

km1/CONTENT

km 10-50/ Research

Context Mostar

Context Humans

Context Trash

Context (Waste) Water

km 50-85/ Big Story of Neretva

500 Years Mostar&Neretva

km 85-90/ Storyscape Neretva

Growing Design in 4 Ways

Liminality

Locality

Modesty and Plurality

Experience Leisure and Awareness

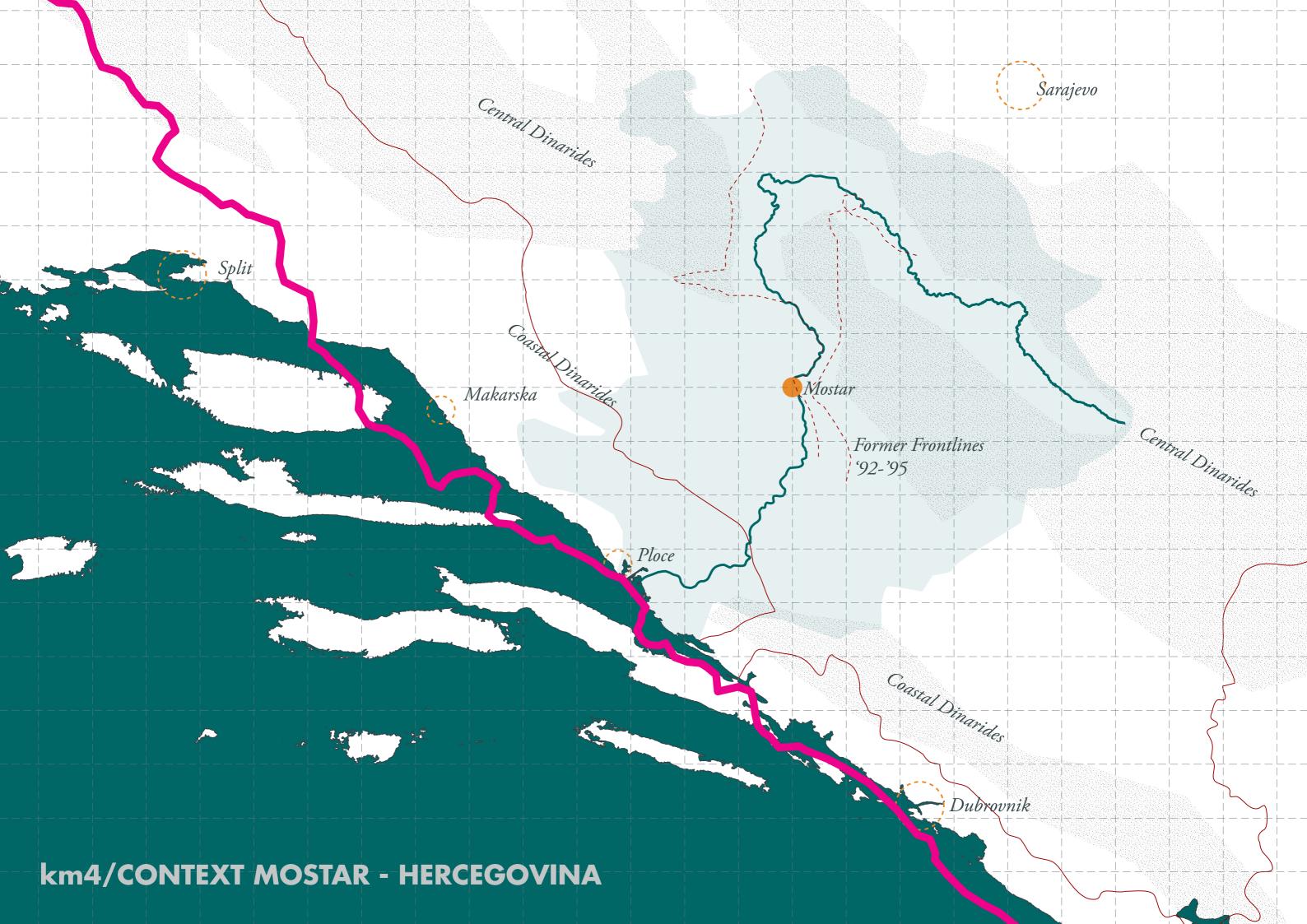
km 90-120/ Theater

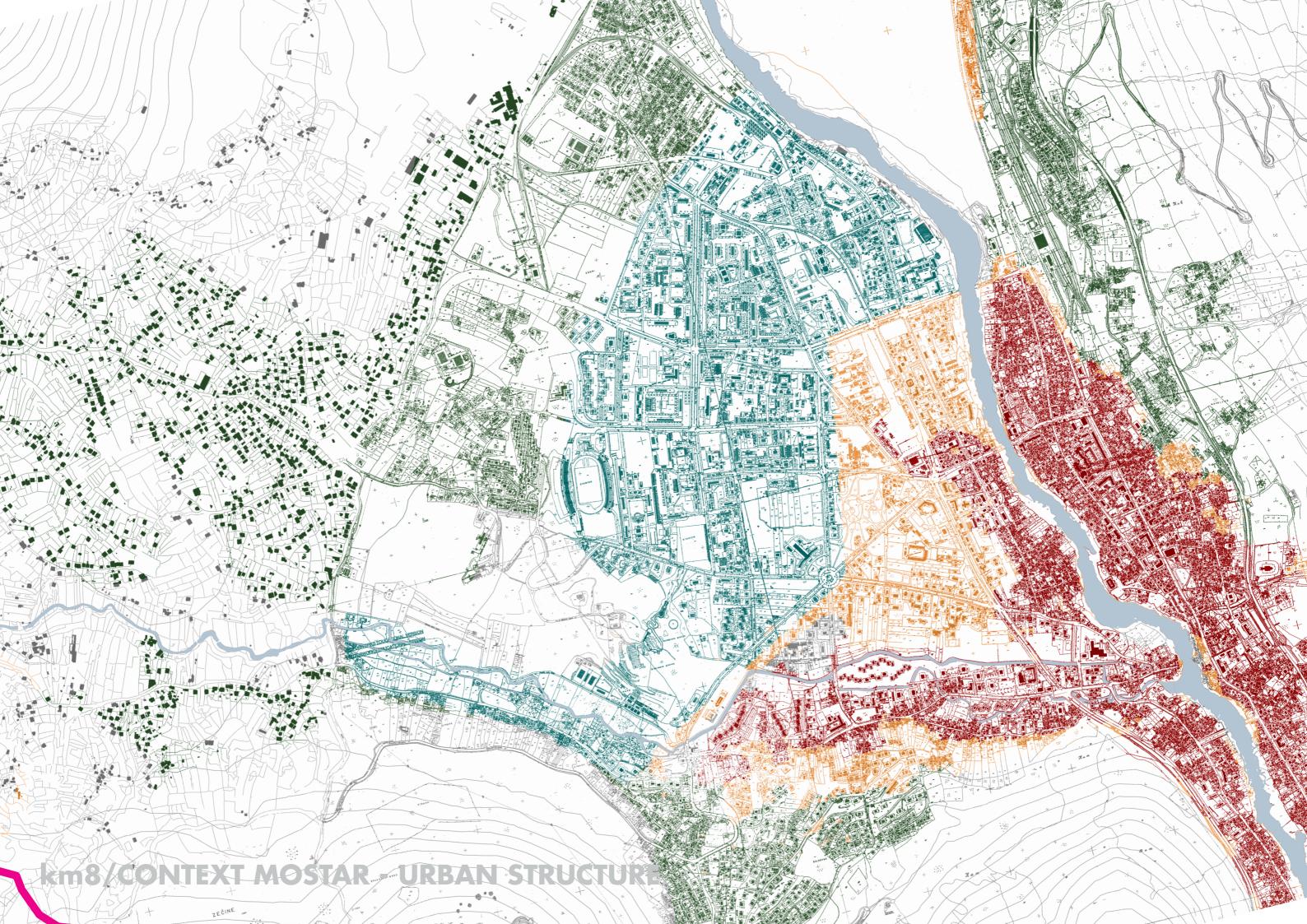
km 120-135/ Paths

km 135-170/ Climbing Tree

