

***Got something to hide?  
say it with flowers!***

**framing *Nature***

roel van de pas  
freek speksnijder  
stavros kousoulas  
andré mulder

***Got something to hide?***





***Got something to hide?***



***say it with flowers!***





**“‘Nature is taking back Venice’:  
wildlife returns to tourist-free city”  
(the guardian)**



“so long and thanks for all the fish!”

**“Marker Wadden must restore  
Markermeer Nature”  
(weer.nl)**



**“Only 3 percent of ecosystems in  
a similar state as 500 years ago”  
(nu.nl)**





an unwanted hole in  
the city network



Parking place “Gasthuisplaats”, Delft







Instead of finding ethical answers, we should find the affective modalities under which a potential becomes actualized.

architecture must be sufficiently inaccurate enough to enable elements of doubt and unknowns to work together

uncertainty is all that we have





How to create more value with what we have?



suggestive  
enabling  
what can this do?  
what are the consequences?  
for specific use  
on specific location

enforcing  
blocking  
do not do this!  
consequences clear  
why this use not?  
which area?





suggestive  
enabling  
what can this do?  
what are the consequences?  
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enforcing  
blocking  
do not do this!  
consequences clear  
why this use not?  
which area?



what if we would remove the possibility of inhibiting other  
use than parking a car?

what if we would remove 'order' from a habitual system?

what if we would 'neutralize' the floor of the parking place?

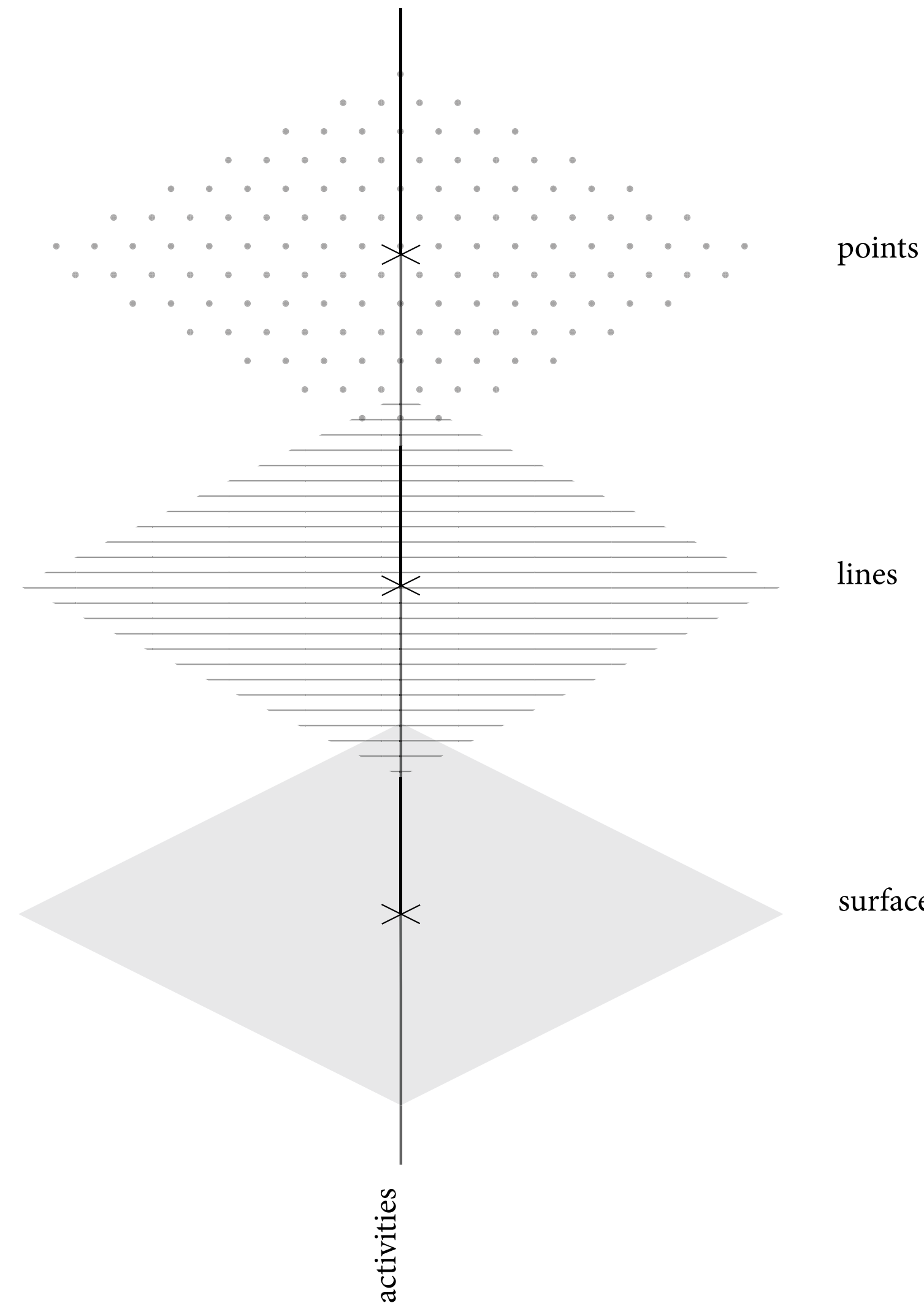





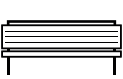






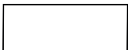




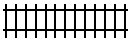



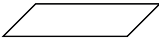
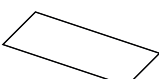





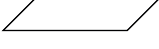
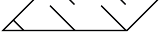

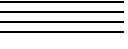
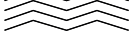


how can 'neutralizing' the floor of the parking place  
enable affects, without resorting to utopian and  
pre-determined effects?

the parking park

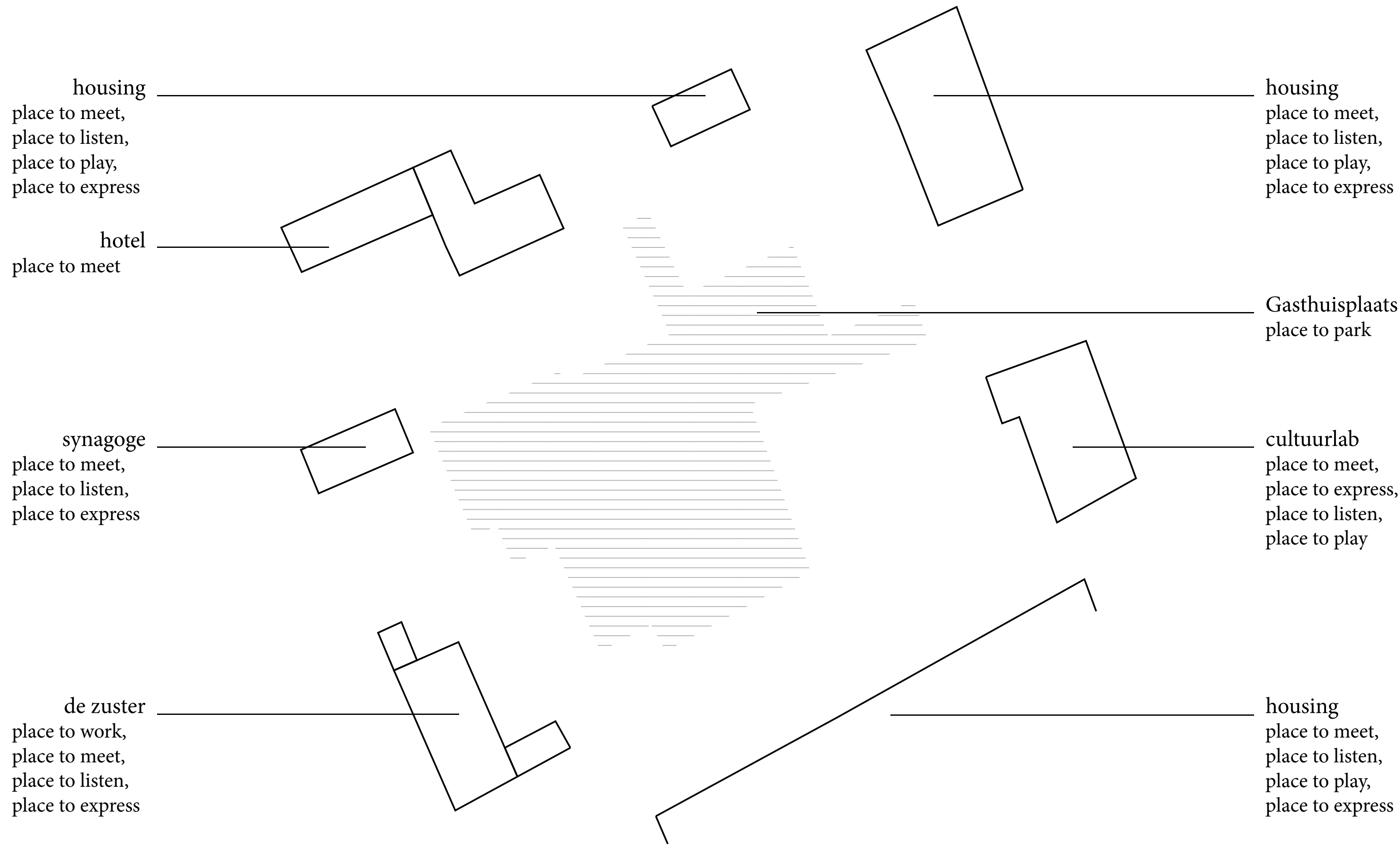


a place to park,  
a place to listen,  
a place to meet,  
a place to play,  
a place to express



						
tickets	charging	trash bins	benches			
						
light	camera	tree	signs	water	energy	
						
walls	fences	gutter	light	line		
						
grating	lattice	perforated	infill			
						
flat	sloping	bump	ditch	bump	ditch	ledge
						
smooth	rough	fluffy	striped	zig zag	waivy	dotted
hard?	soft?	solid?	liquid?	gas?		

it's with the activities  
that affects can enable  
and be enabled



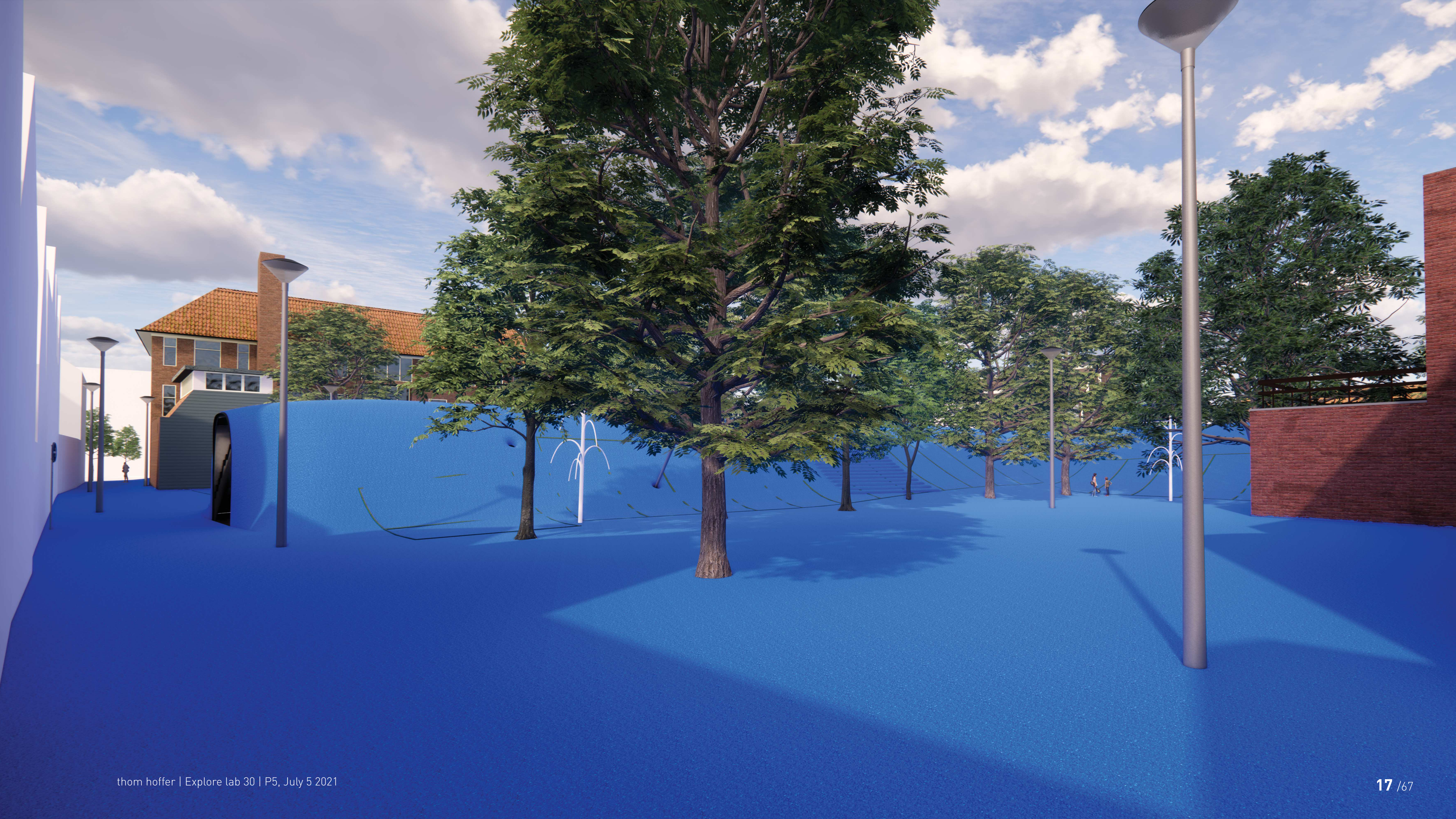
three design principles

**I.**  
how does the intervention  
relate to the main activity  
of car parking?

**II.**  
how does the intervention  
relate to the to be added  
activities?

**III.**  
is the intervention  
sufficiently inaccurate  
enough?







## Part I

a place to park,  
a place to listen,  
a place to meet,  
a place to play,  
a place to express



