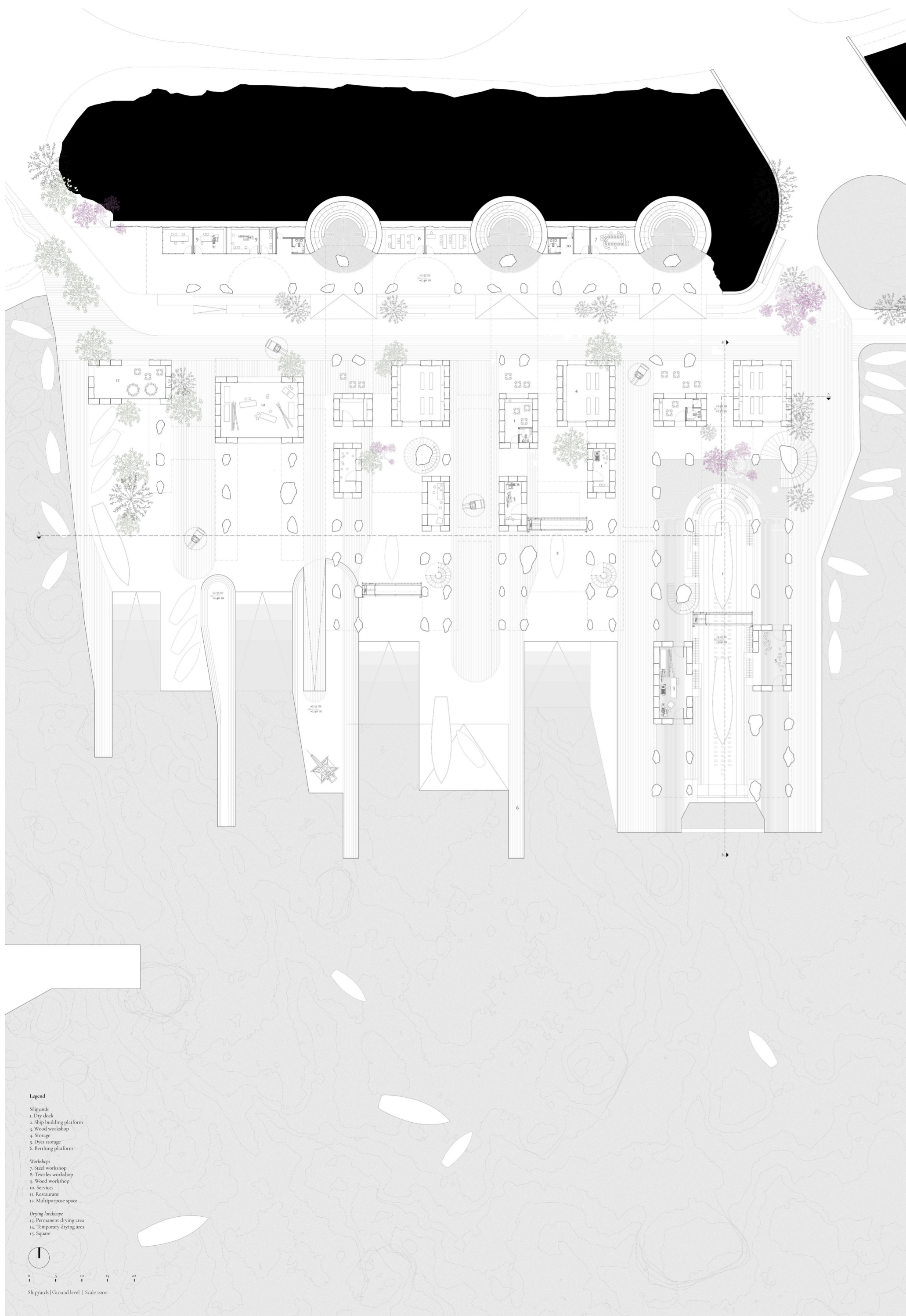
Retreiving narratives in Euboea island



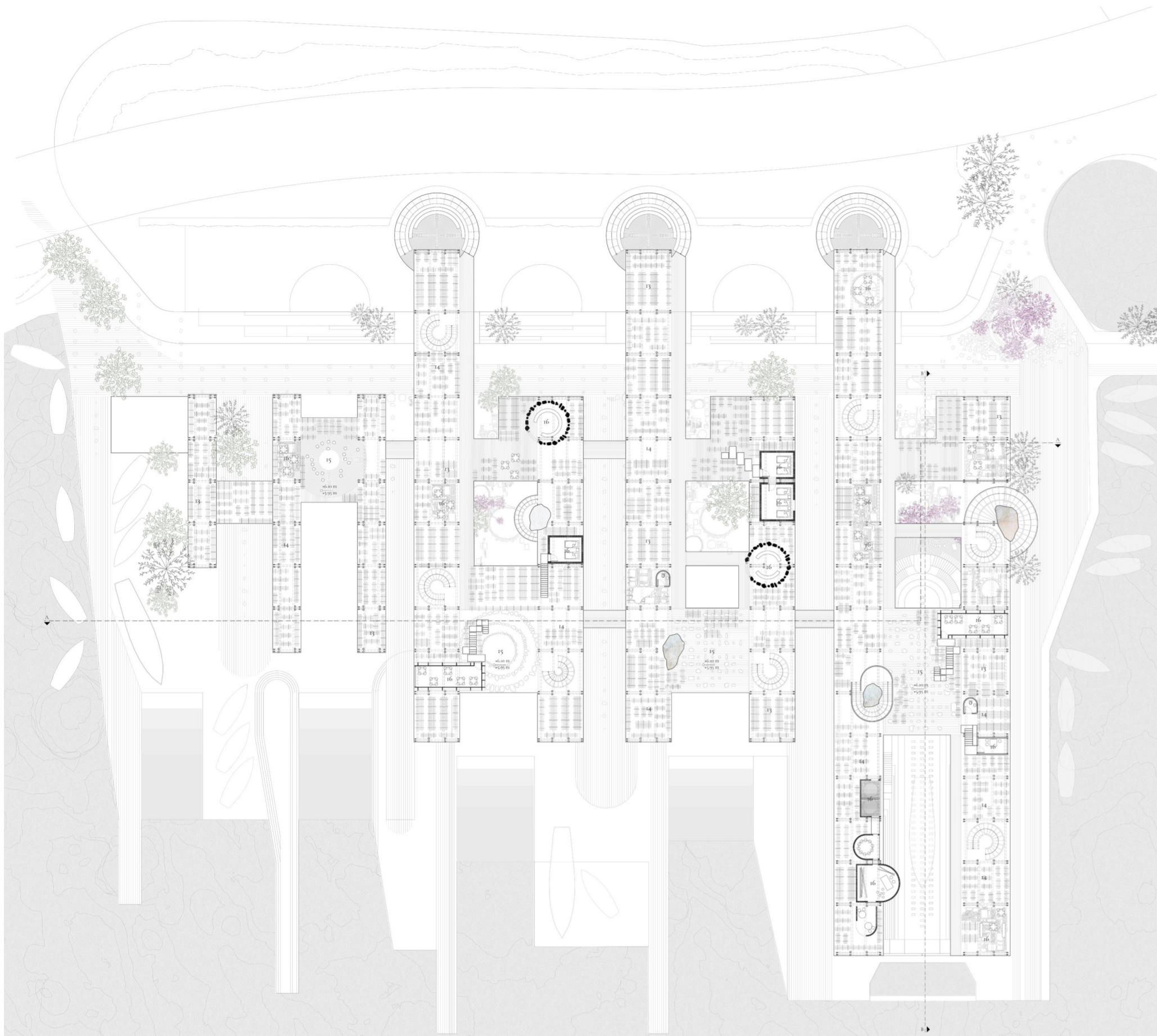
⊥
Euboea map | Scale 1:500,000



Master plan | Scale 1:500



Shipyards | Contamination modules

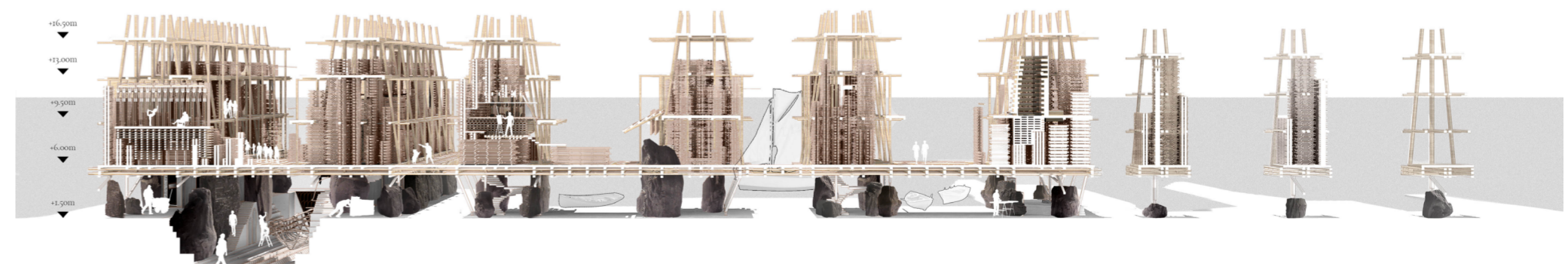
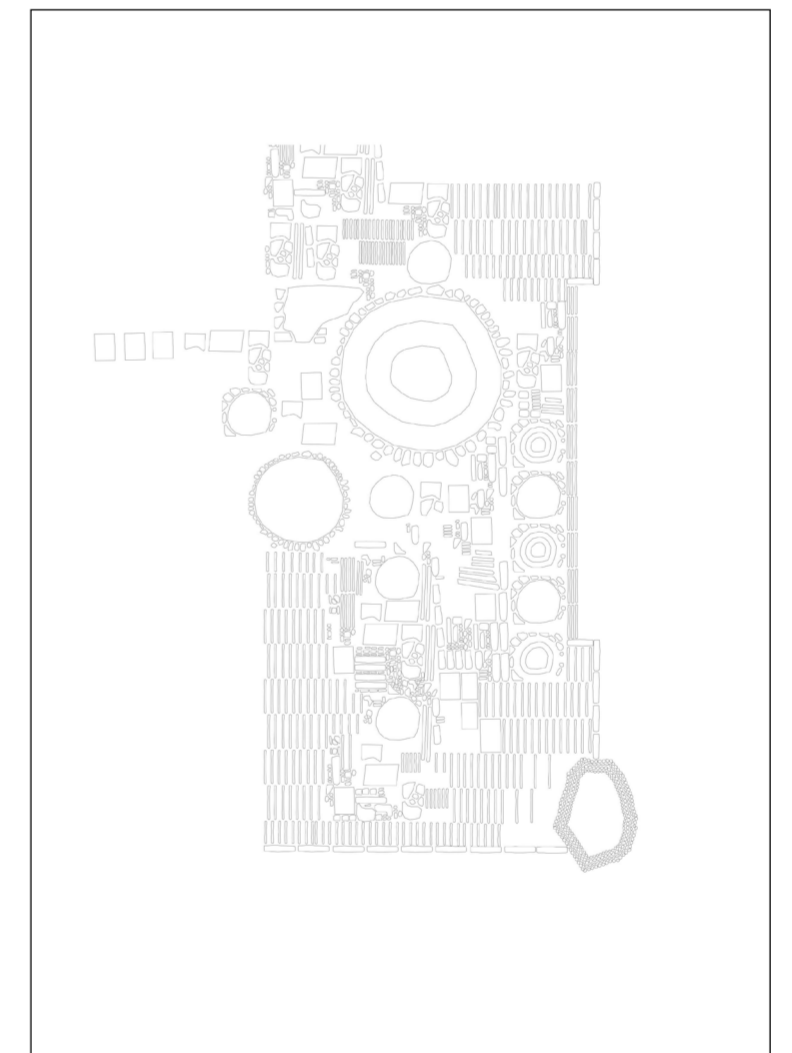
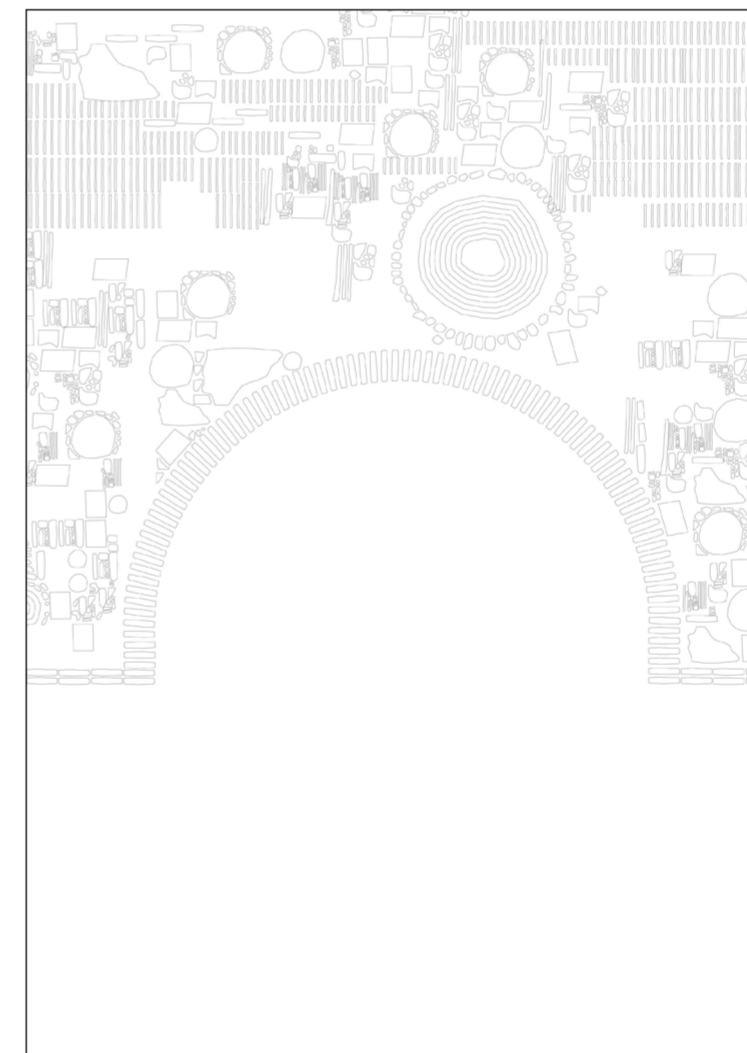


Legend