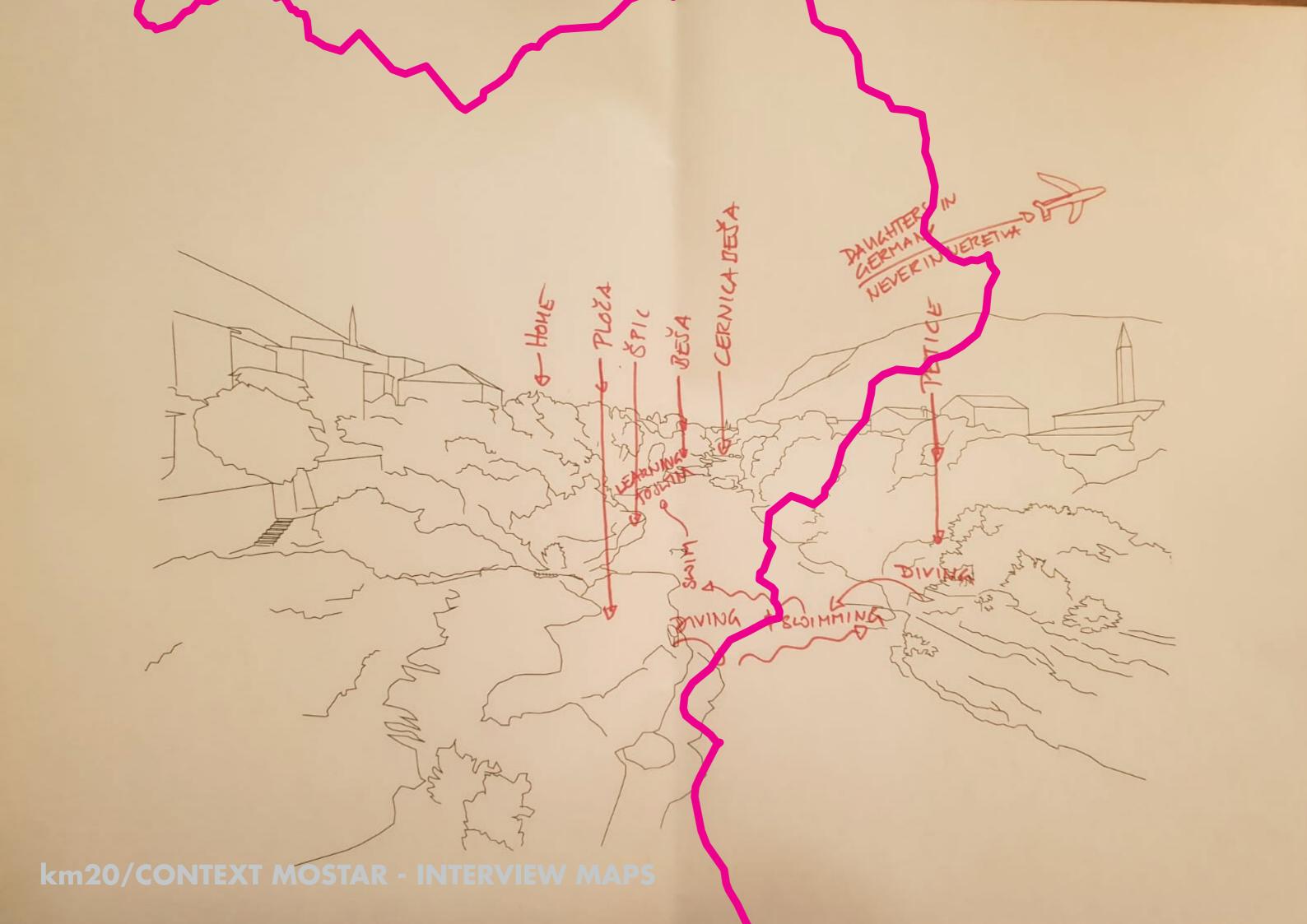
km 170-190/ More Trees

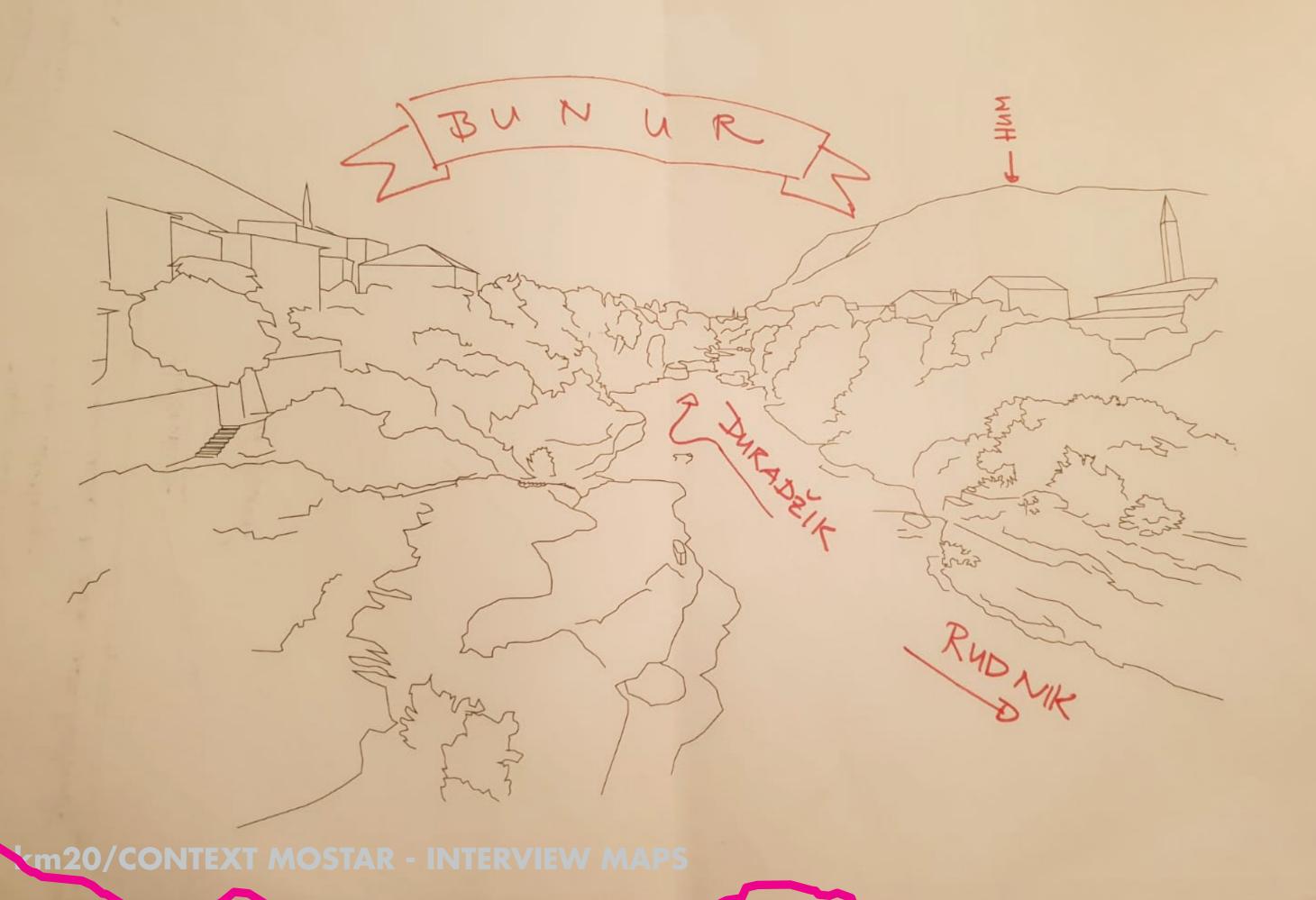
km 190-221/ Storyscape Neretva

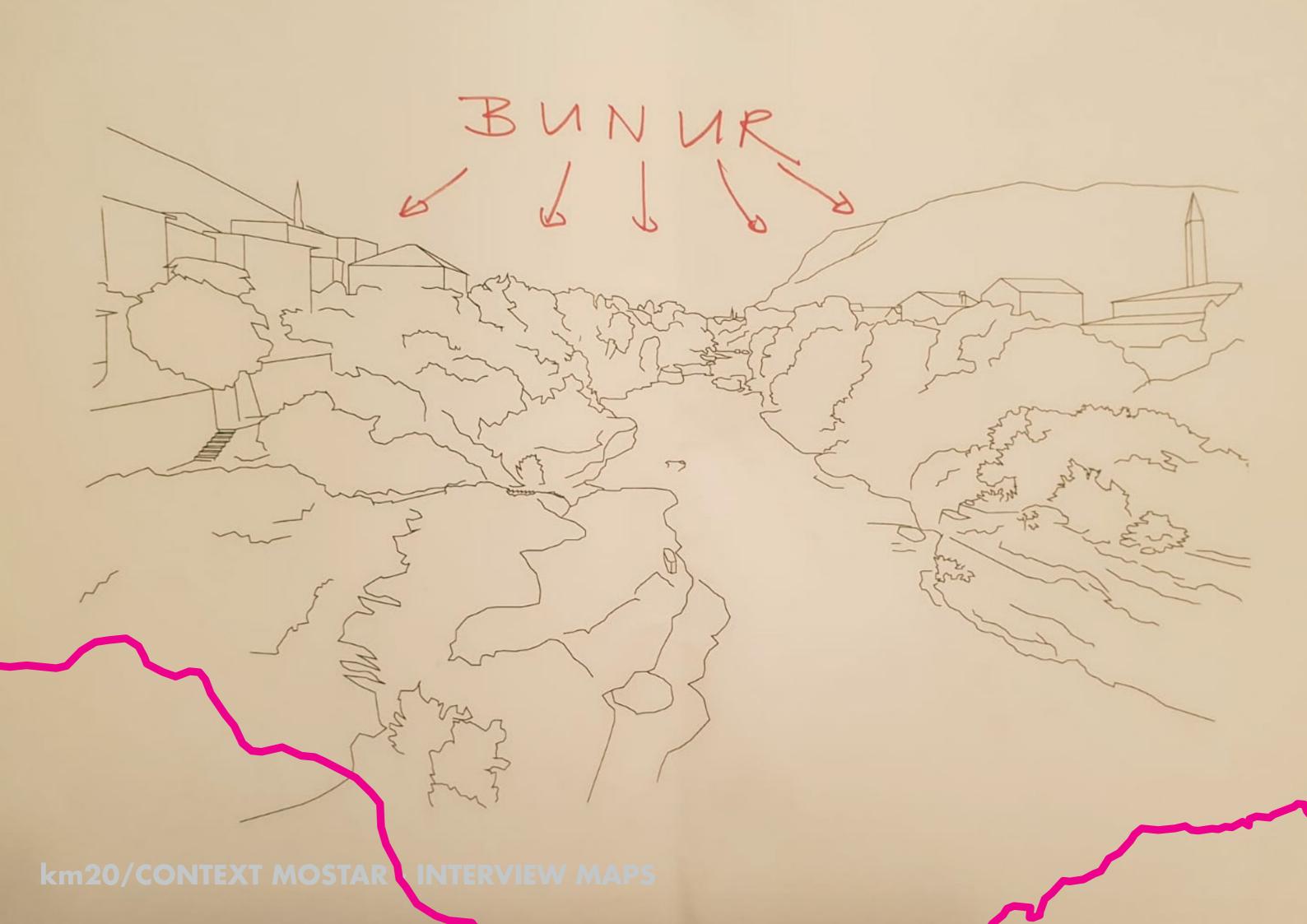








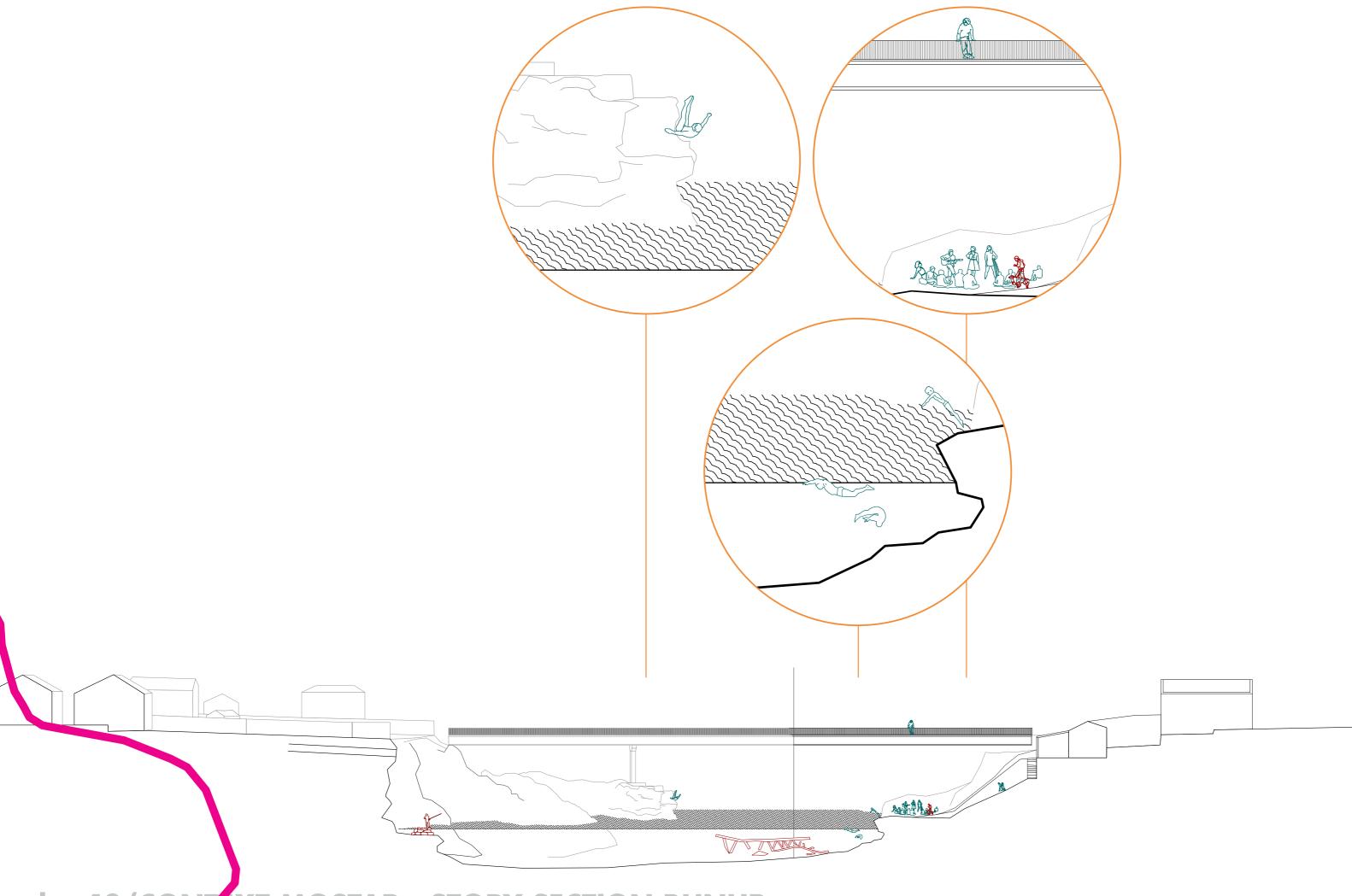