in itself, contained  
and demarcated area  
where certain rules  
apply



Blue Parking



Blue Parking with view



Blue Parking with view and street

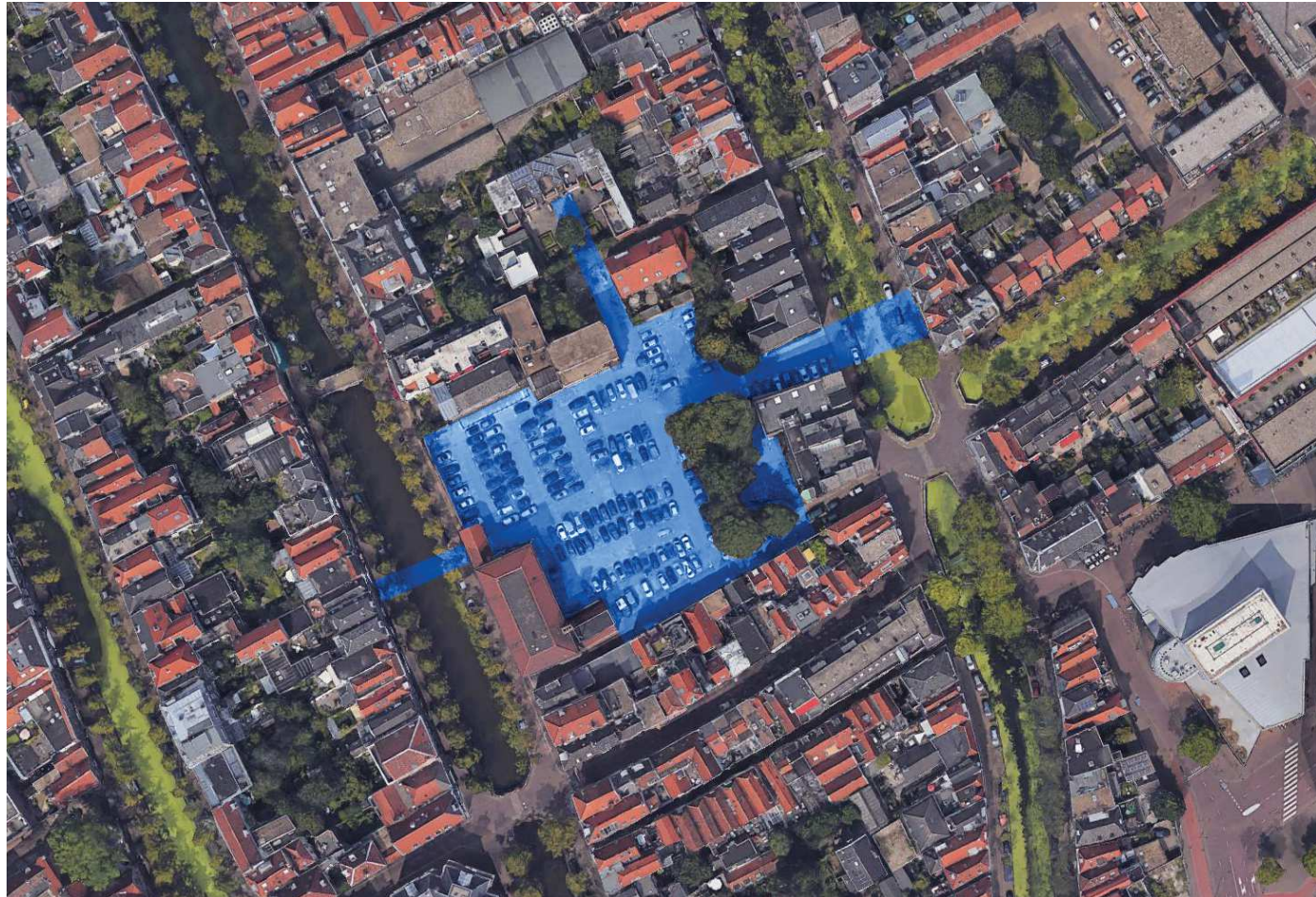


Blue Parking with view and street with view



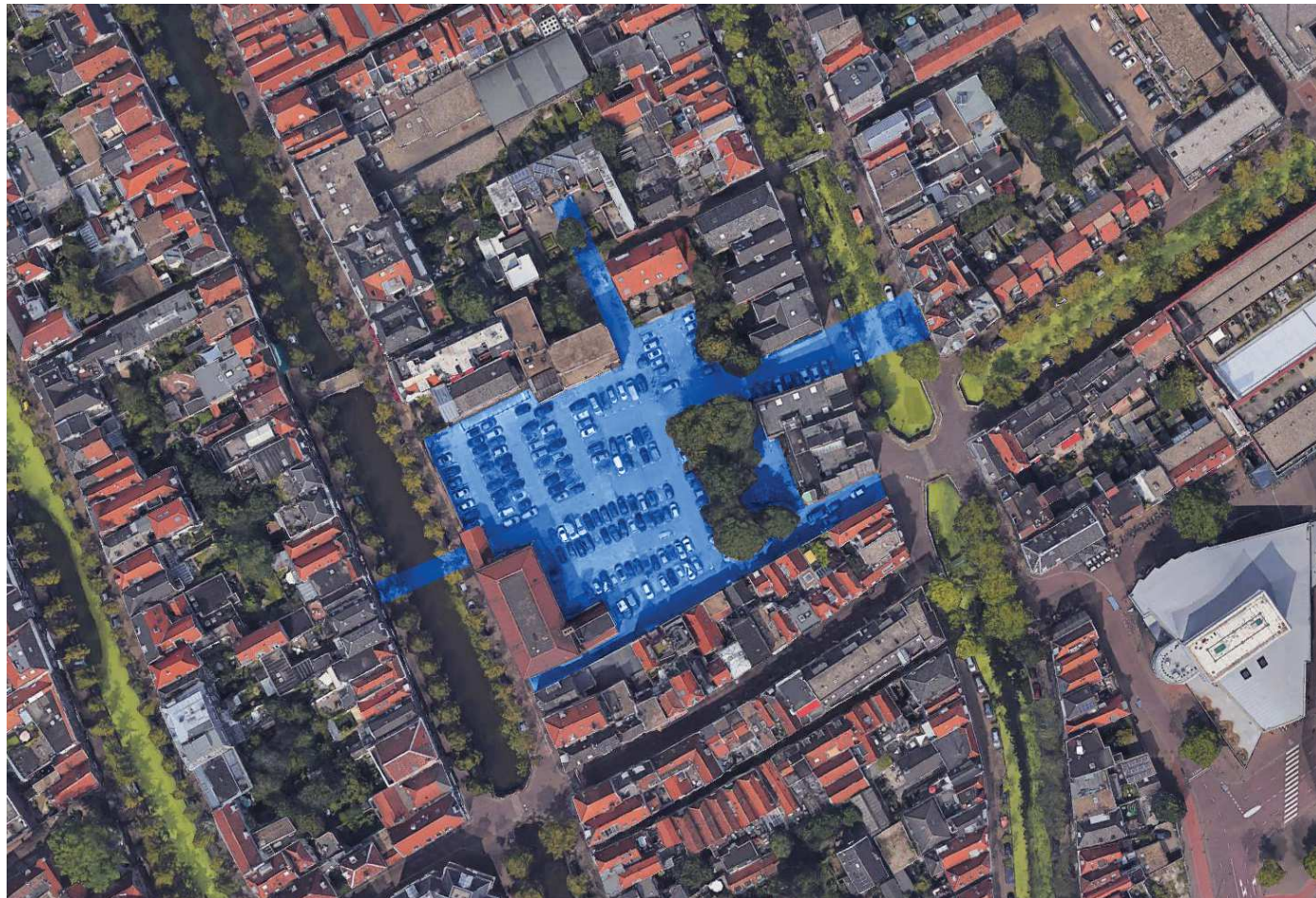


Blue Parking

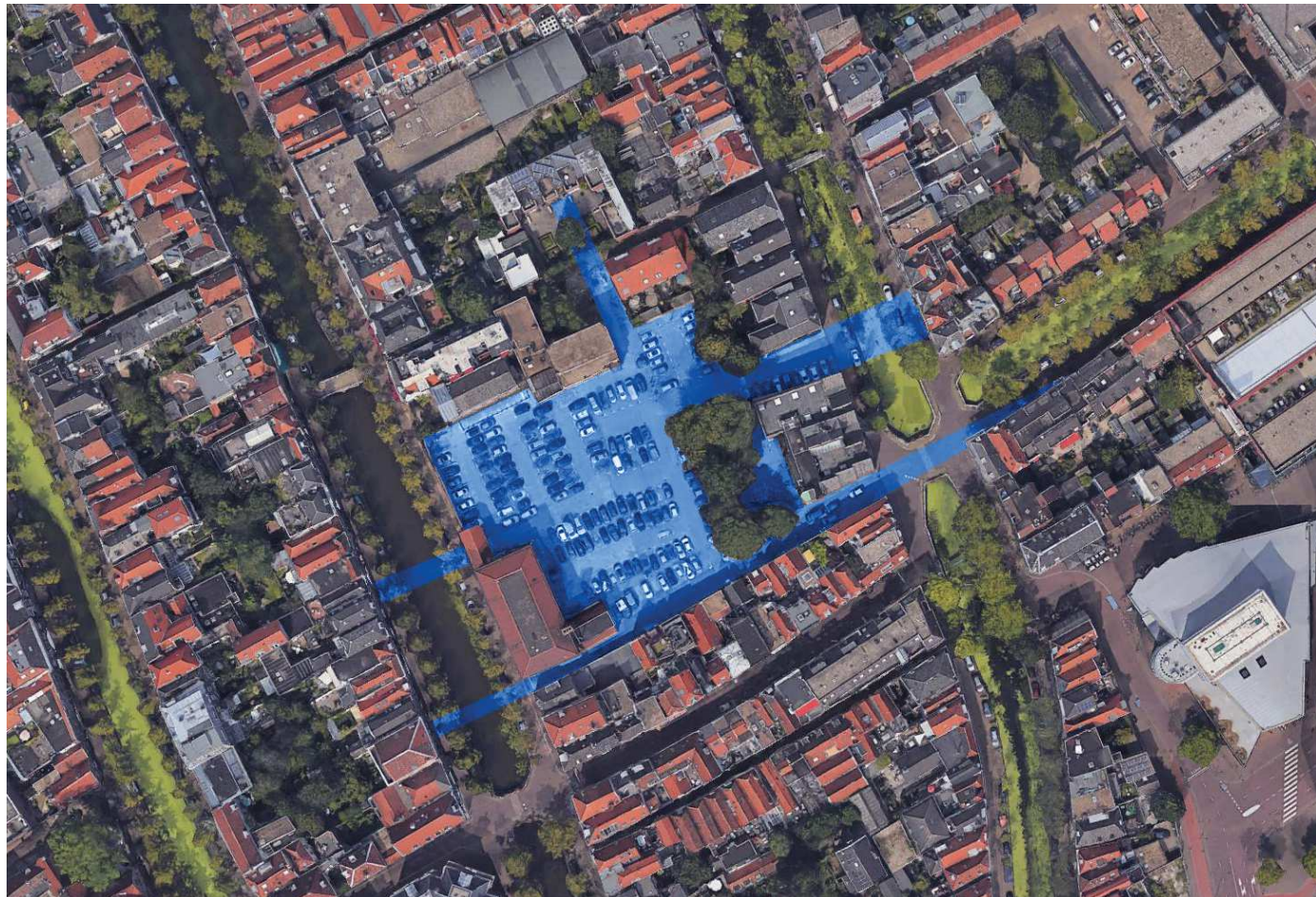


Blue Parking with view

too precise



Blue Parking with view and street



Blue Parking with view and street with view



too imprecise



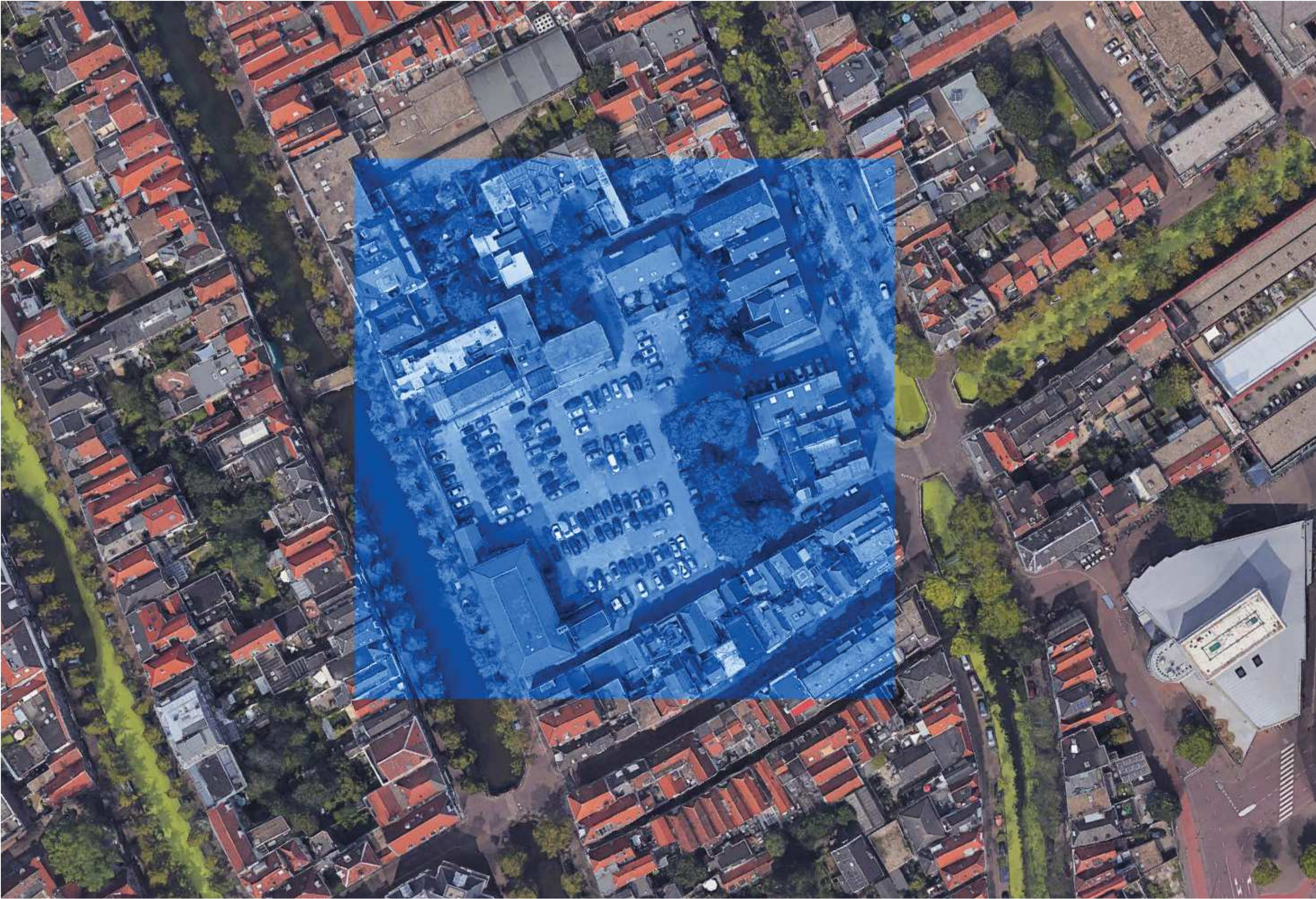
Delfts Blue



The blue parking park - 130m x 130m



we have to be  
sufficiently inaccurate  
to enable elements of  
doubt and unknowns



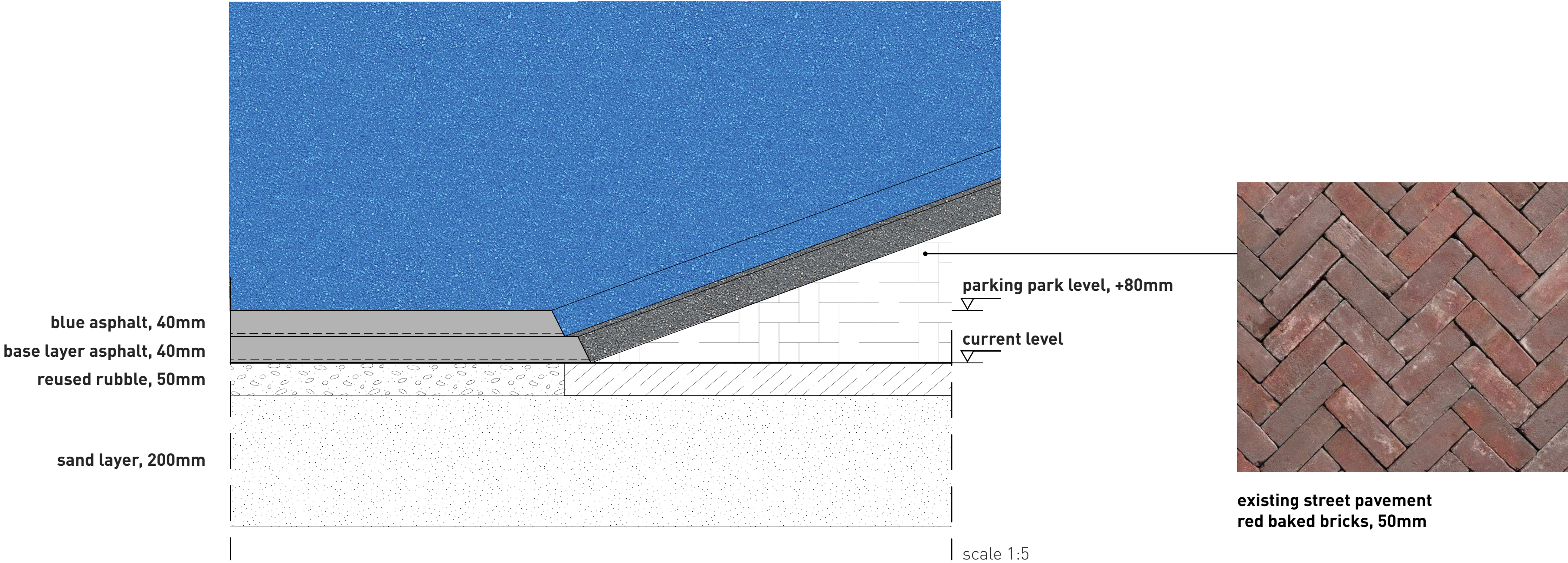
The blue parking park - 130m x 130m

[no scale]



detail 1

outer edge of blue  
floor with existing  
street





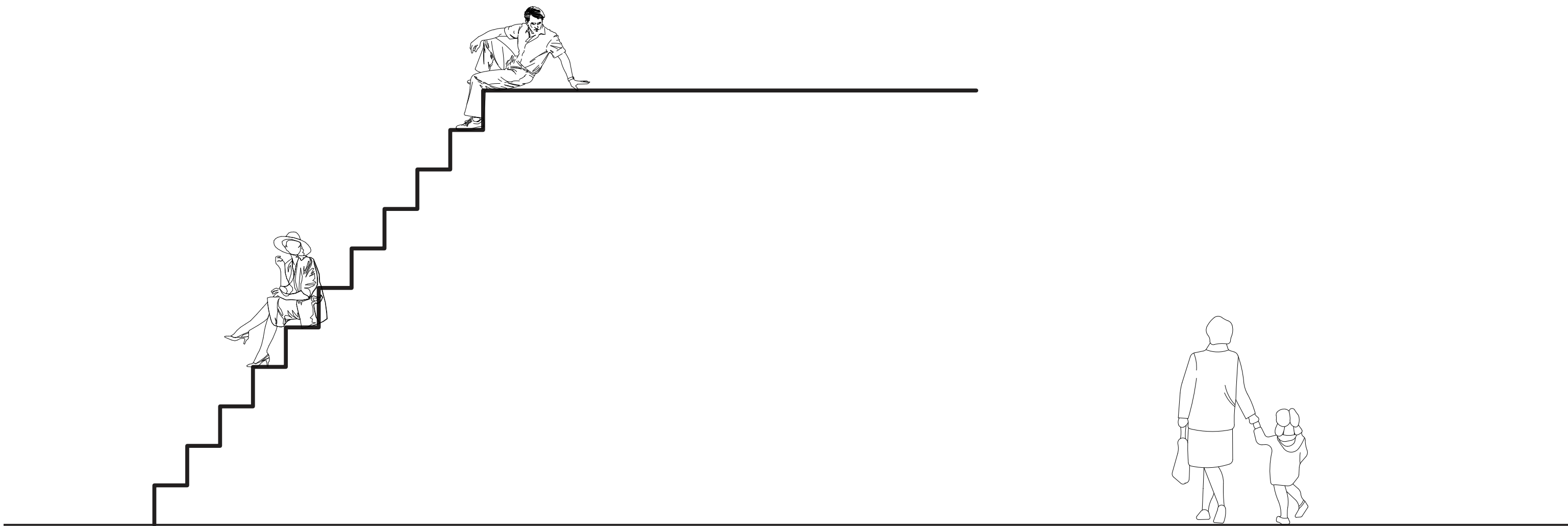




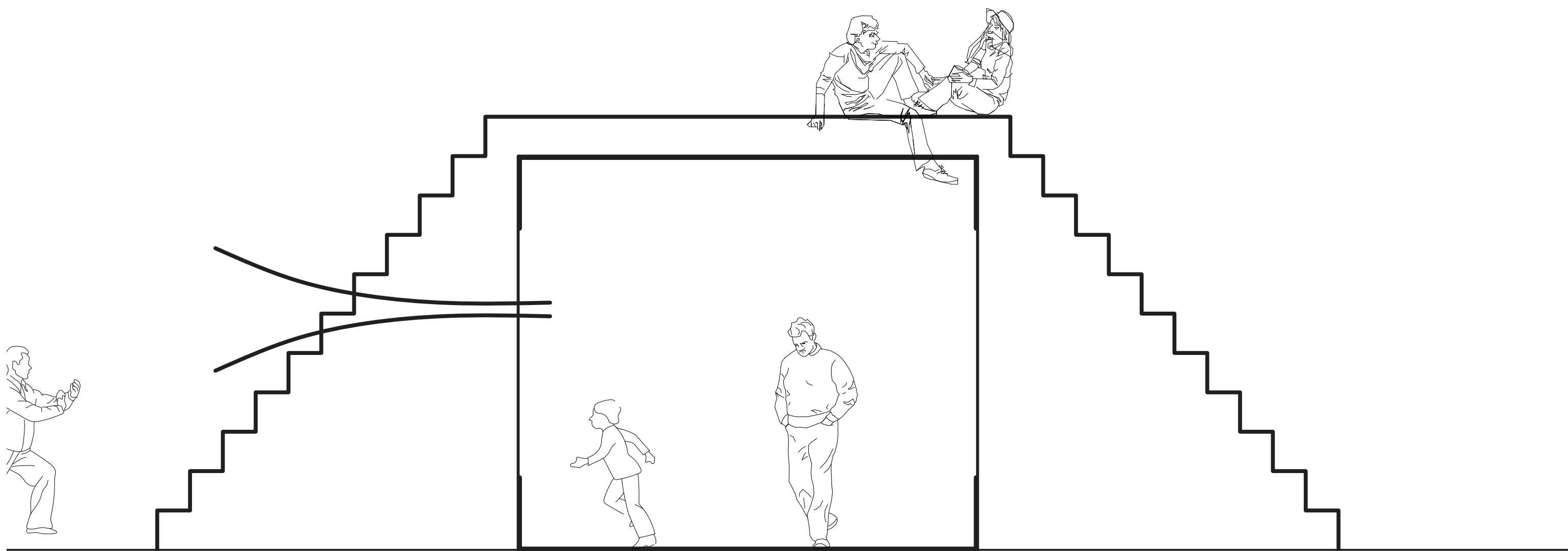
## Part II

a place to park,  
a place to listen,  
a place to meet,  
a place to play,  
a place to express

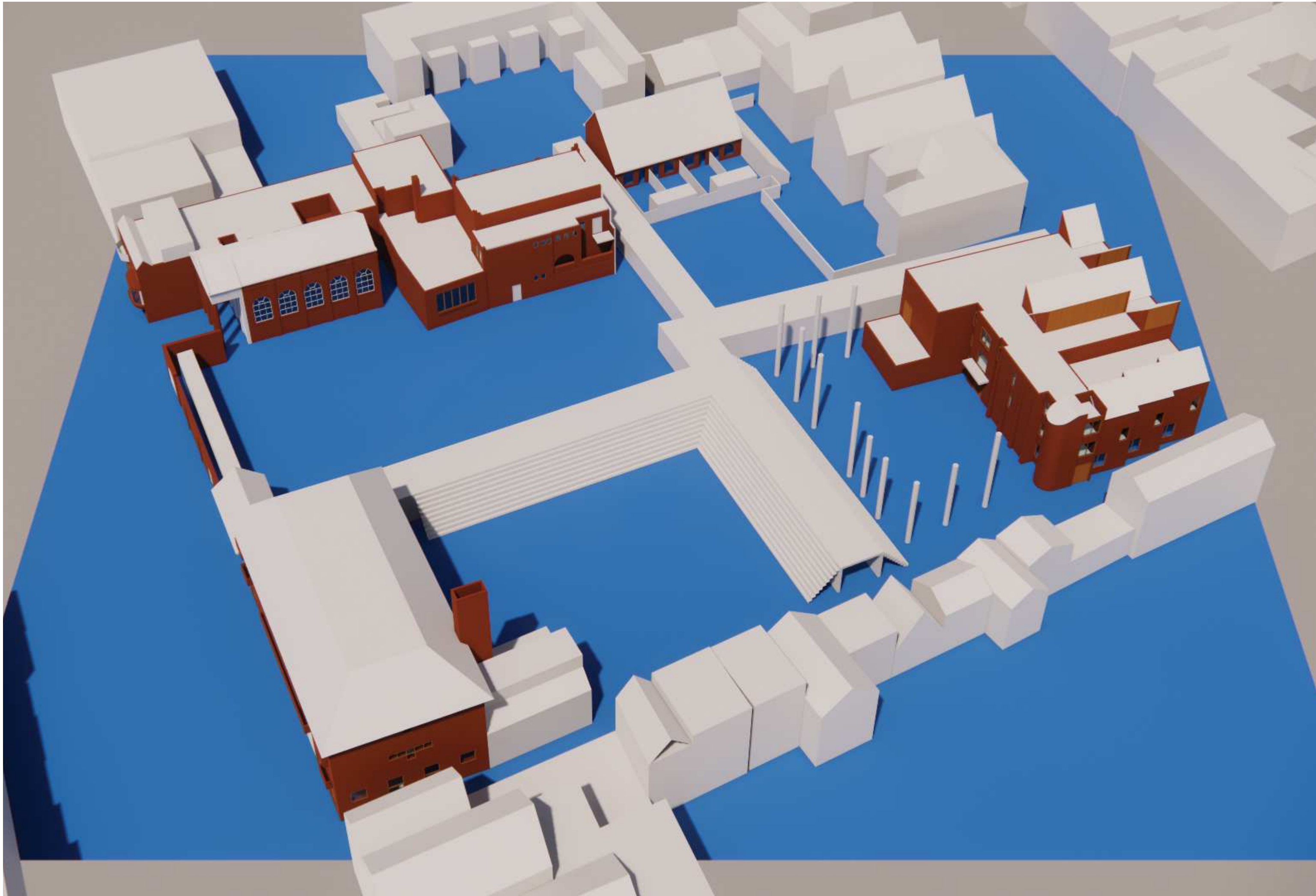
tribune as a place  
to listen and to  
make secret plans  
underneath



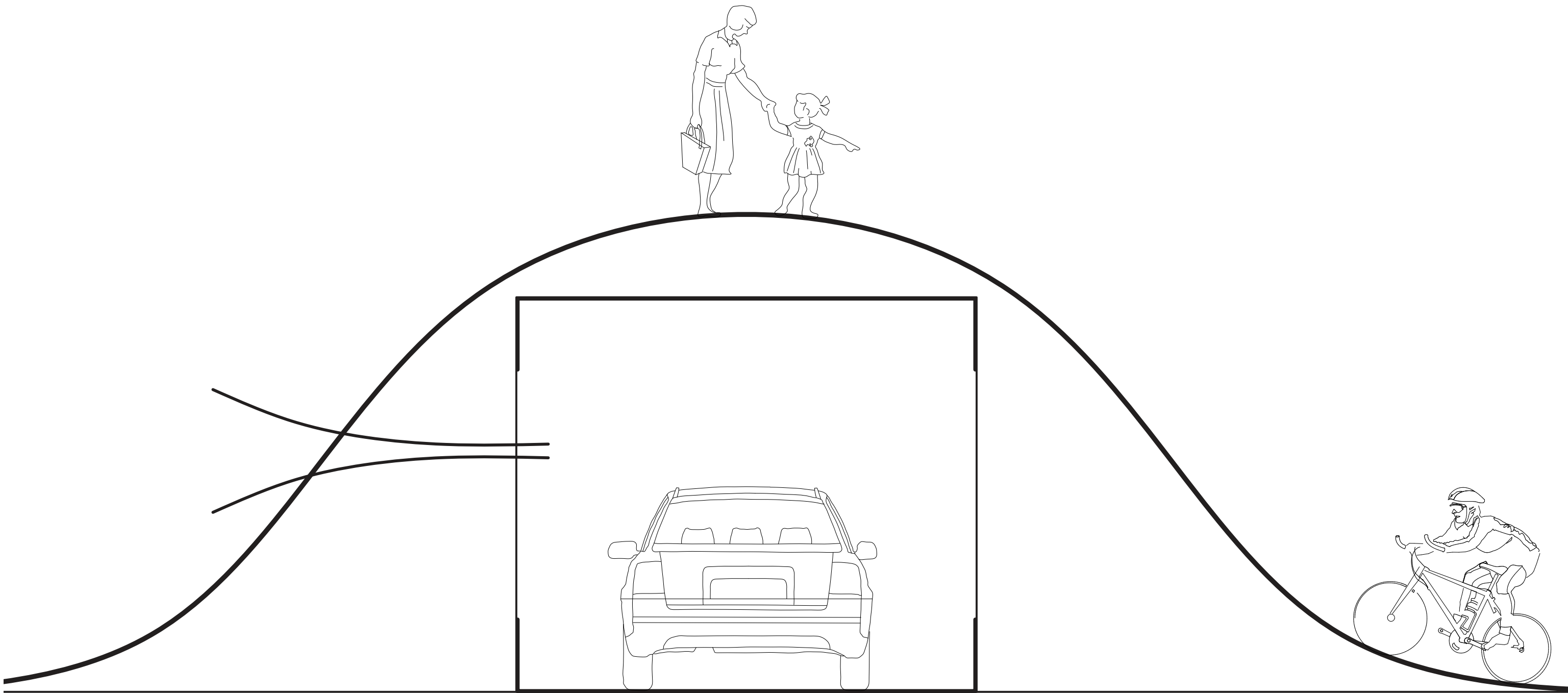
tribune element as  
continuous tunnel  
system