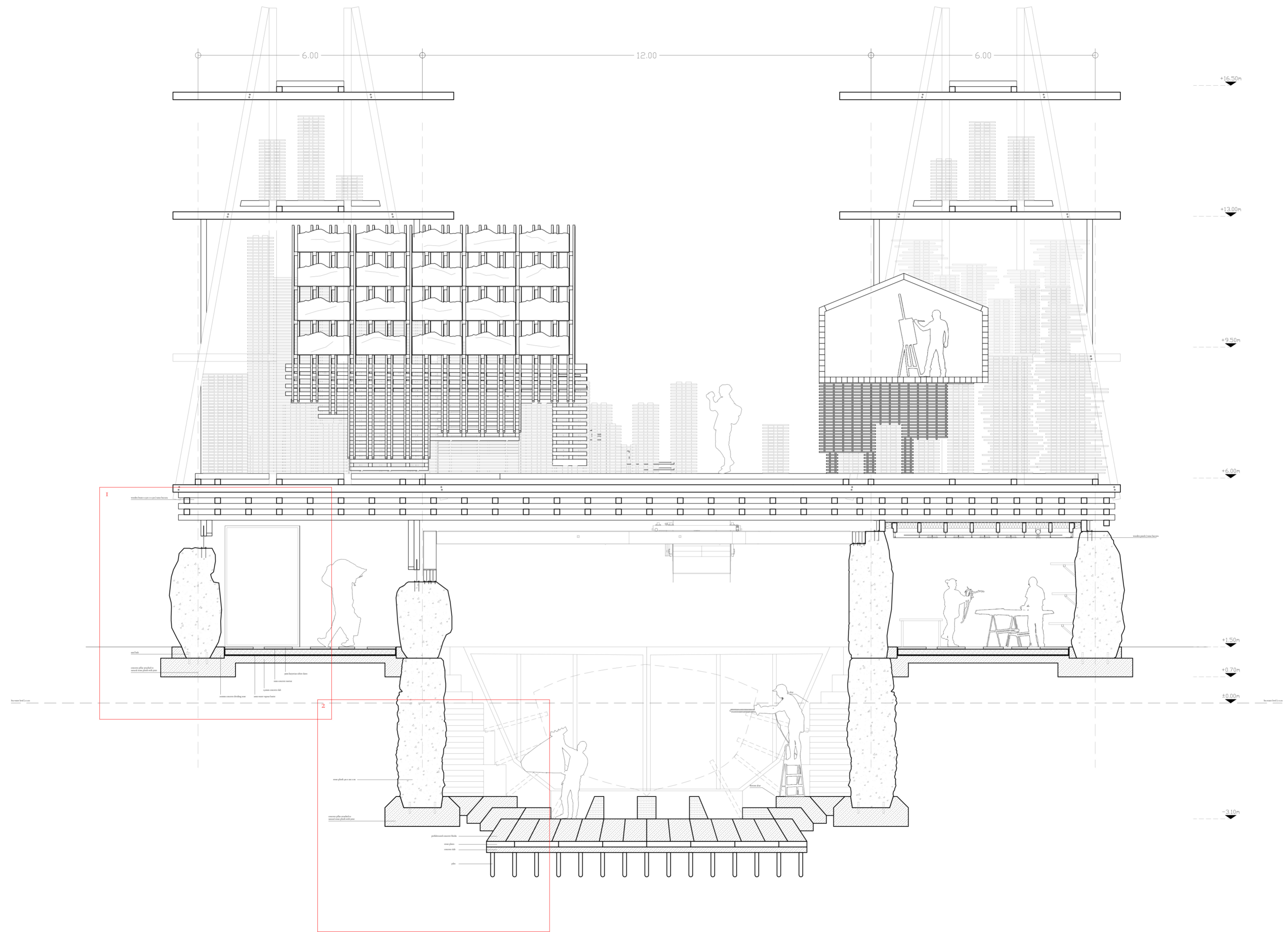
- Shipyard
- 1 Dry dock
- 2 Ship building platform
- 3 Wood workshop
- 4 Storage
- 5 Drier storage
- 6 berthing platform
- Workshop
- 7 Steel workshop
- 8 Textiles workshop
- 9 Wood workshop
- 10 Services
- 11 Restaurant
- 12 Multipurpose space
- Drying landscape
- 13 Permanent drying area
- 14 Temporary drying area
- 15 Square
- 16 Seasonal pavilions

