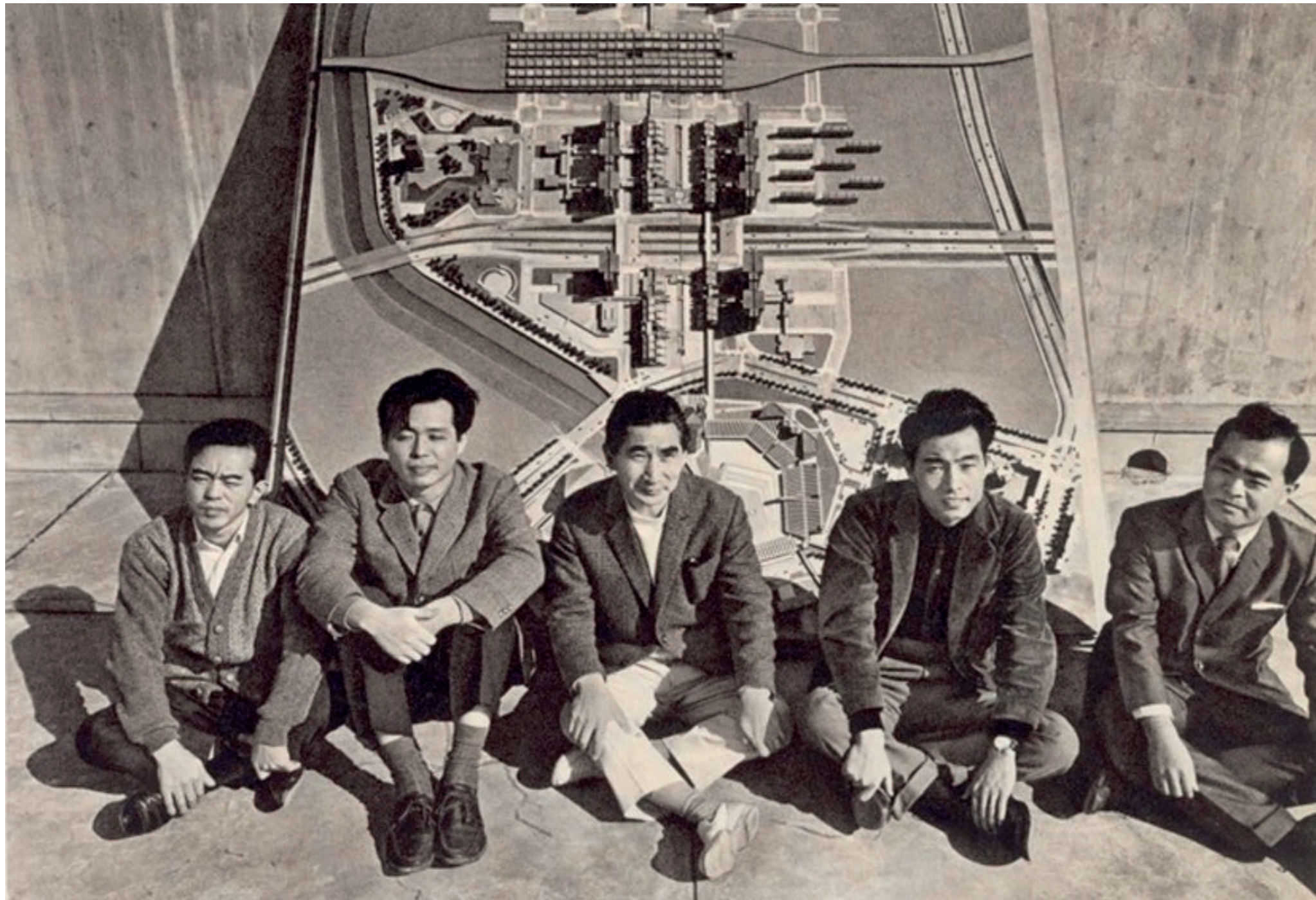


Access/Escape

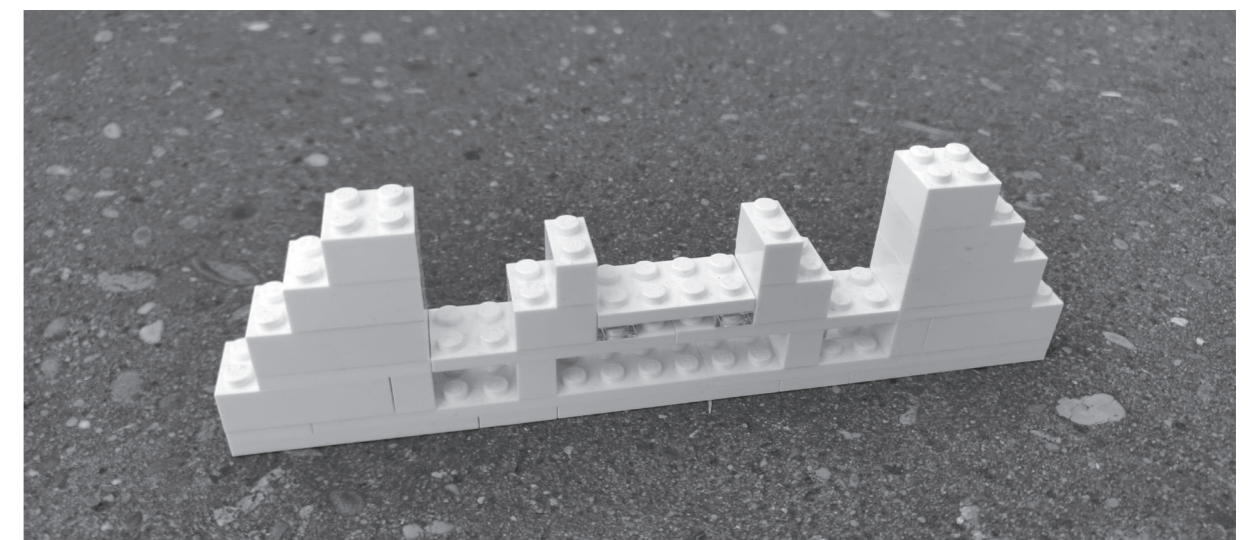
Permeating Skopje's city borders



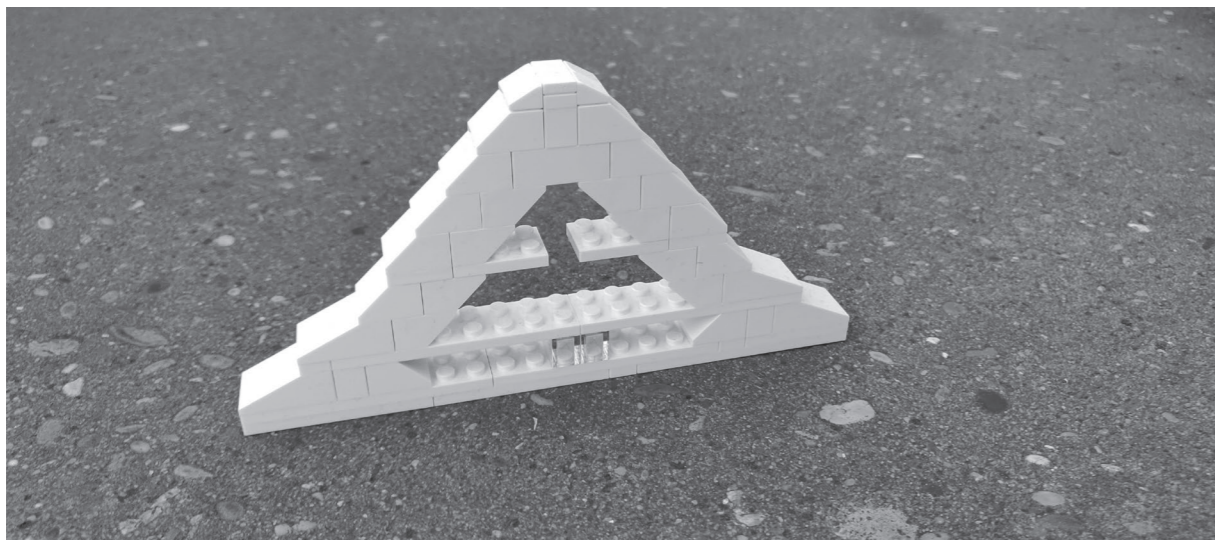
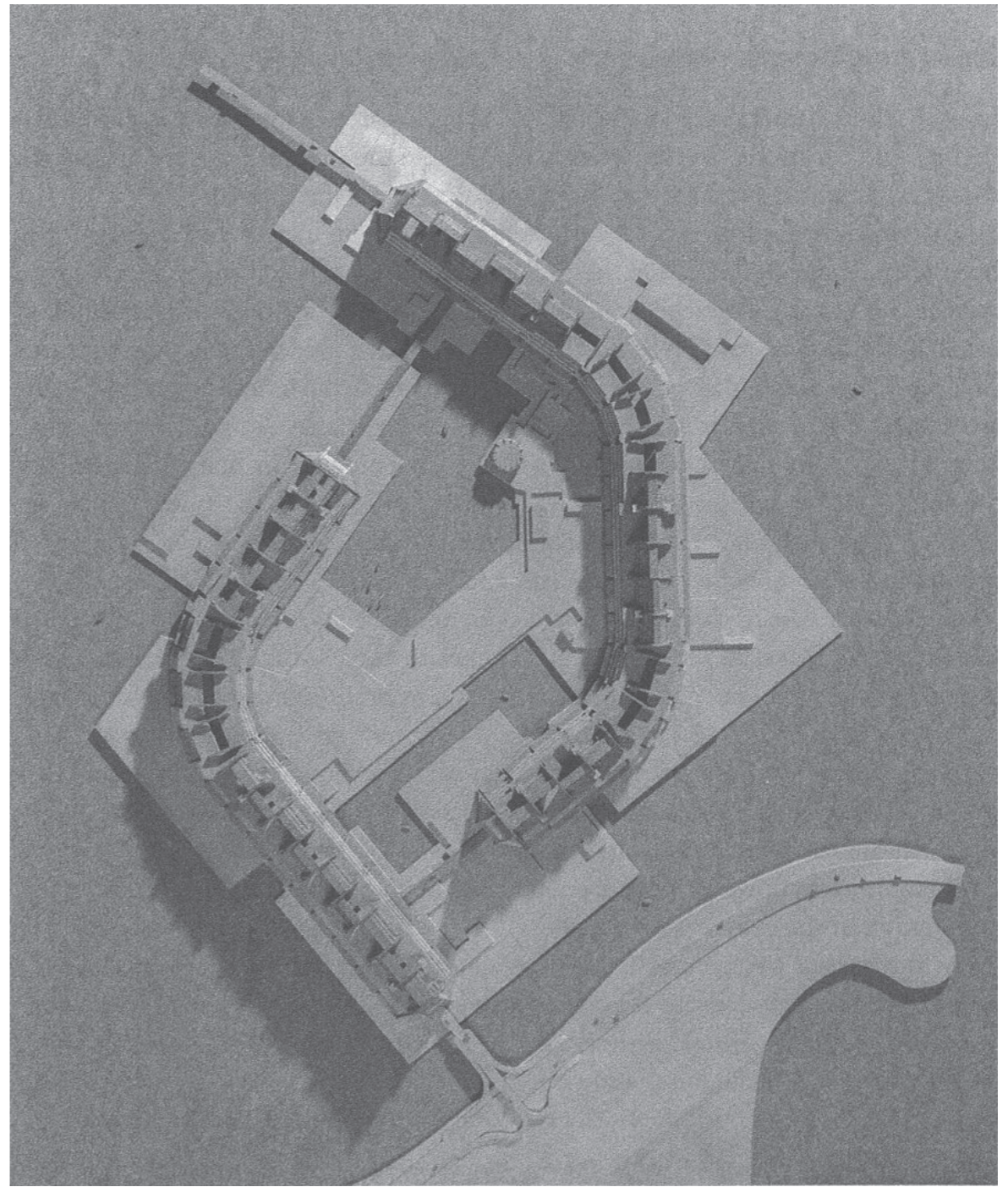
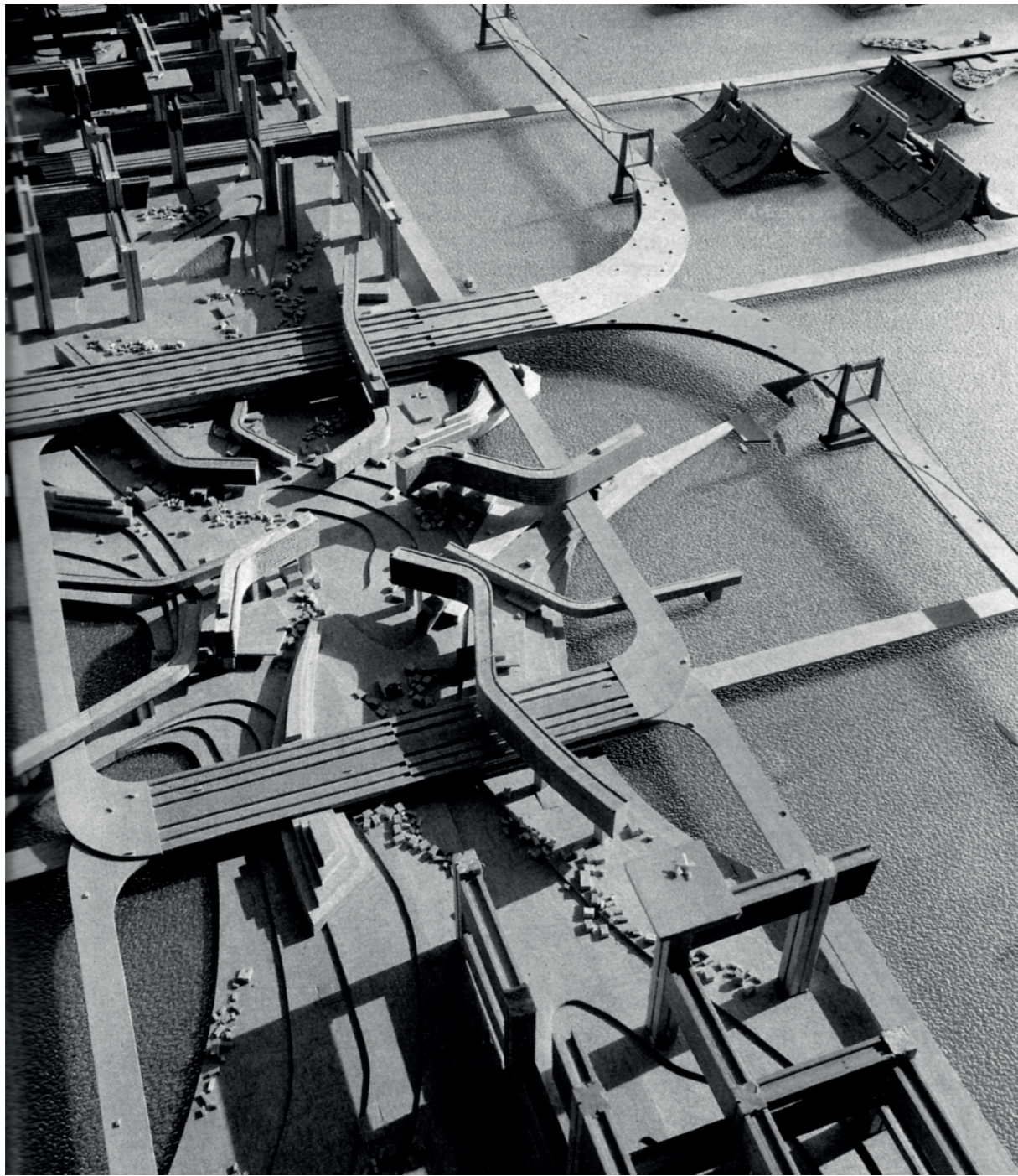
<https://artsandculture.google.com/asset/earthquake-skopje-yugoslavia/fwFkuqDRgm3OQg>