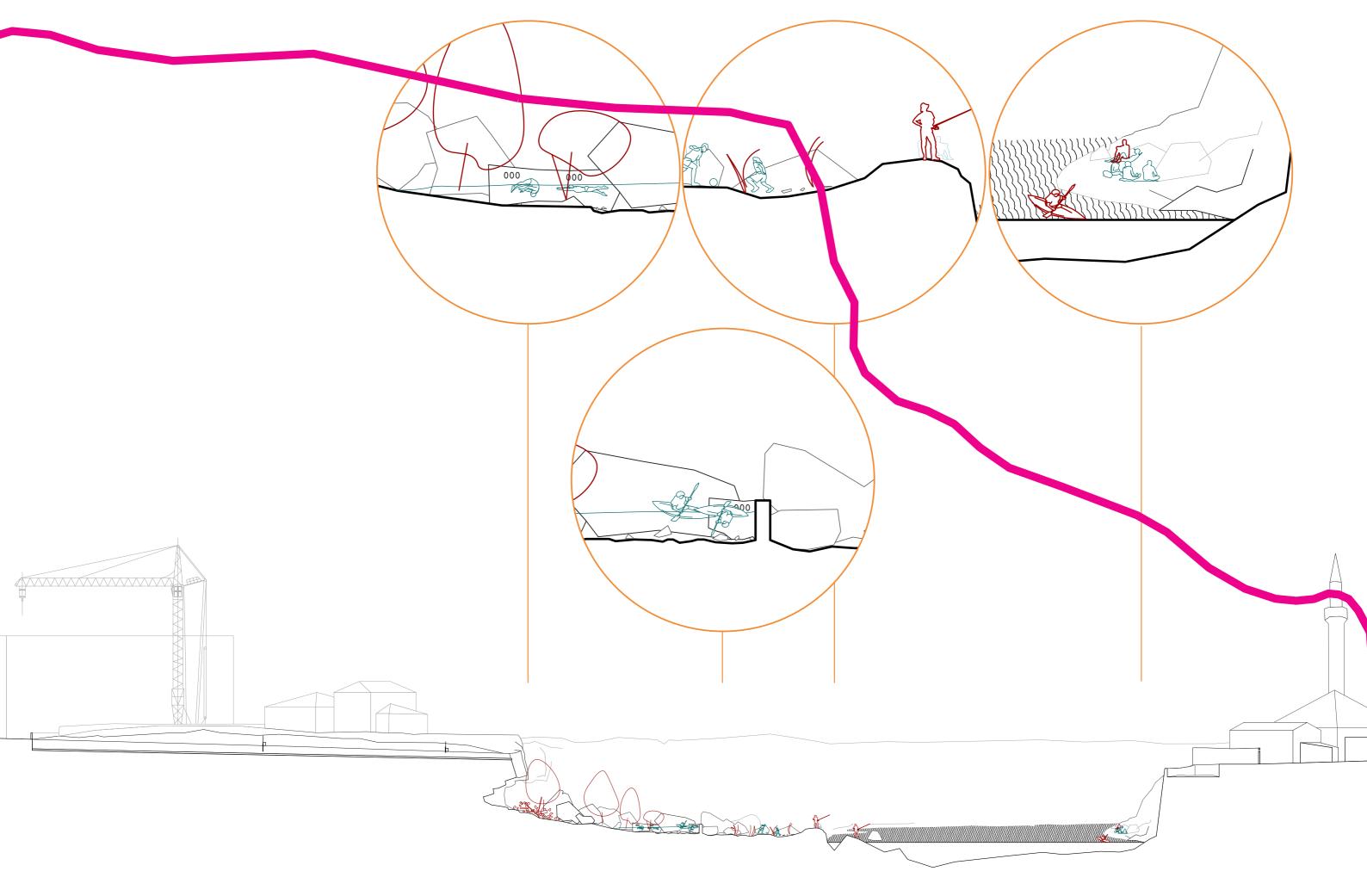




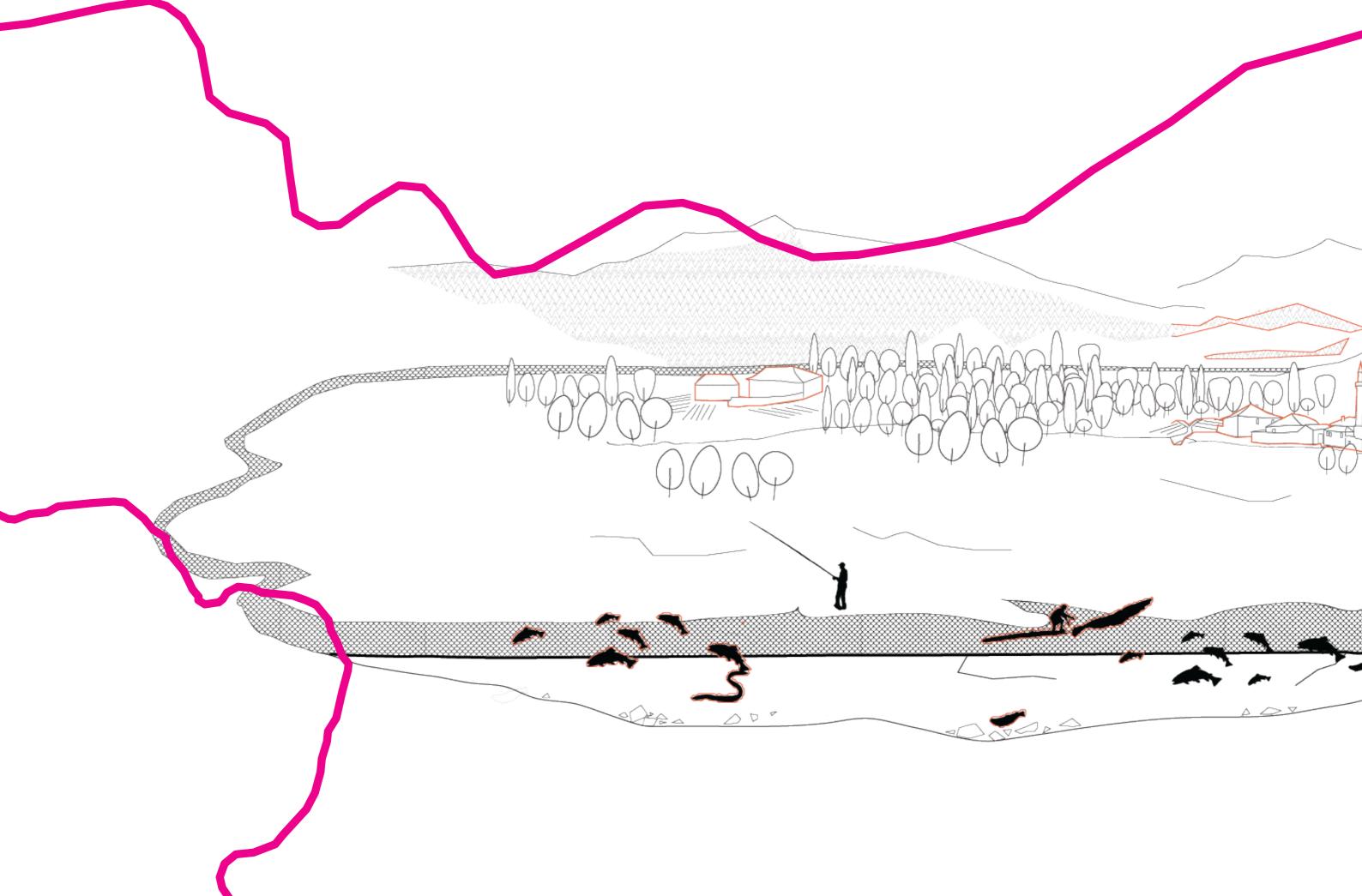




km40/CONTEXT MOSTAR - STORY SECTION BUNUR

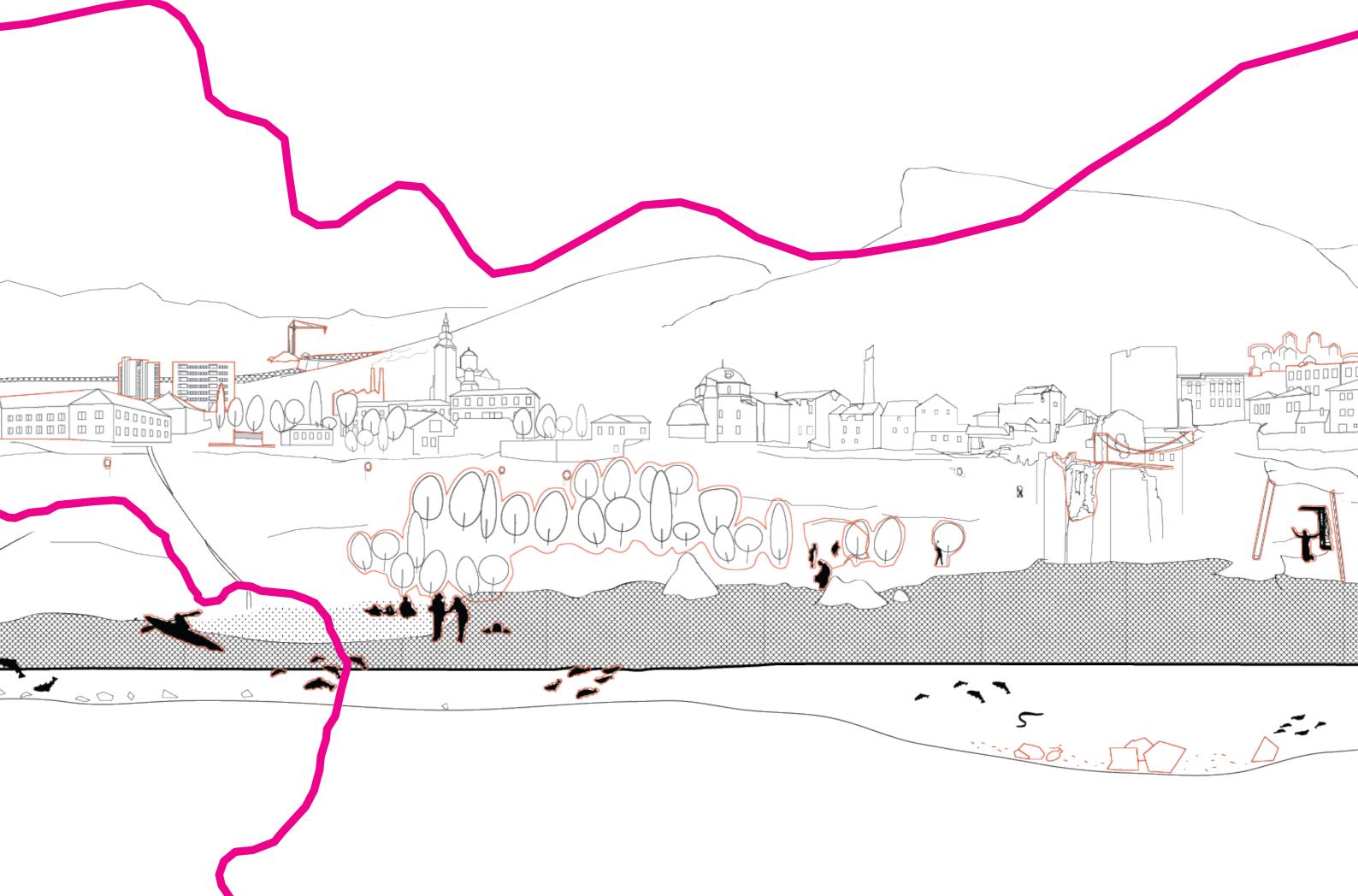


km45/CONTEXT MOSTAR - STORY SECTION BAŠCINE

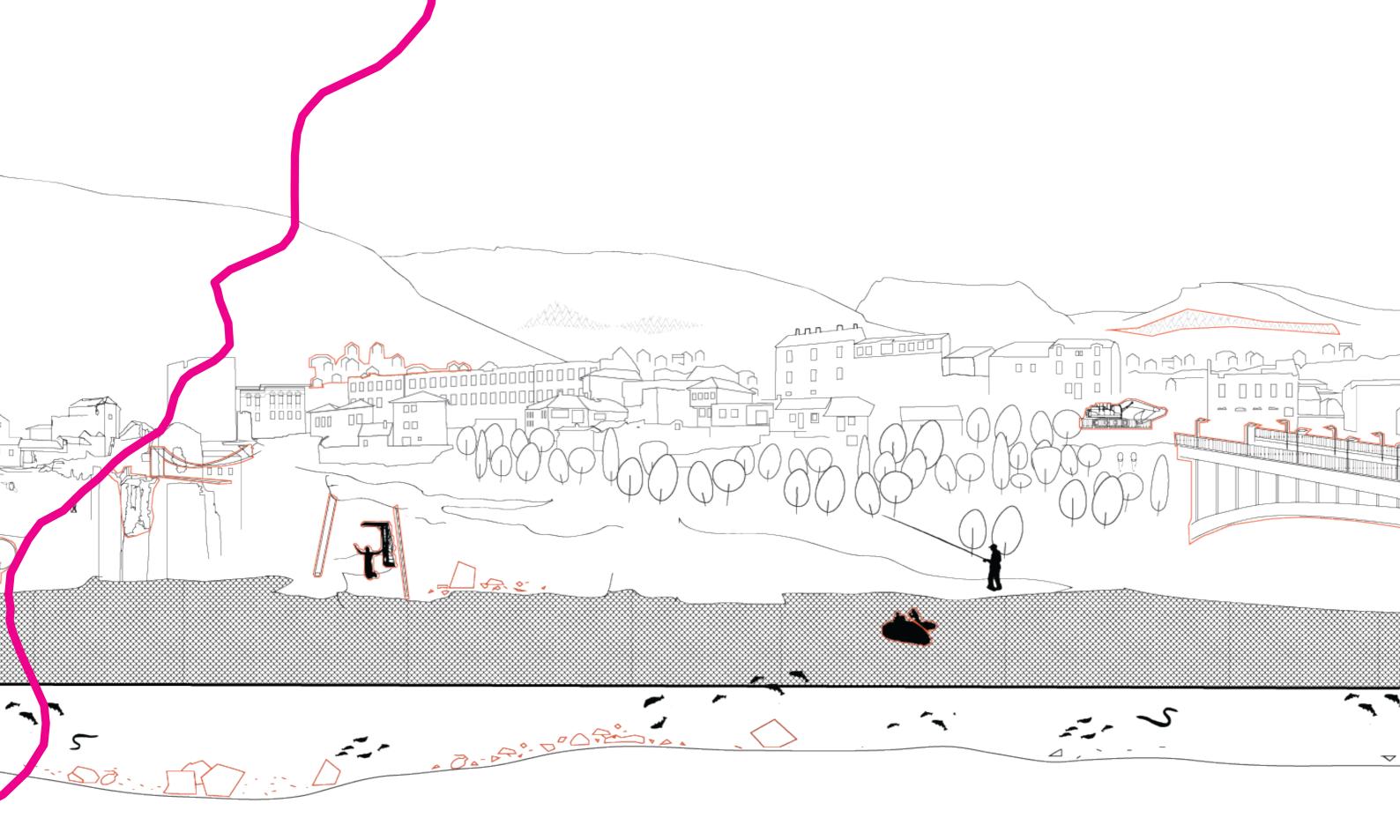