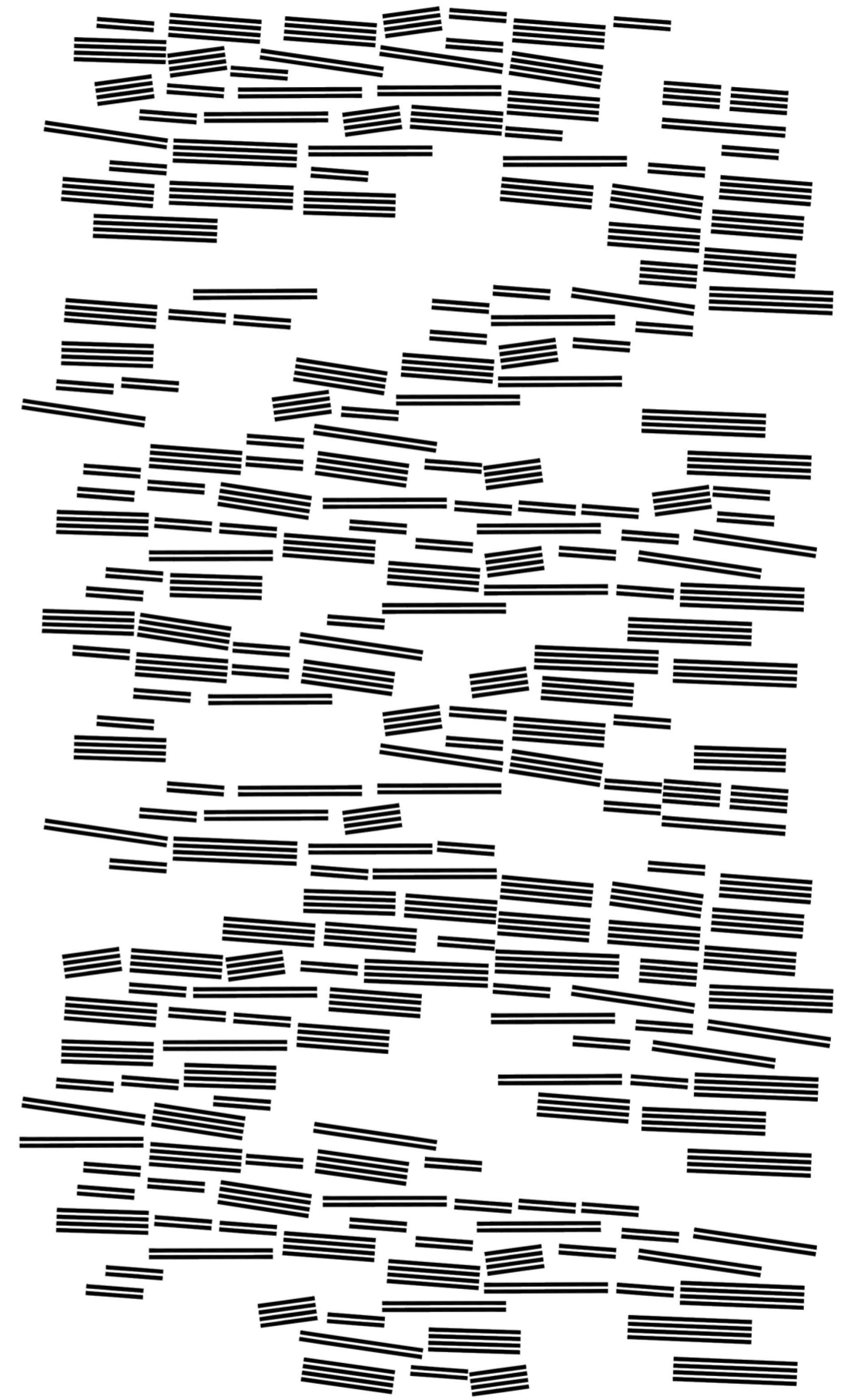
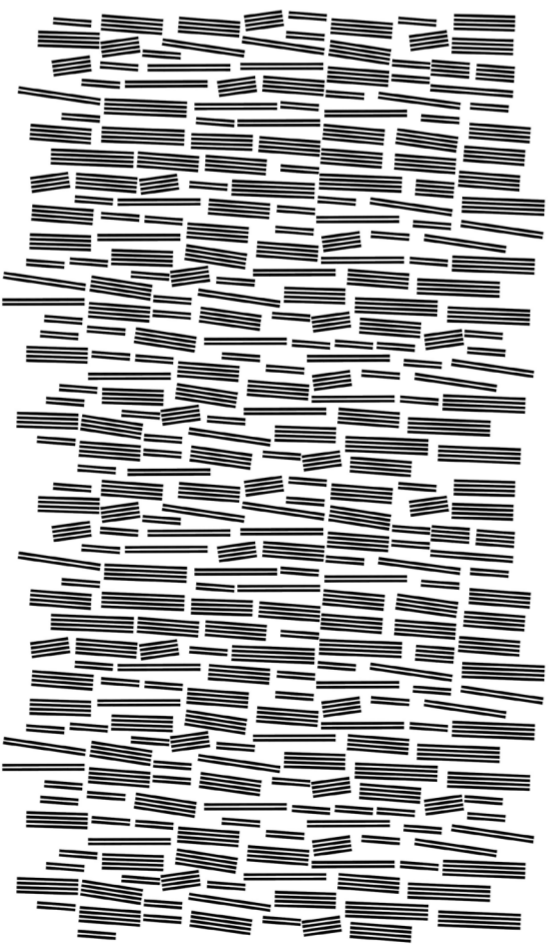
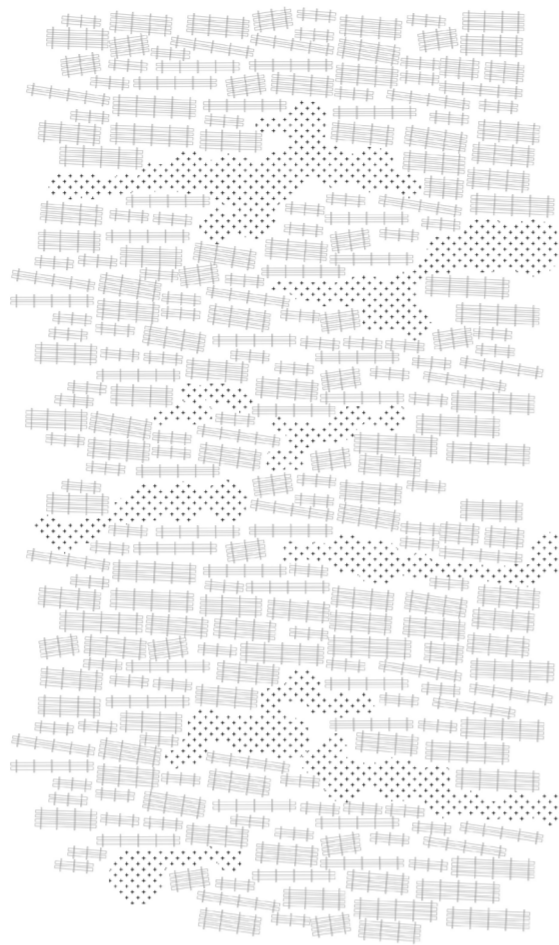