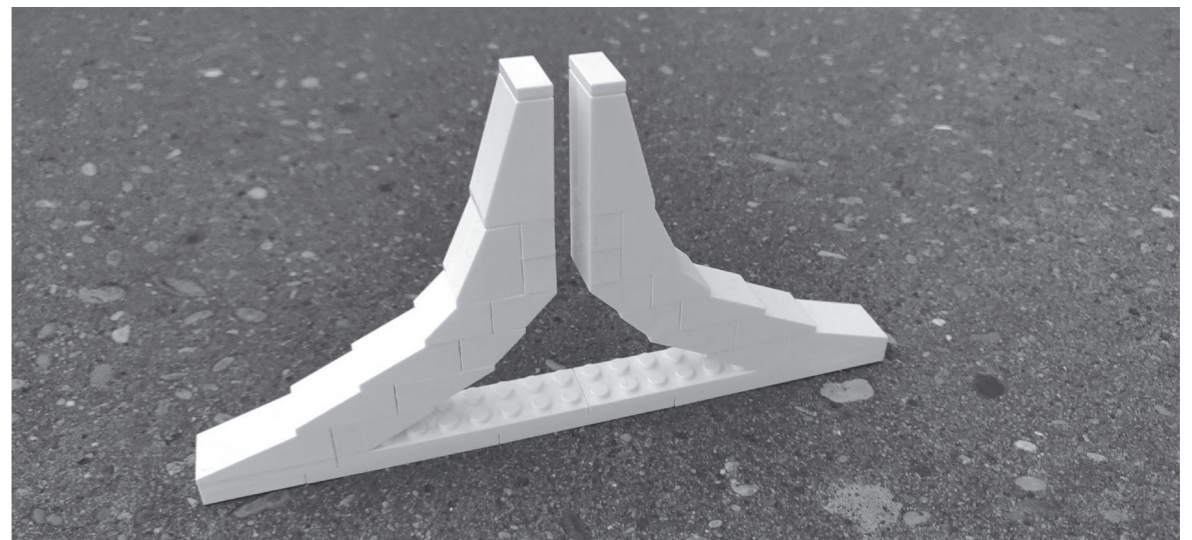
<https://failedarchitecture.com/master-plan-for-the-city-of-skopje-macedonia/>



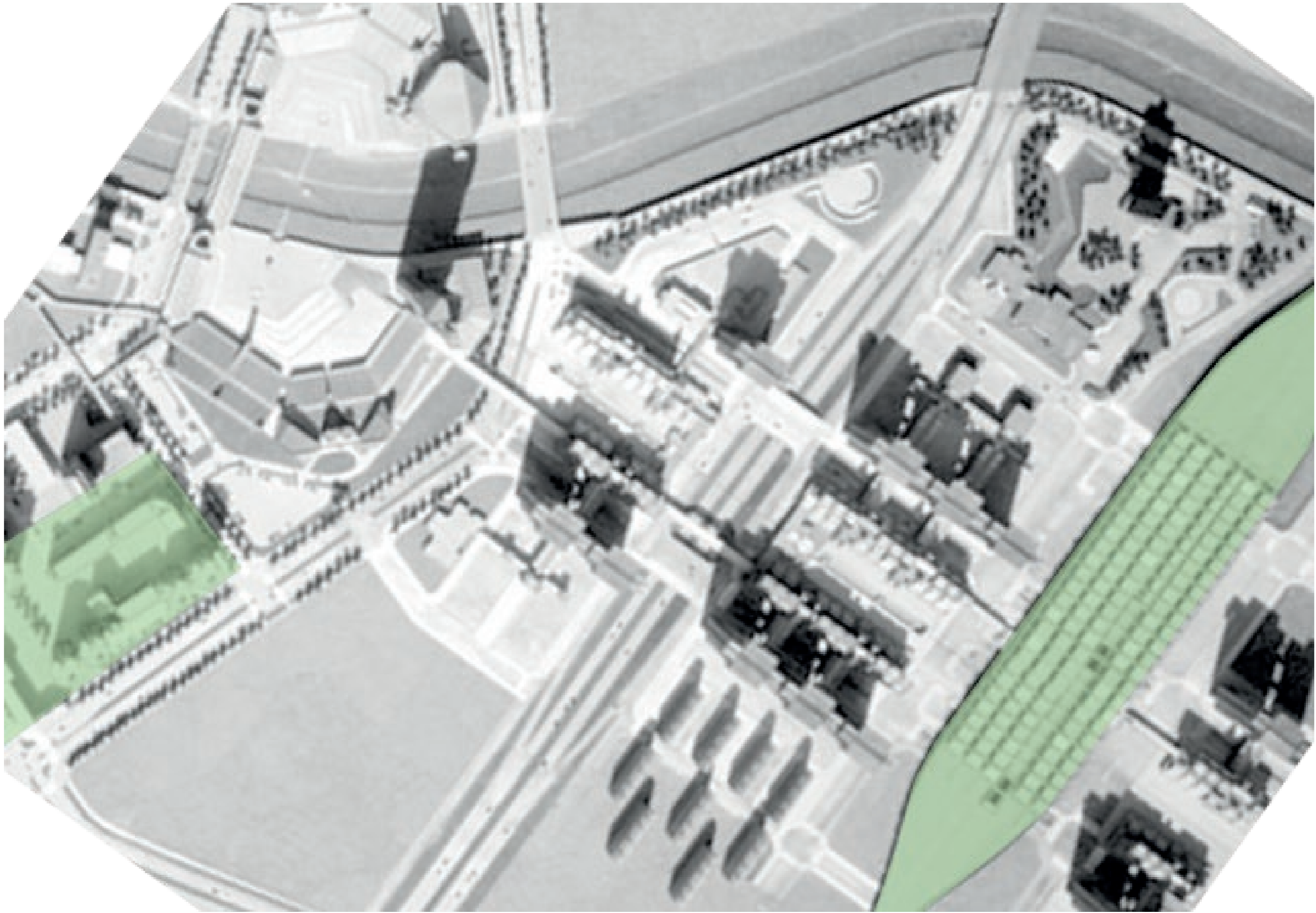
Interpretation of Skopje masterplan section



Interpretation of MIT Boston section



Interpretation of Tokyo Bay Project section



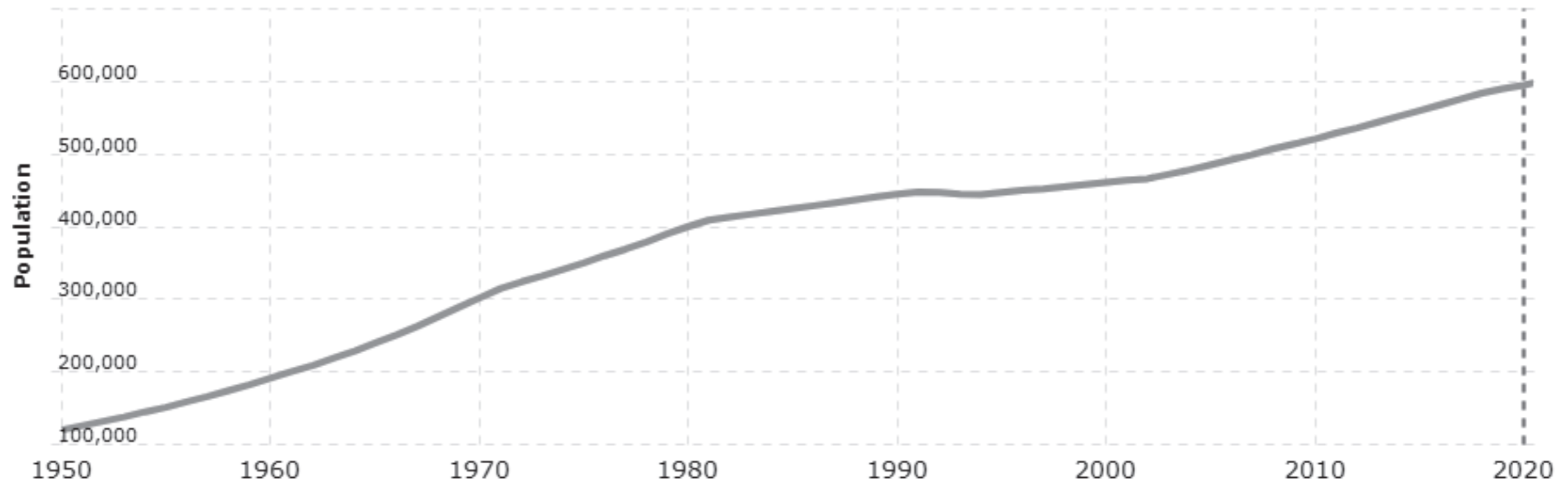












595.000 inhabitants in 2020 - 28.3% of Macedonians

Car domination

206 cars/1000 inhabitants

over 122.000 cars in Skopje,
not counting commuters



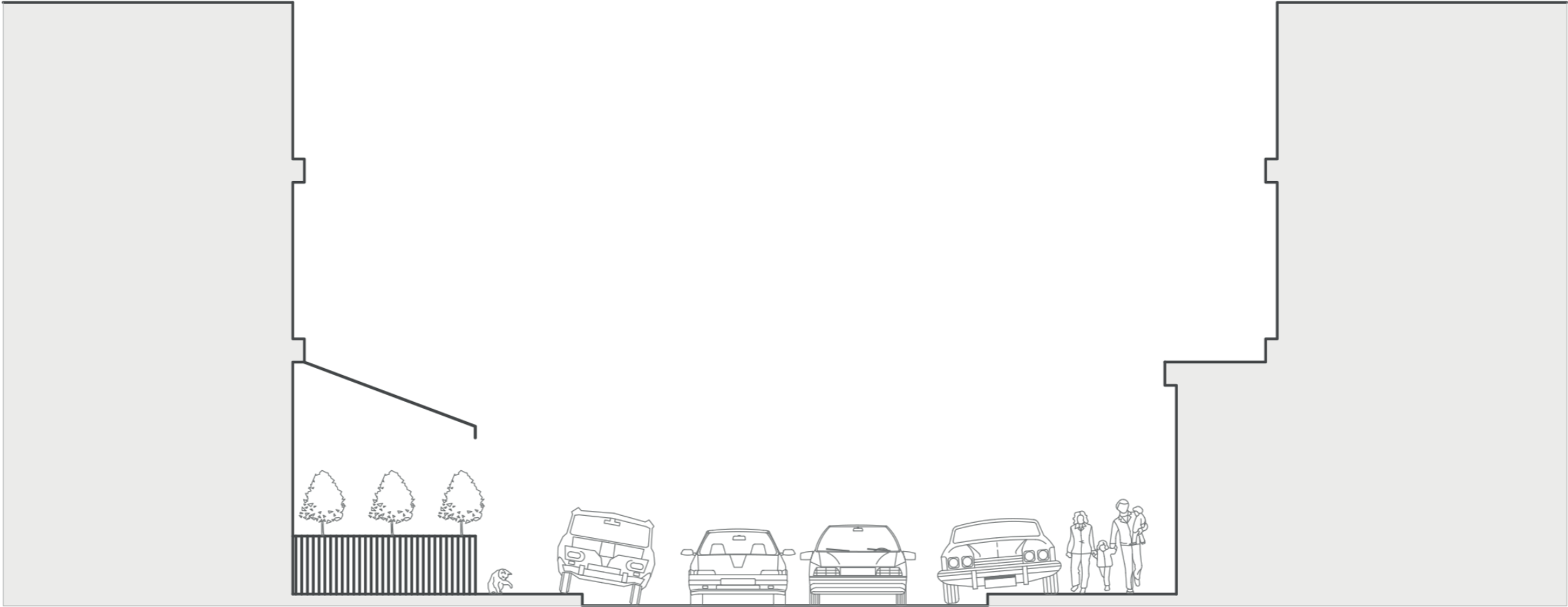






















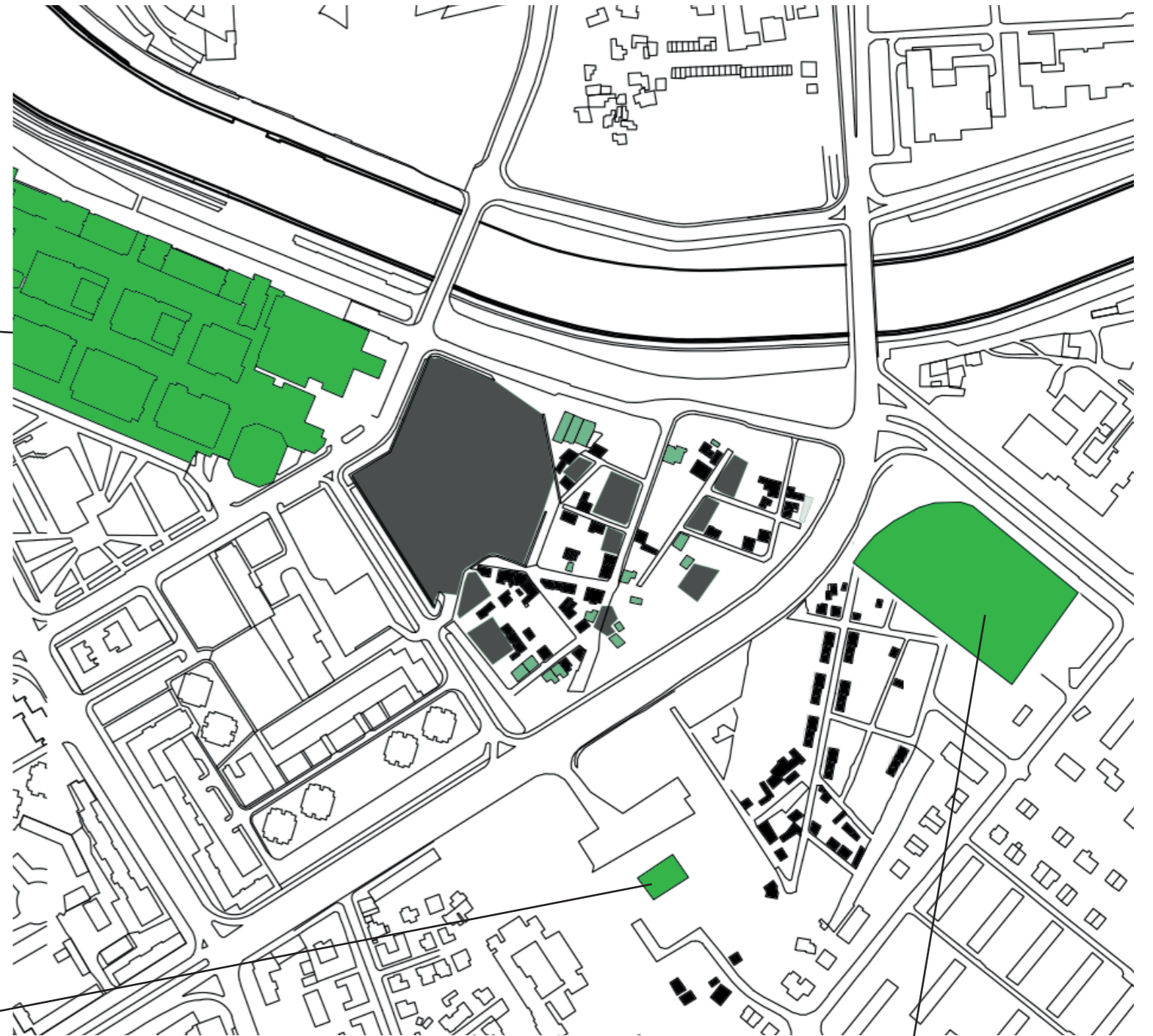




GTC Shopping center



14 small businesses
900+ parking spaces
70+ low rise houses



Olympic Swimming Pool



Vero Shopping Mall





The challenges:

- The city center closes itself from its surroundings
- An imbalance in pedestrian and motorized circulation
 - Public space gets more and more encroached

The goals:

- Create a permeable and easy city access, overcoming the obstructions now in place. Design a route.
- Give inhabitants the opportunity to escape the car dominated city. Design place(s) for recreation.
- Secure a level of open space, by allowing and designing flexibility.