km55/THE BIG STORY OF NERETVA - PRE-OTTOMAN



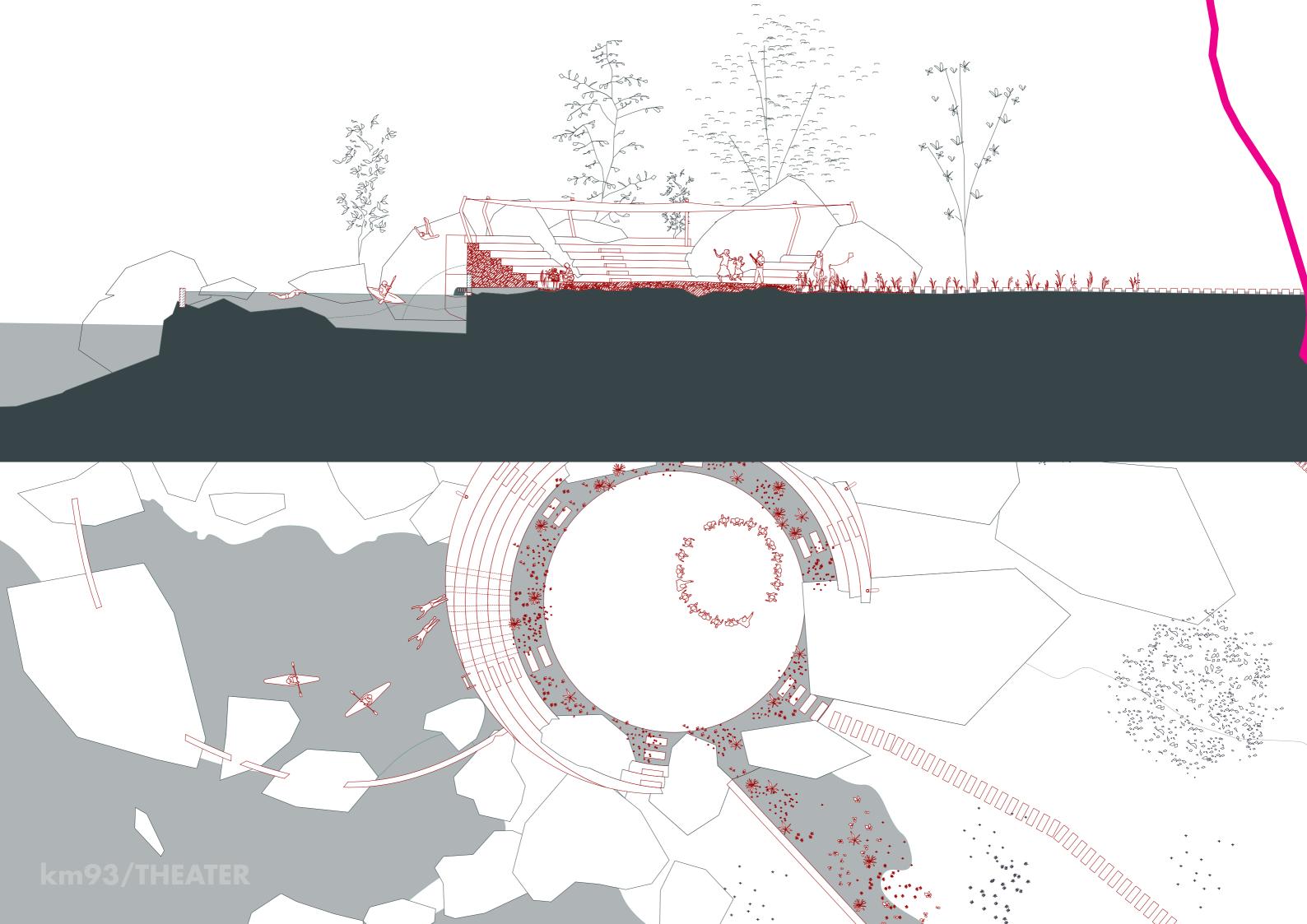


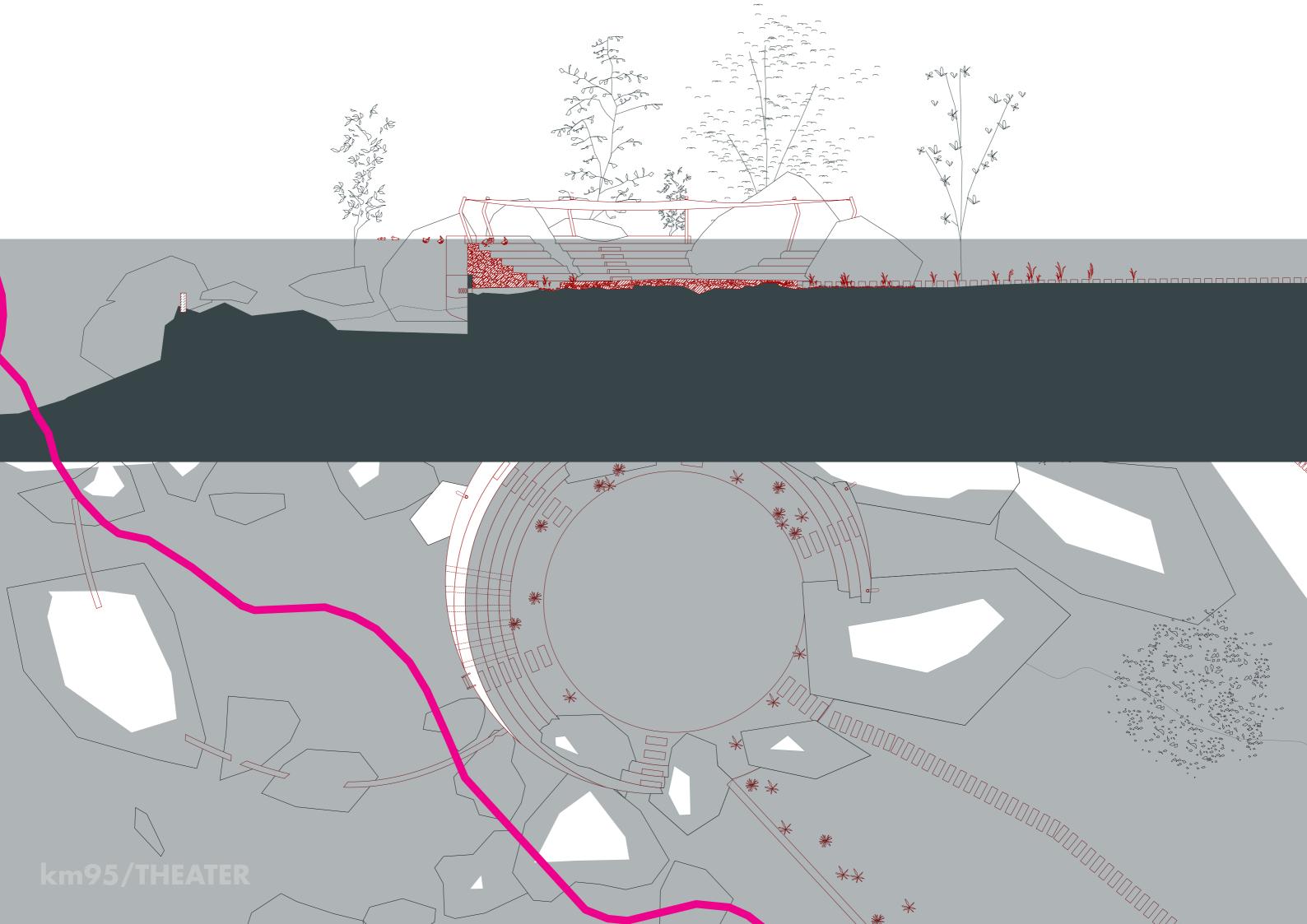
km75/THE BIG STORY OF NERETVA - YUGOSLAVIA/YUGOSLAV WARS

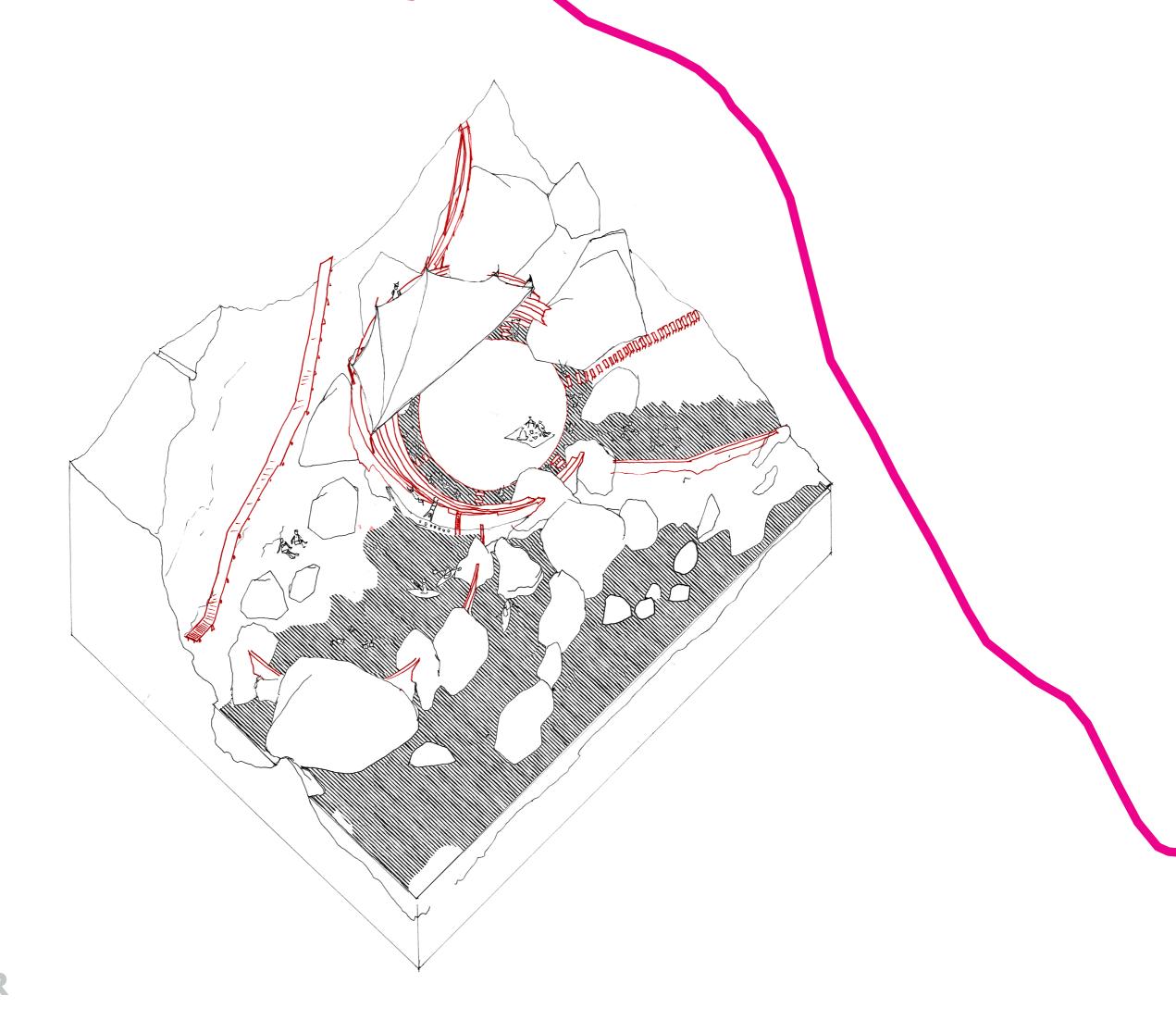