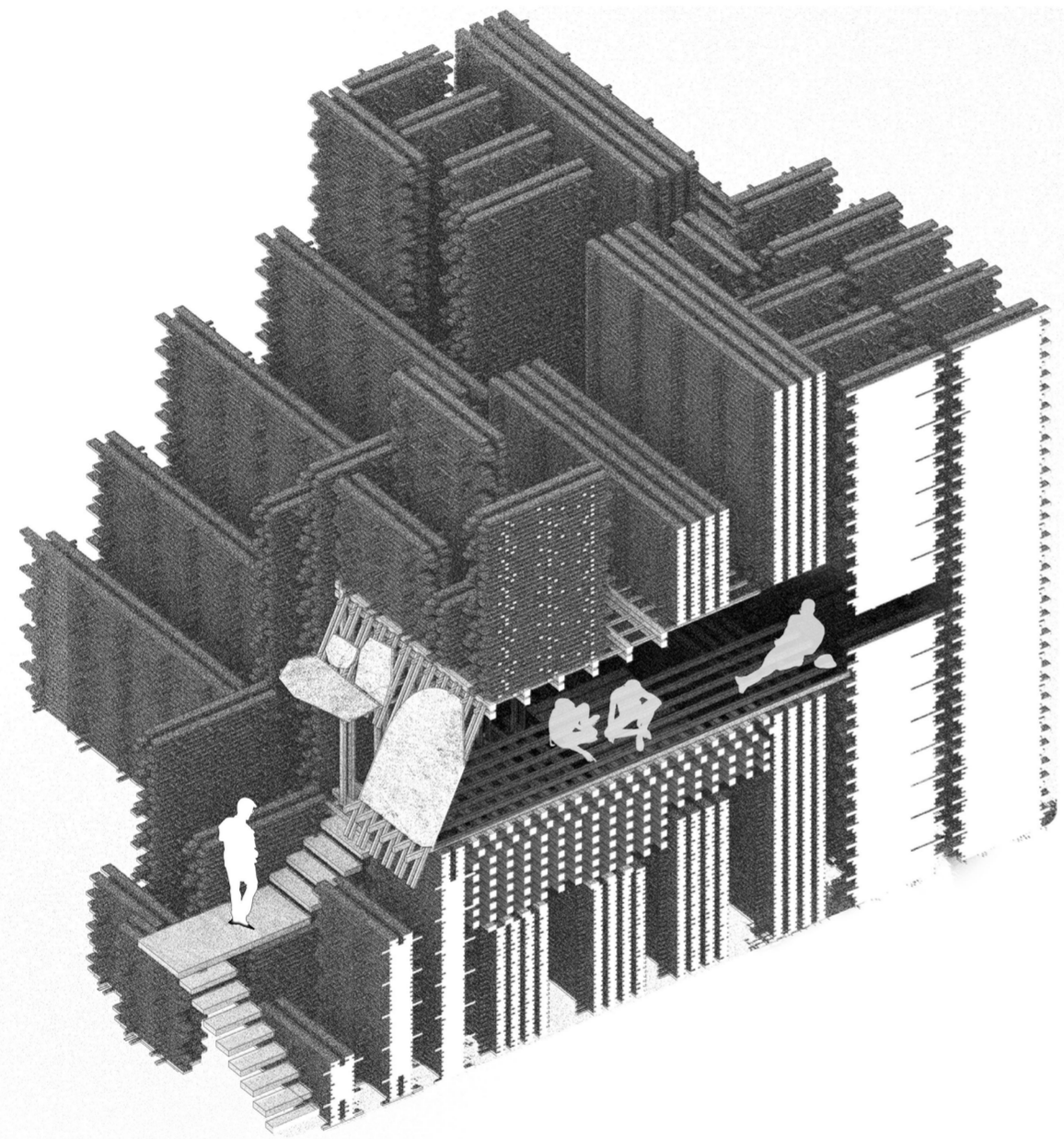
Shipyard on Level | Scale 1:200



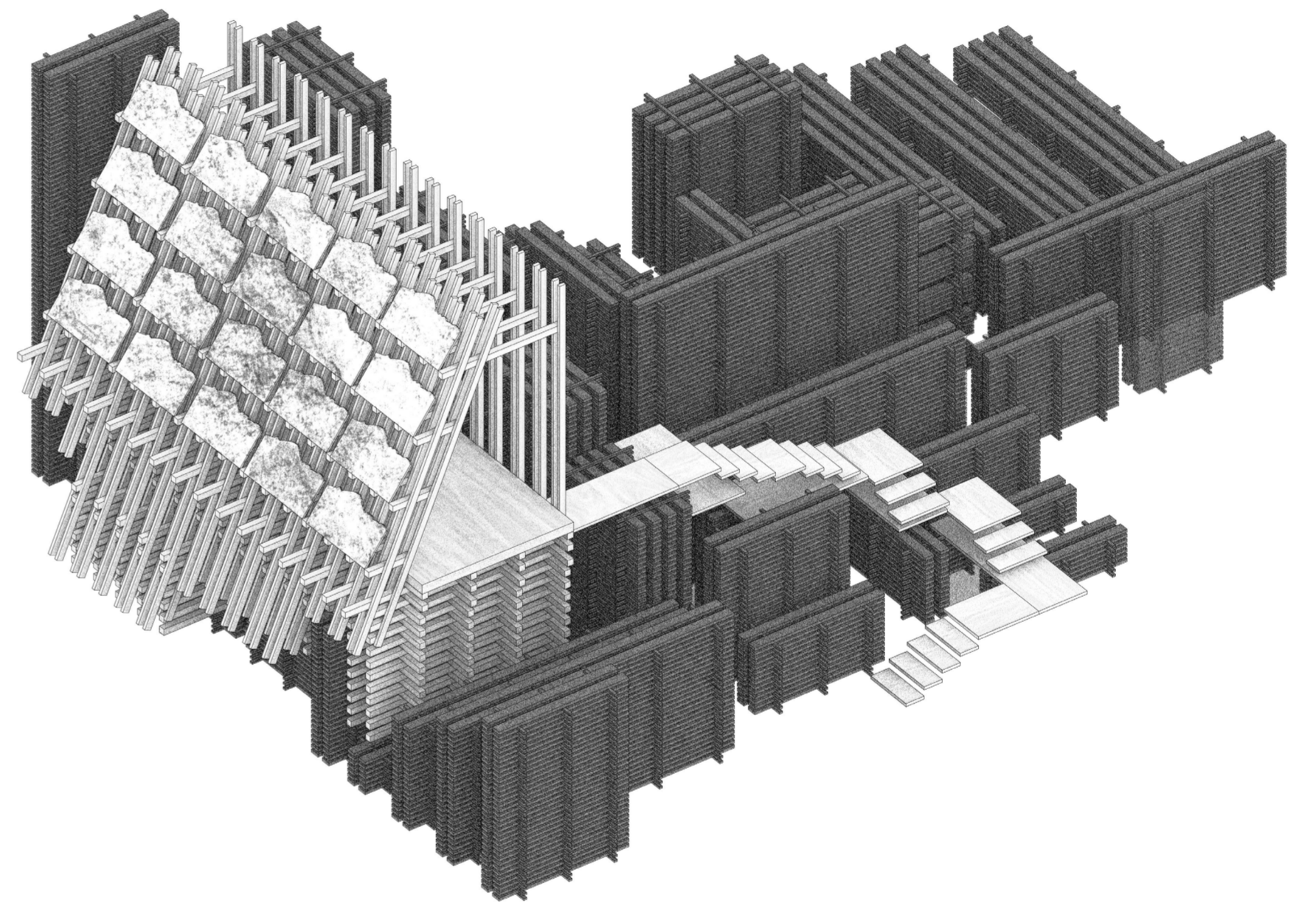
0 5 10 15 20
Shipyard | Section AA | Scale 1:200