The site:

- Sits right in the middle of Tange's original design
- Is compared to the center of Skopje underdeveloped
- Works both physically and visually as an obstruction between the center and train, bus and car traffic

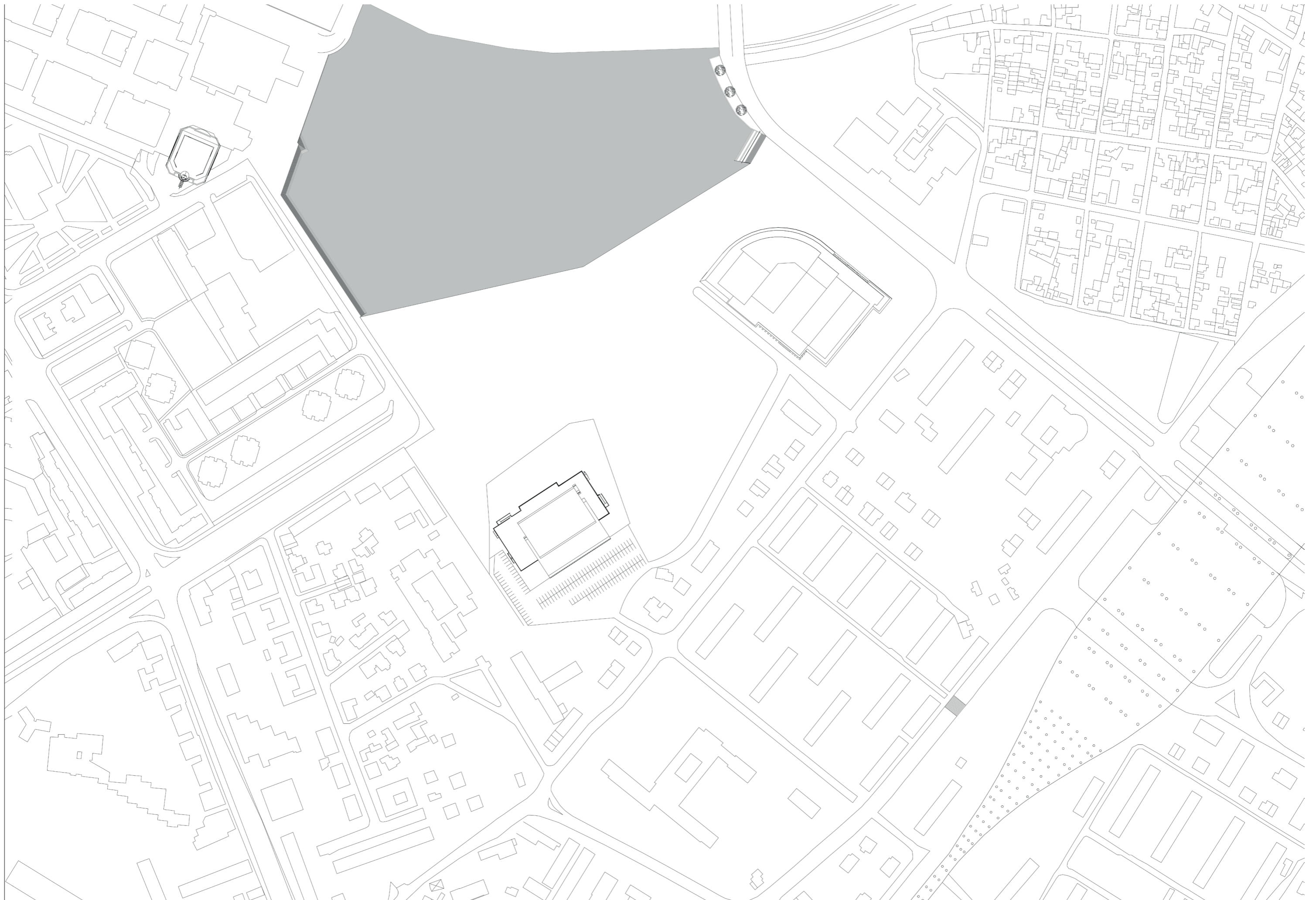


Overcome obstructions in place Step 0: evaluating the existing building only the 3 most important buildings stay, the road can be relocated



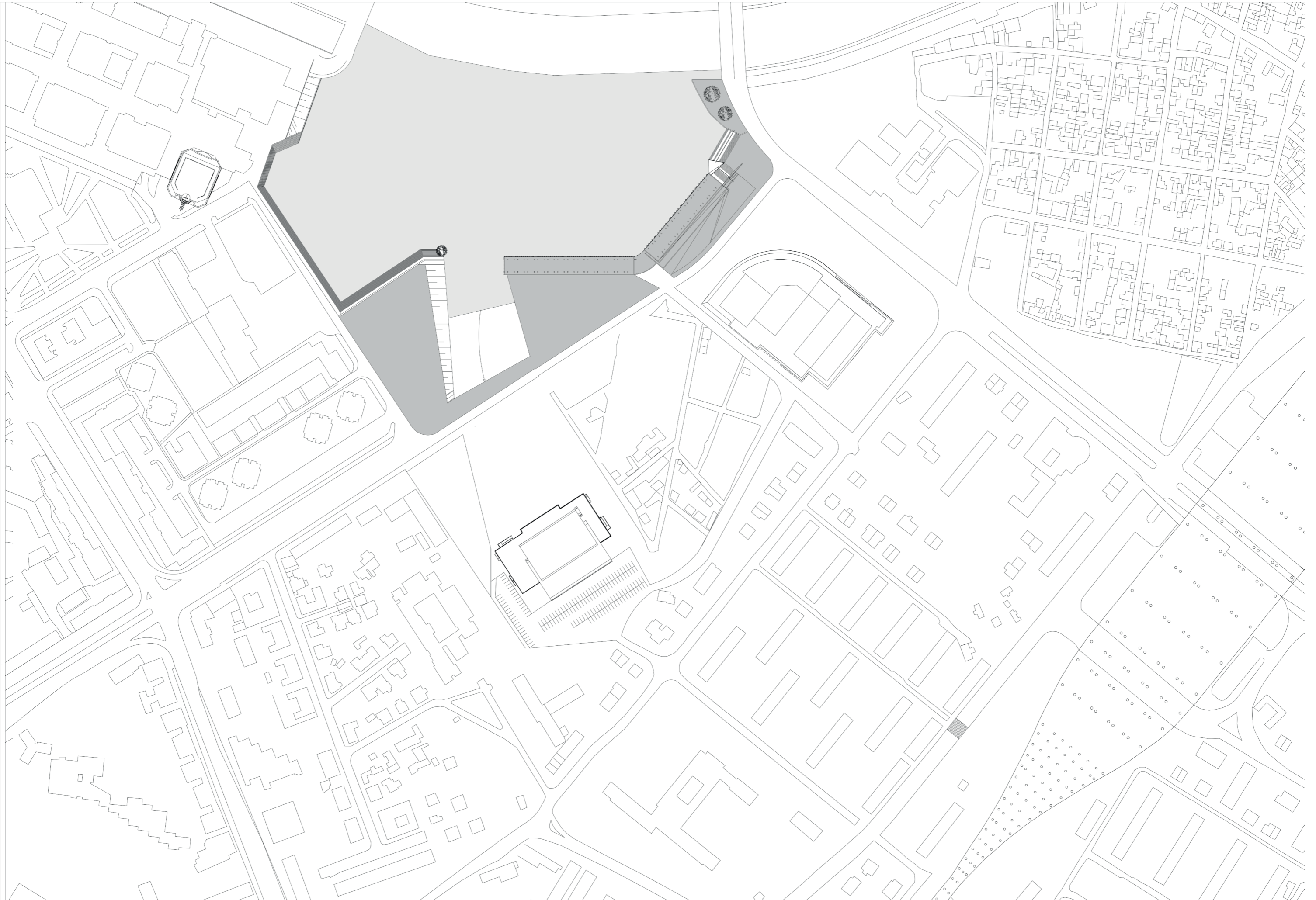
Escape the car dominated city

Step 1: involve the river bank by lowering the square. Keeping cars from using it as carpark



Design places for recreation

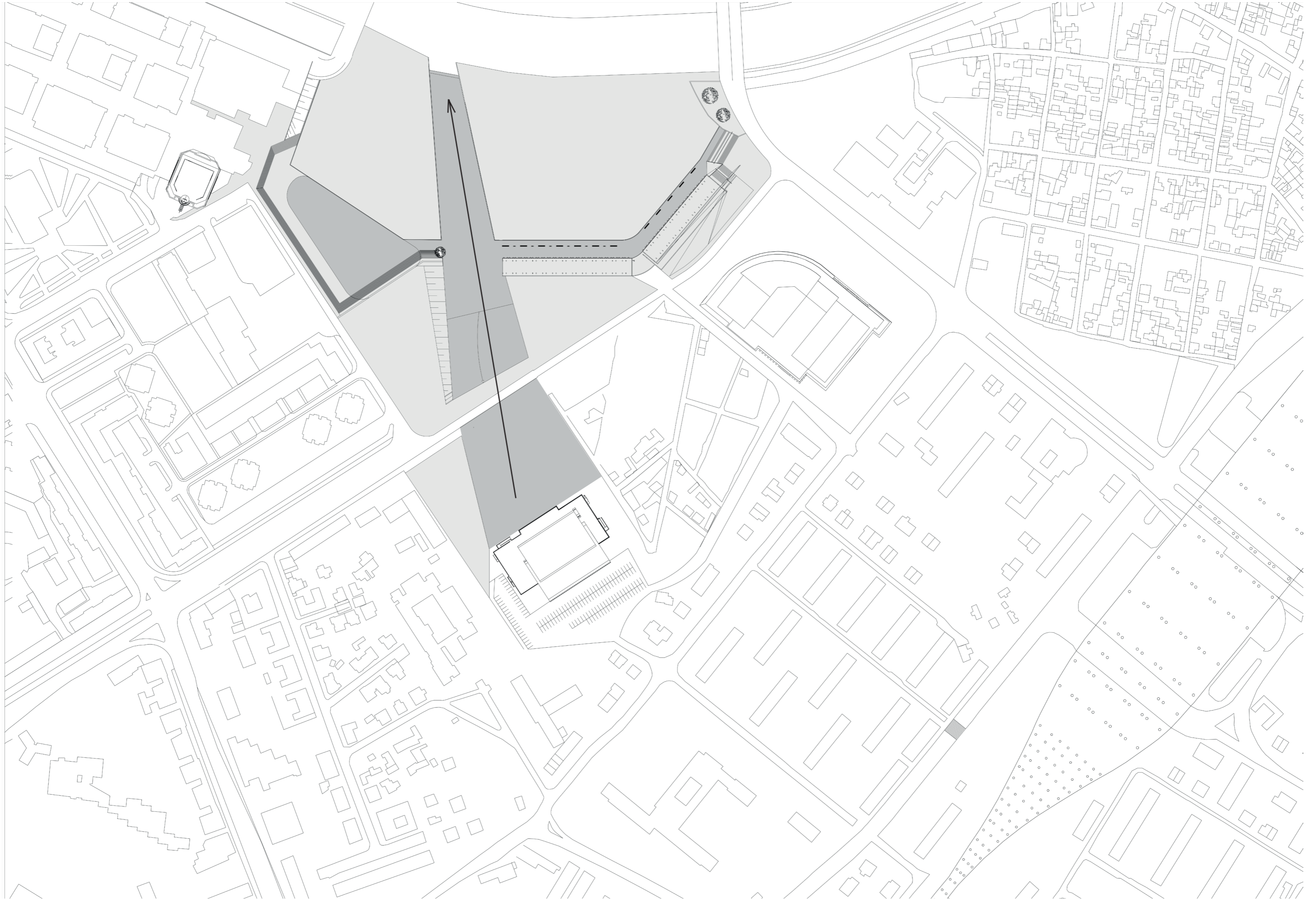
Step 2: The ground floor of the Vero Center is a parking lot, Make the edges inviting to stay.



Design places for recreation

Design a route

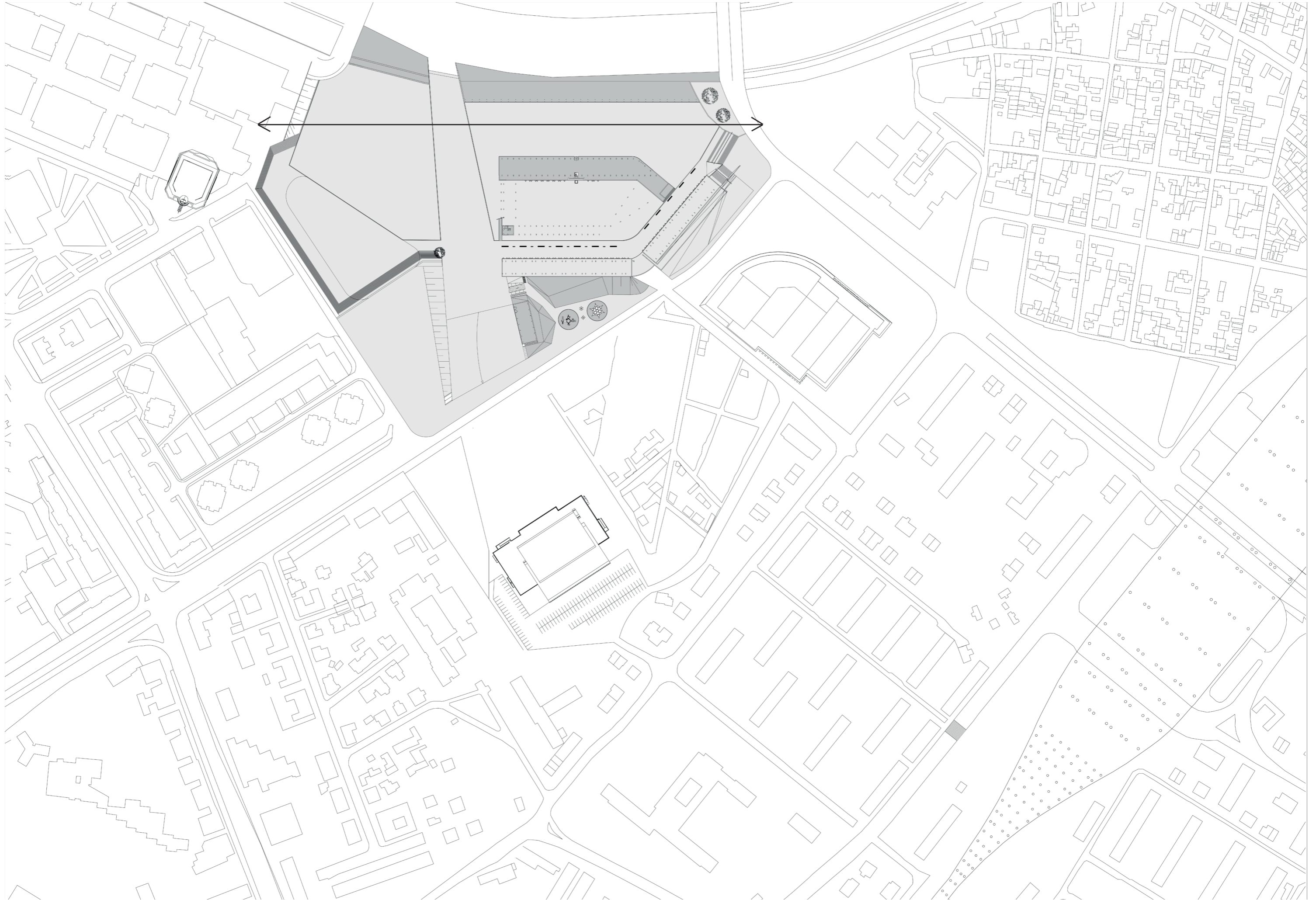
Step 3: create an accentuated corridor from swimming pool to river, block other car park.