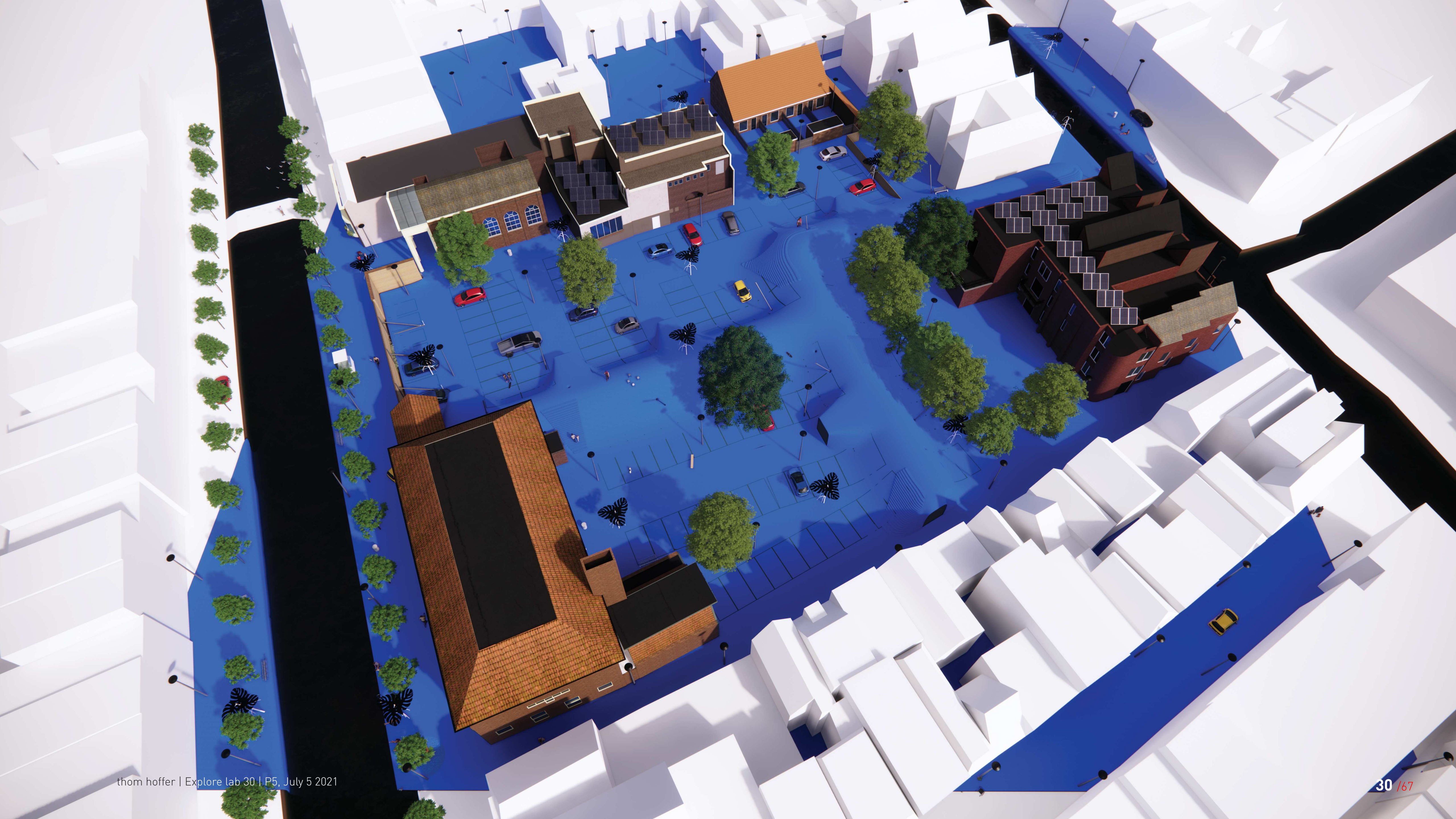
the place to listen  
and place to express  
feeling as distinct  
from the place to park



including the place  
to listen and place to  
express into the place  
to park





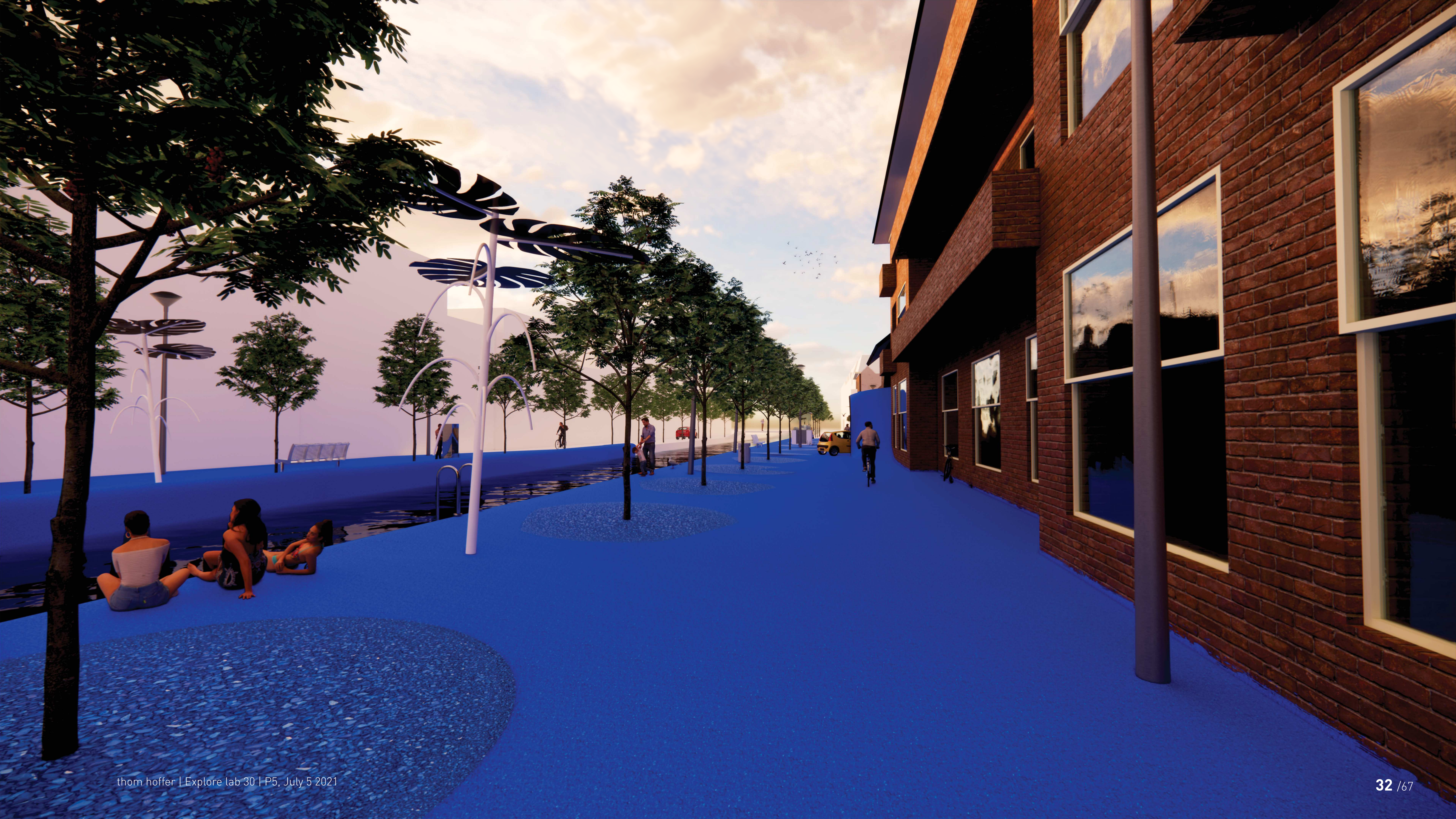




## Part III

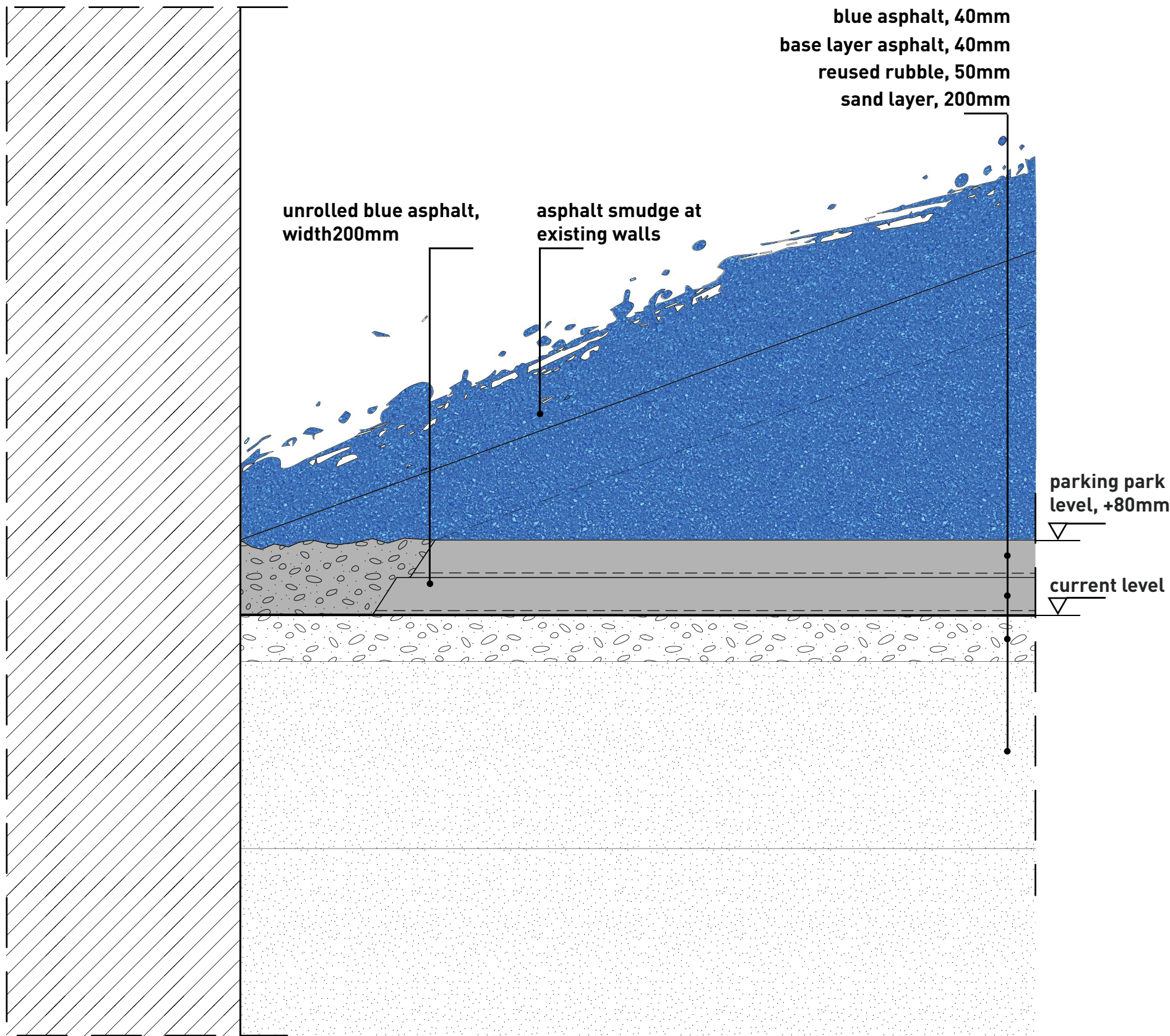
a place to park,  
a place to listen,  
**a place to meet,**  
a place to play,  
a place to express