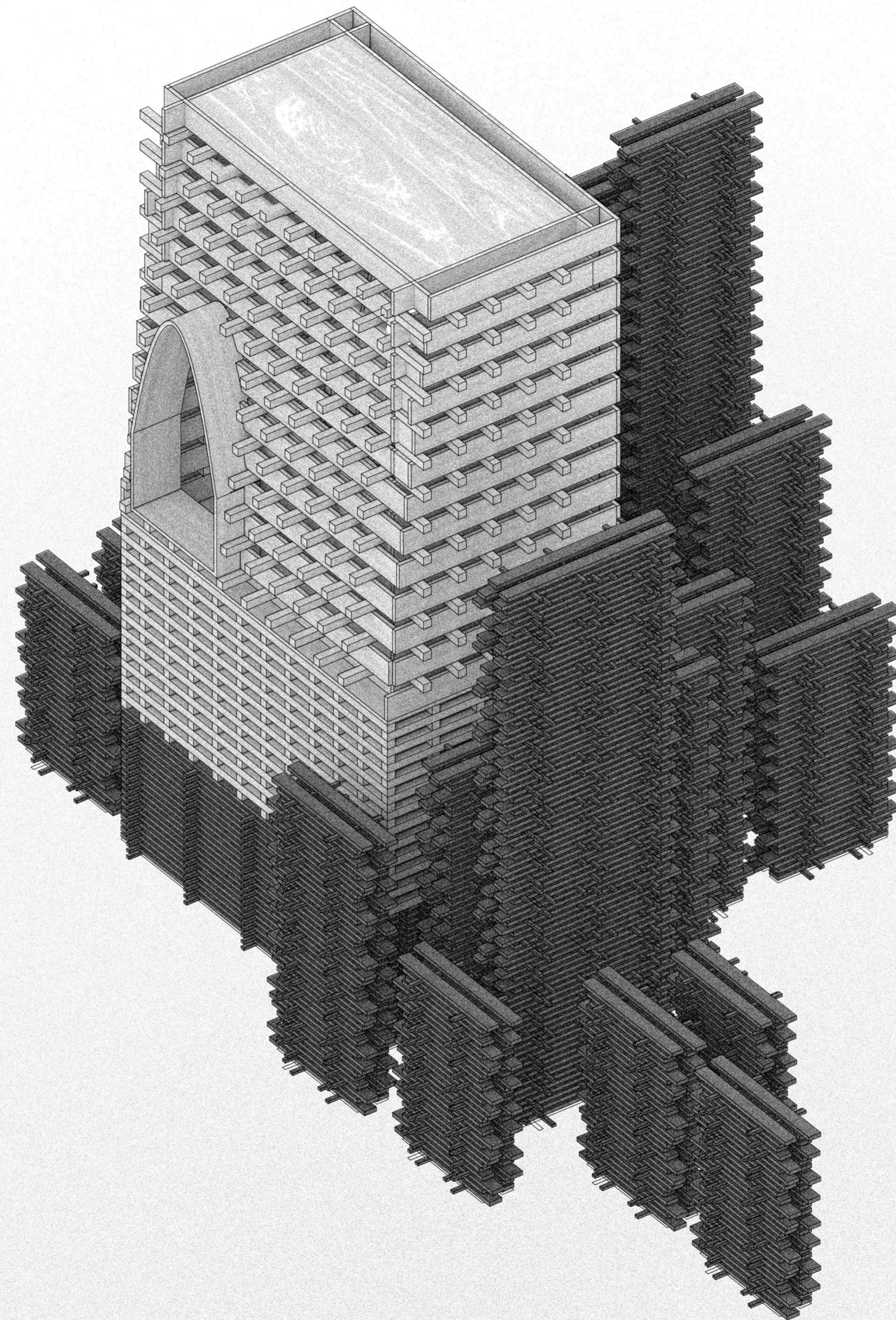


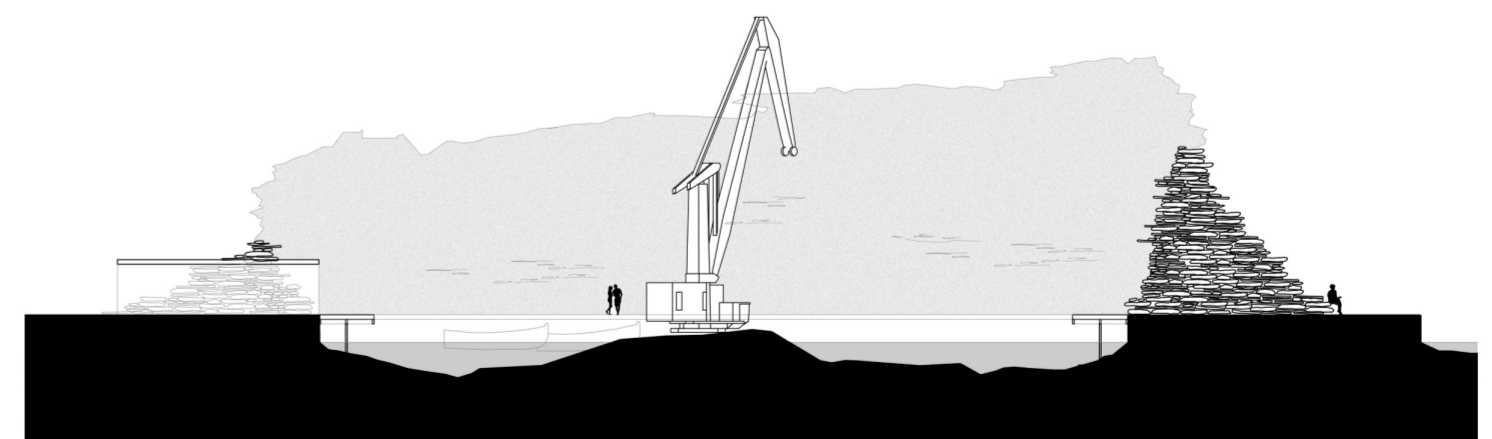
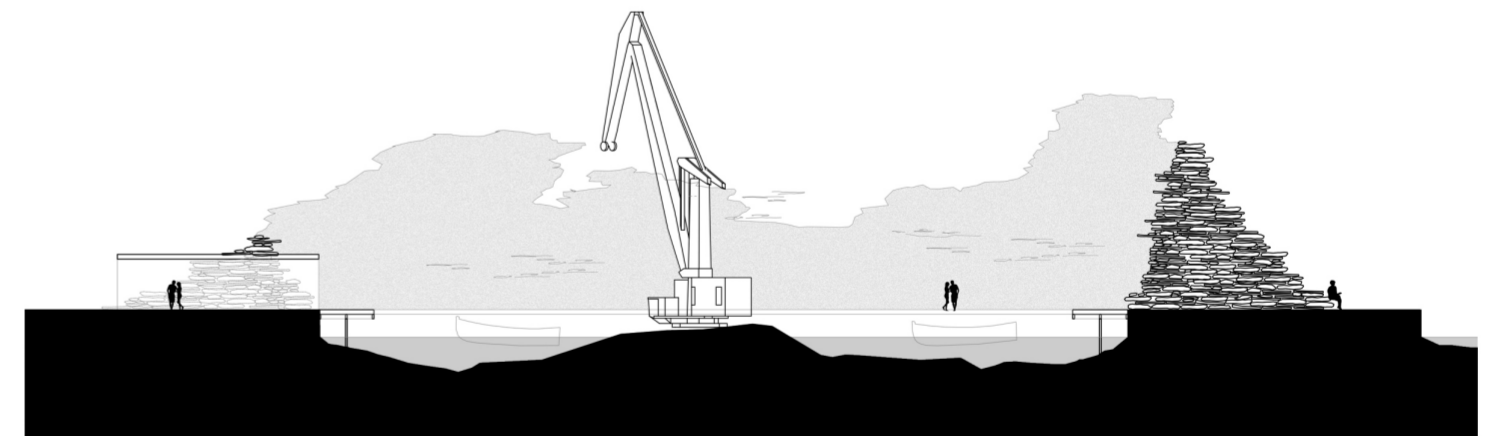