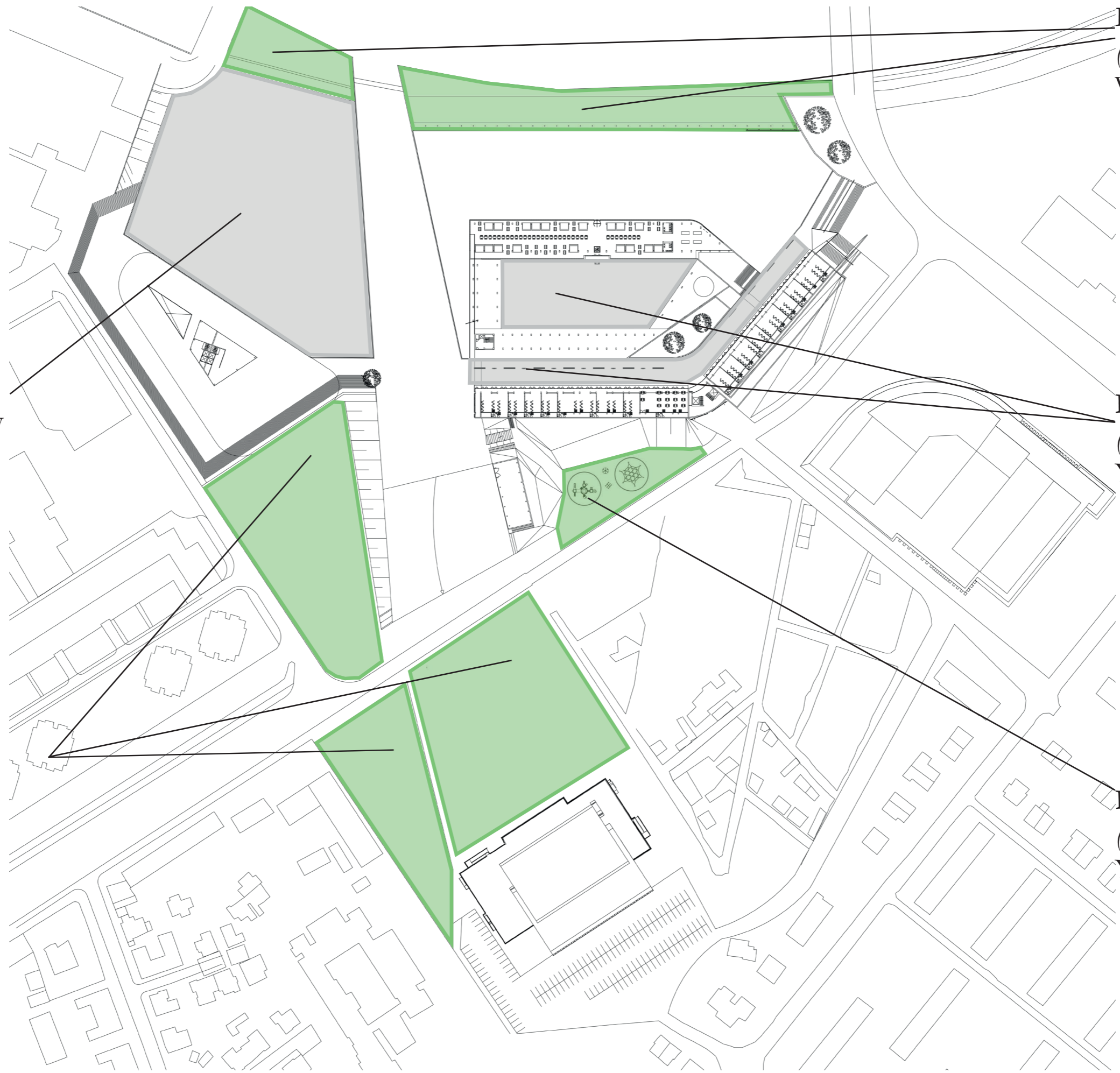


Design places for recreation

Design a route

Step 4: accentuate route by animating the plinth, playground protected by extra layer.





Riverfront
(Relaxation)
Weather based activity

Main square
(Concerts, fairs, expo)
Event-based activity

Forecourt & street
(Shops & Restaurants)
Year round activity

Sports field
(Linked to pool and nearby primary school)
Week-based activity

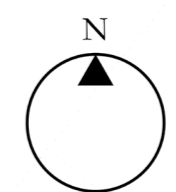
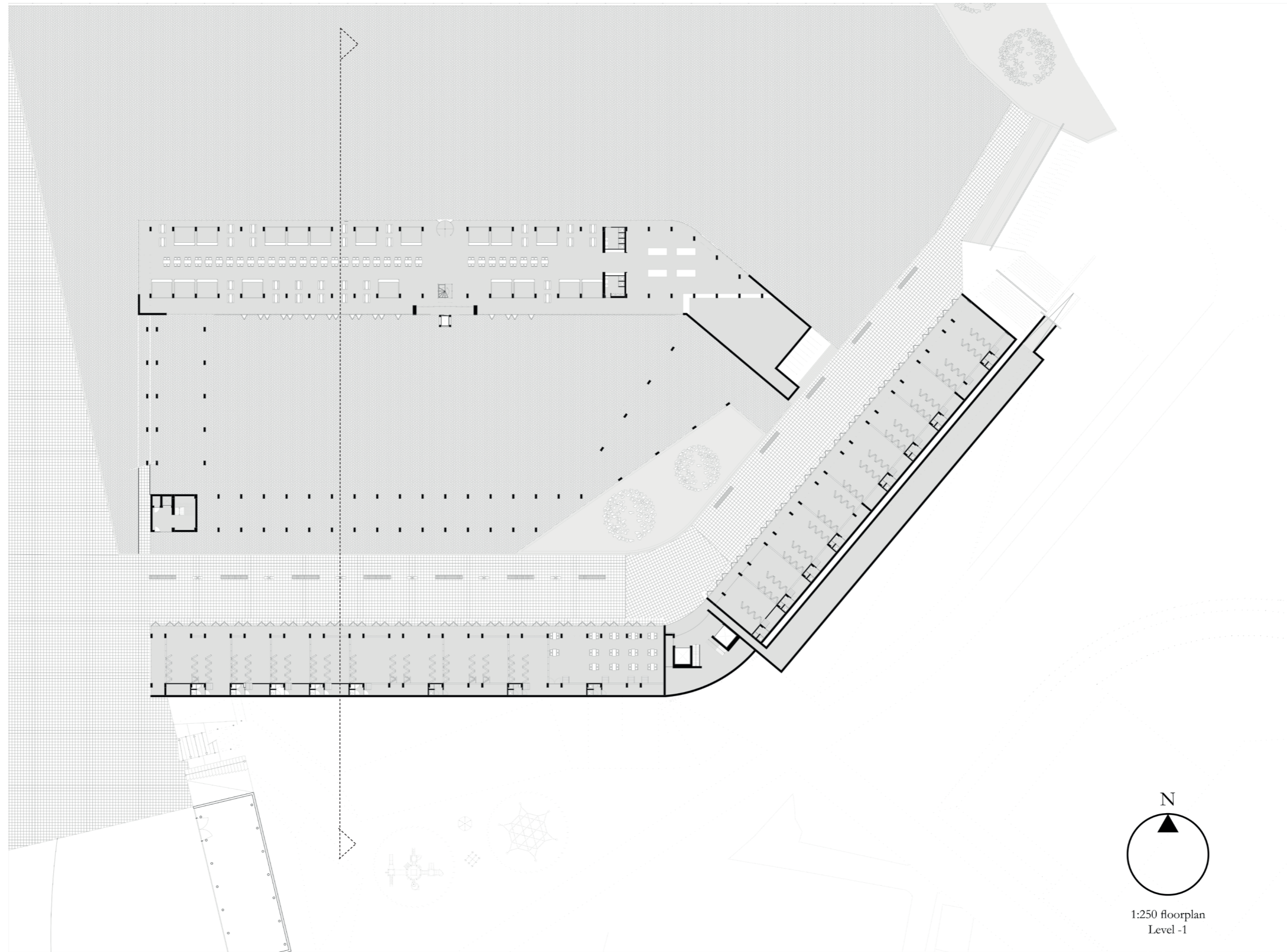
Playground
(Serving the housing units)
Year round activity



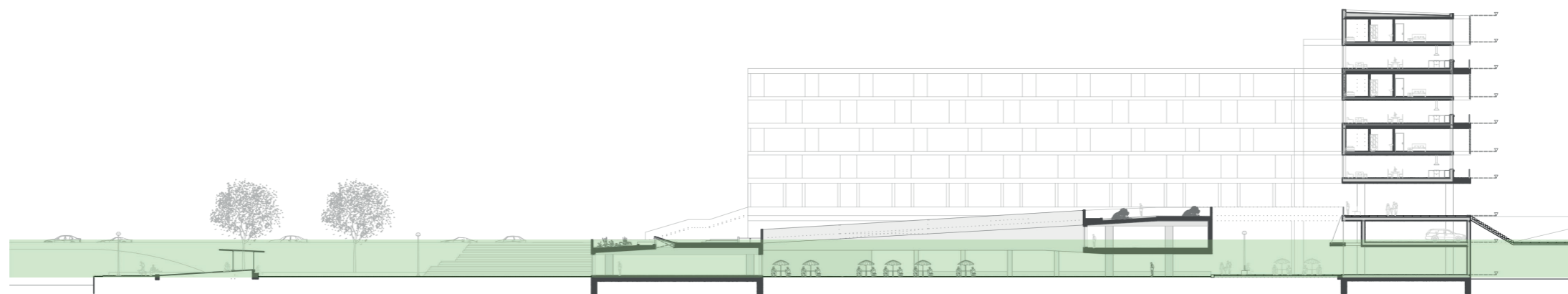
Riverfront
(Relaxation)
Weather based activity

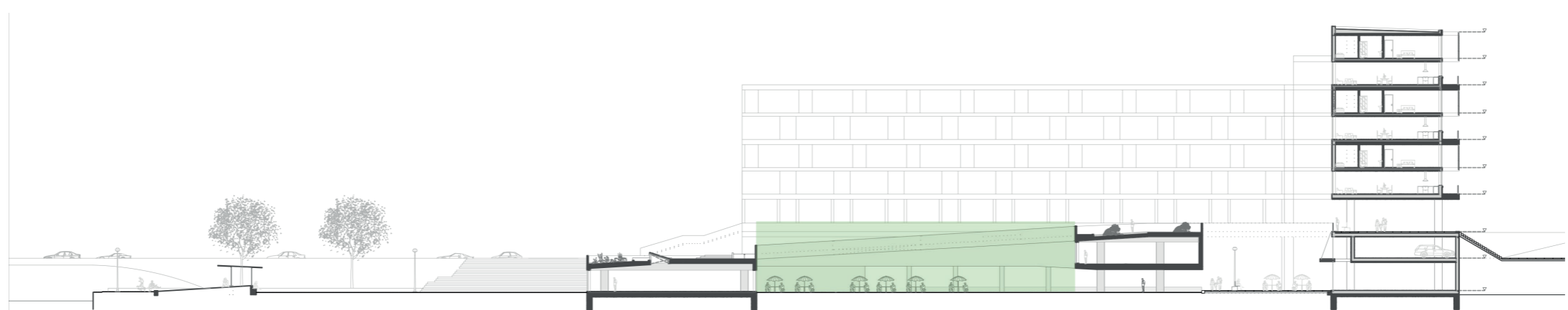
Forecourt
(Shops & Restaurants)
Year round activity

Playground
(Serving the housing units)
Year round activity



1:250 floorplan
Level -1





Foodcourt

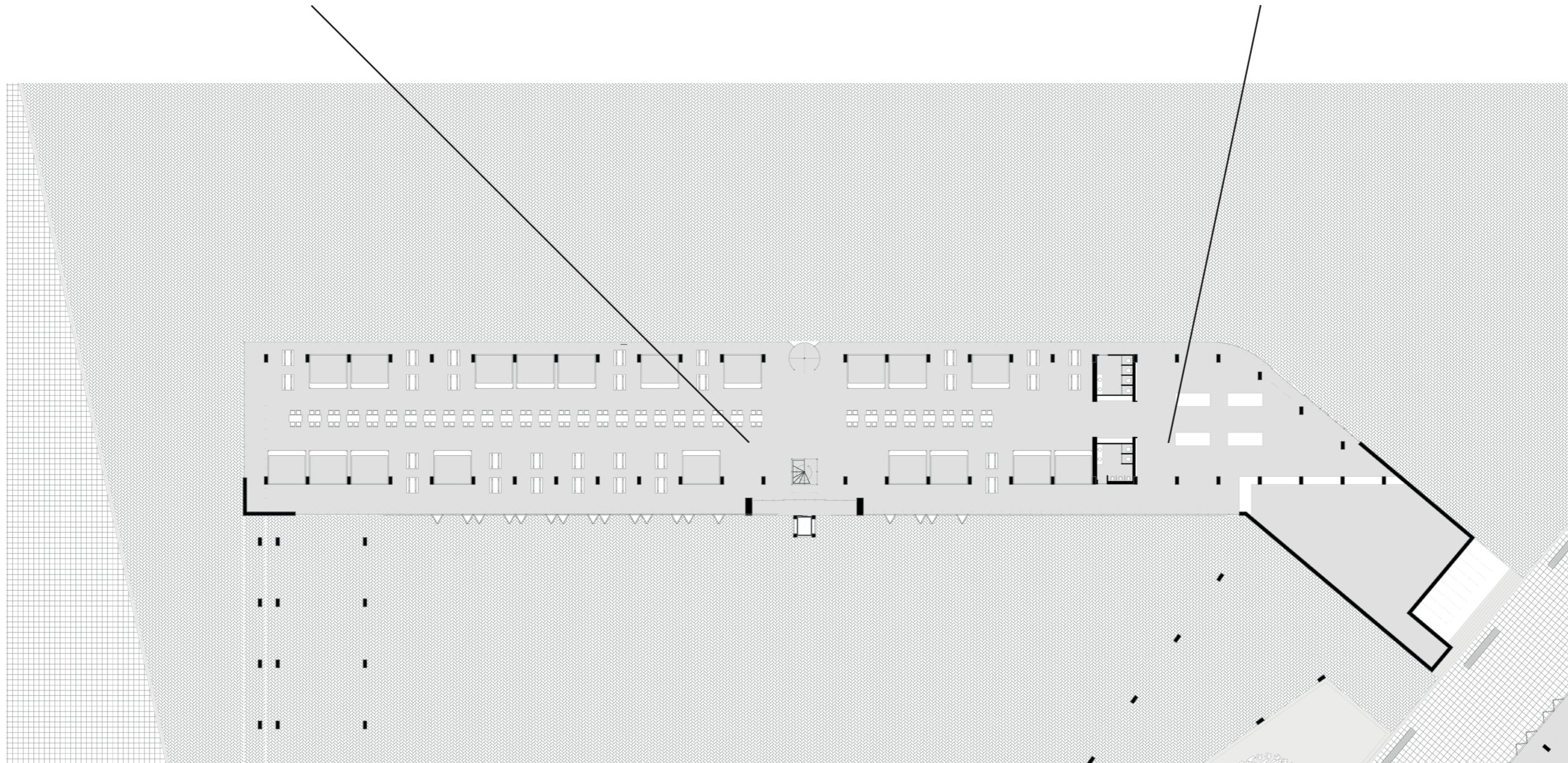
(Small business units)