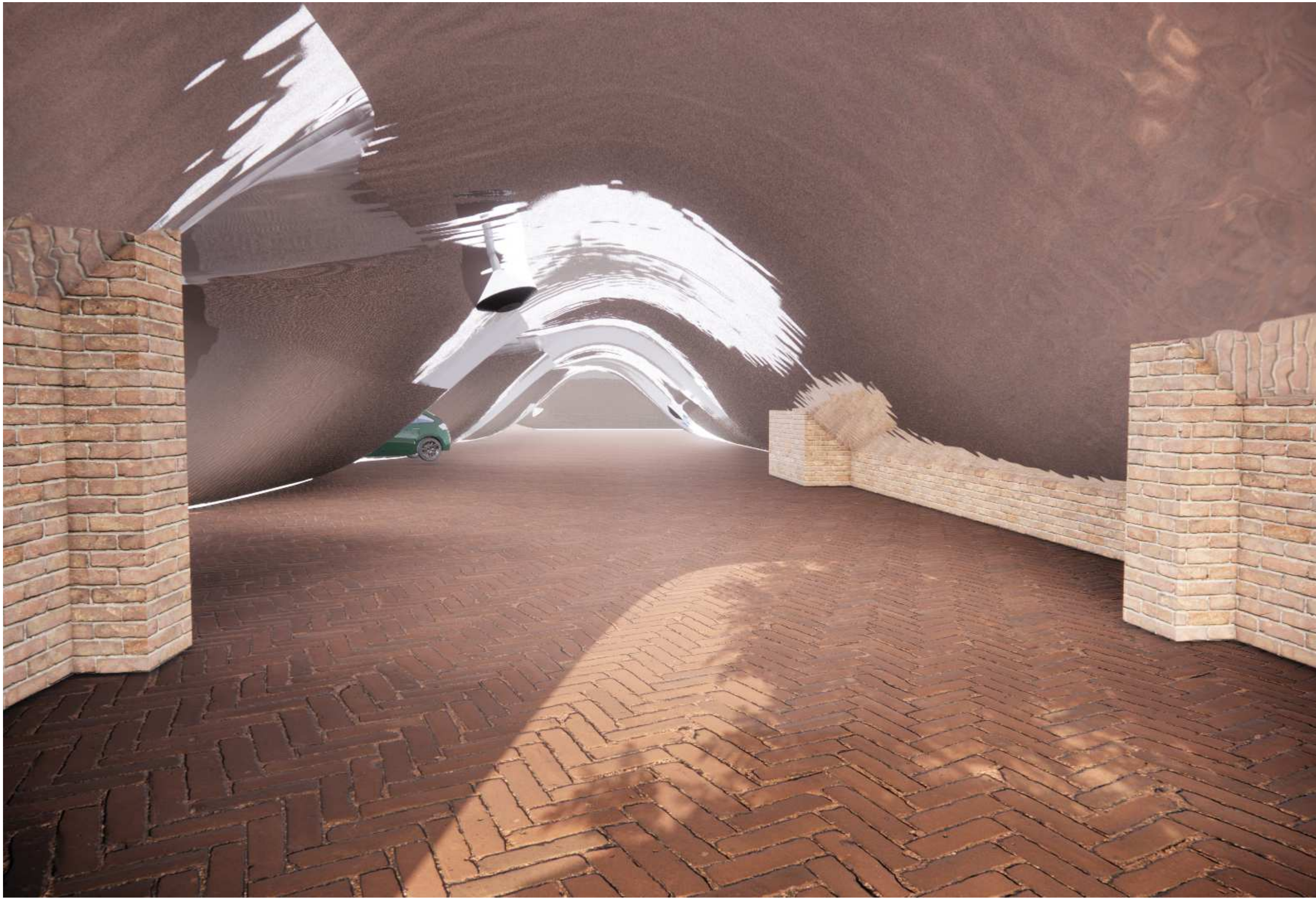


detail 7



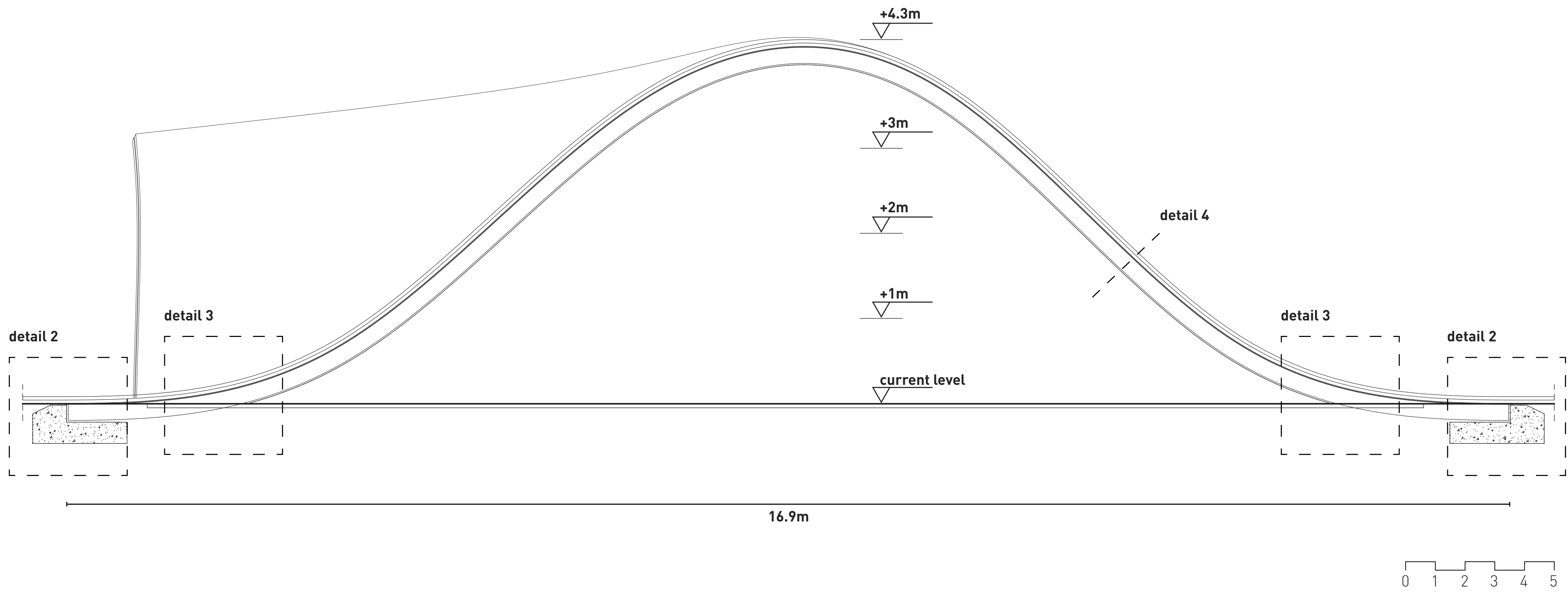


inside of the tunnel





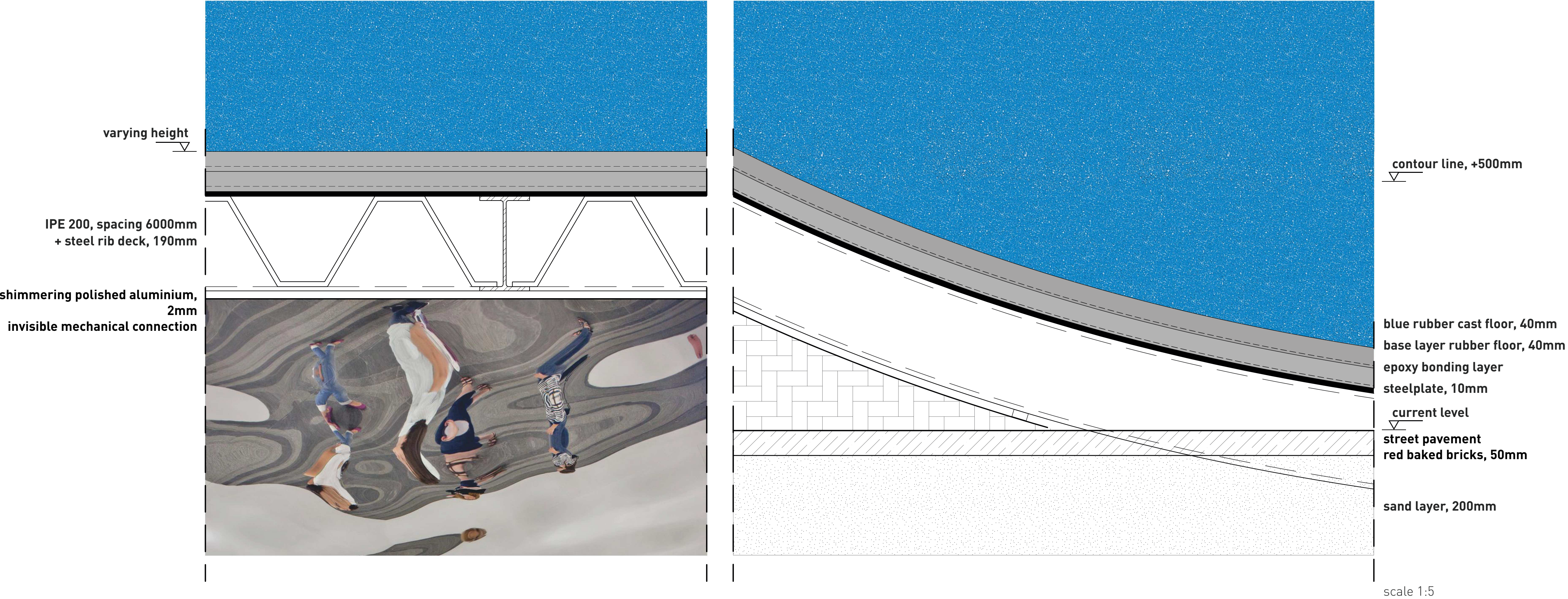
section 1





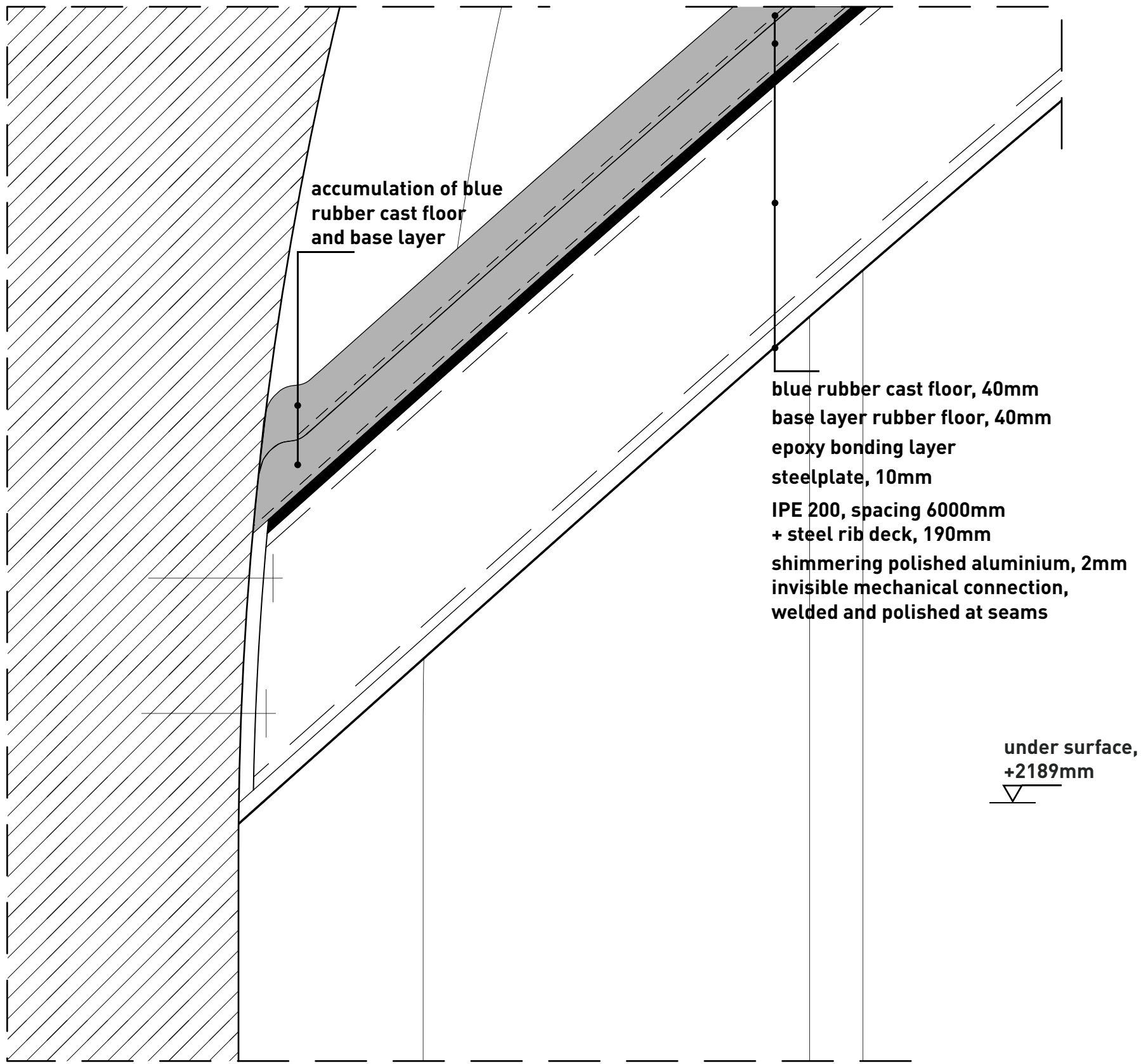
detail 3 & 4

structural detail of  
tunnel element



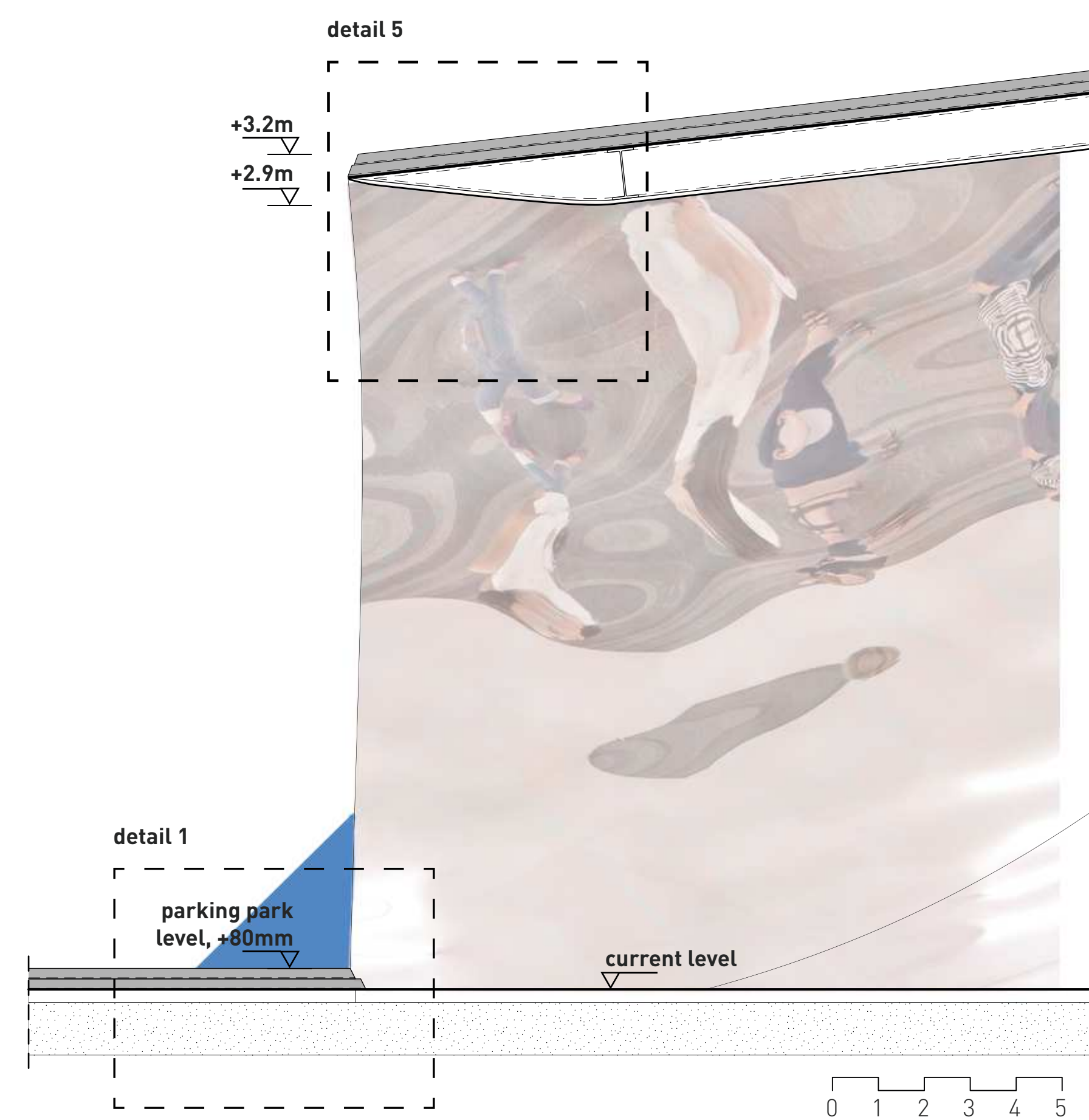


detail 10



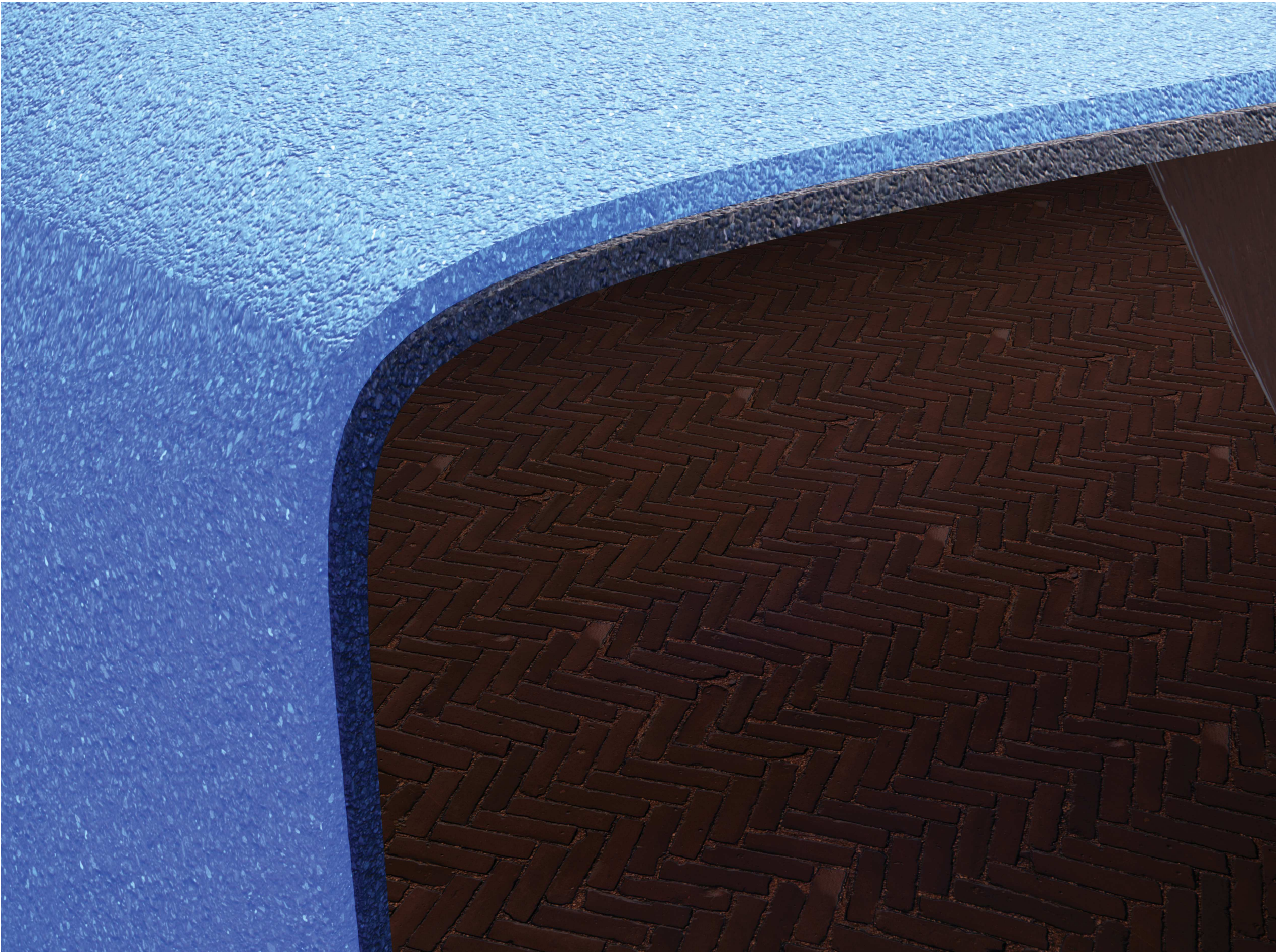
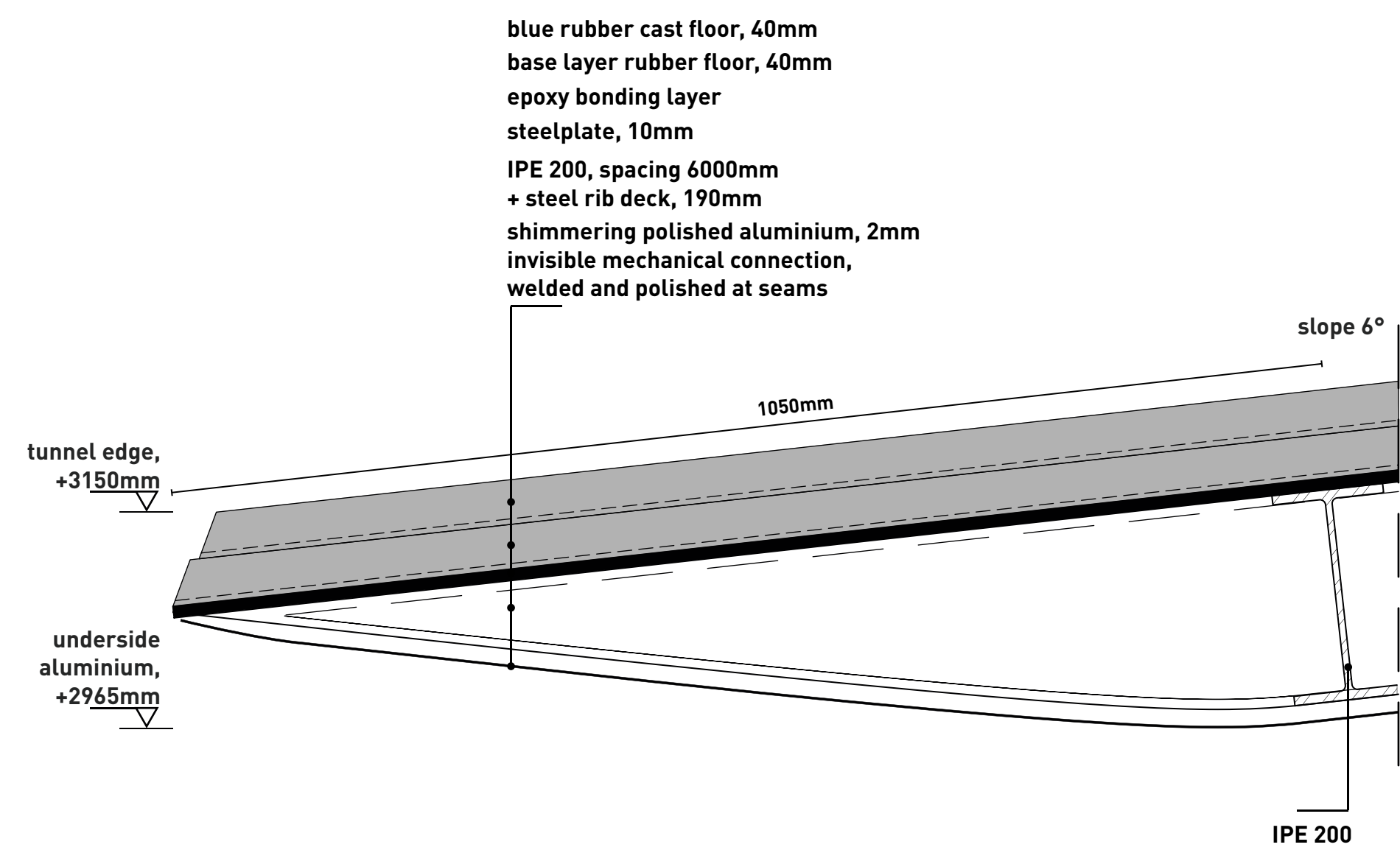