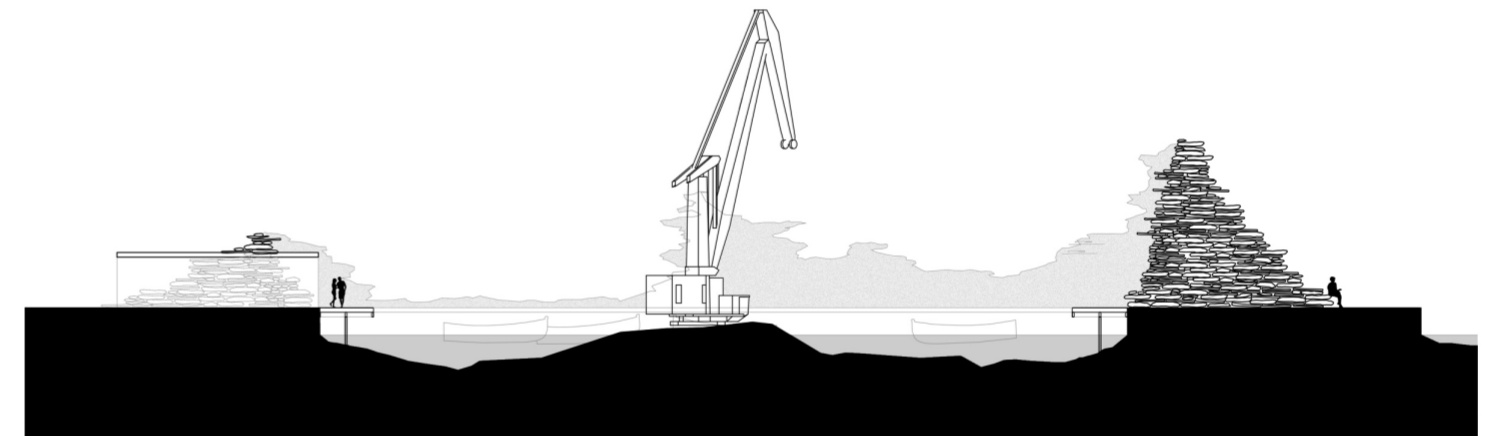
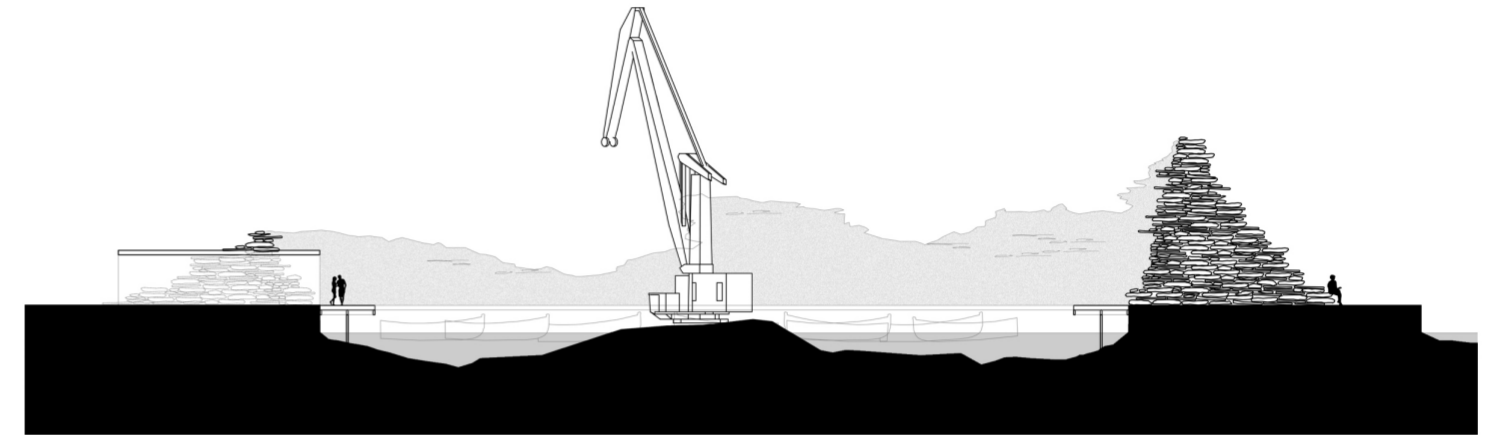
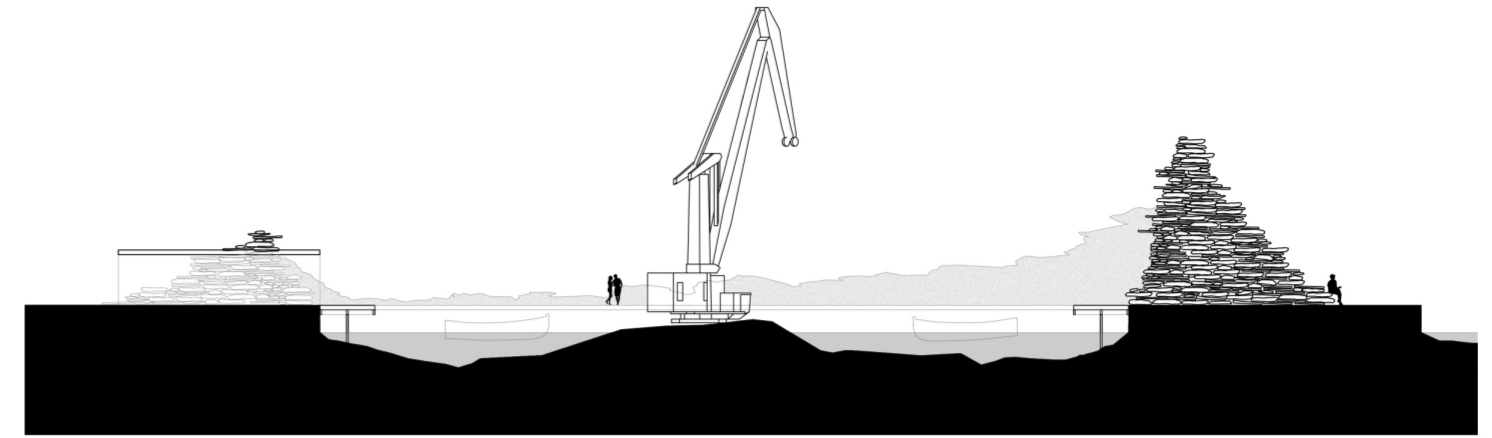
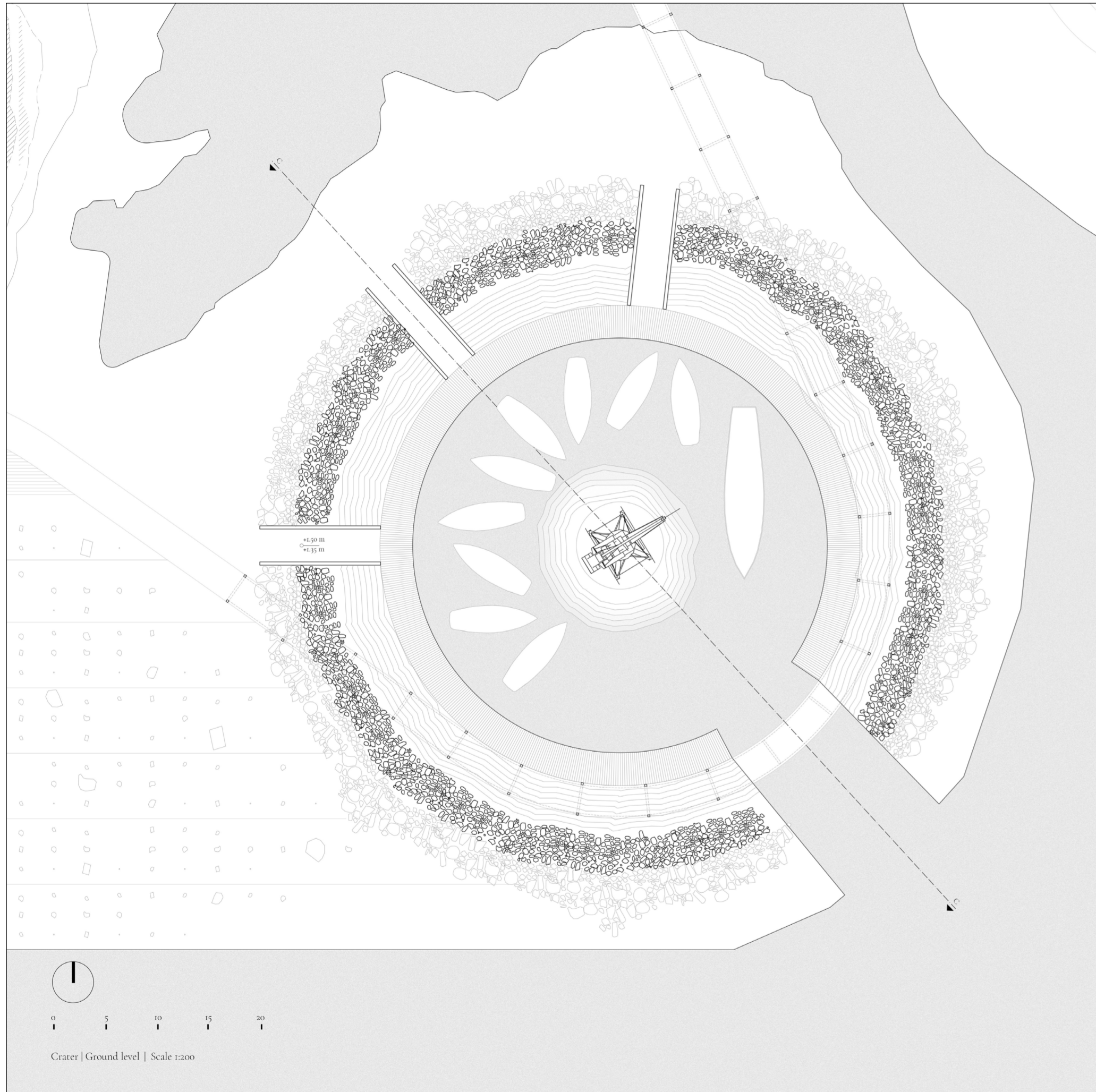