Year round activity

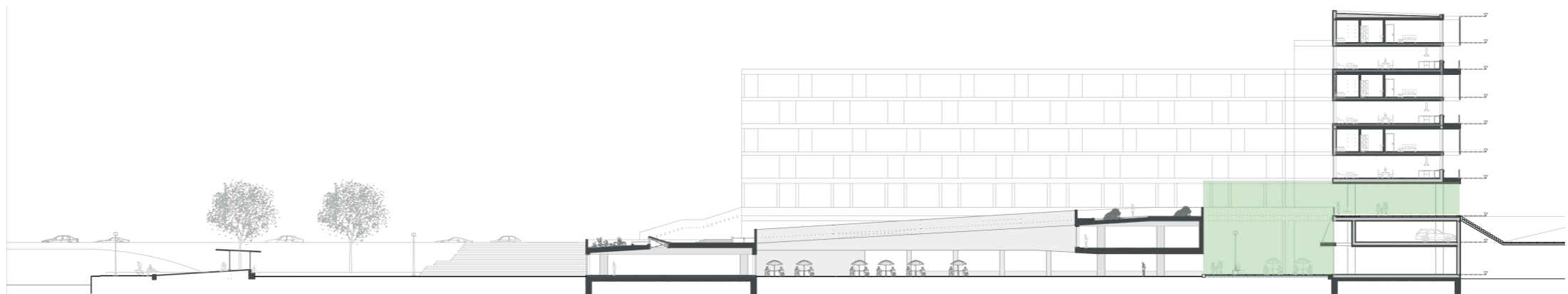
Tourist information

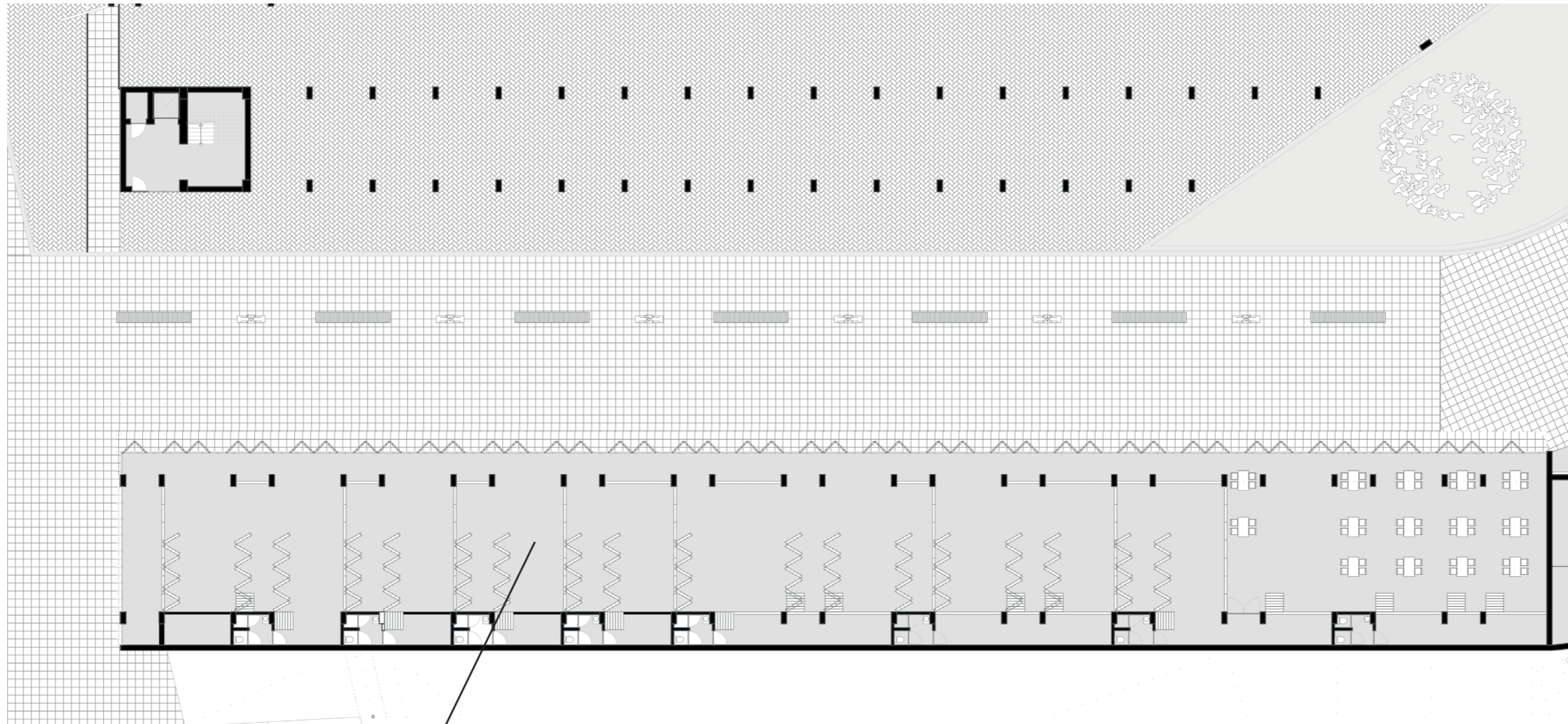
(At the start of the city)

Year round activity

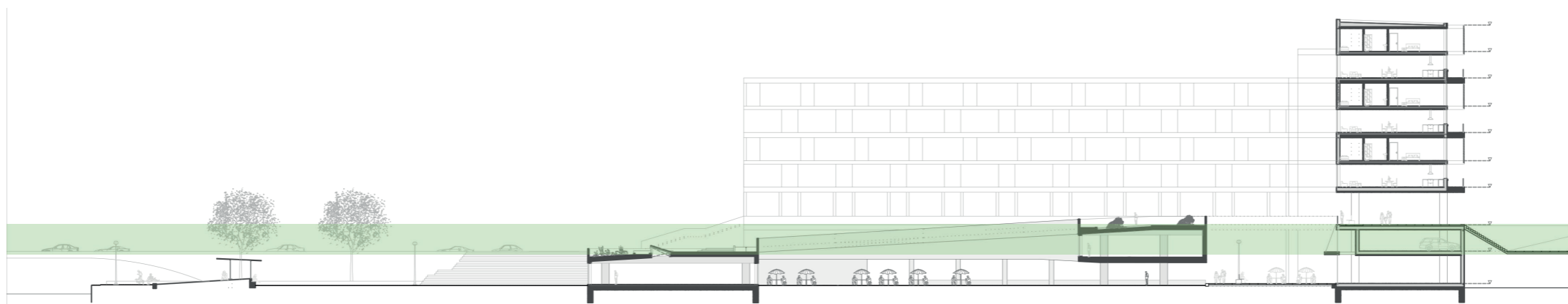
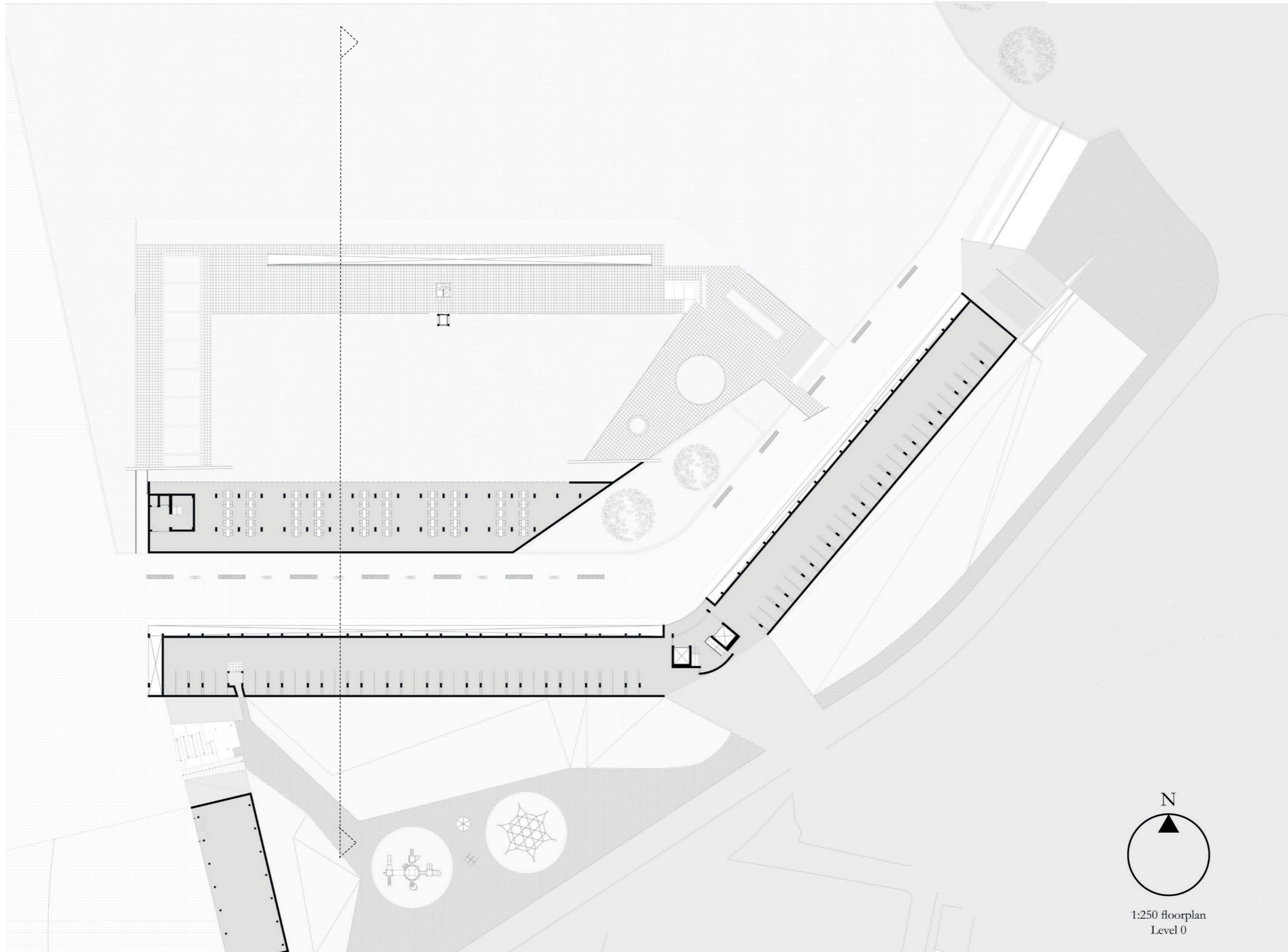


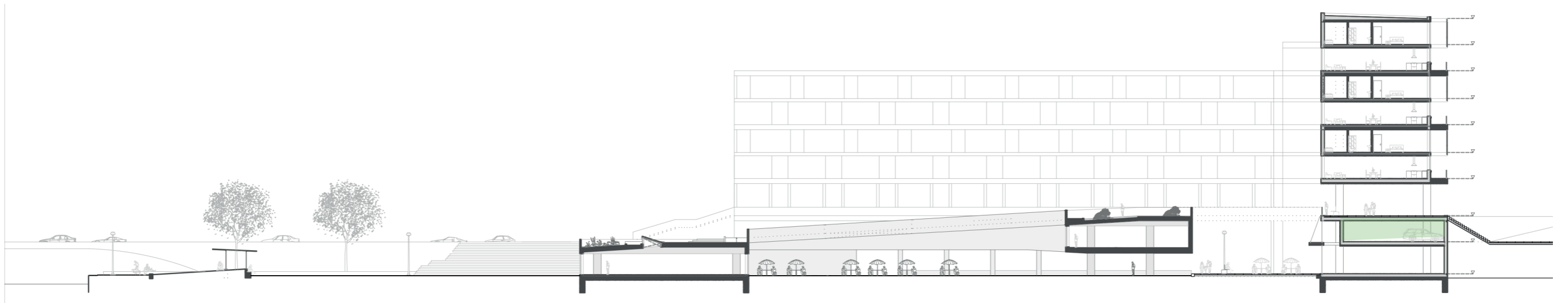
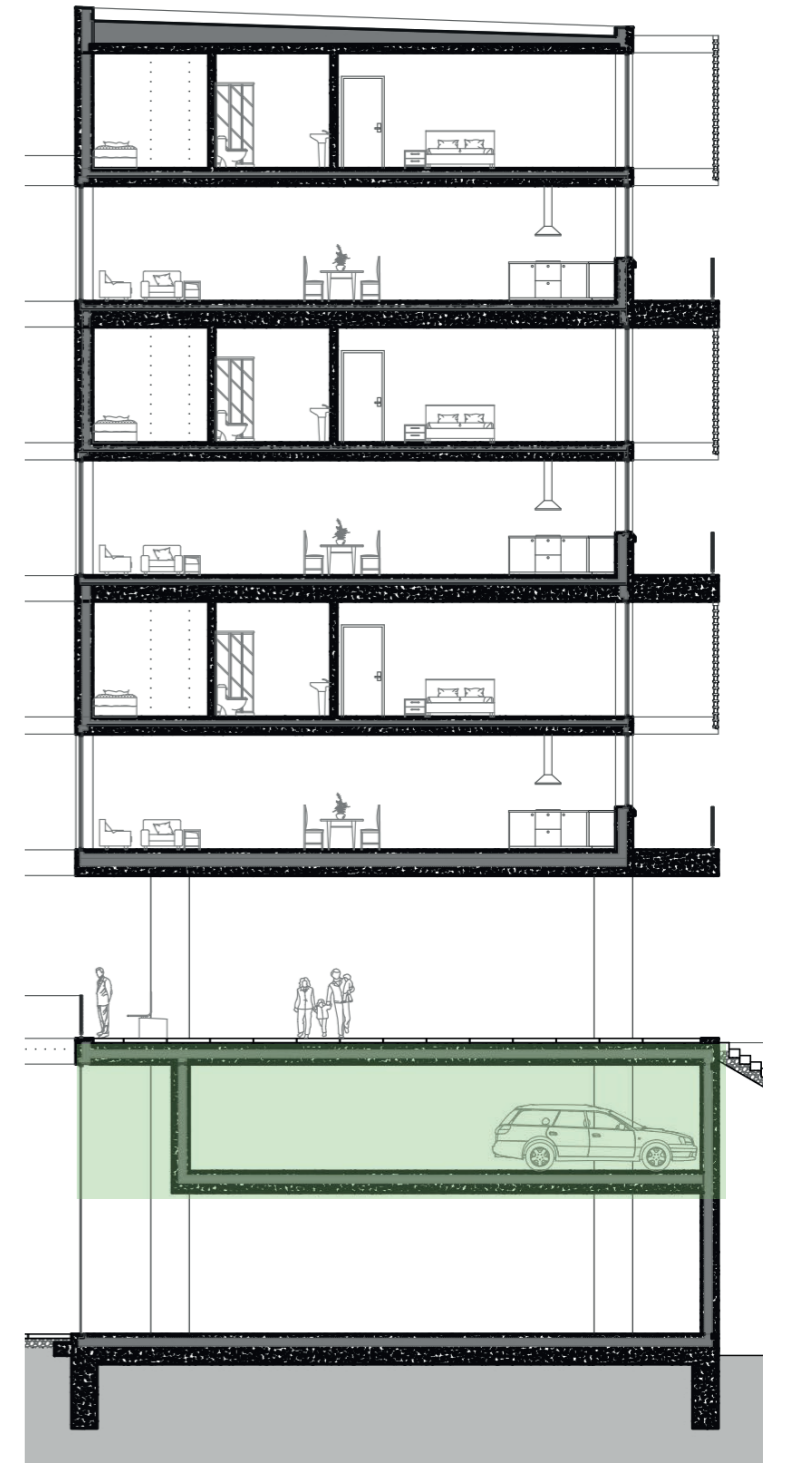