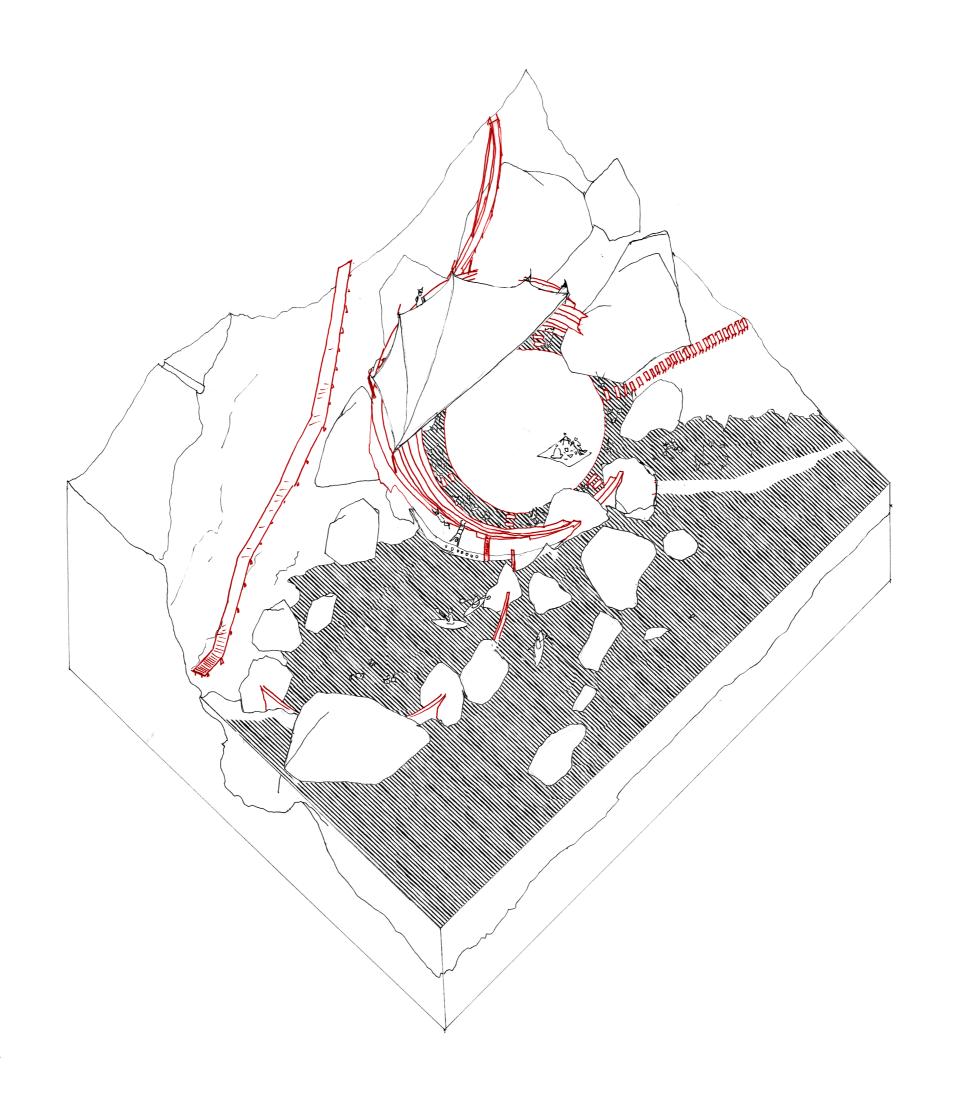


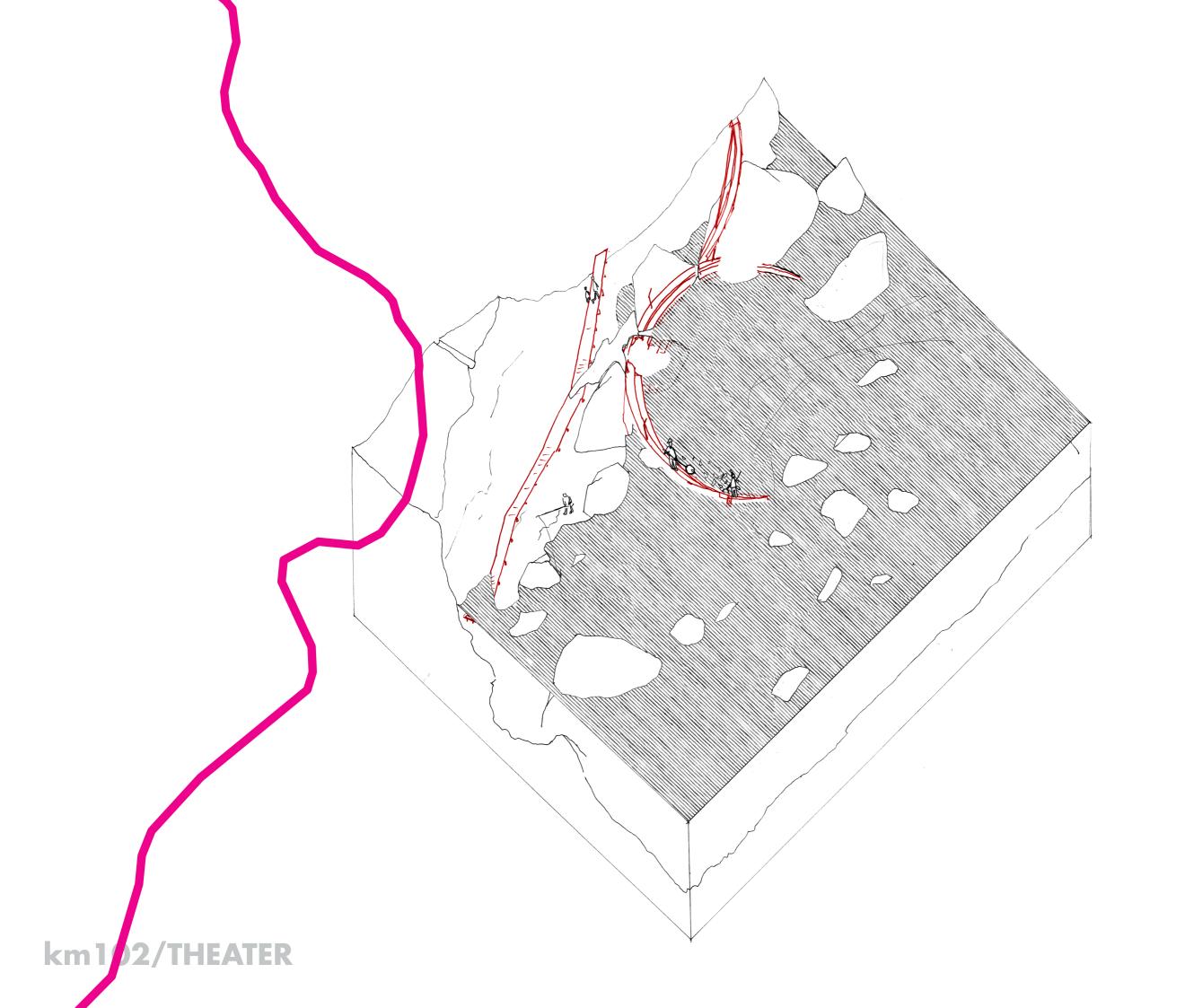




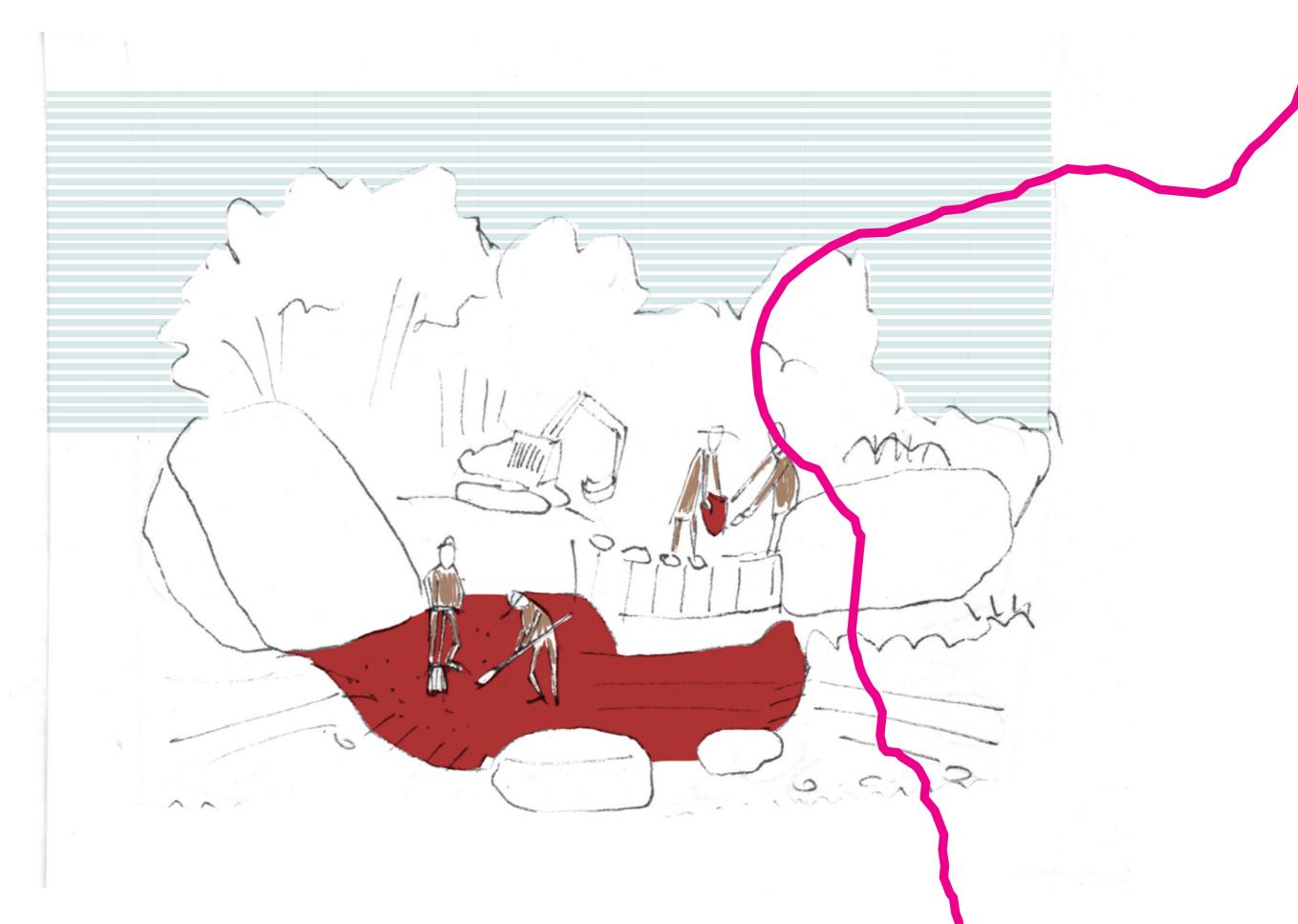


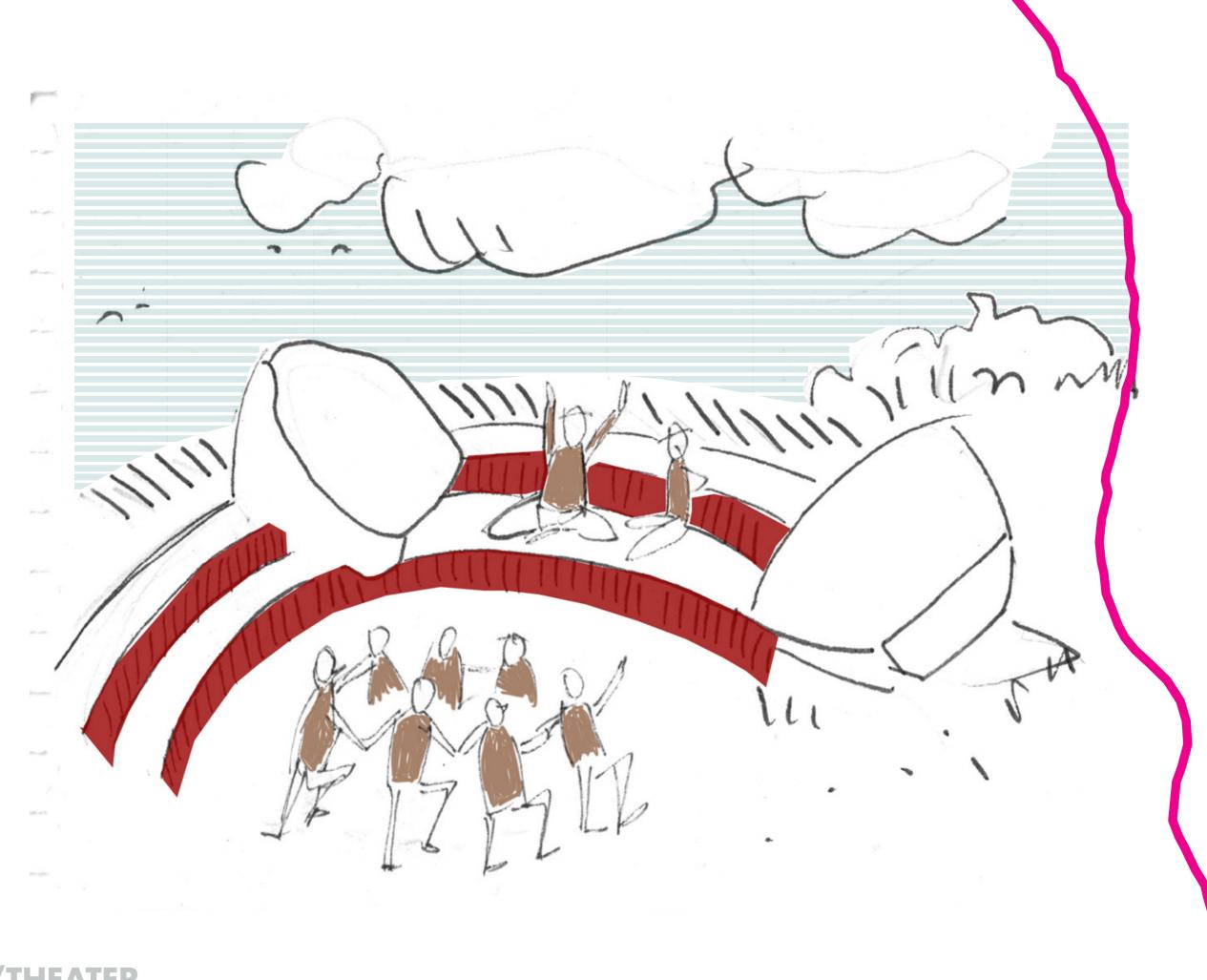


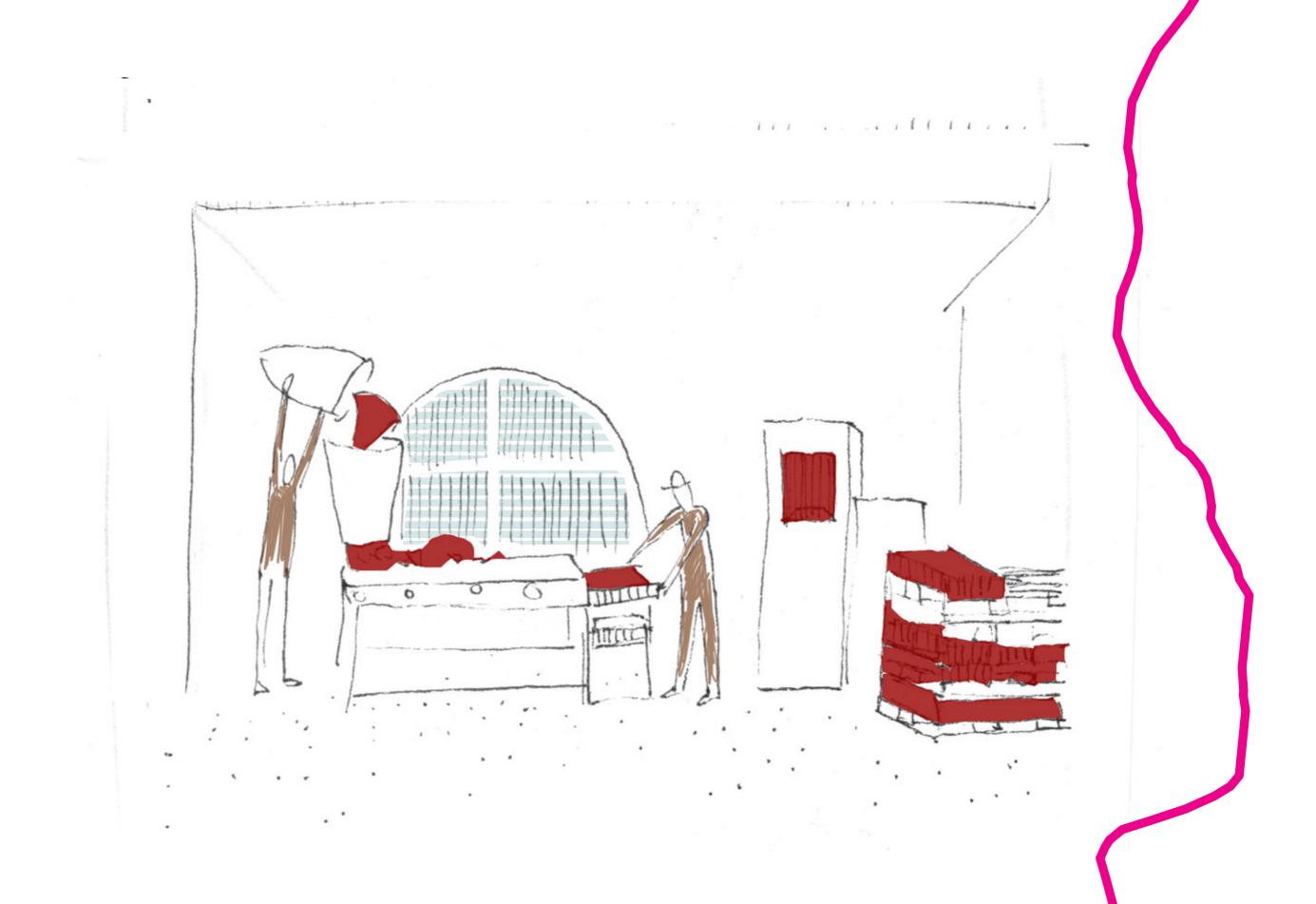