Contaminated voids | *Geiros*

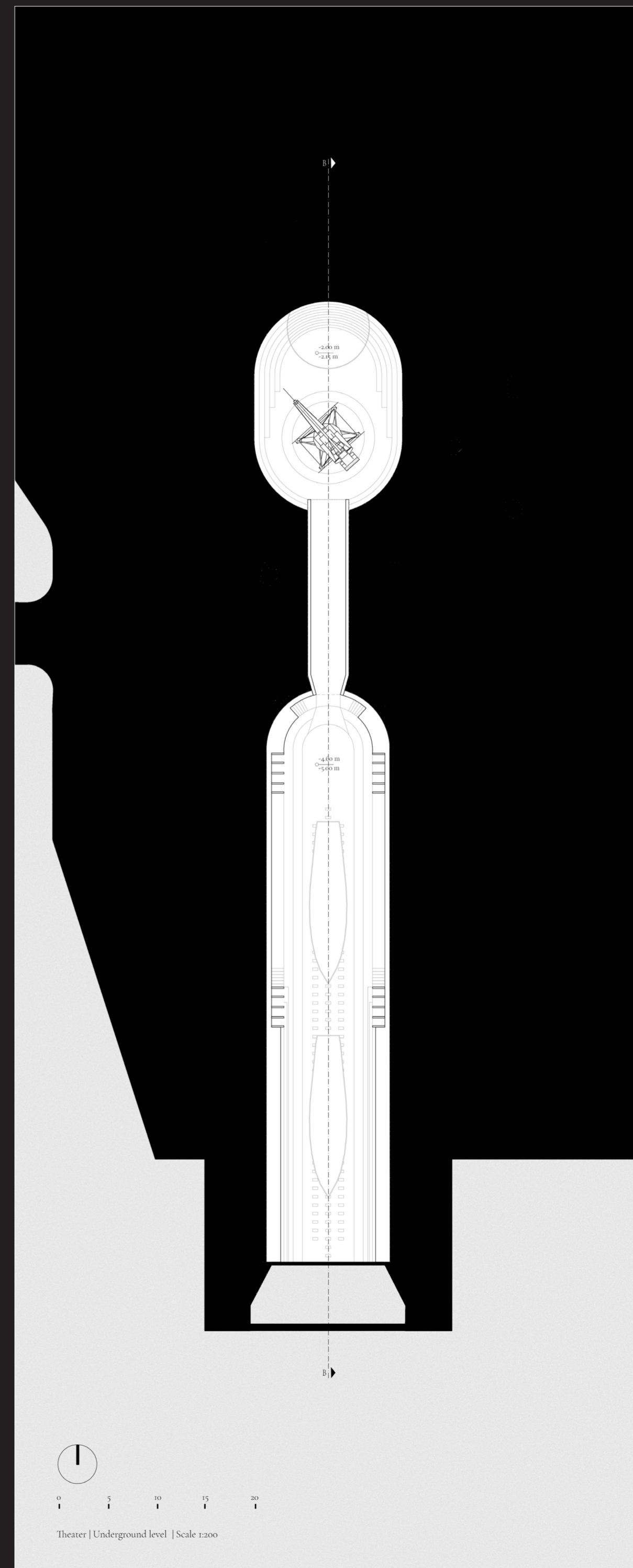
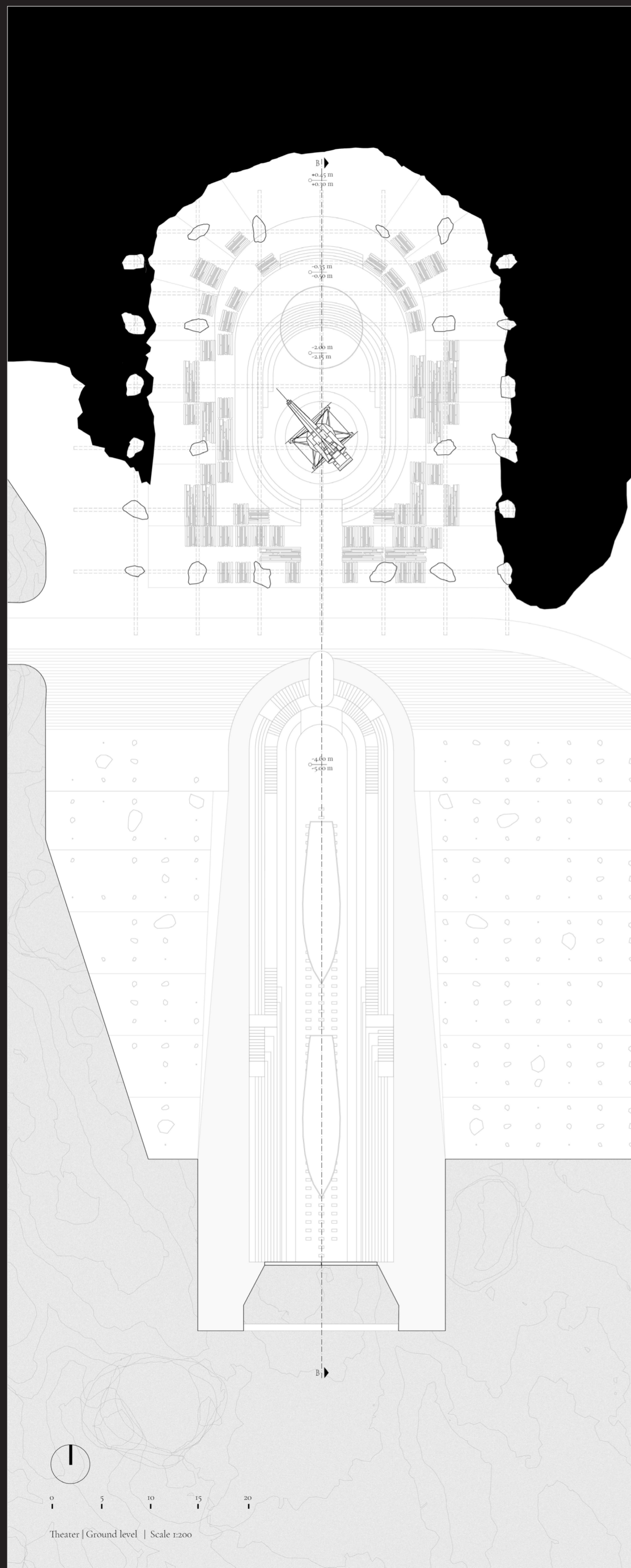


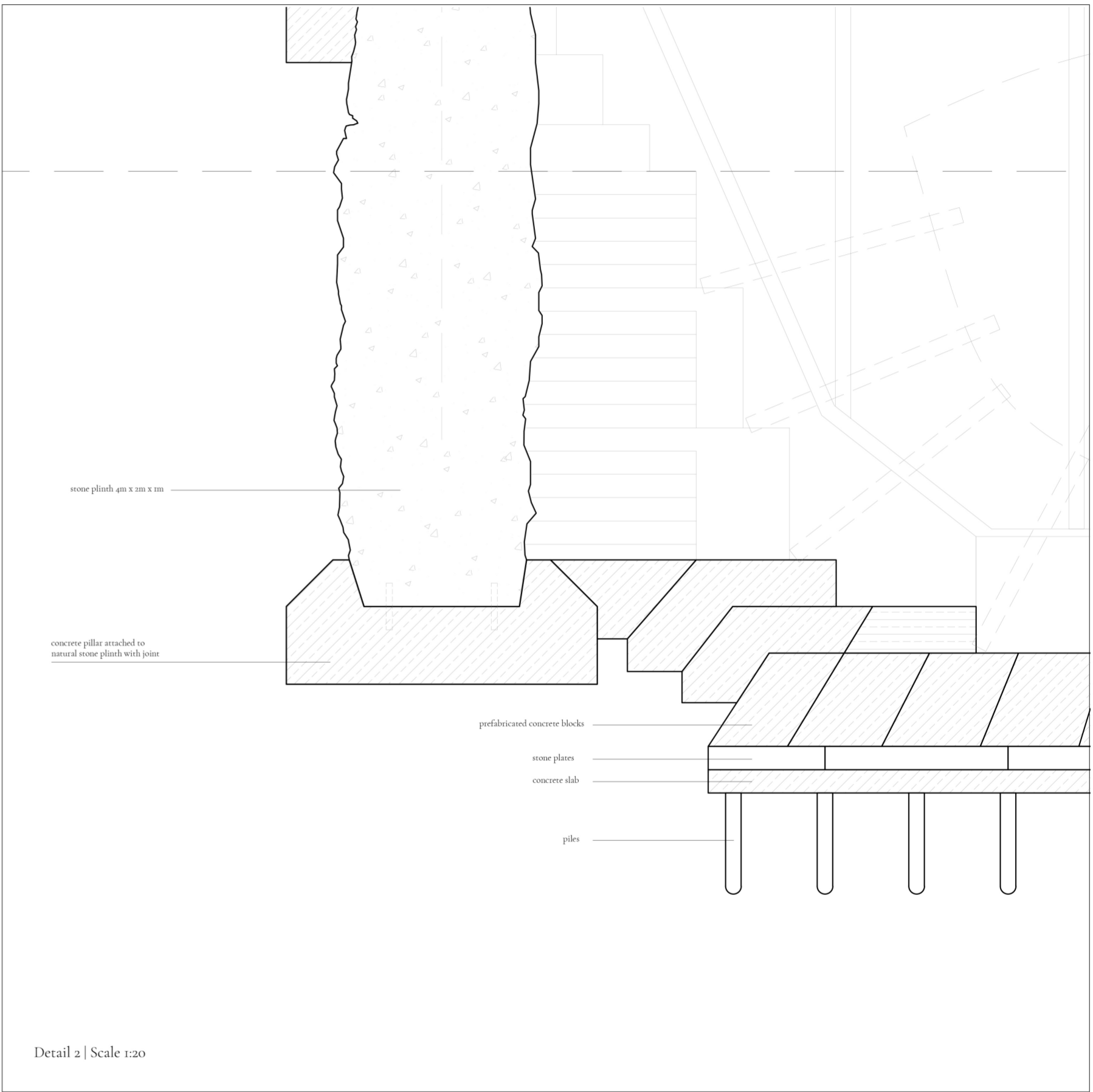
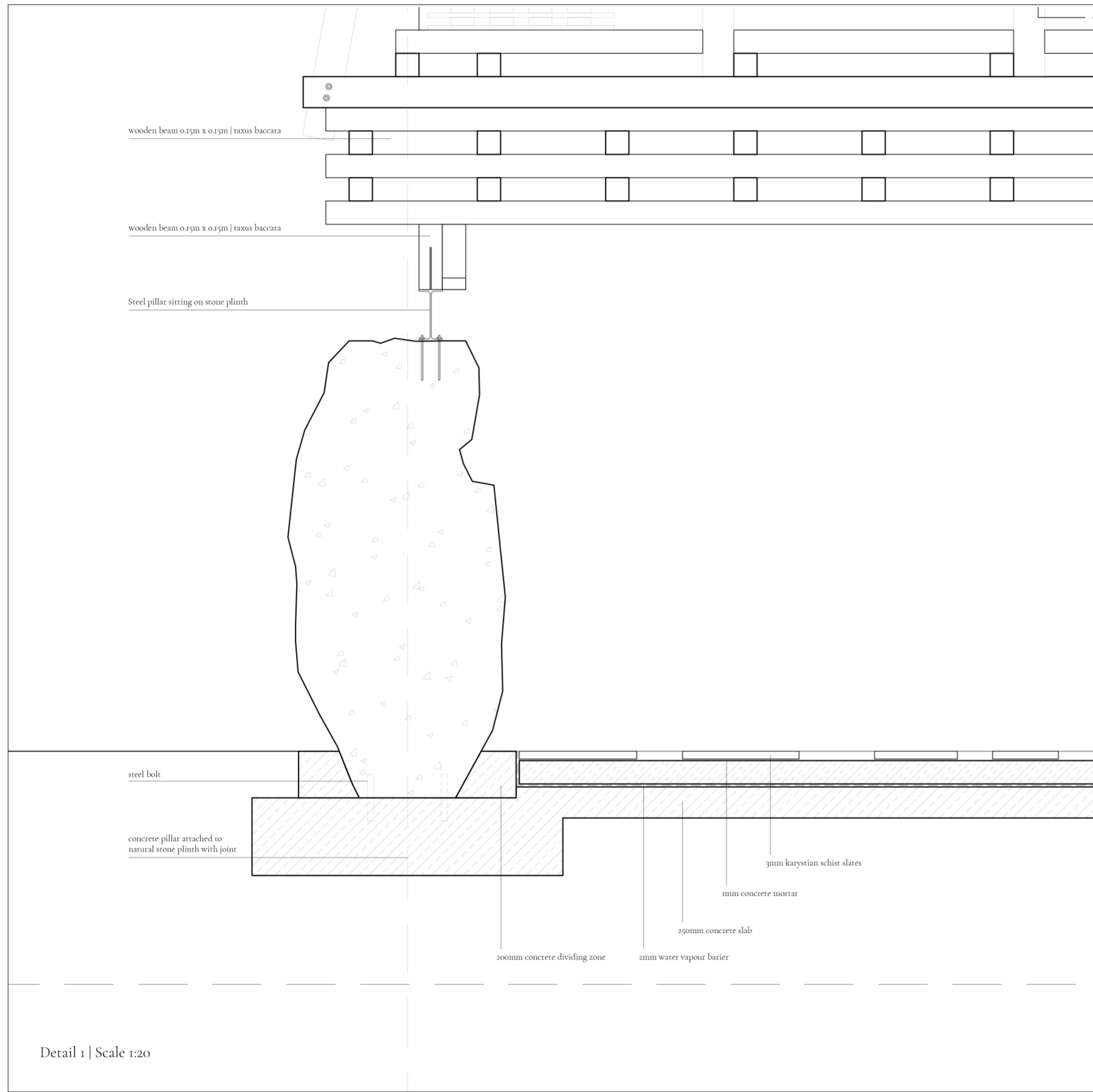
Contaminated voids | *Plafrens*