section 2.1



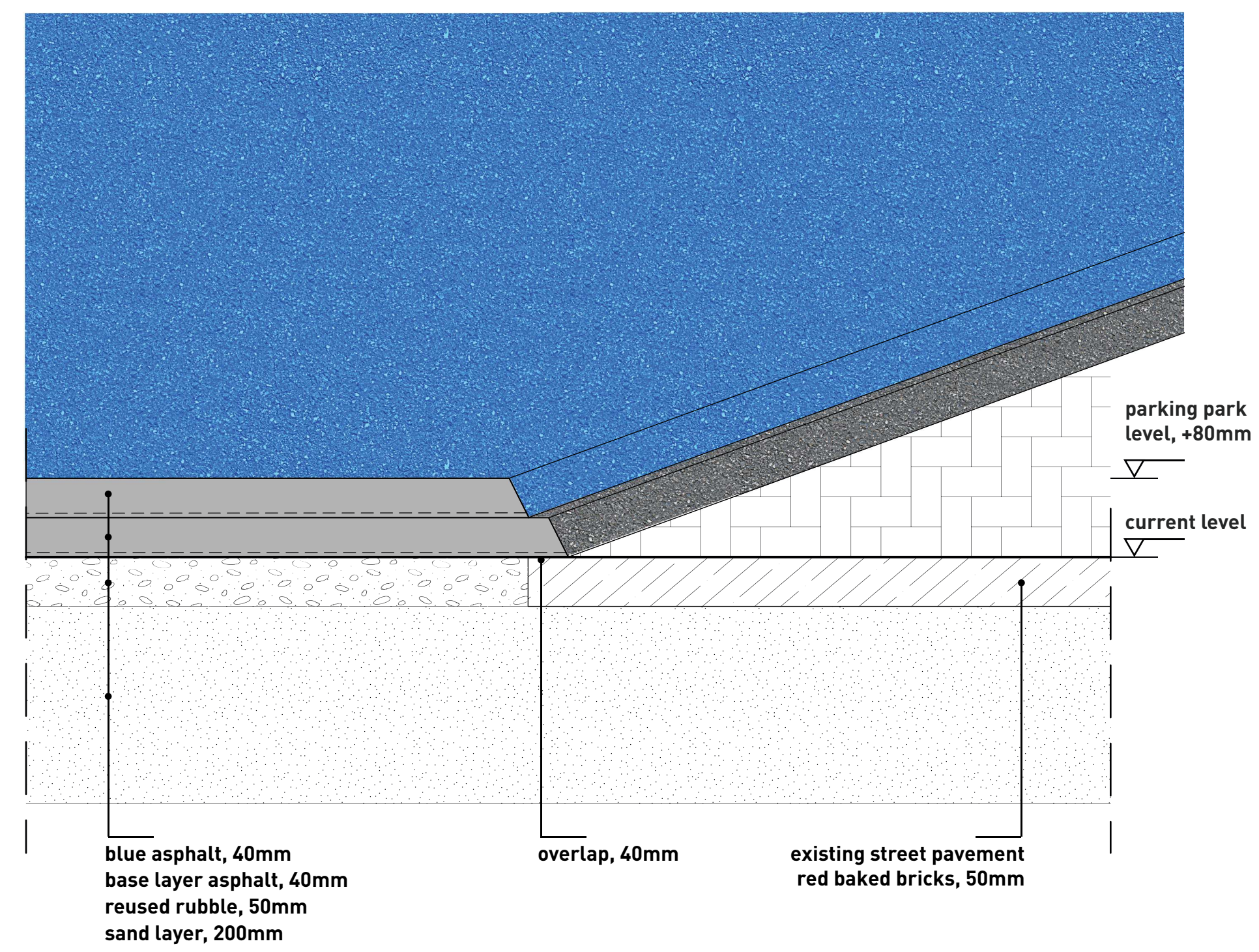


detail 5





detail 1



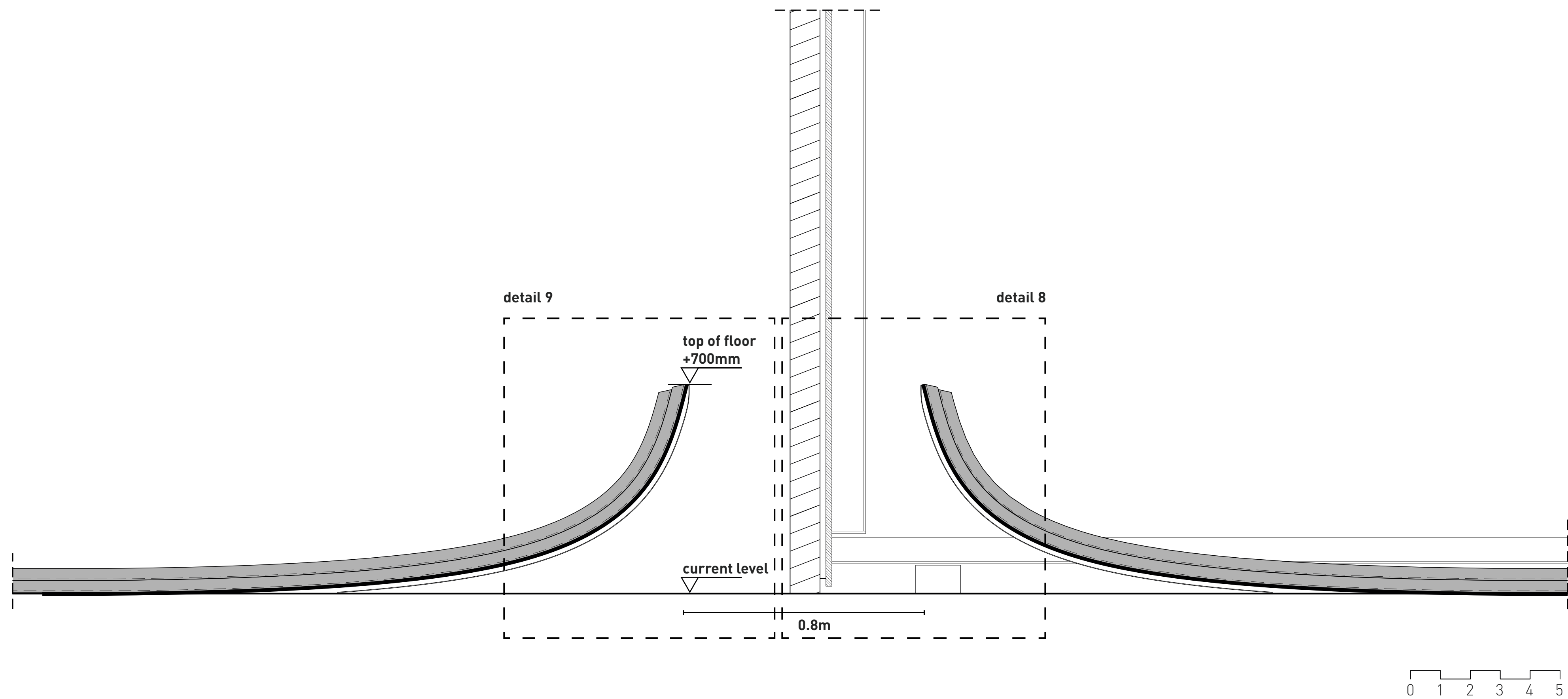


the wall



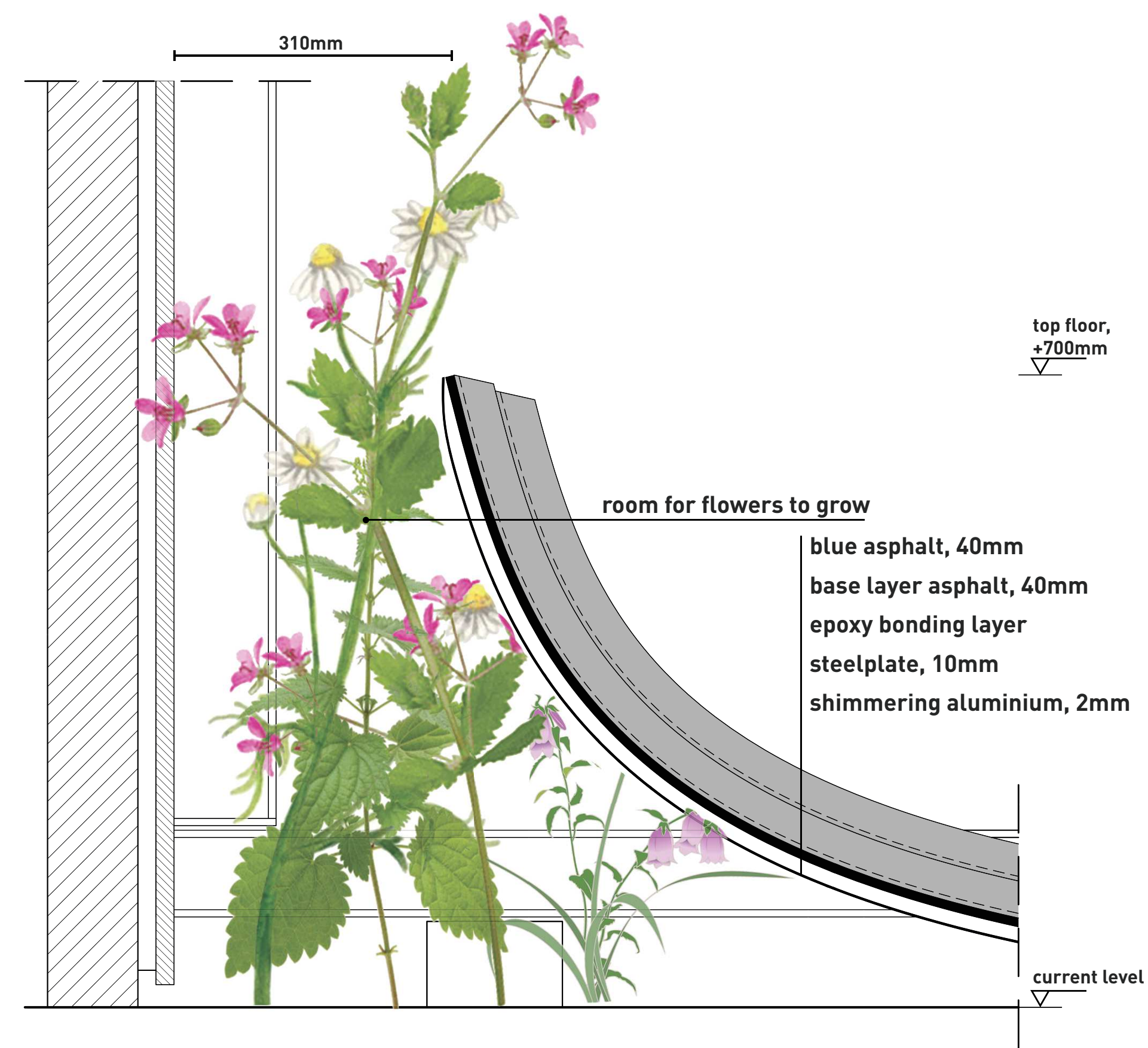


section 4



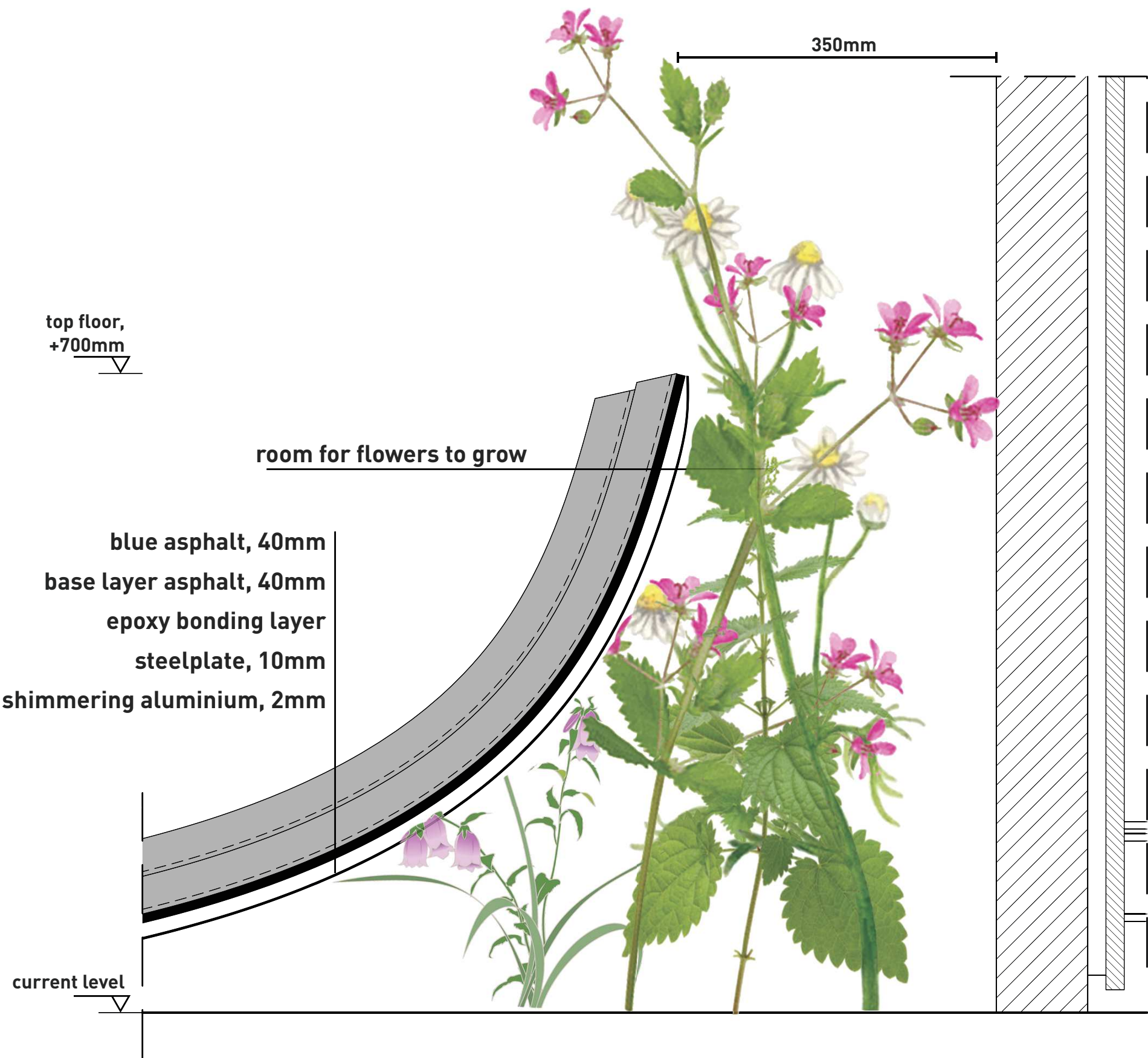


detail 8





detail 9





## Part IV

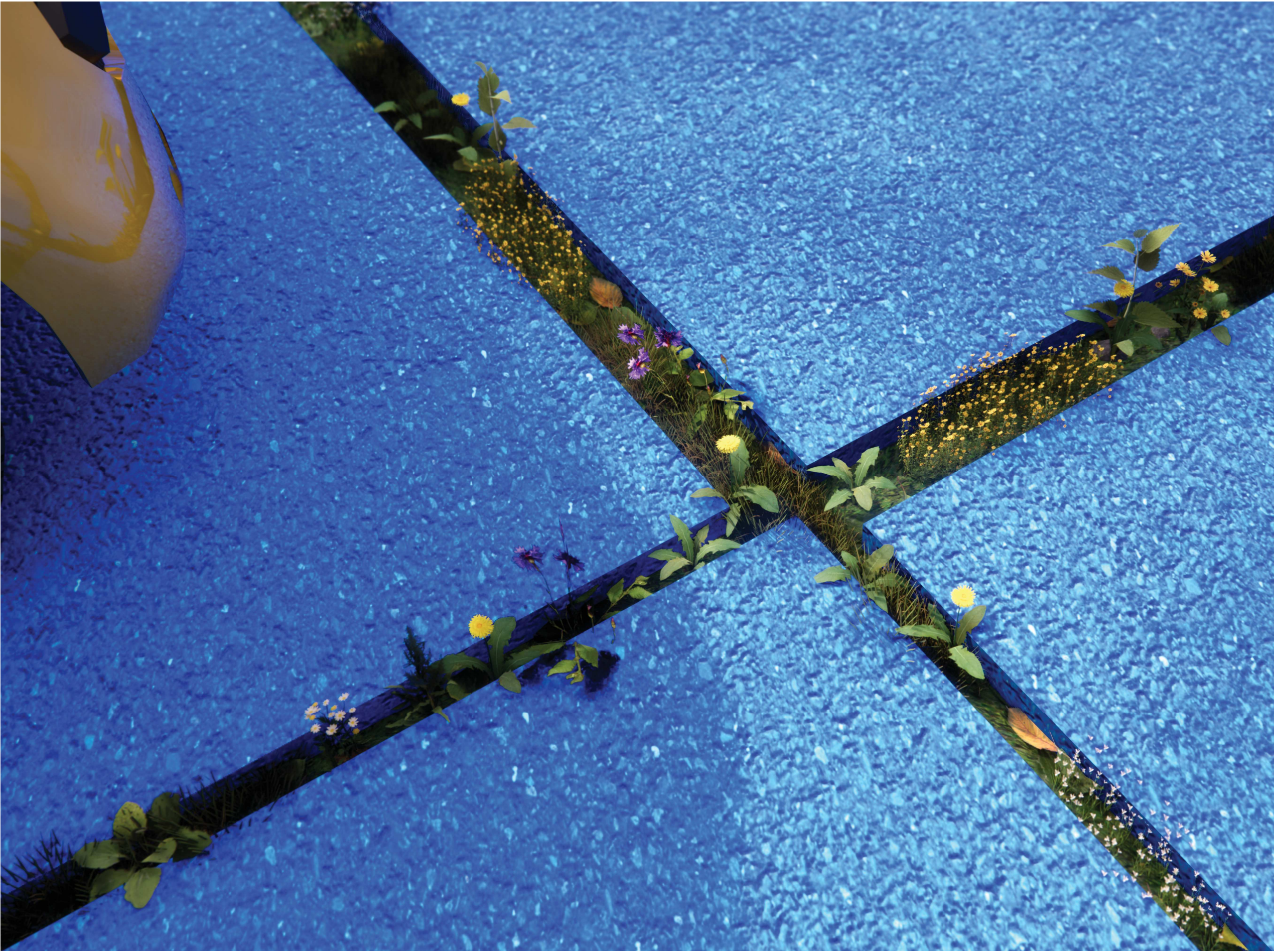
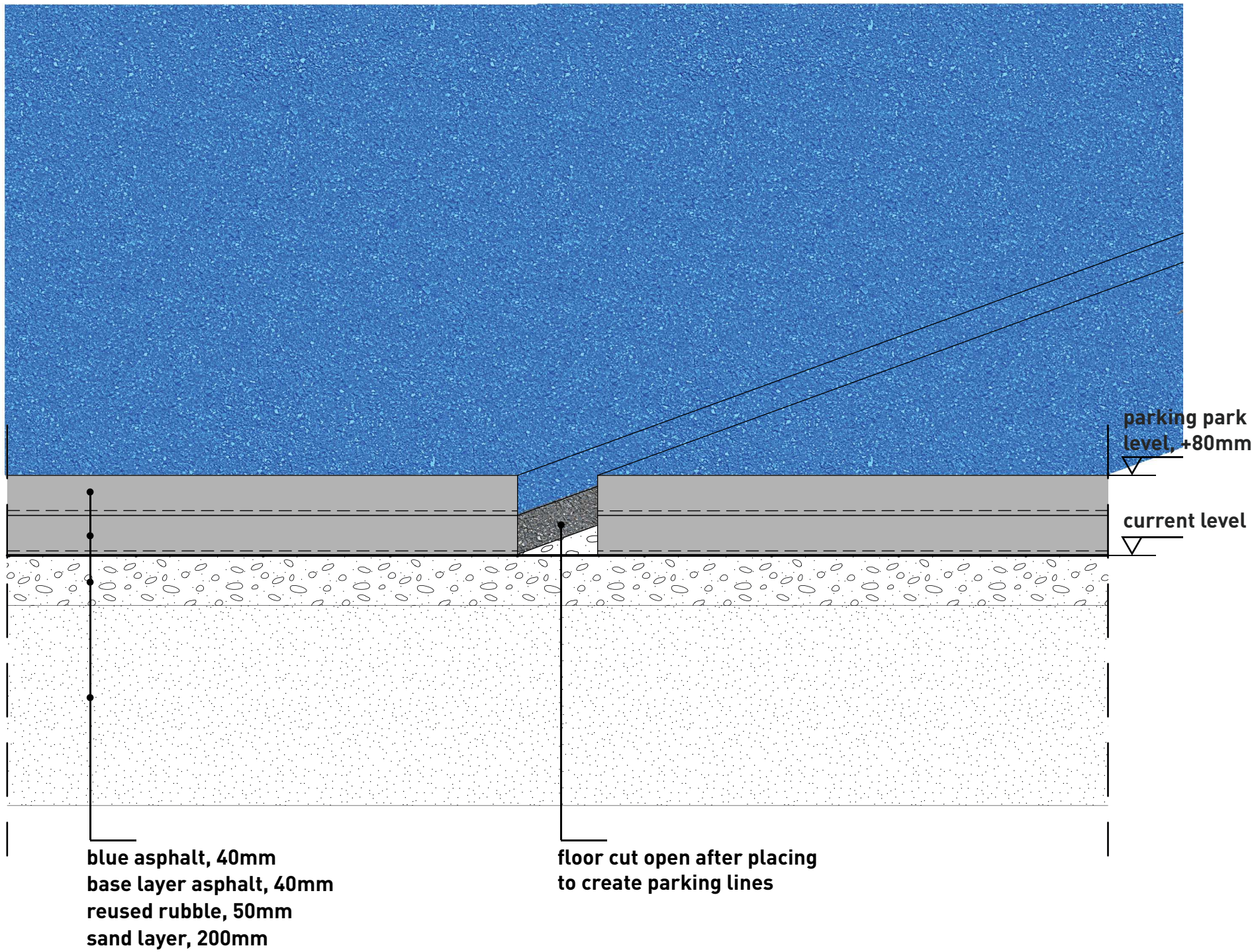
a place to park,  
a place to listen,  
a place to meet,  
**a place to play,**  
a place to express