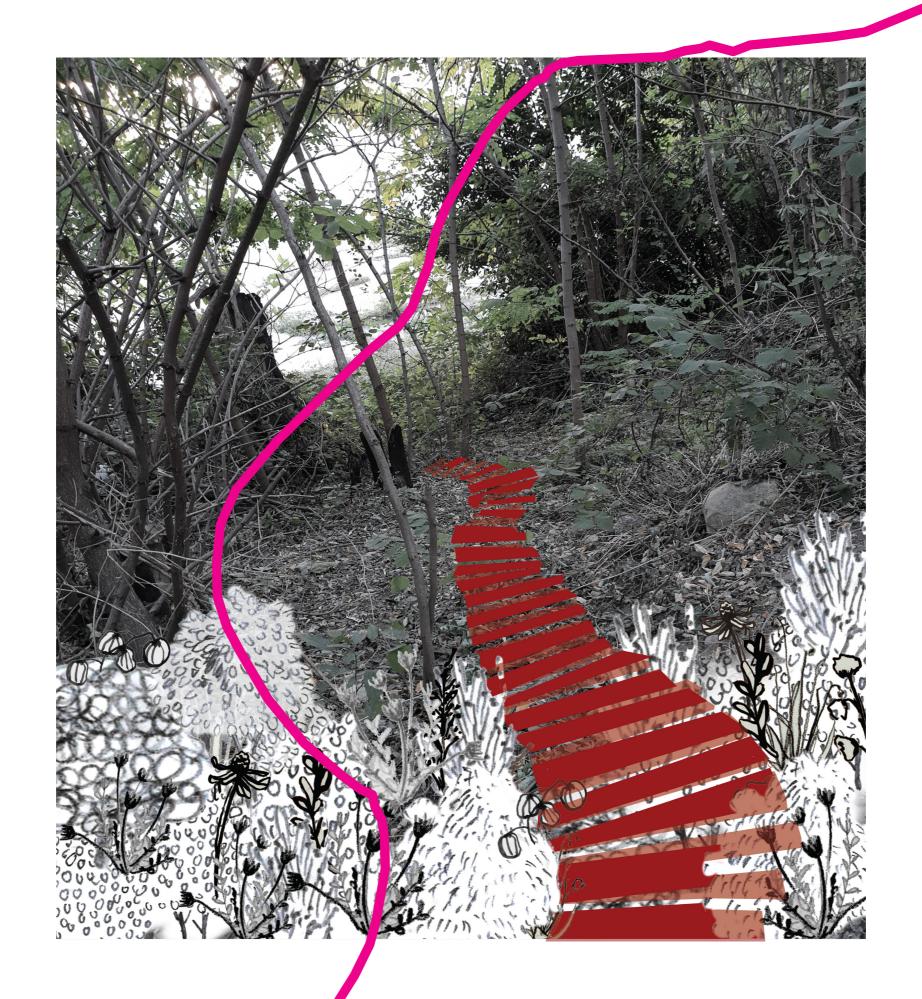


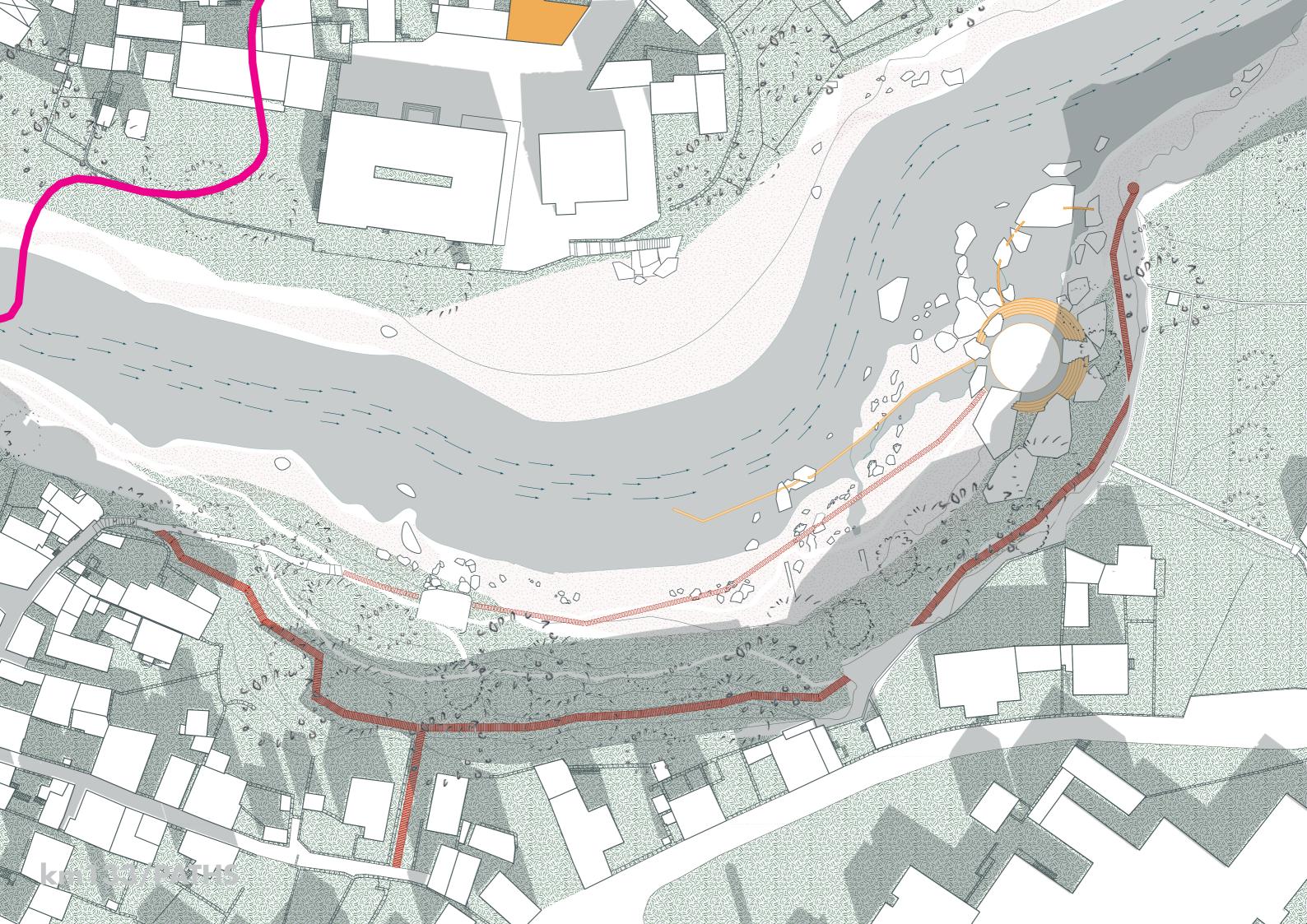








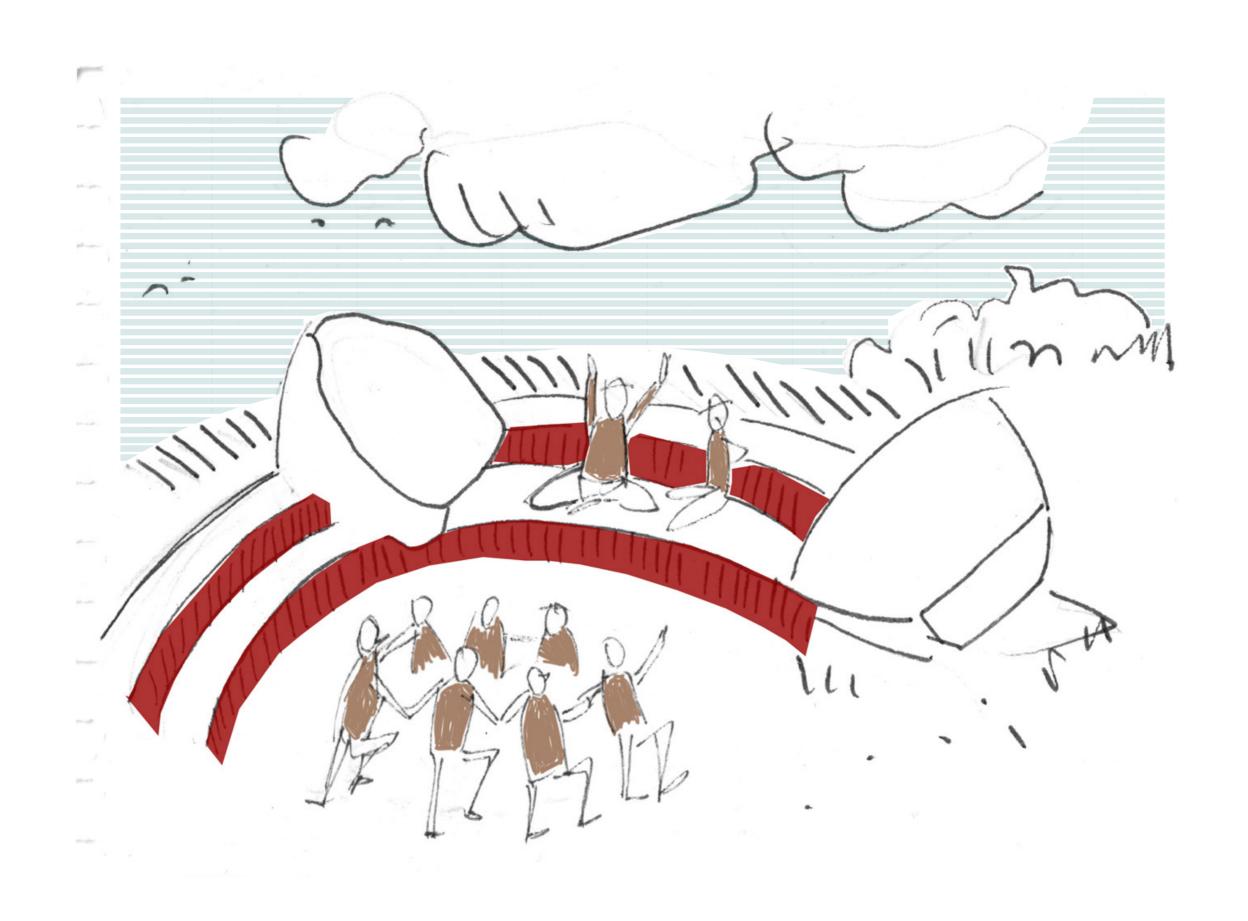


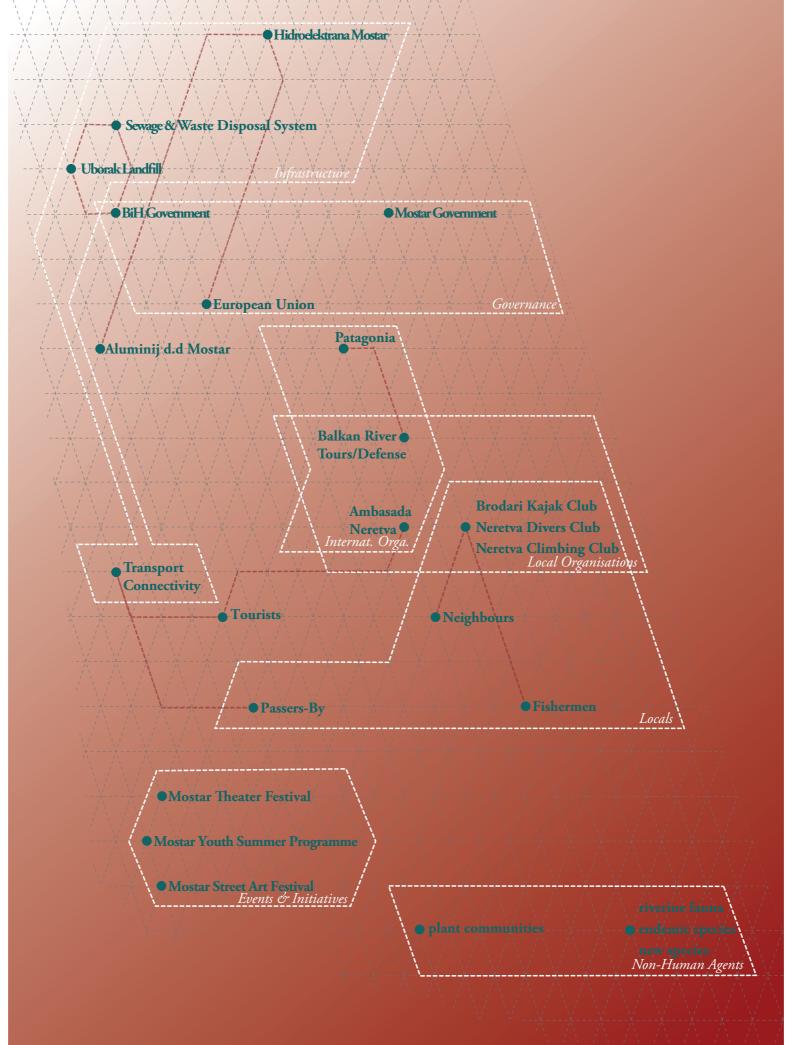


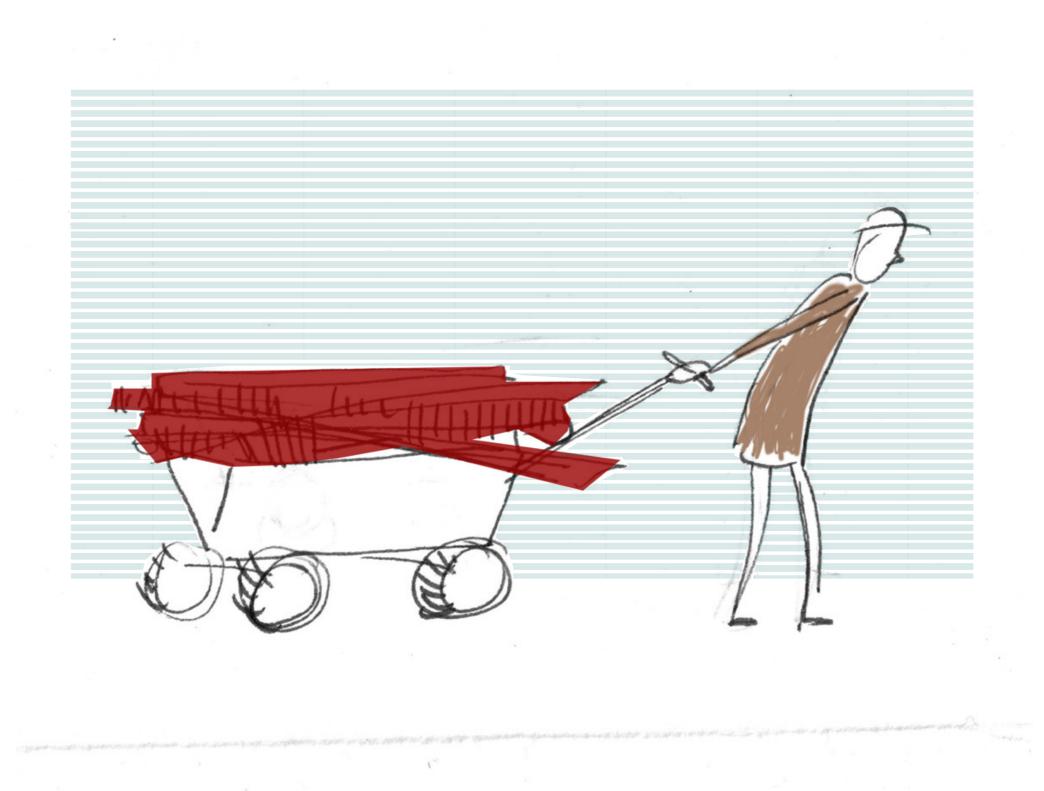