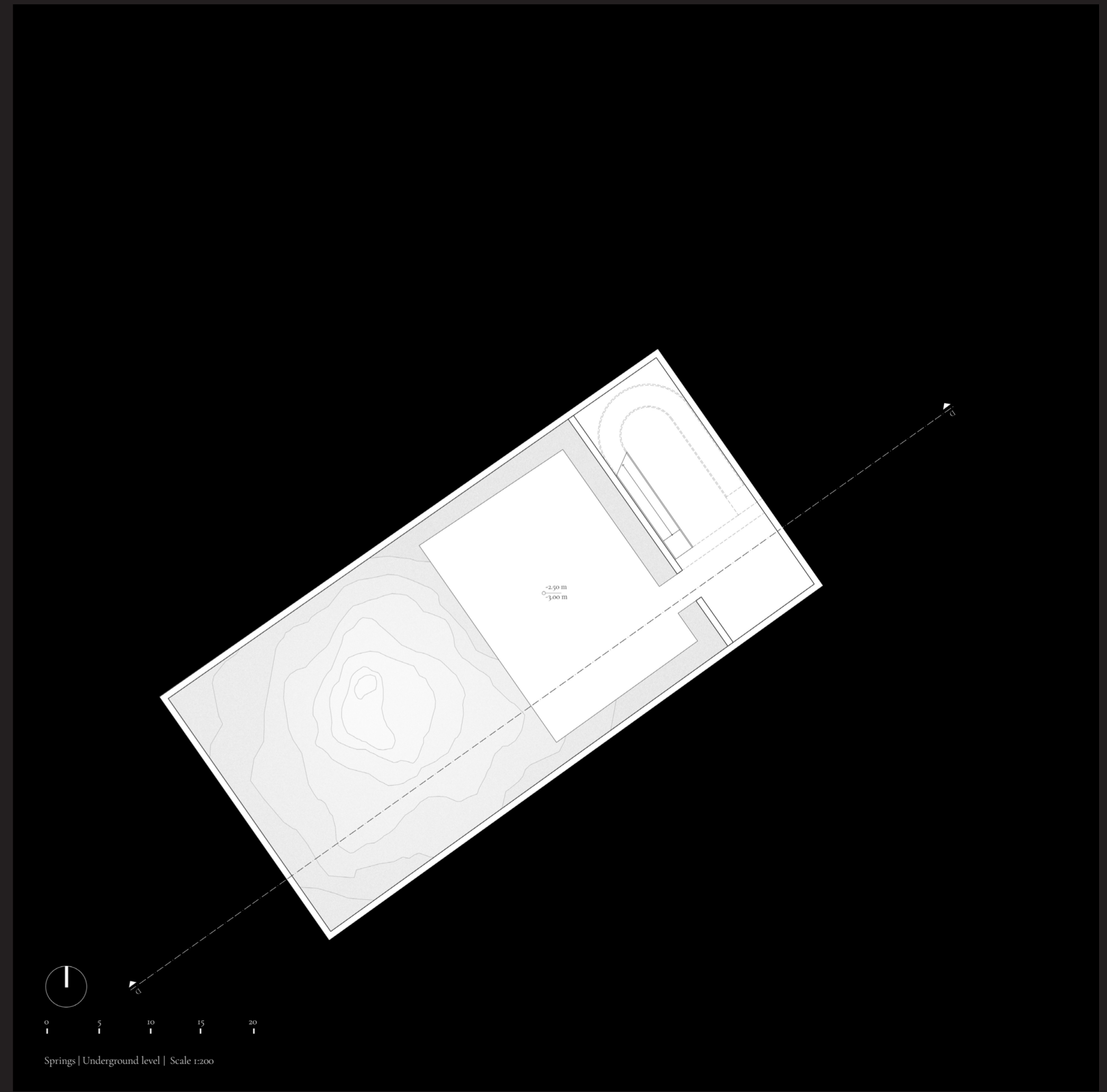
Crater | Time lapse

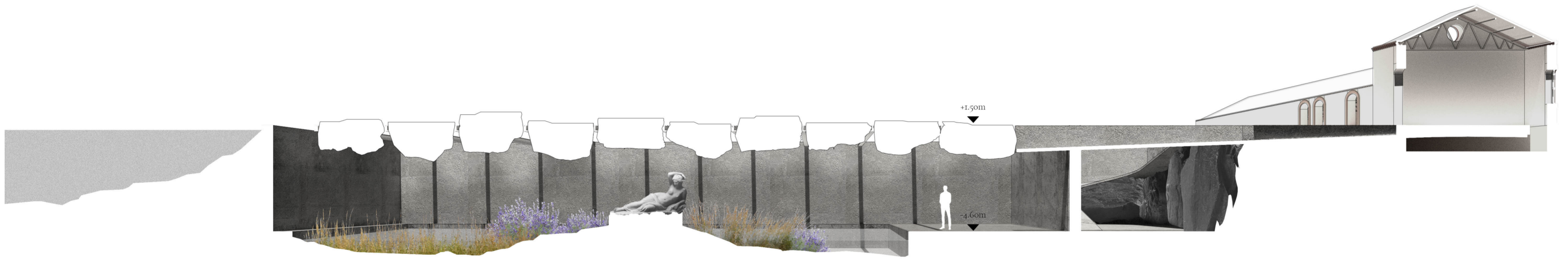






0 5 10 15 20
| | | | |
Theater | Section BB | Scale 1:500





0 5 10 15 20
Springs | Section DD | Scale 1:200