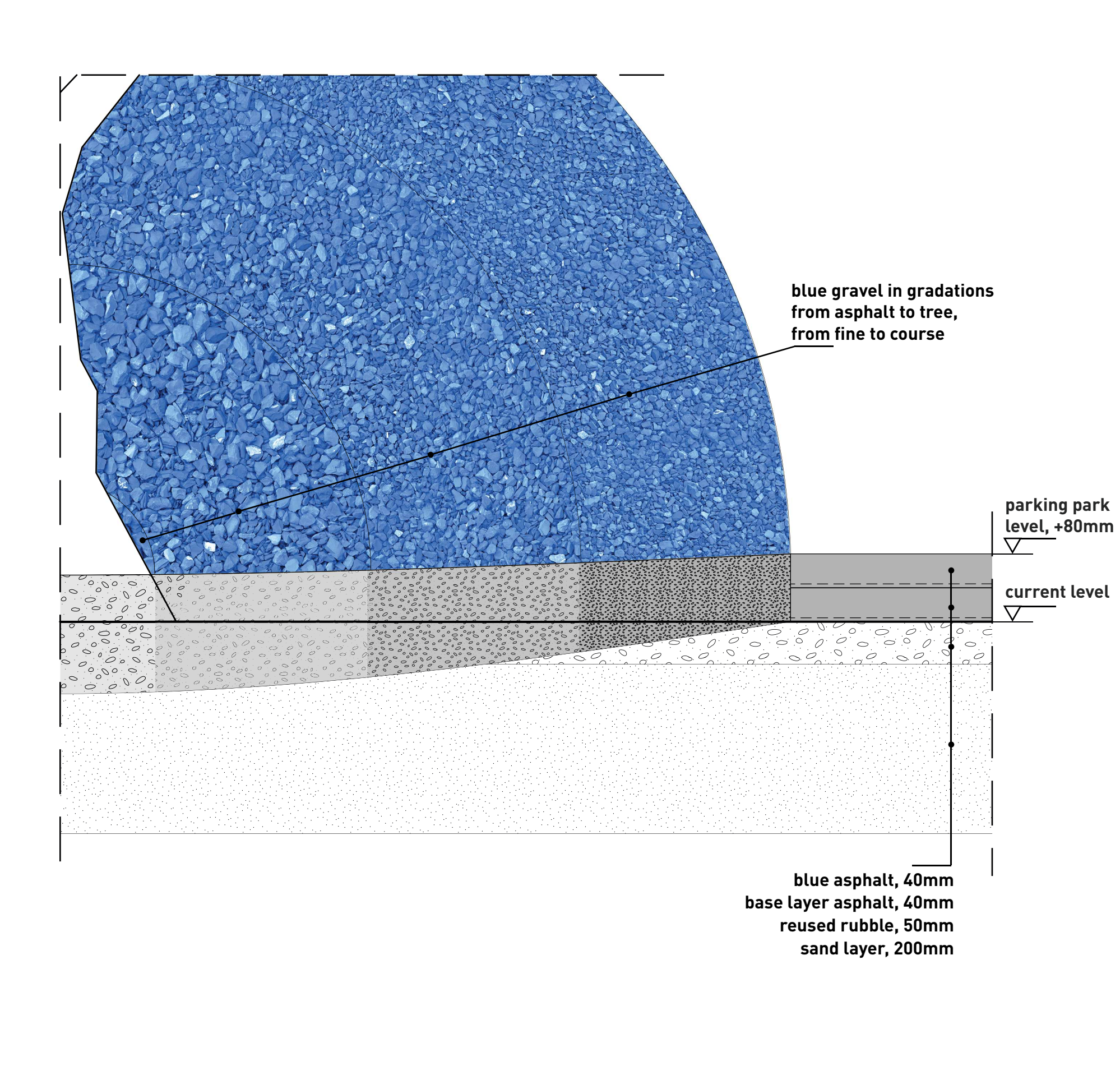


detail 13

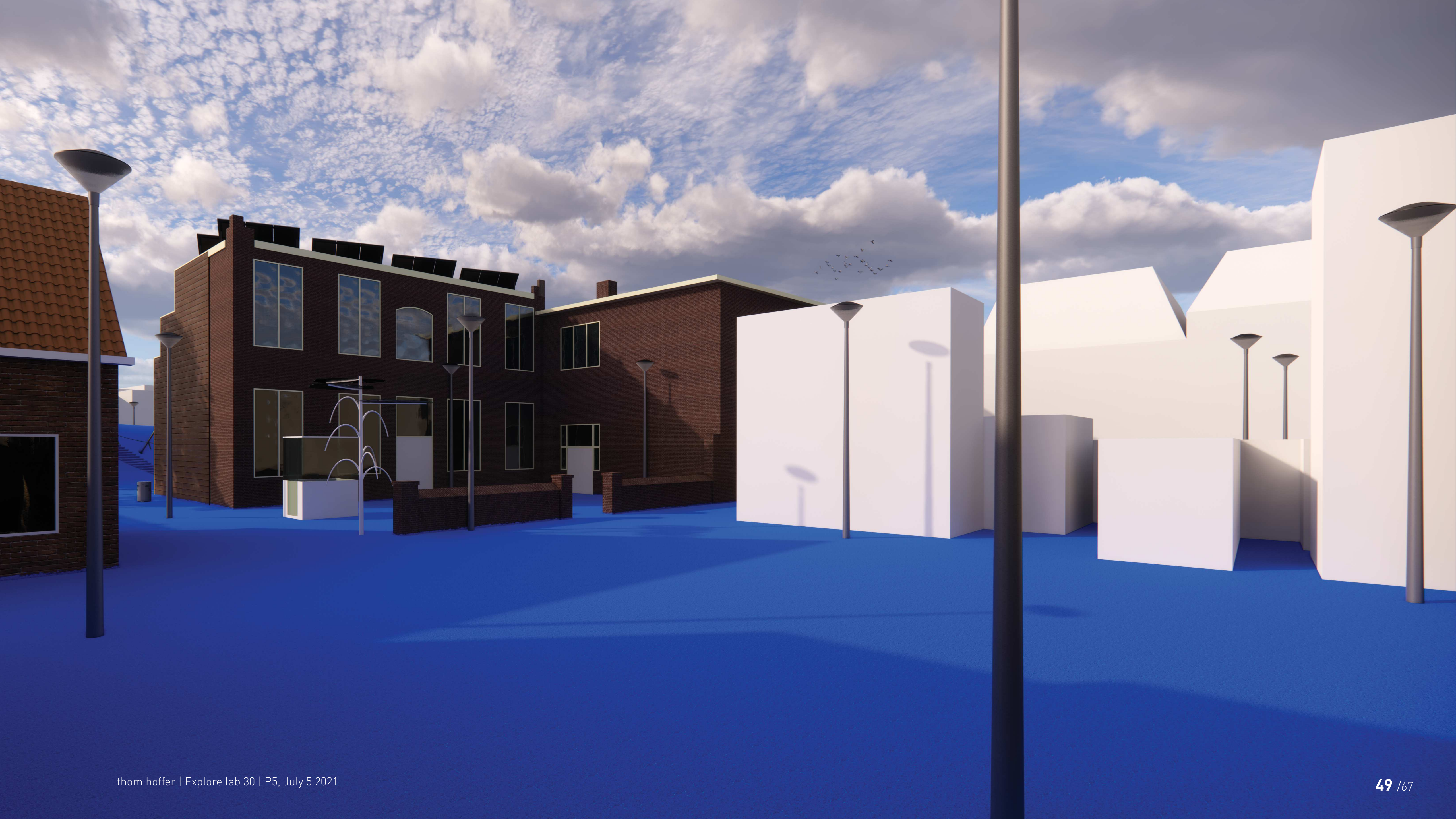




detail 15



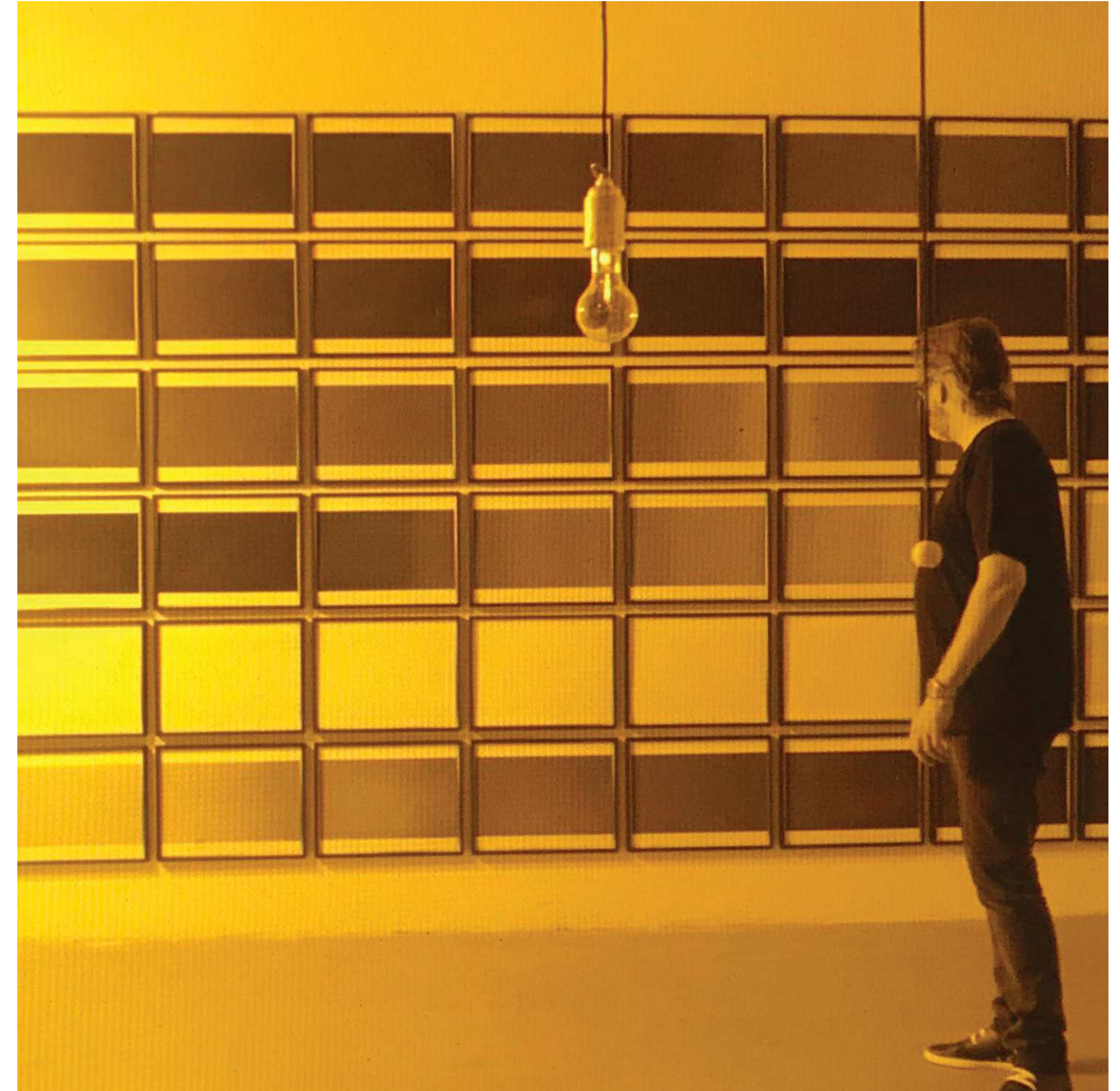








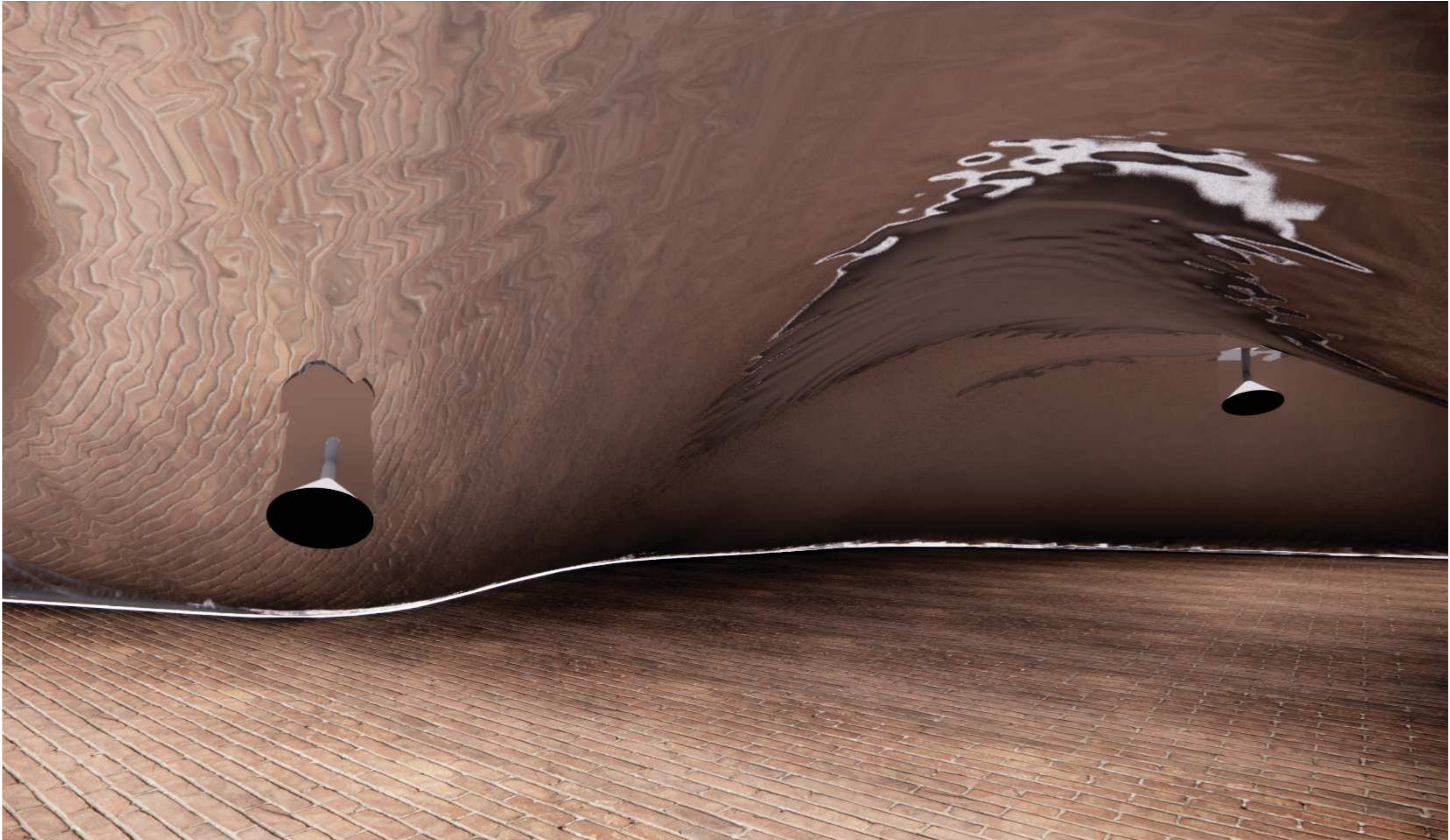
colours under normal lighting conditions



the same colours under monochromatic lighting conditions

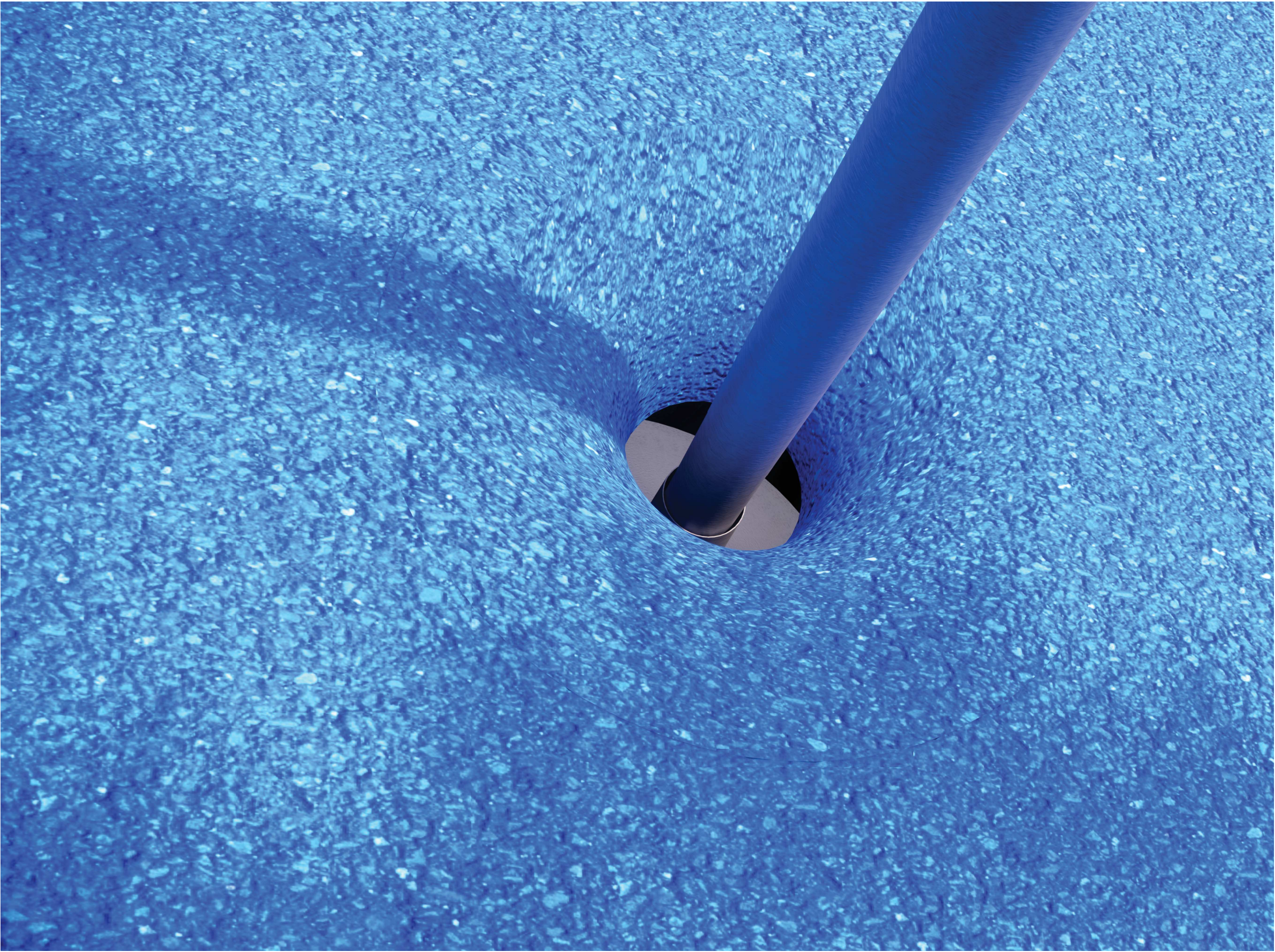
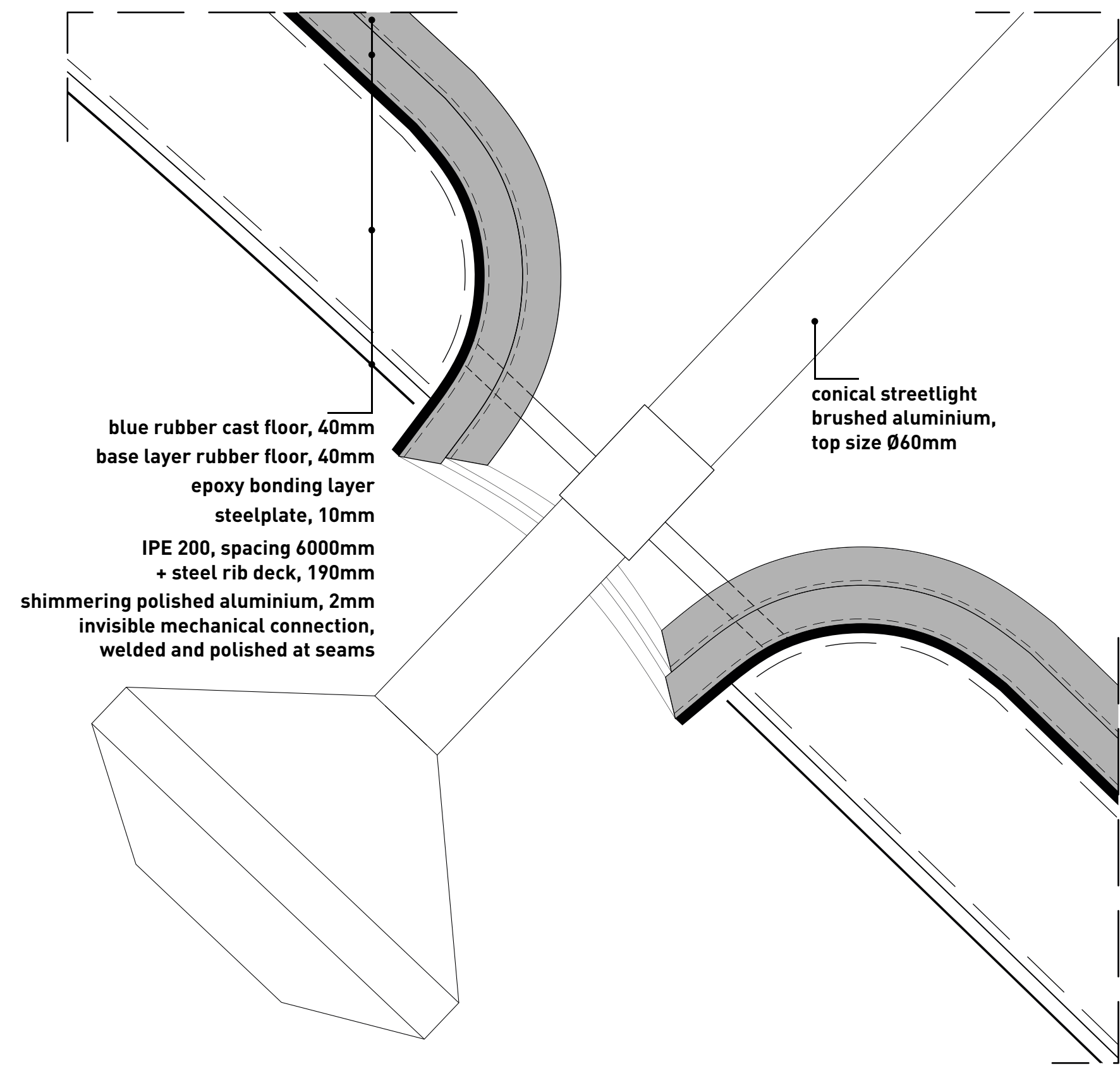


tunnel lighting





detail 6





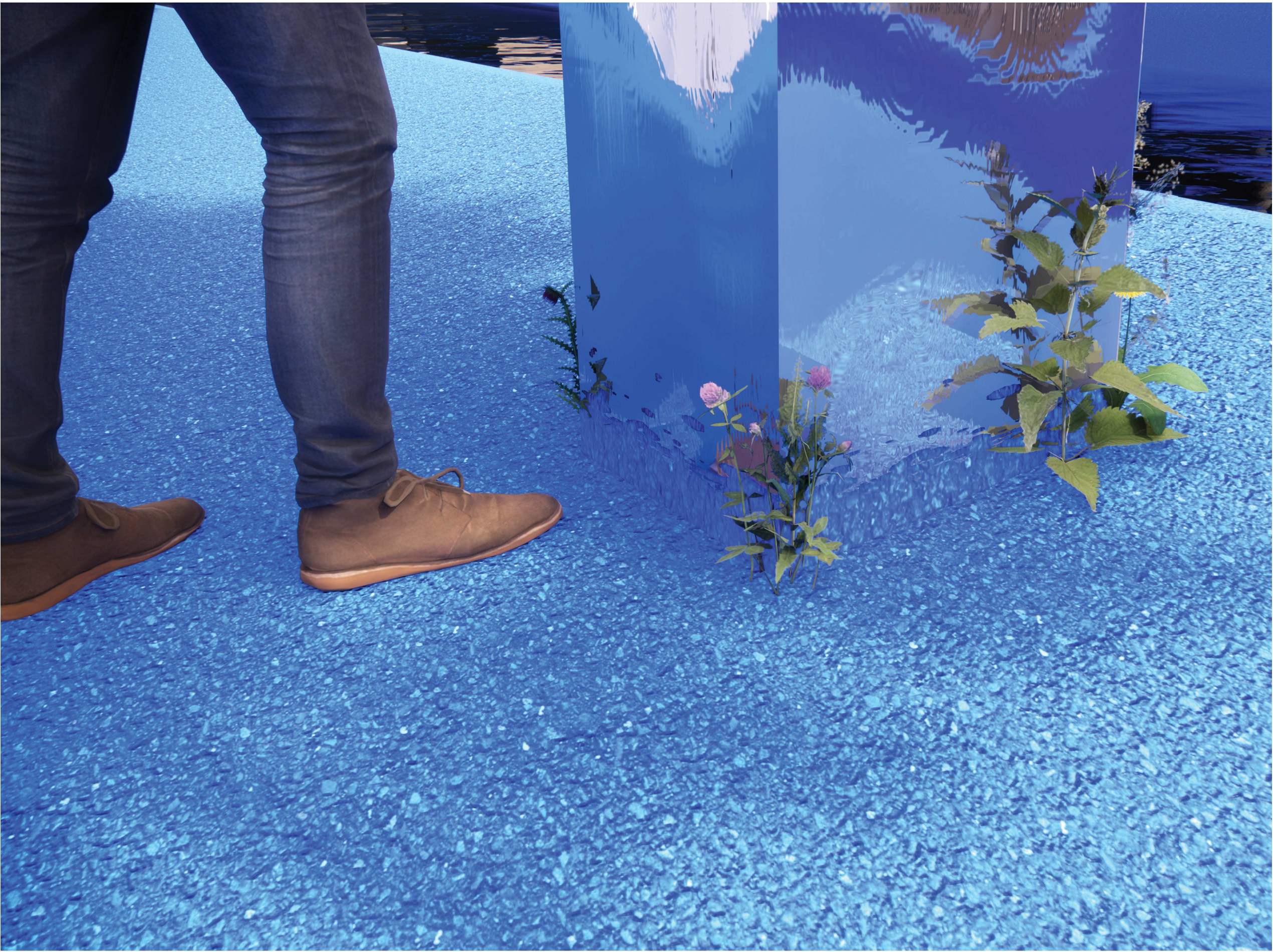
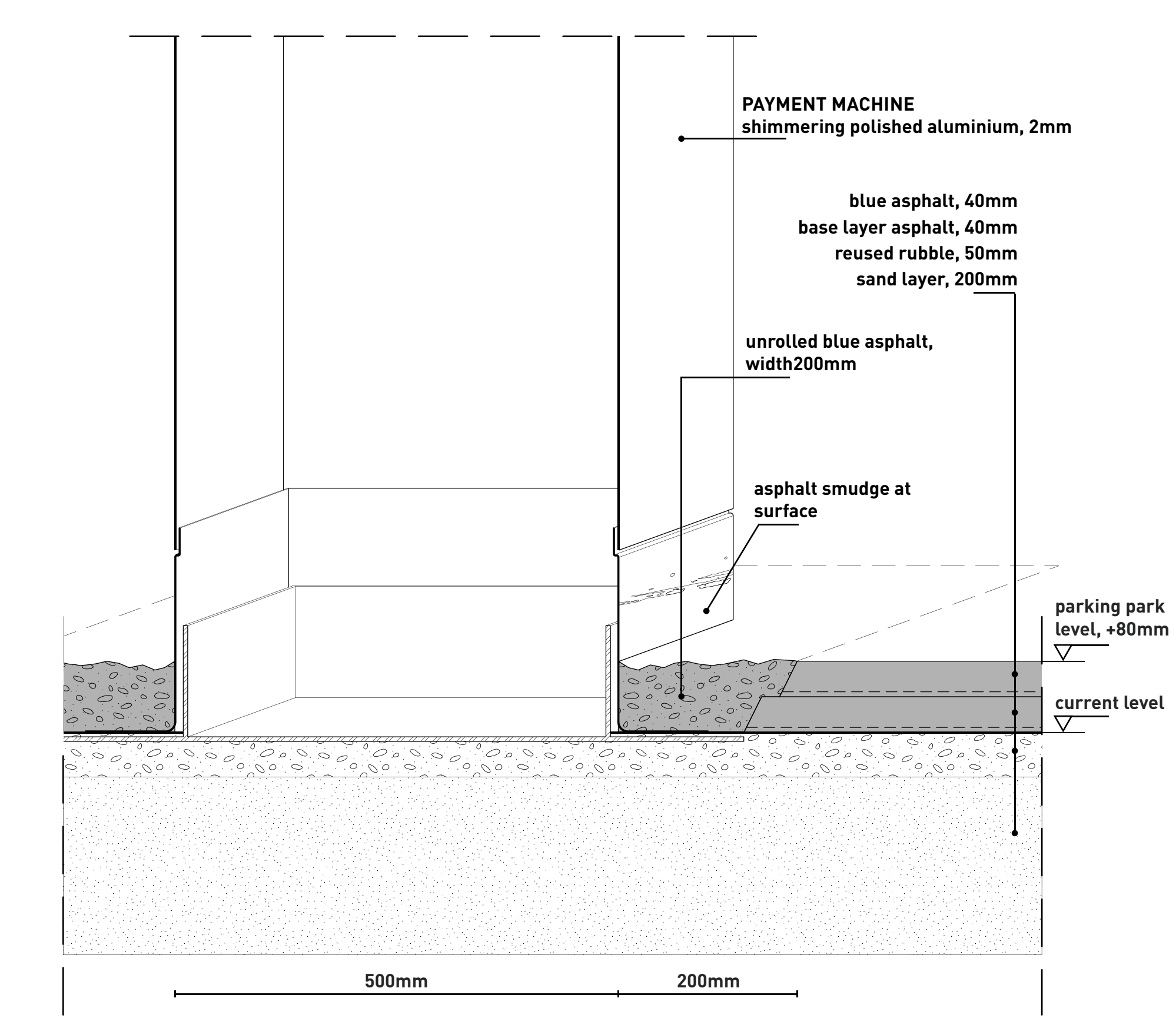
the endless walk