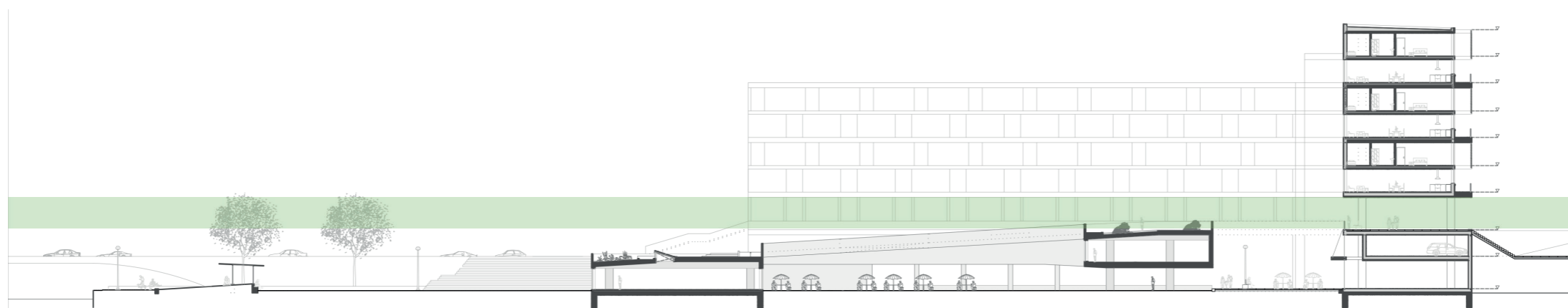
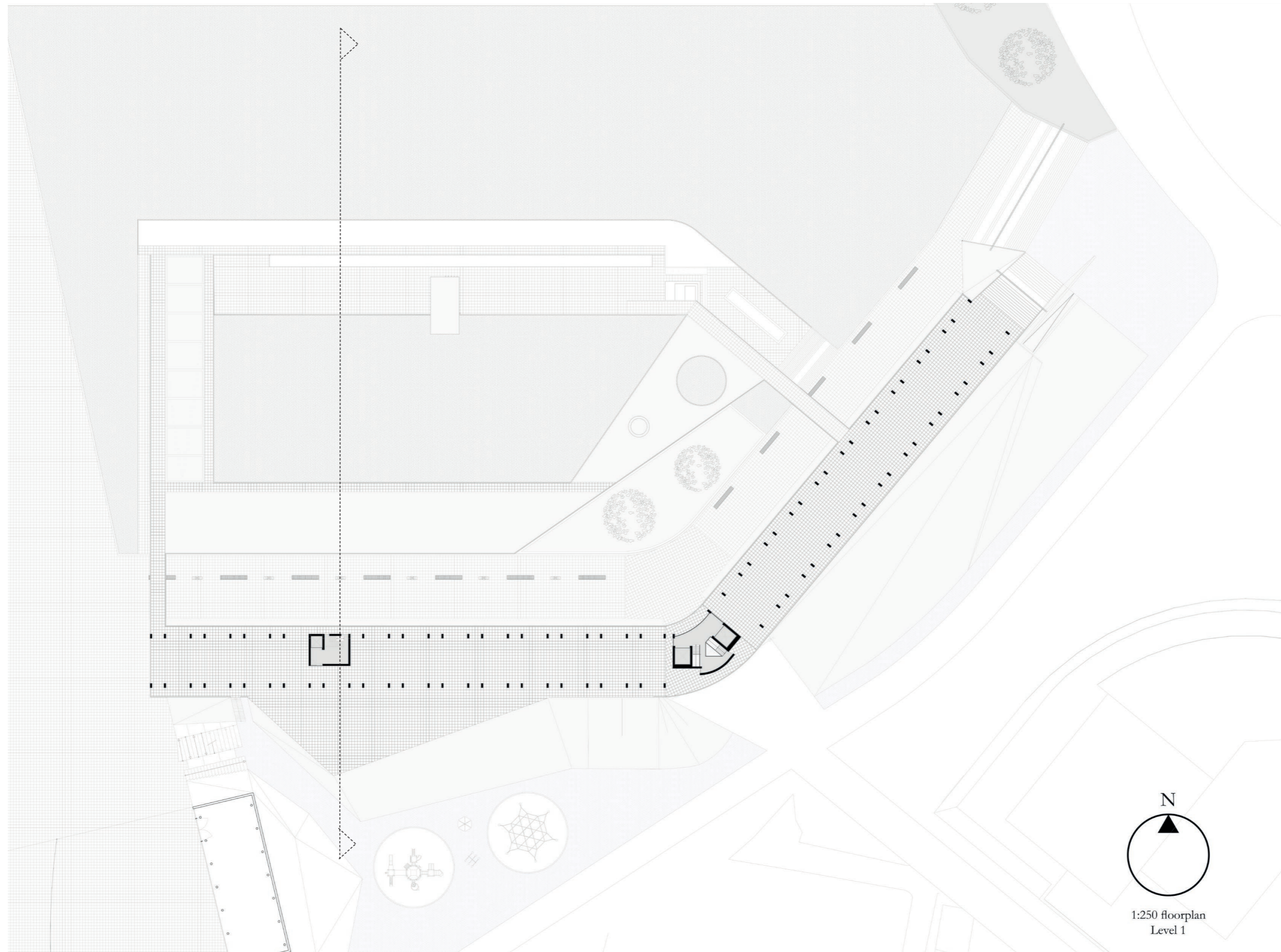


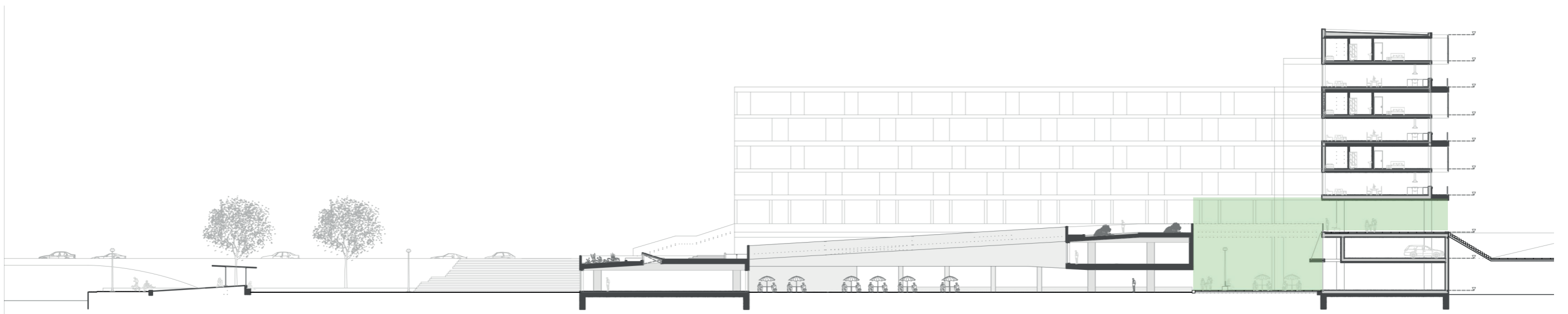
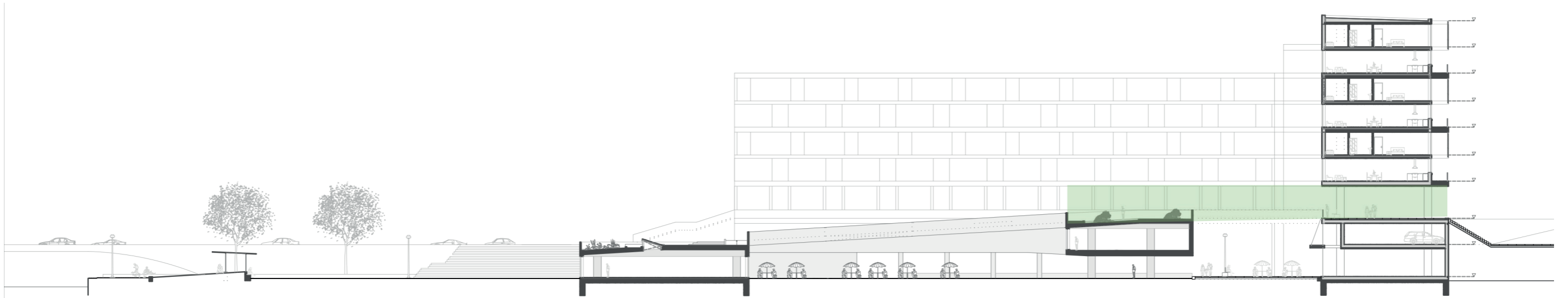


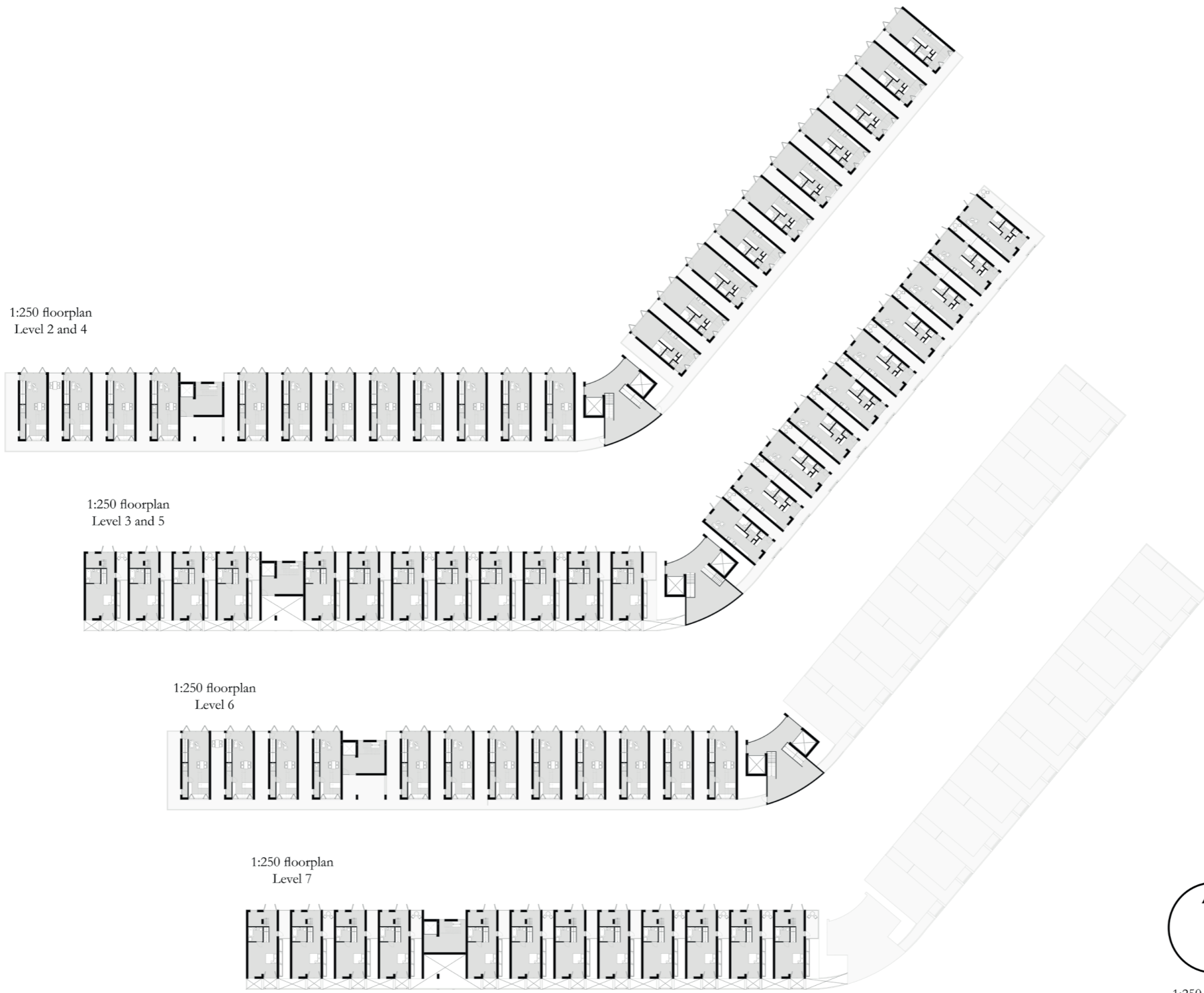
Flexible business units
(Medium business units)
Year round activity









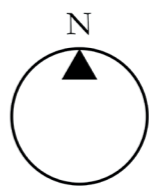


1:250 floorplan
Level 2 and 4

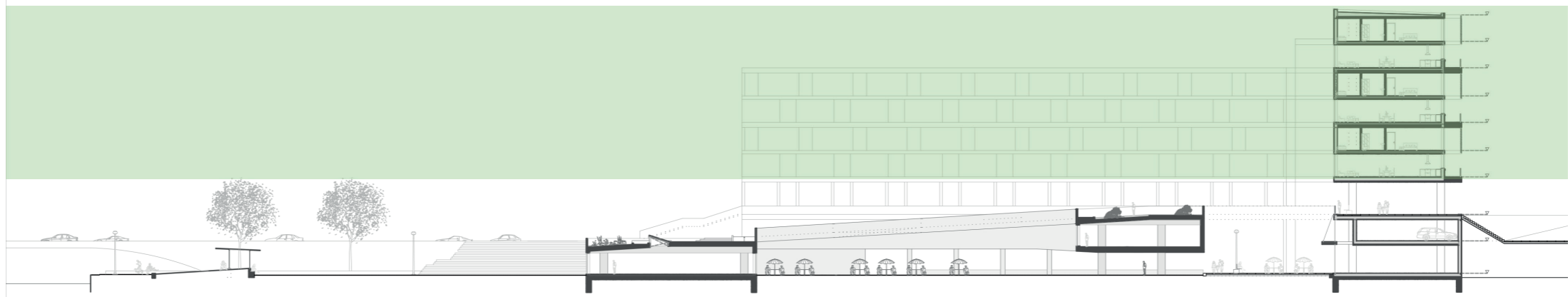
1:250 floorplan
Level 3 and 5

1:250 floorplan
Level 6

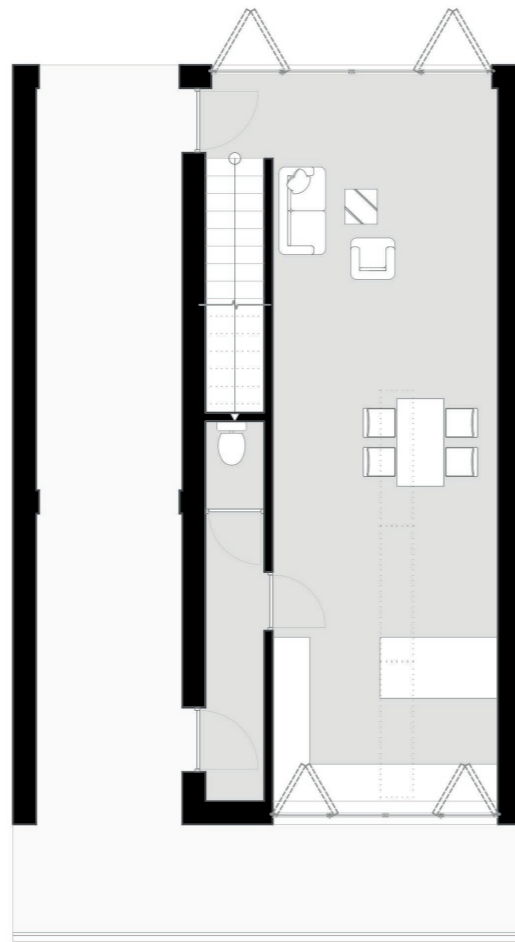
1:250 floorplan
Level 7



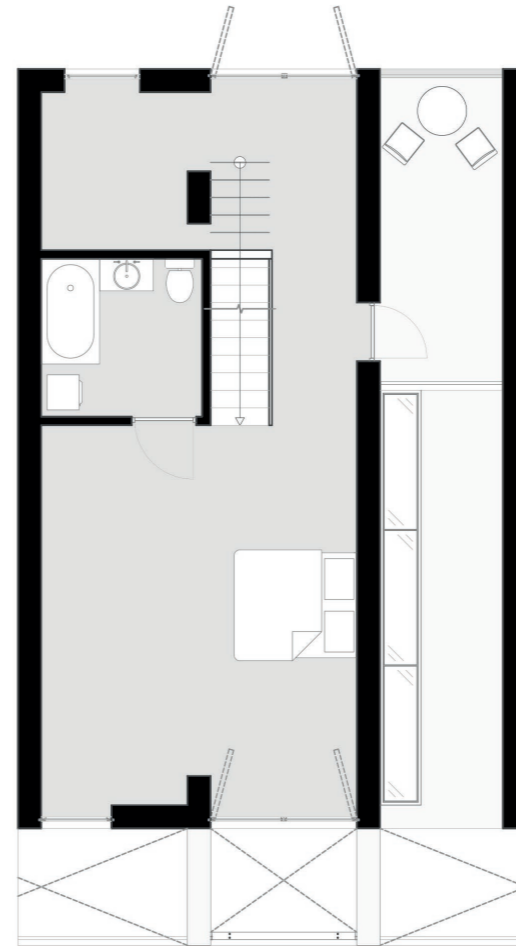
1:250 floorplan
Level 2 to 7



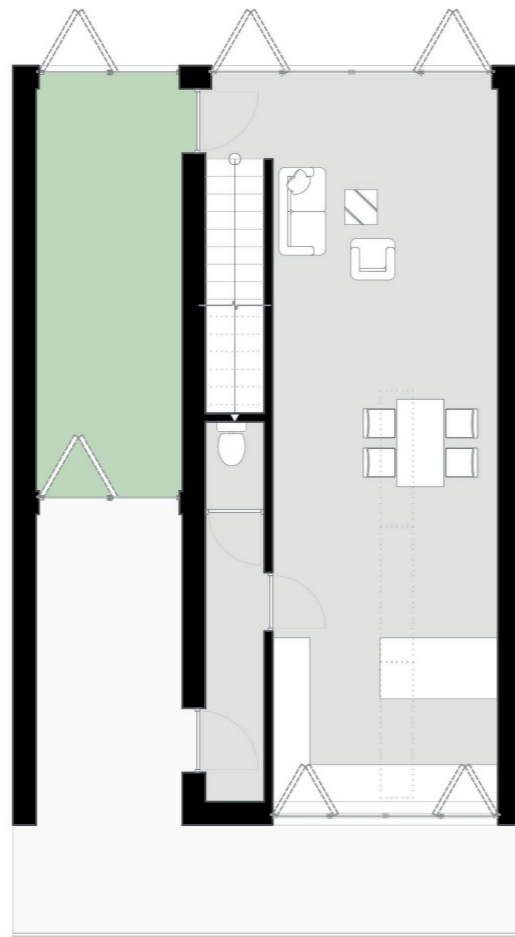
Unaltered floorplan units
(Entrance floor)
Big balcony



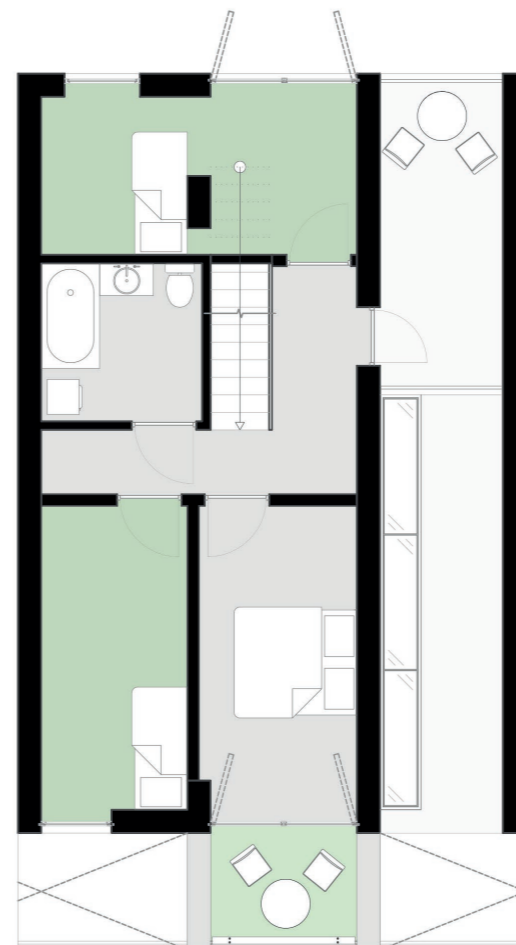
Unaltered floorplan units
(Upper floor)
1 bedroom maisonette



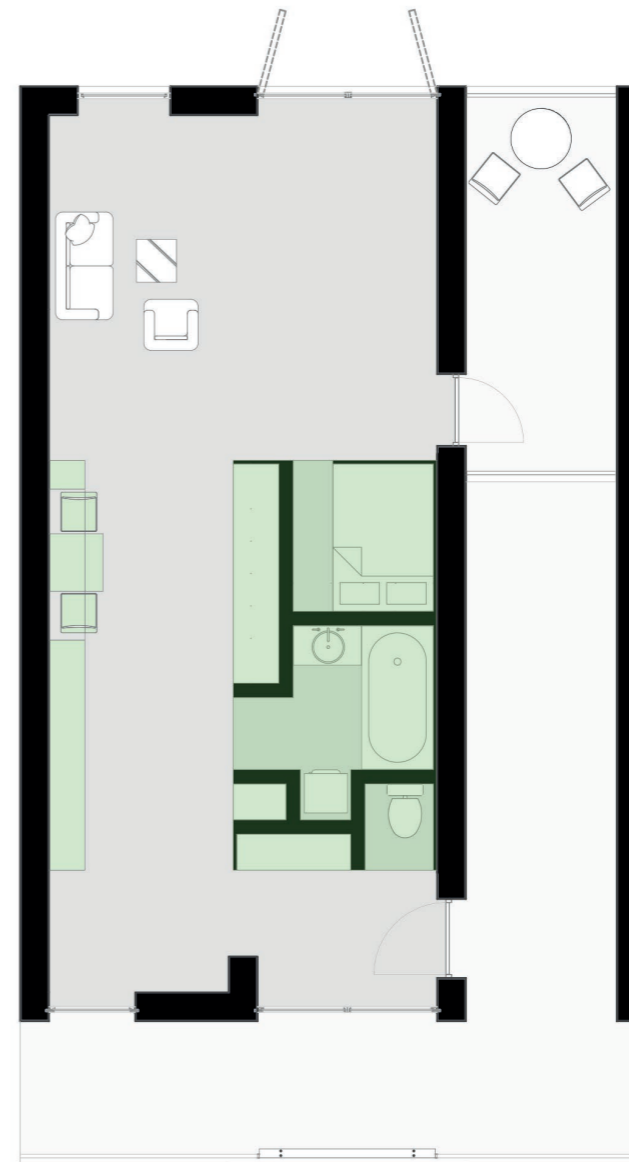
Altered by inhabitants
(Entrance floor)
Smaller balcony + office



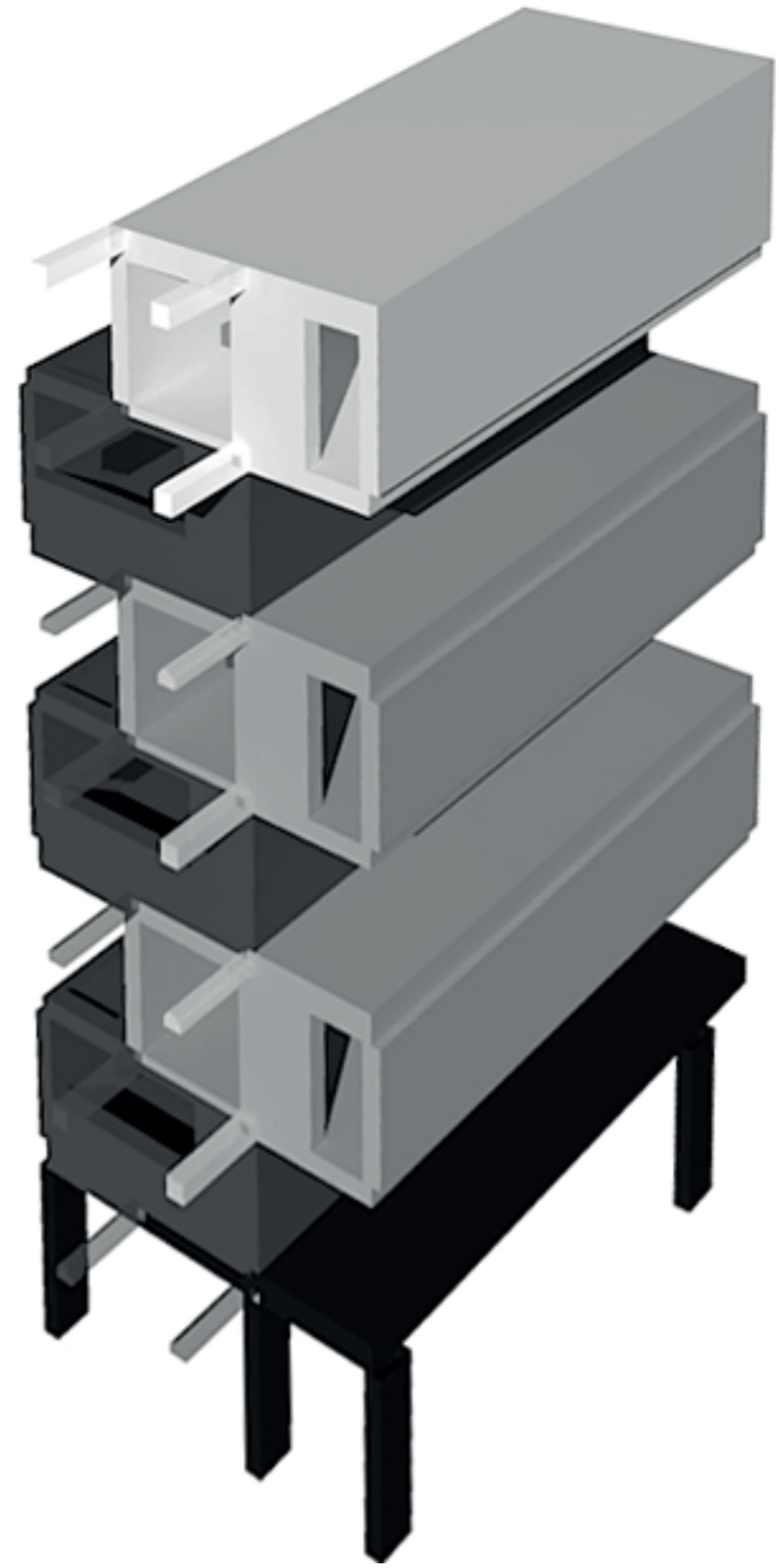
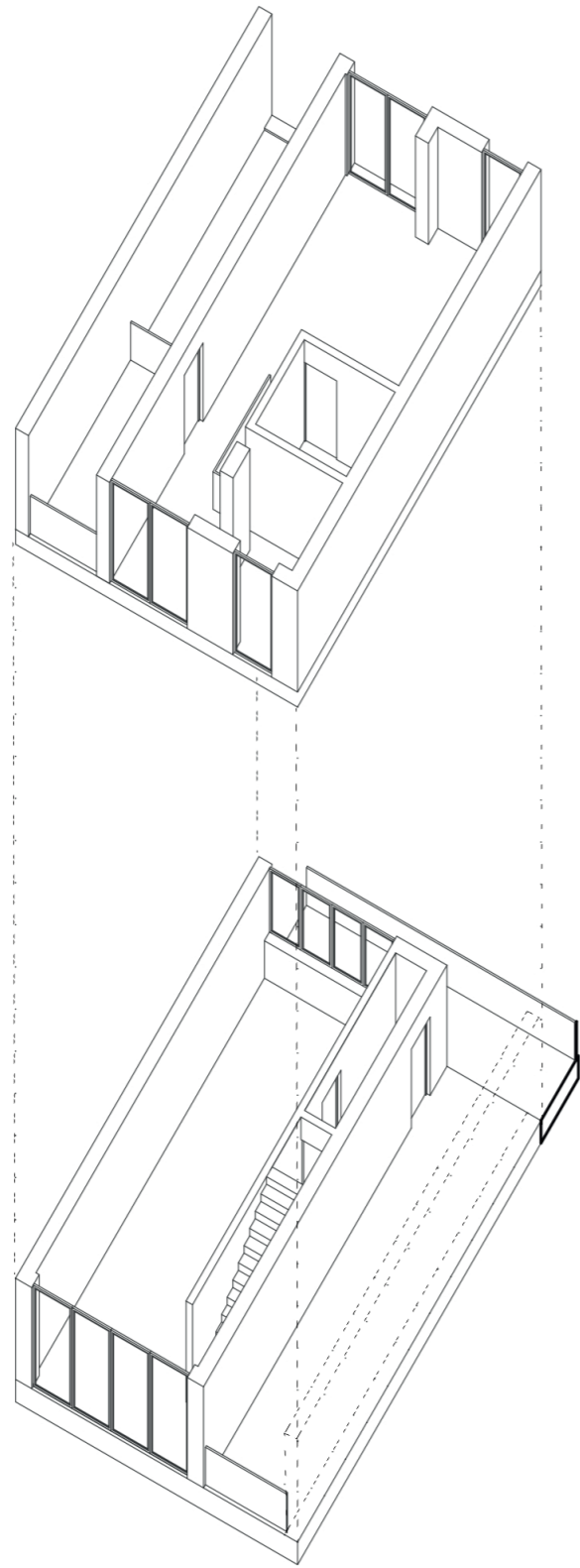
Altered by inhabitants
(Upper floor)
Compact 3 bedroom maisonette