PAYMENT machine

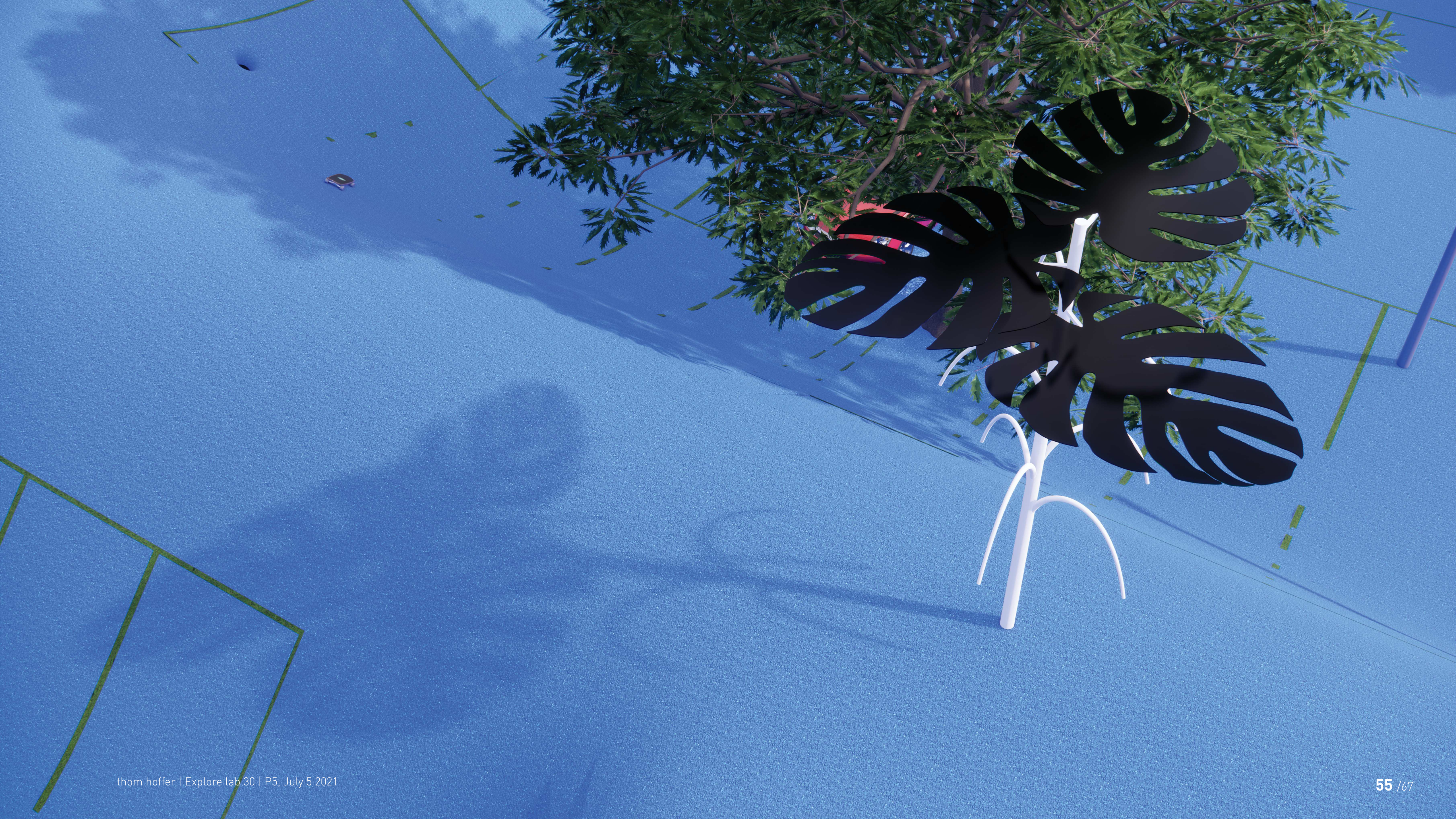
PAYMENT machine



detail 15

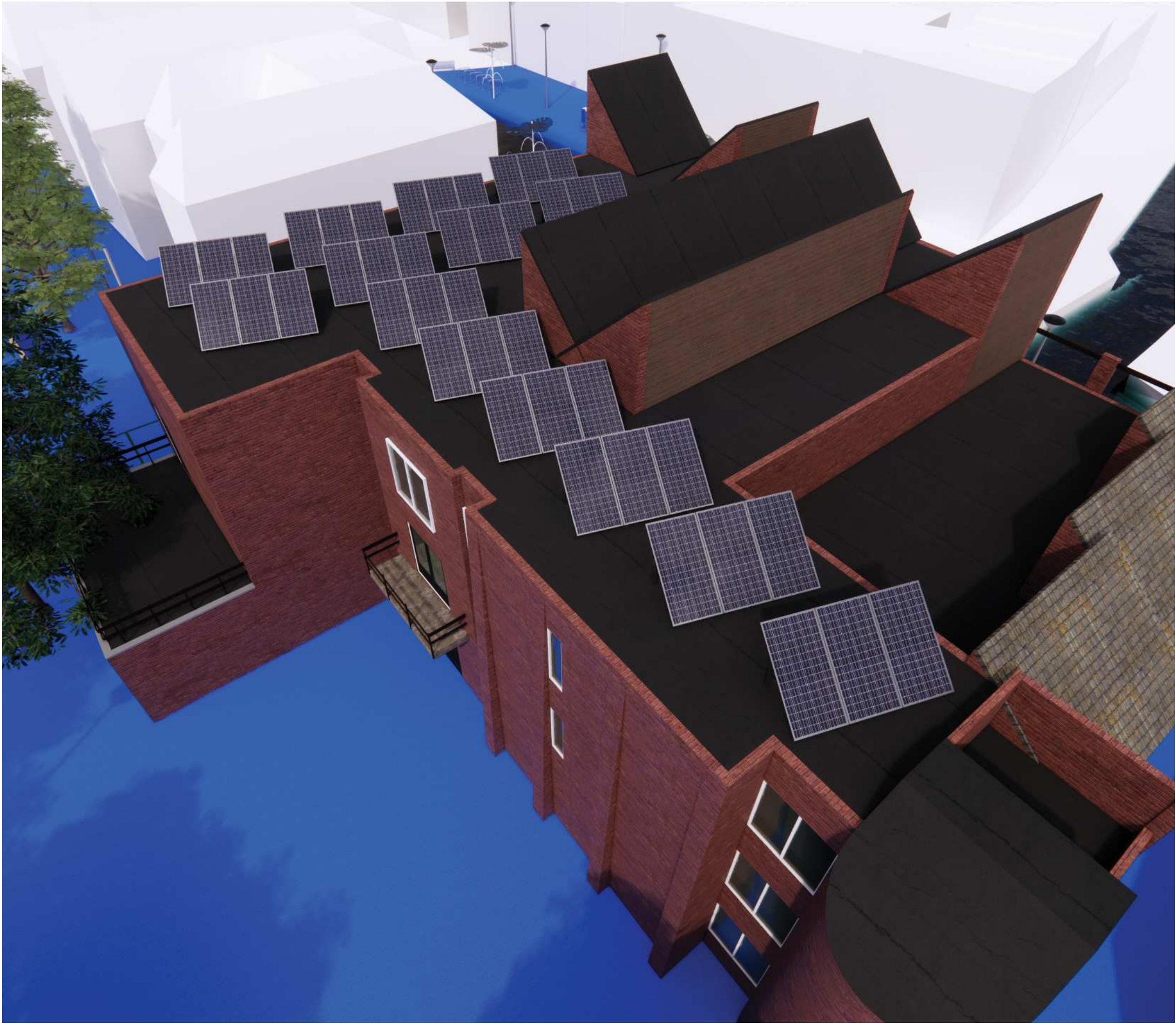
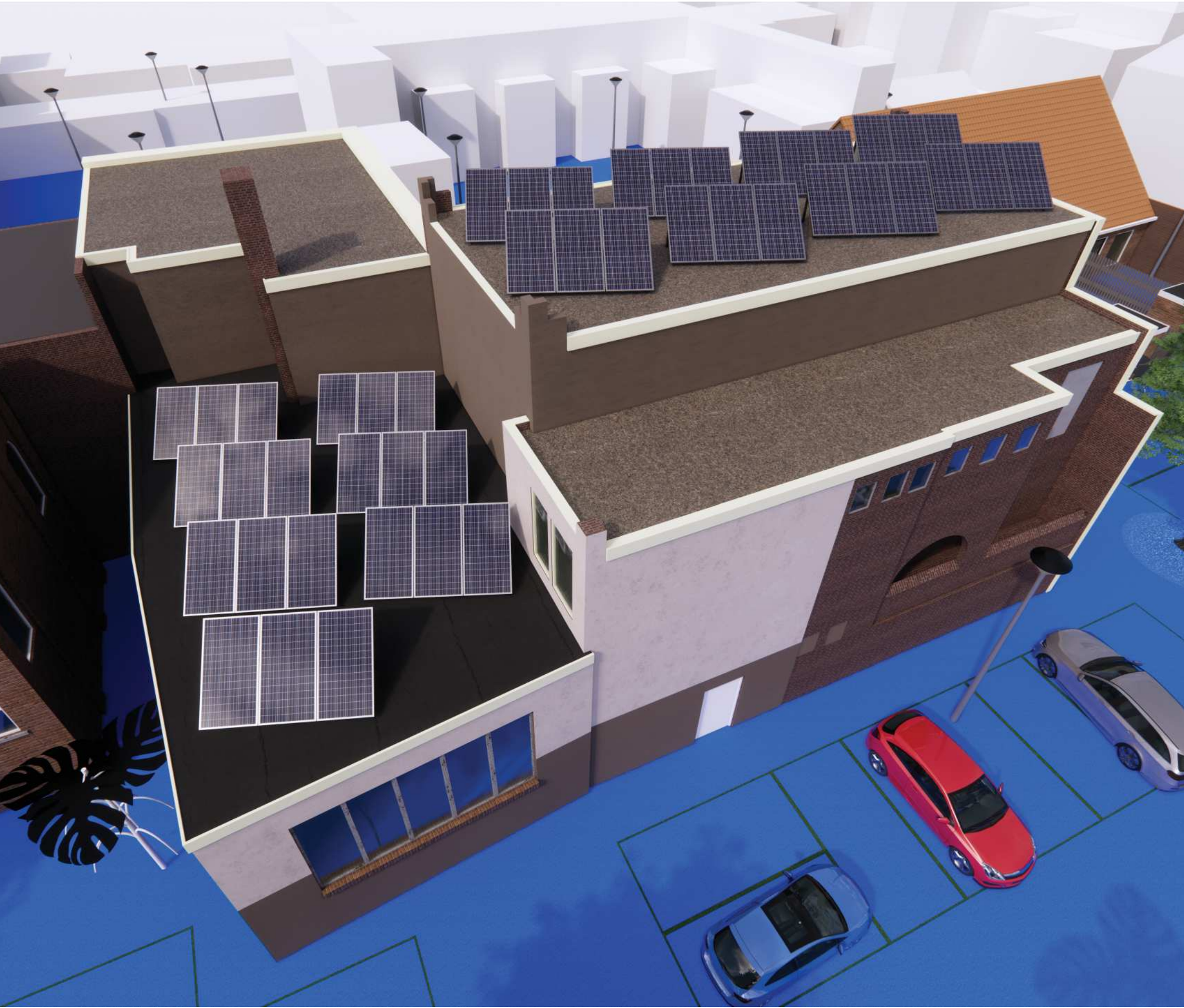








electricity generation





## Part V

a place to park,  
a place to listen,  
a place to meet,  
a place to play,  
a place to express



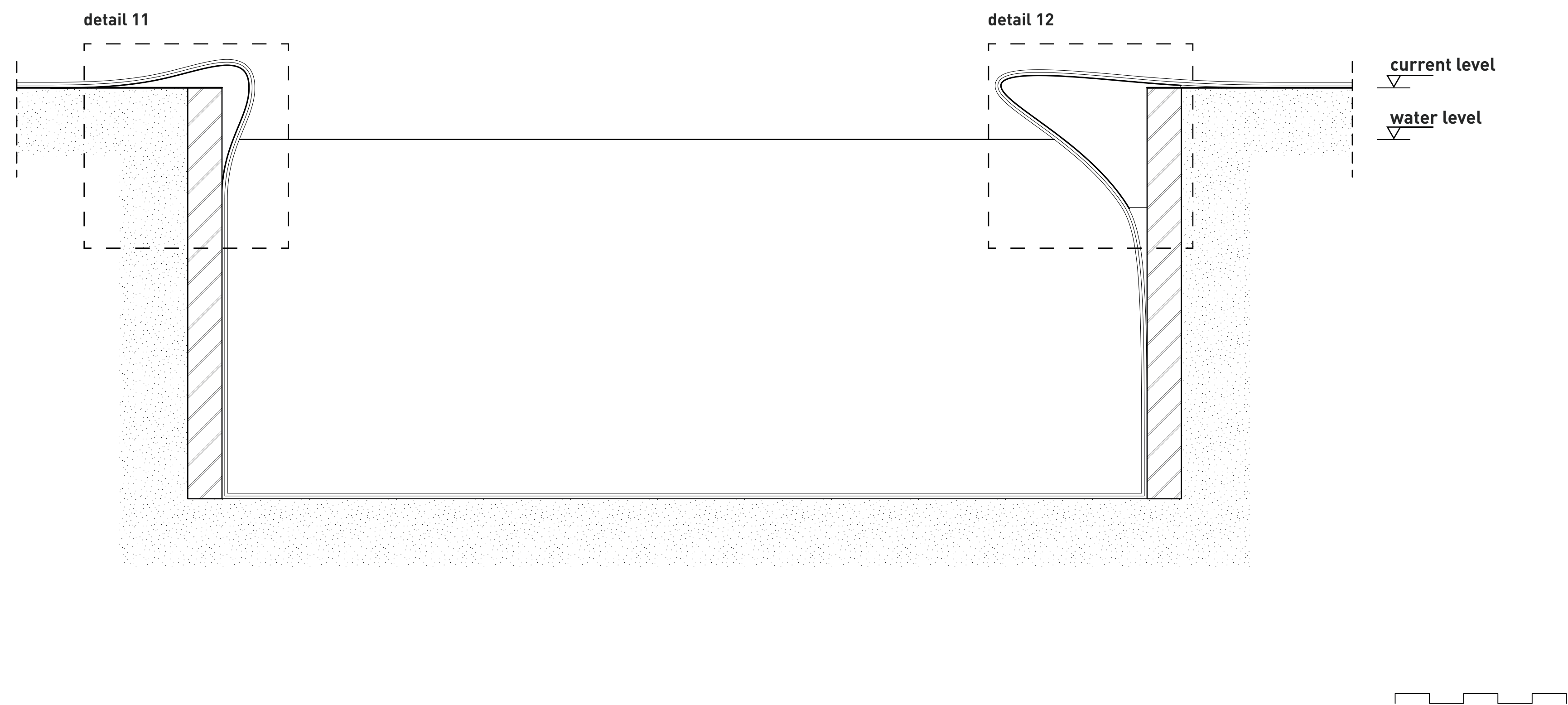






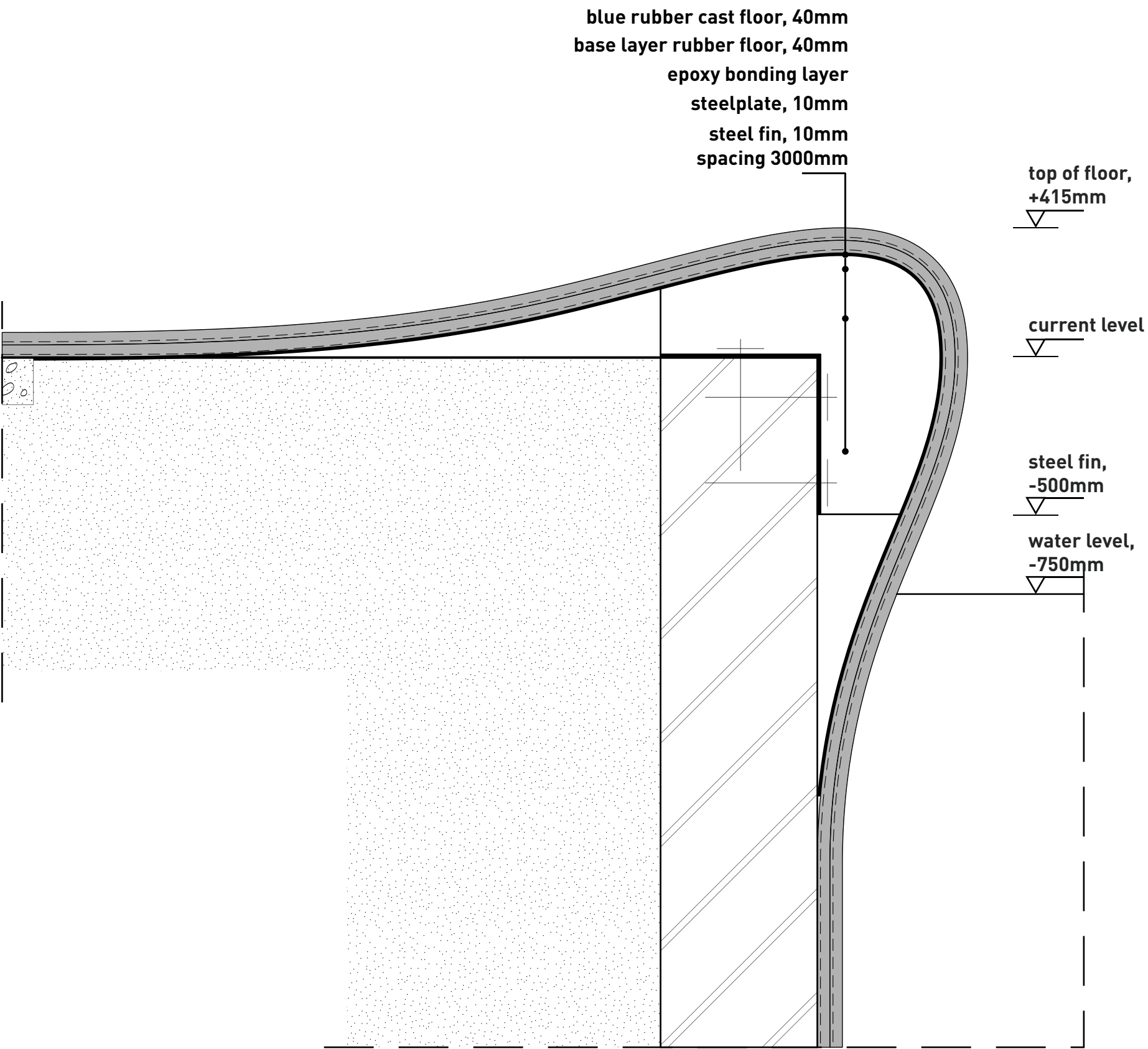


section 5



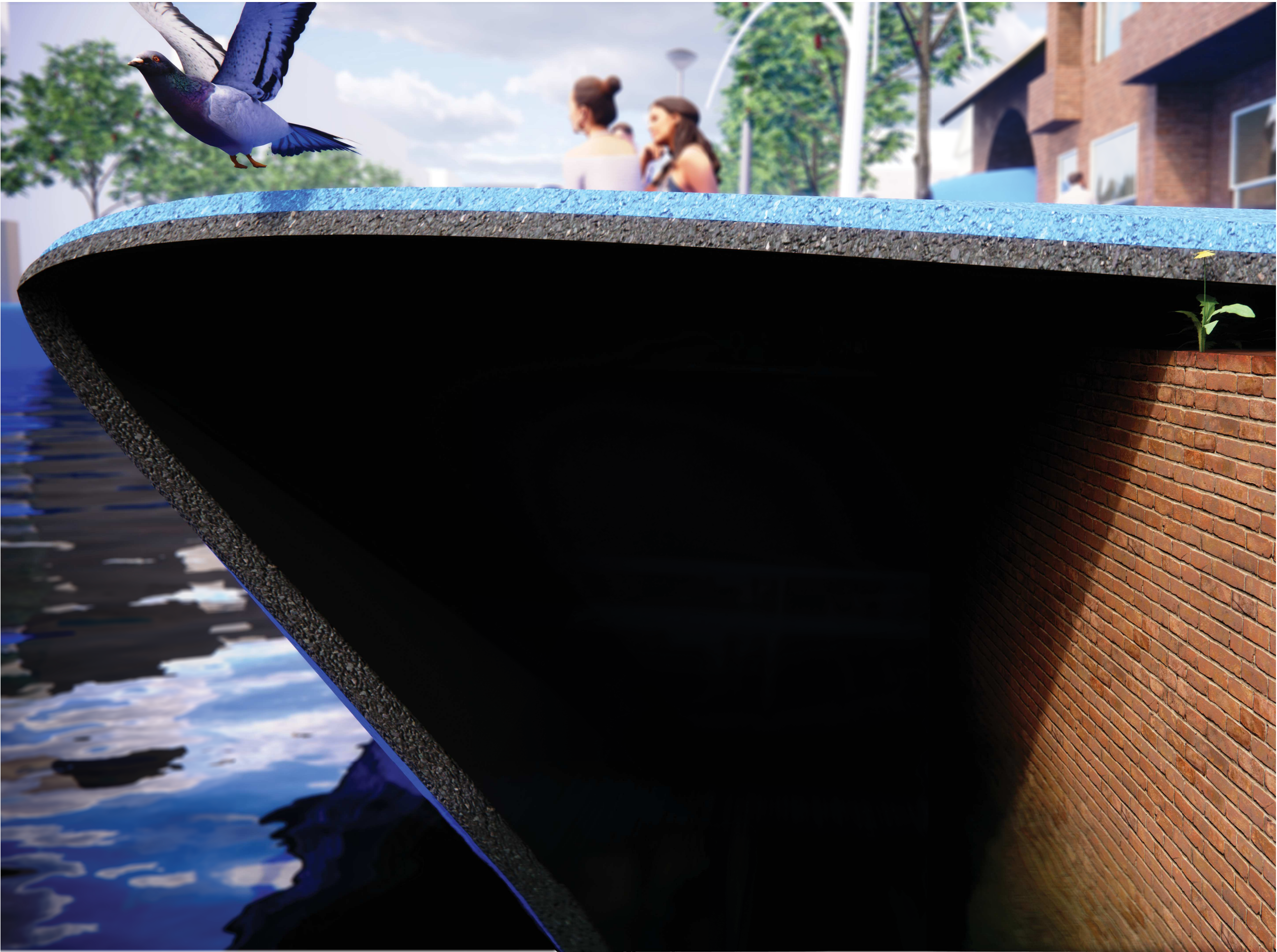
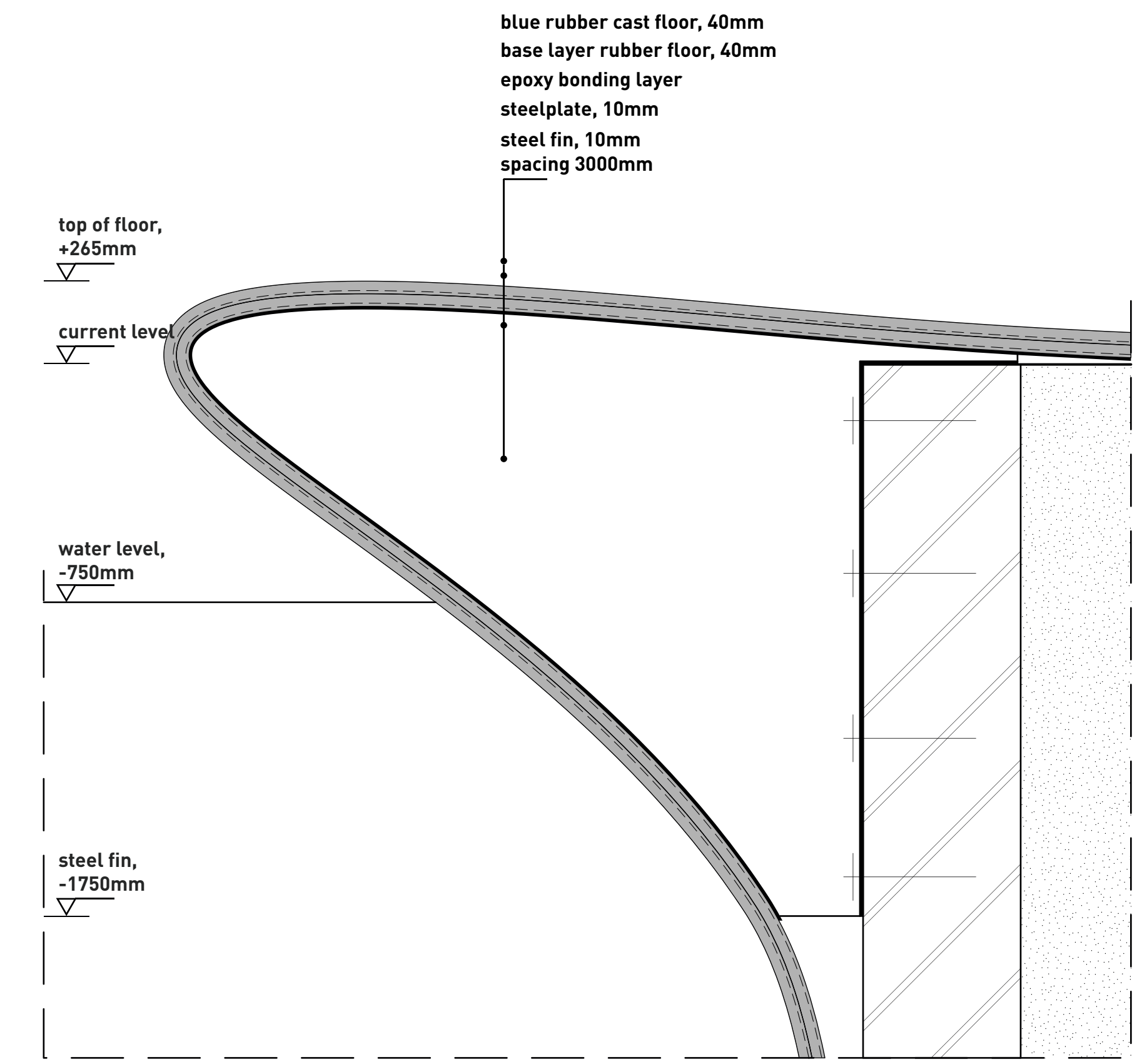


detail 11

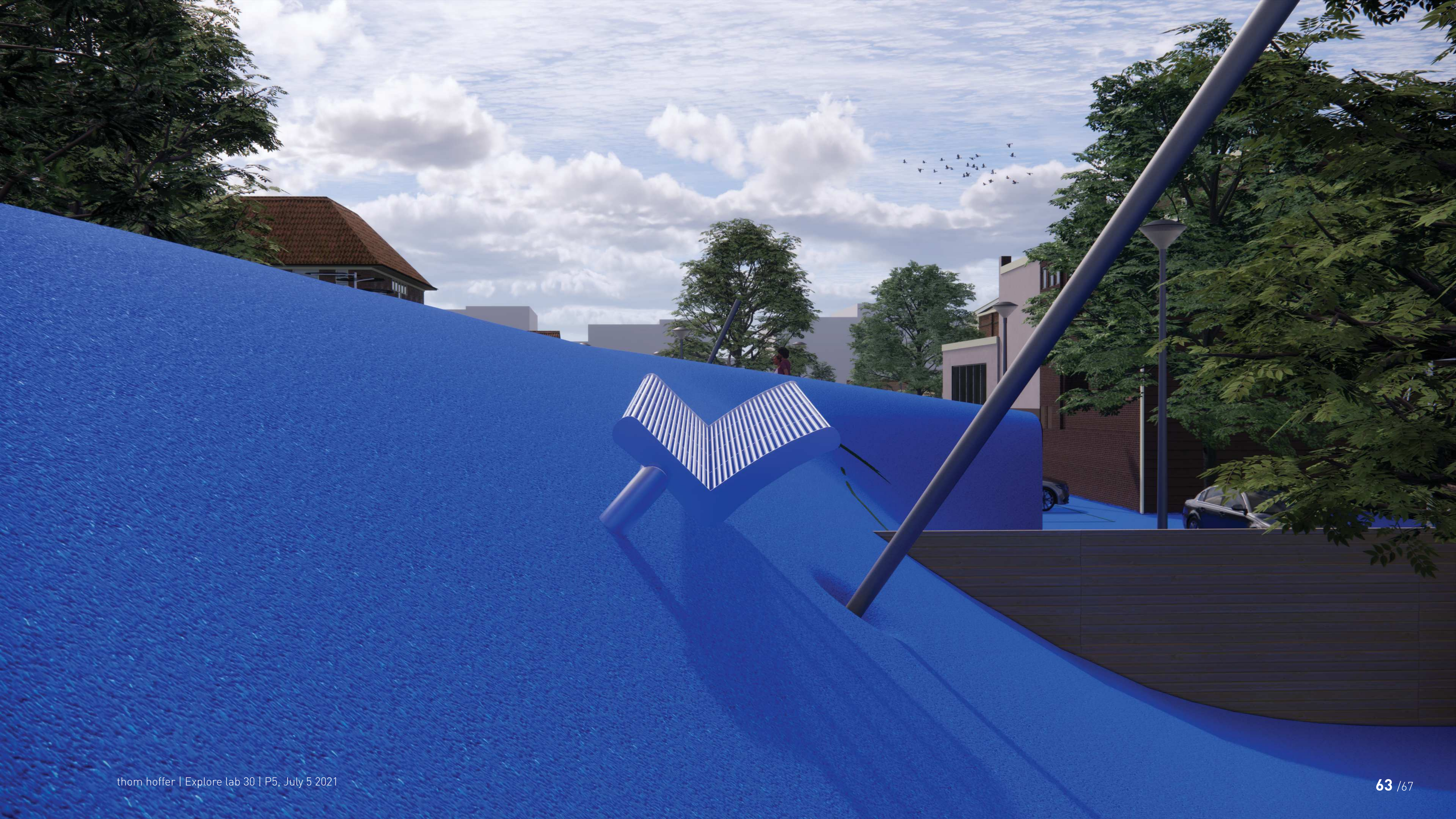




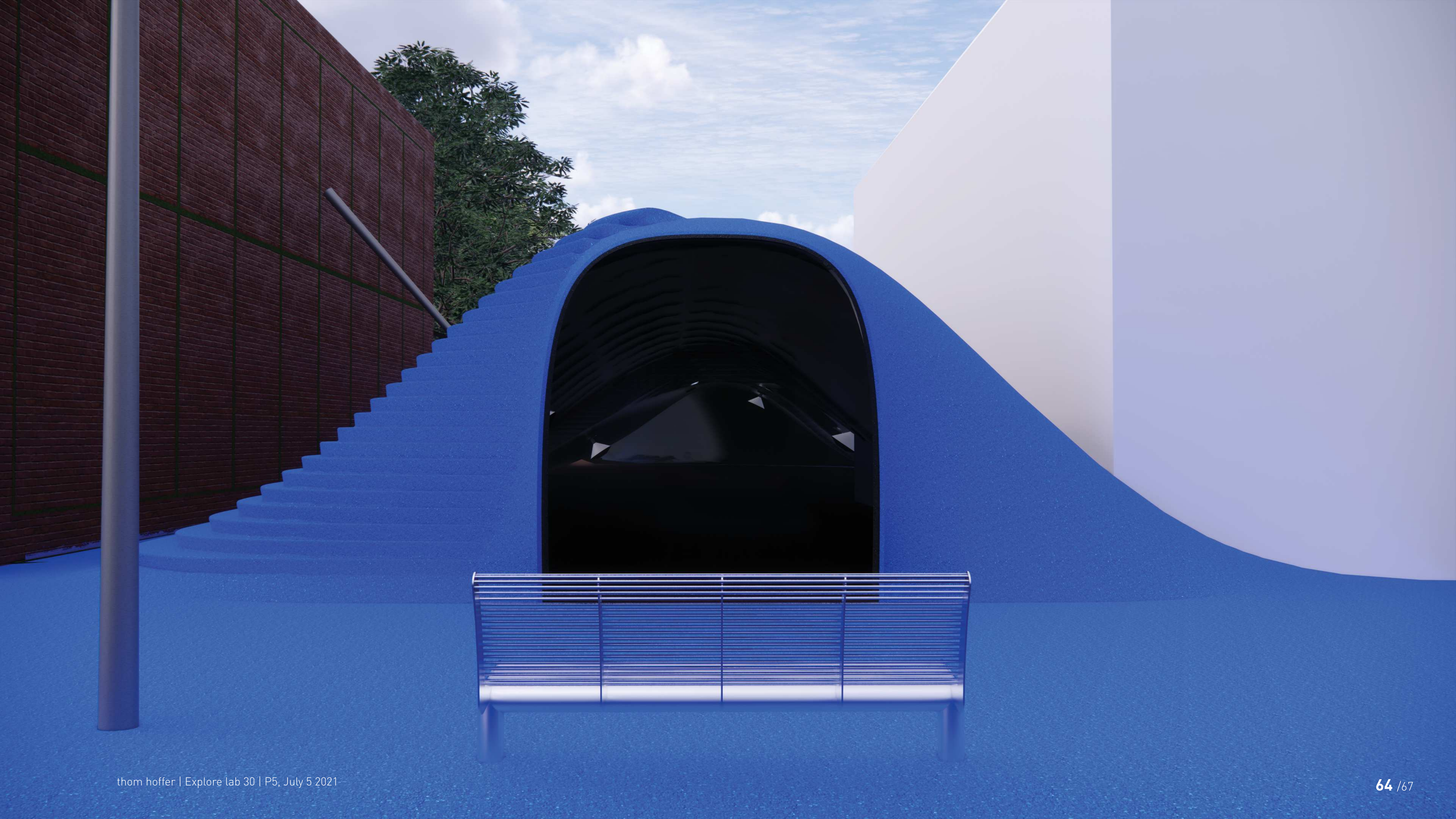
detail 12



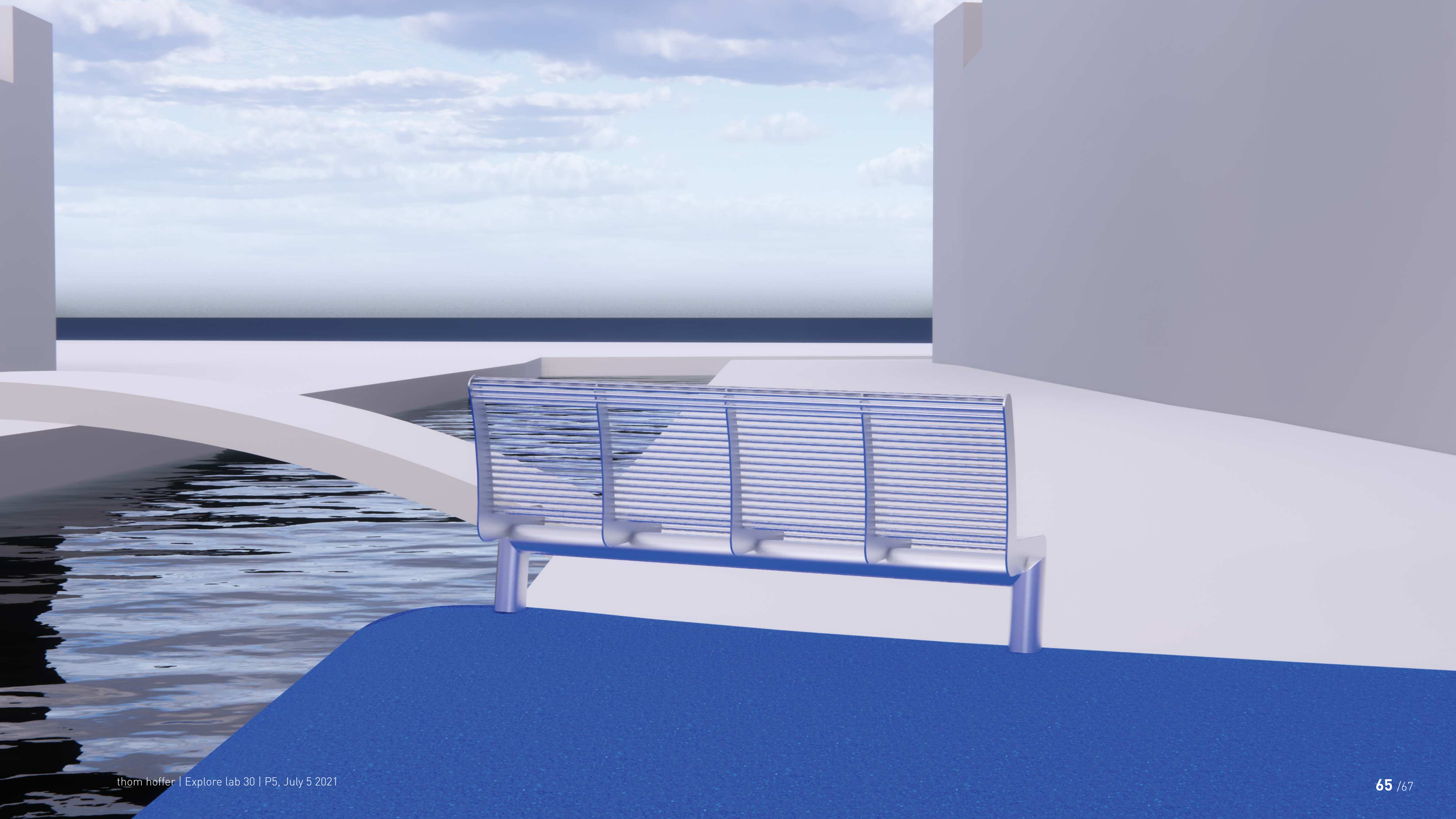






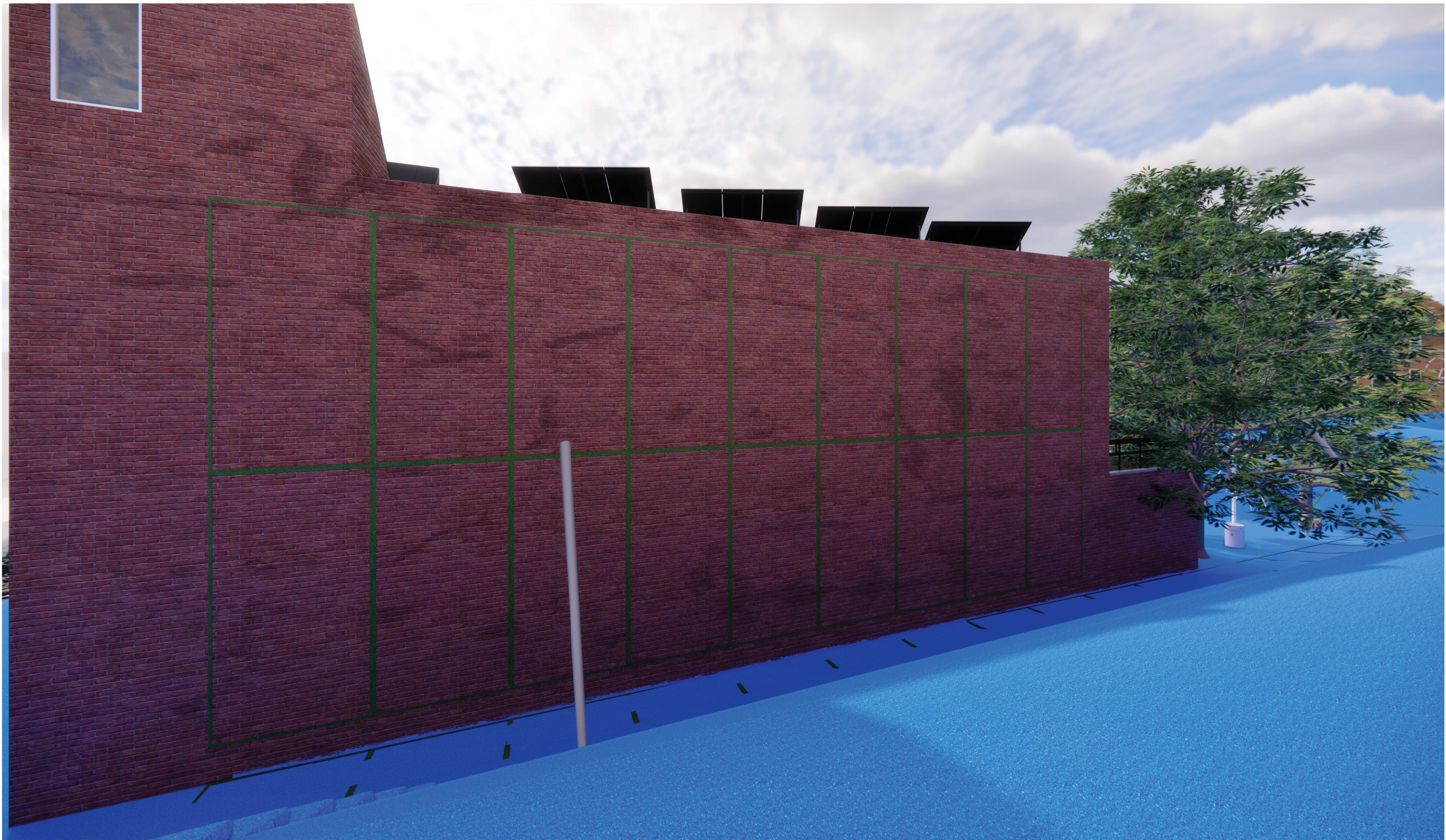








where to park  
your car?





# ***Got something to hide? say it with flowers!***

## ***framing Nature***

roel van de pas  
freek speksnijder  
stavros kousoulas  
andré mulder



*everything is awesome,  
when you're part of a team*