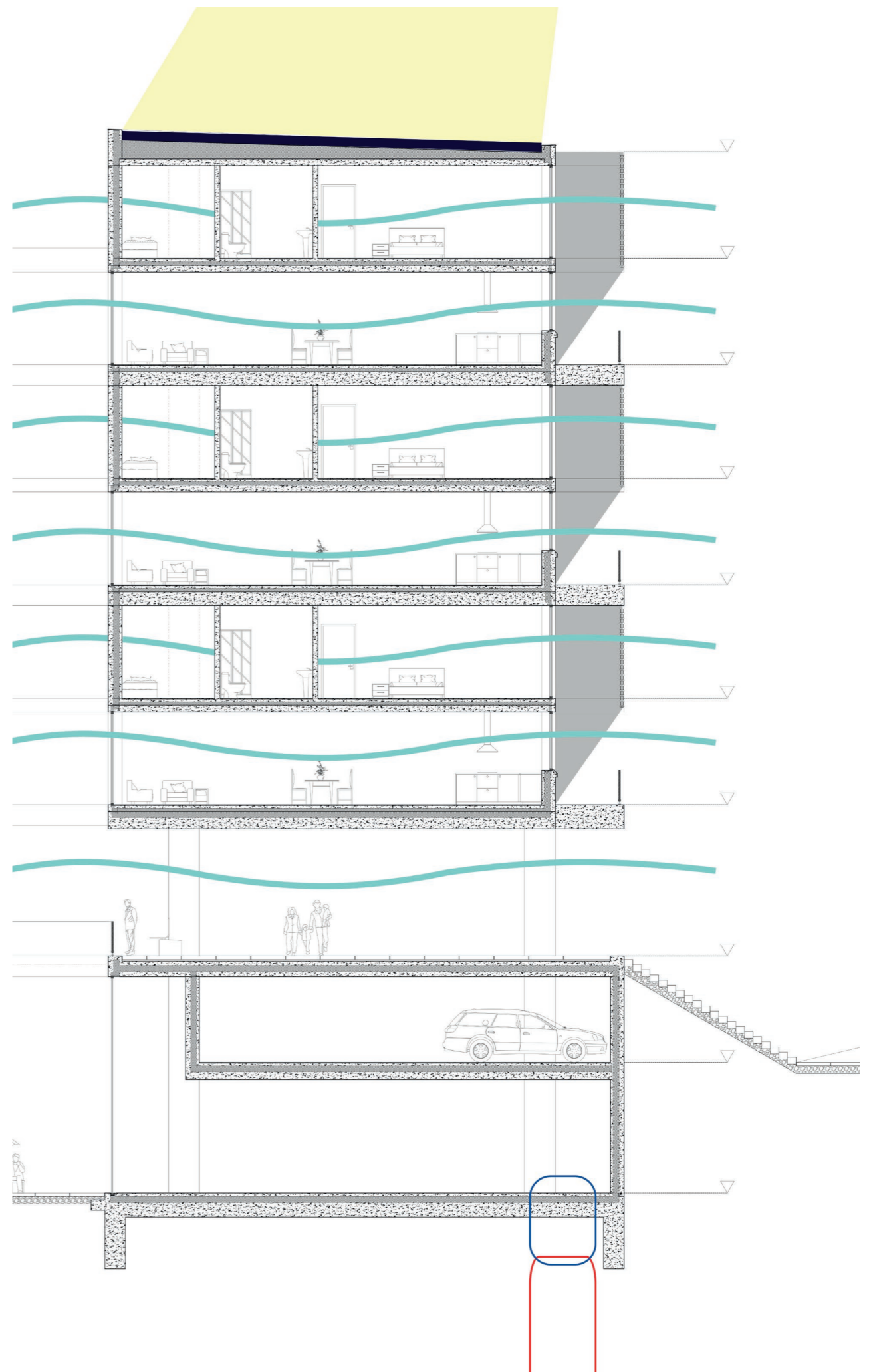
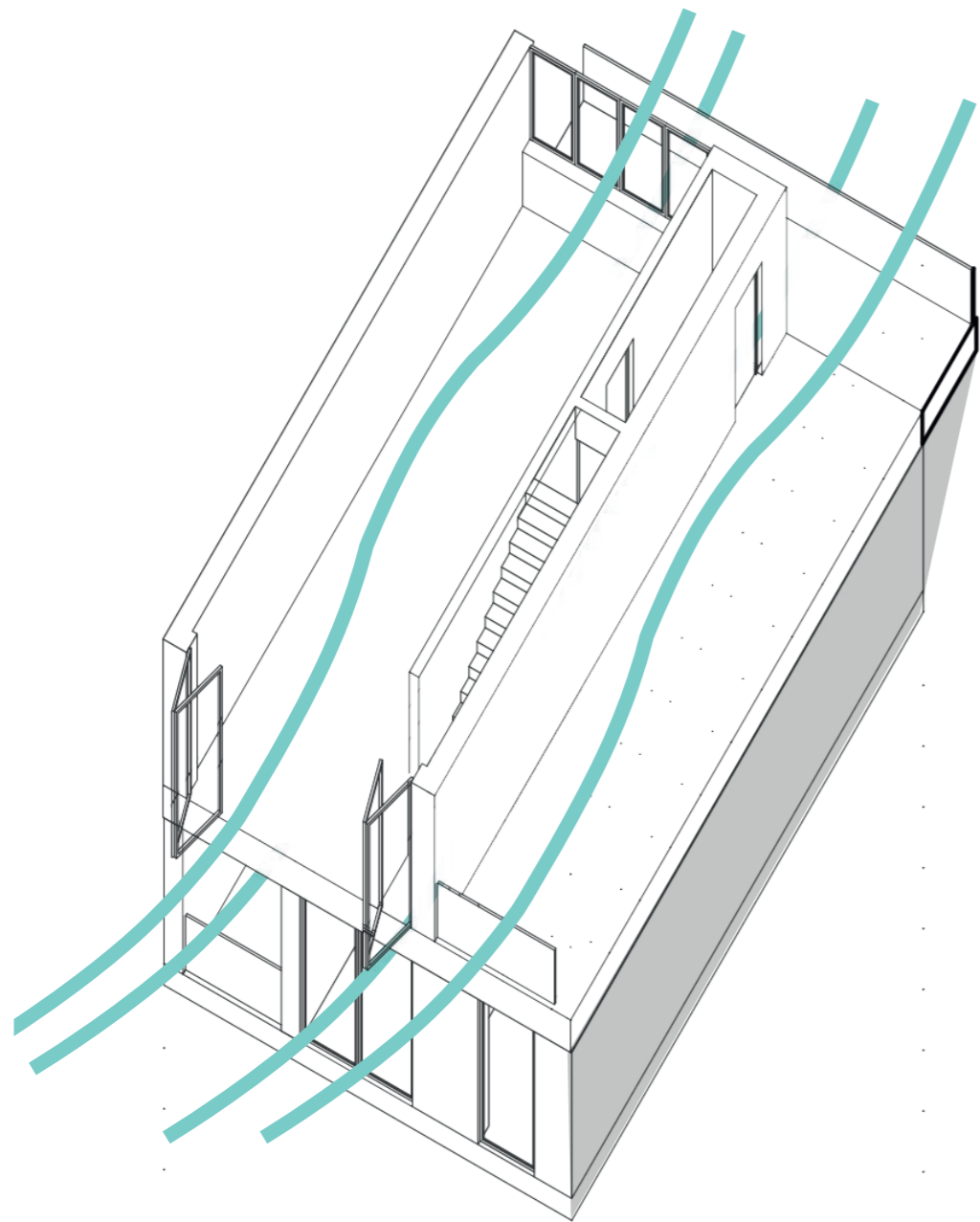
Rental studio with service unit
(Toilet, Bathroom, Storage, Bedroom)
Compact 3 bedroom maisonette

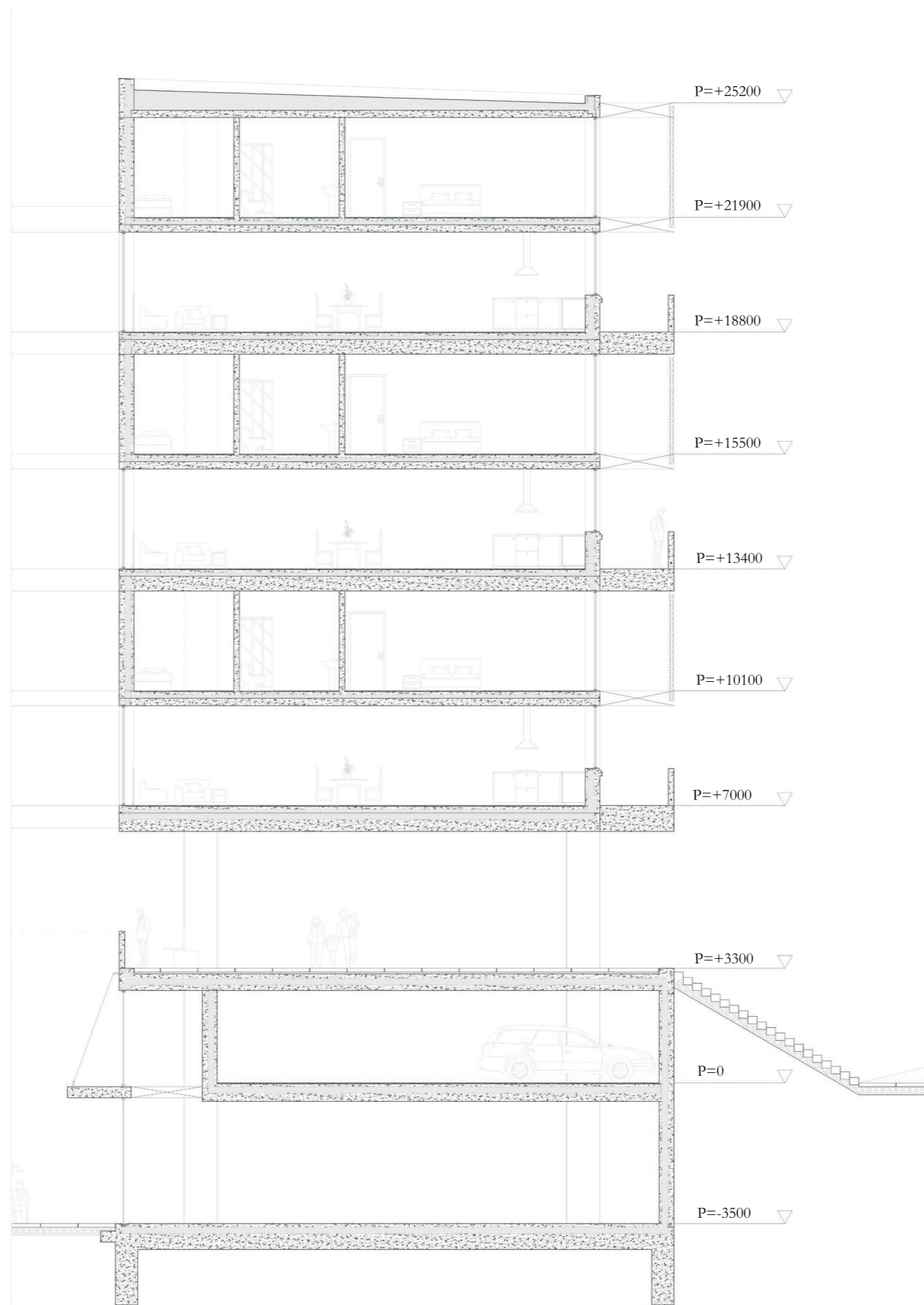
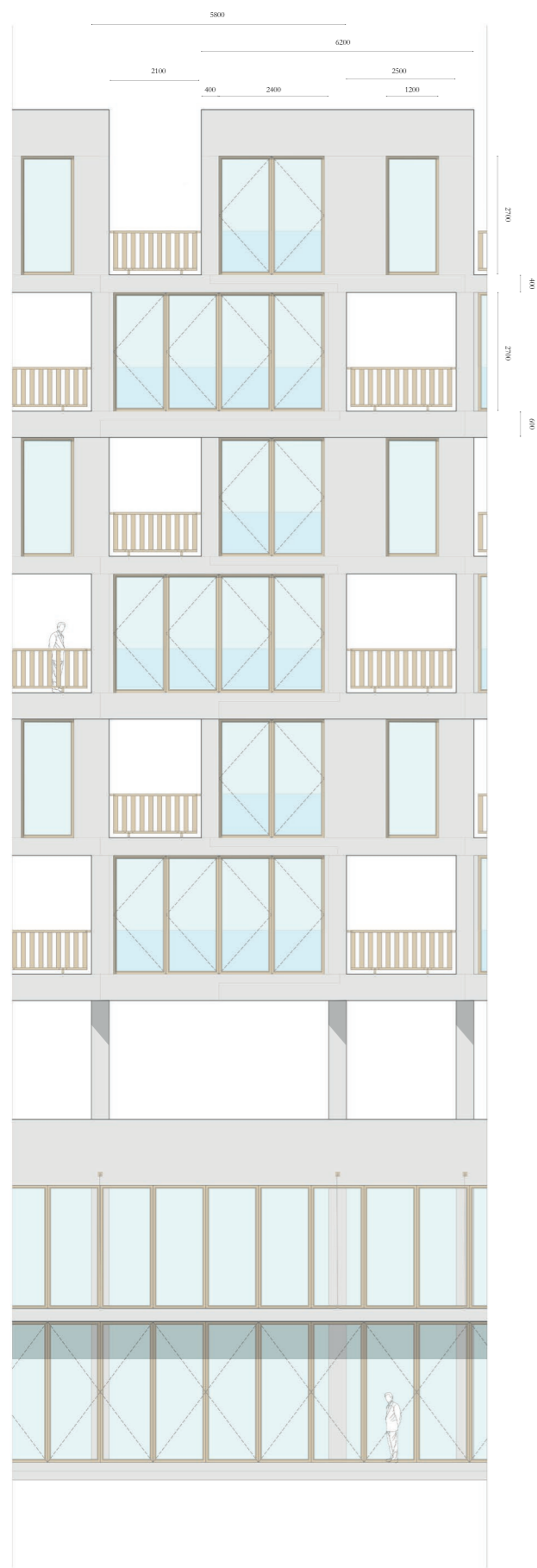


**Leaves room for
personalisation by inhabitants**











Conclusion

Thank you!