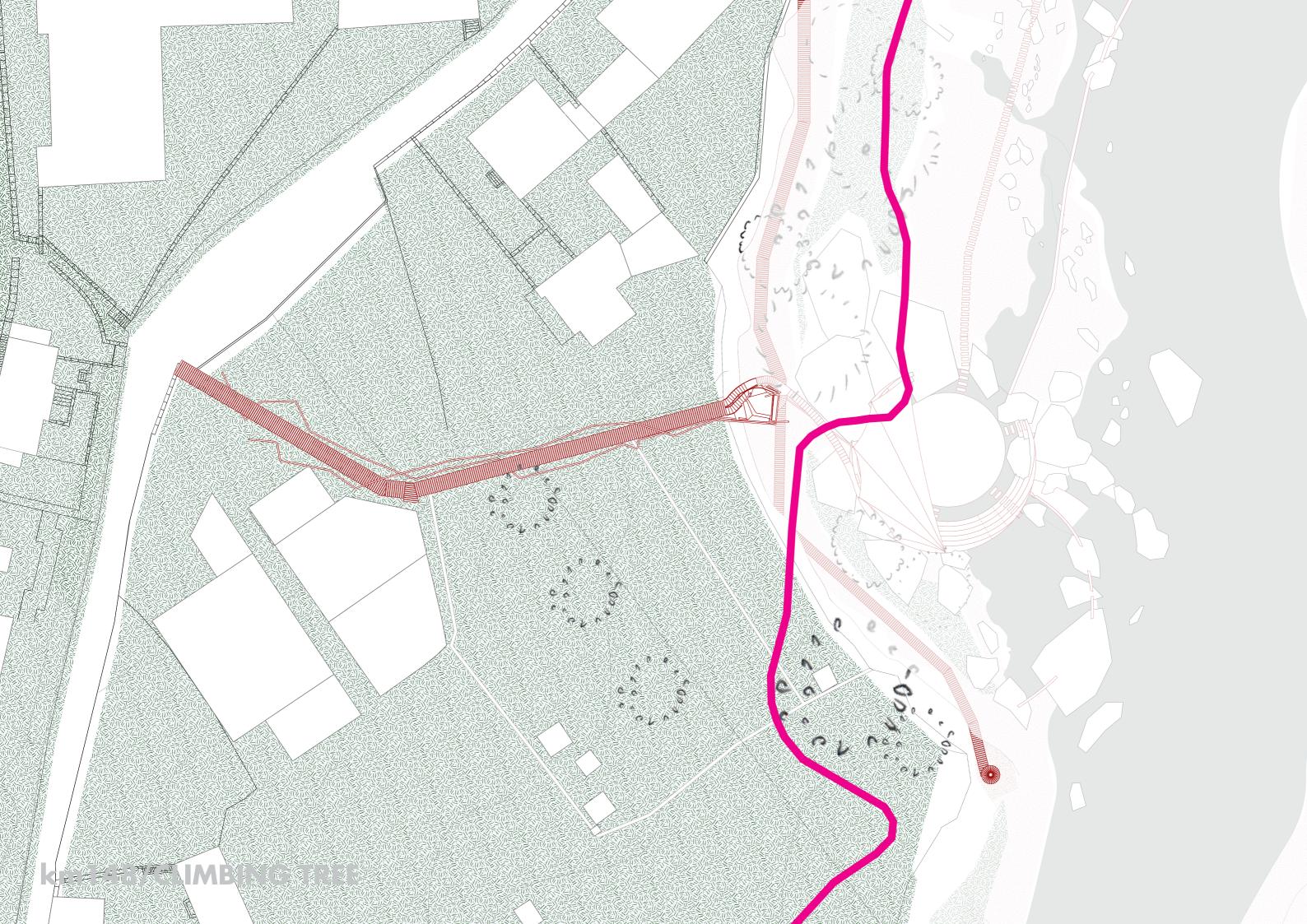


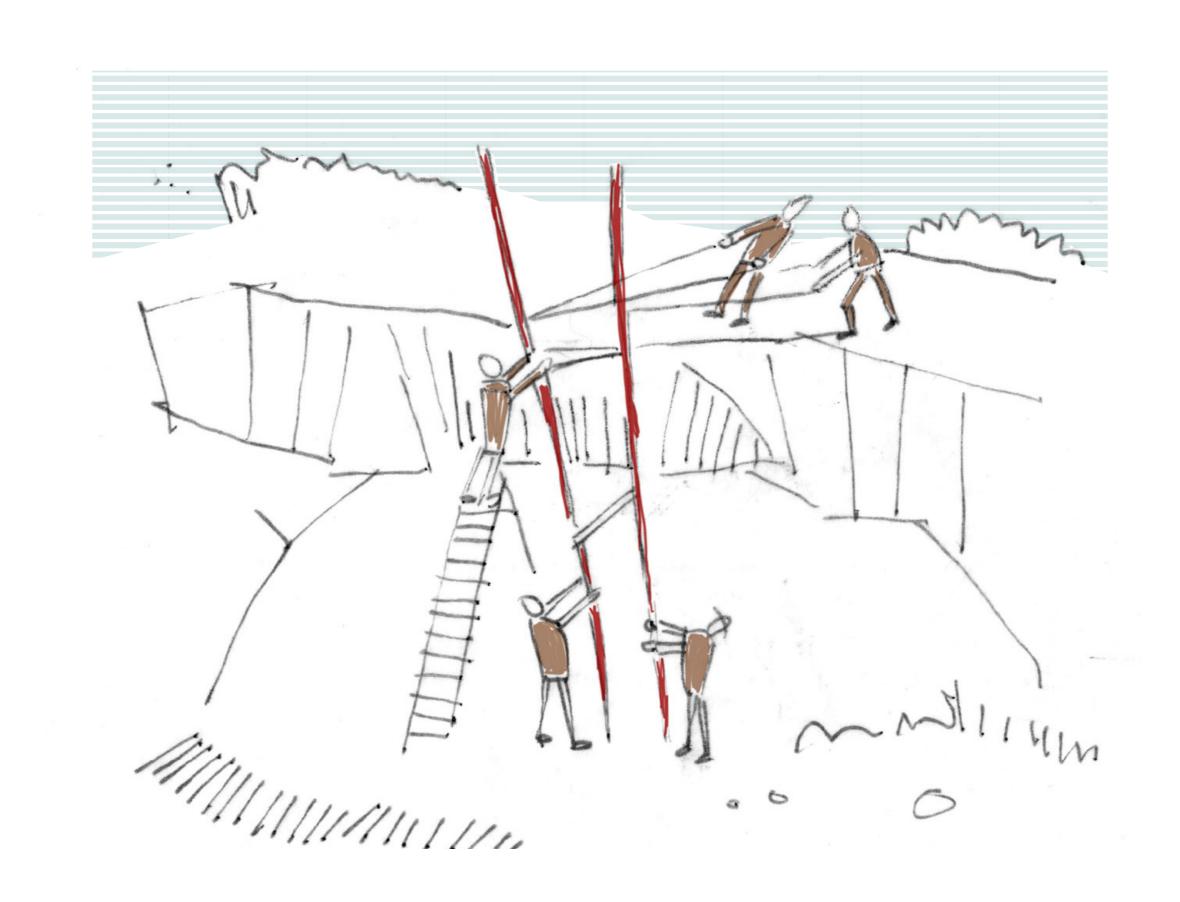
km140/CLIMBING TREE

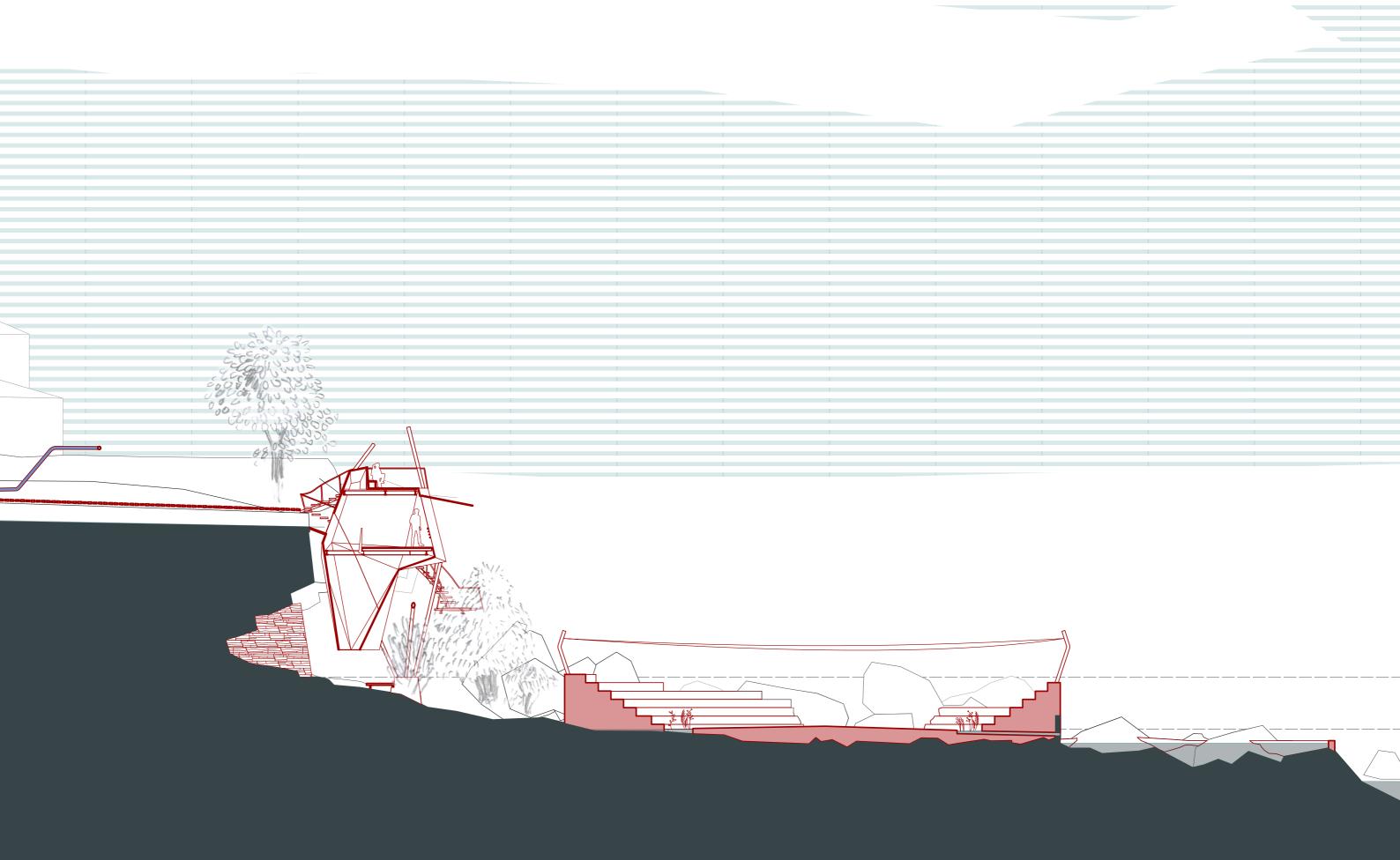


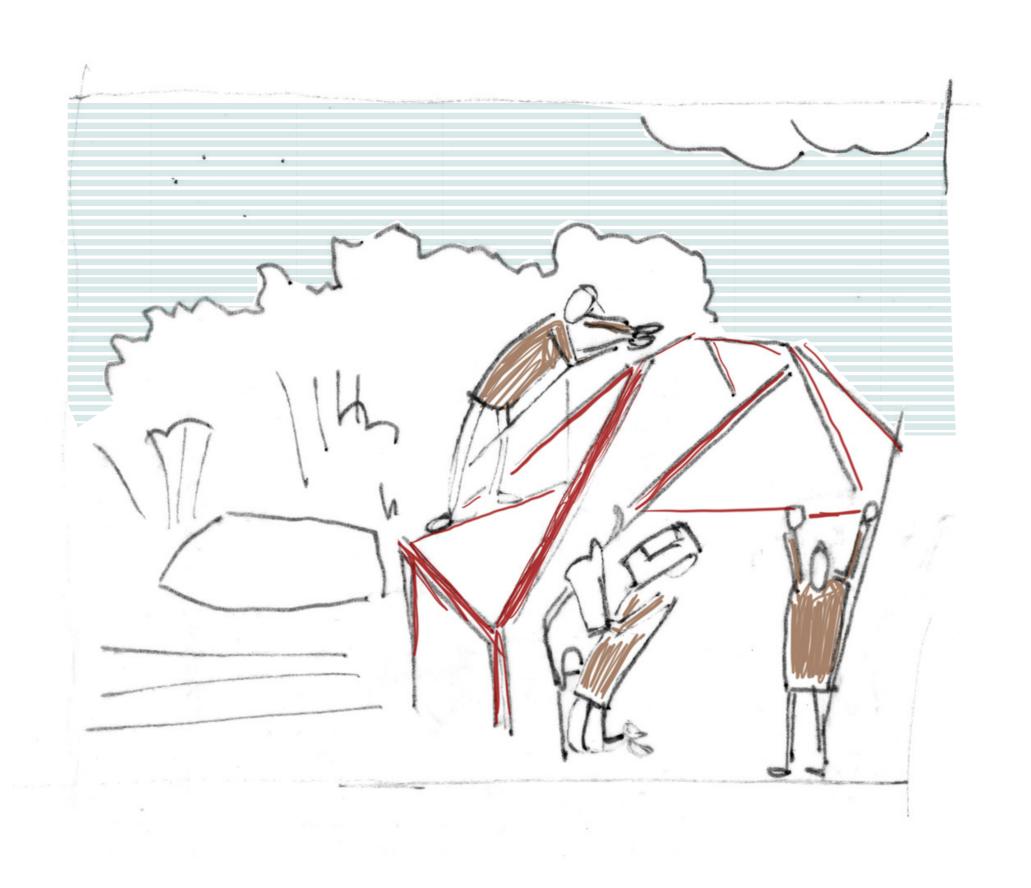


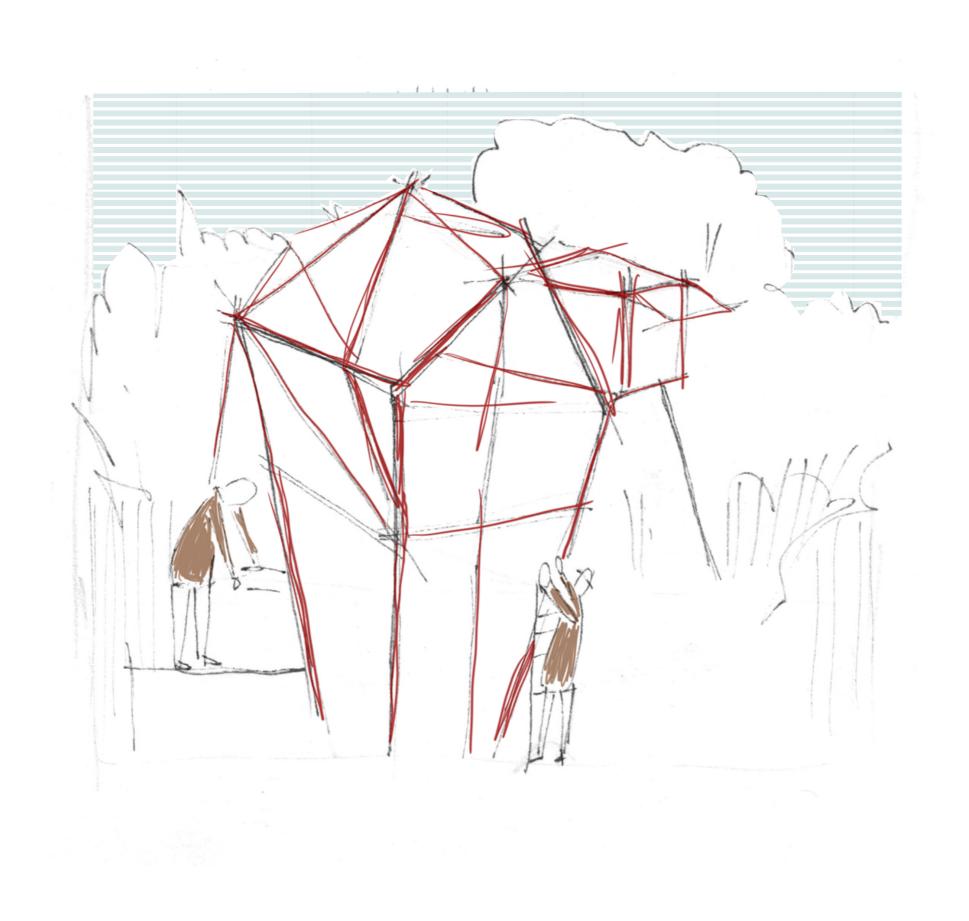


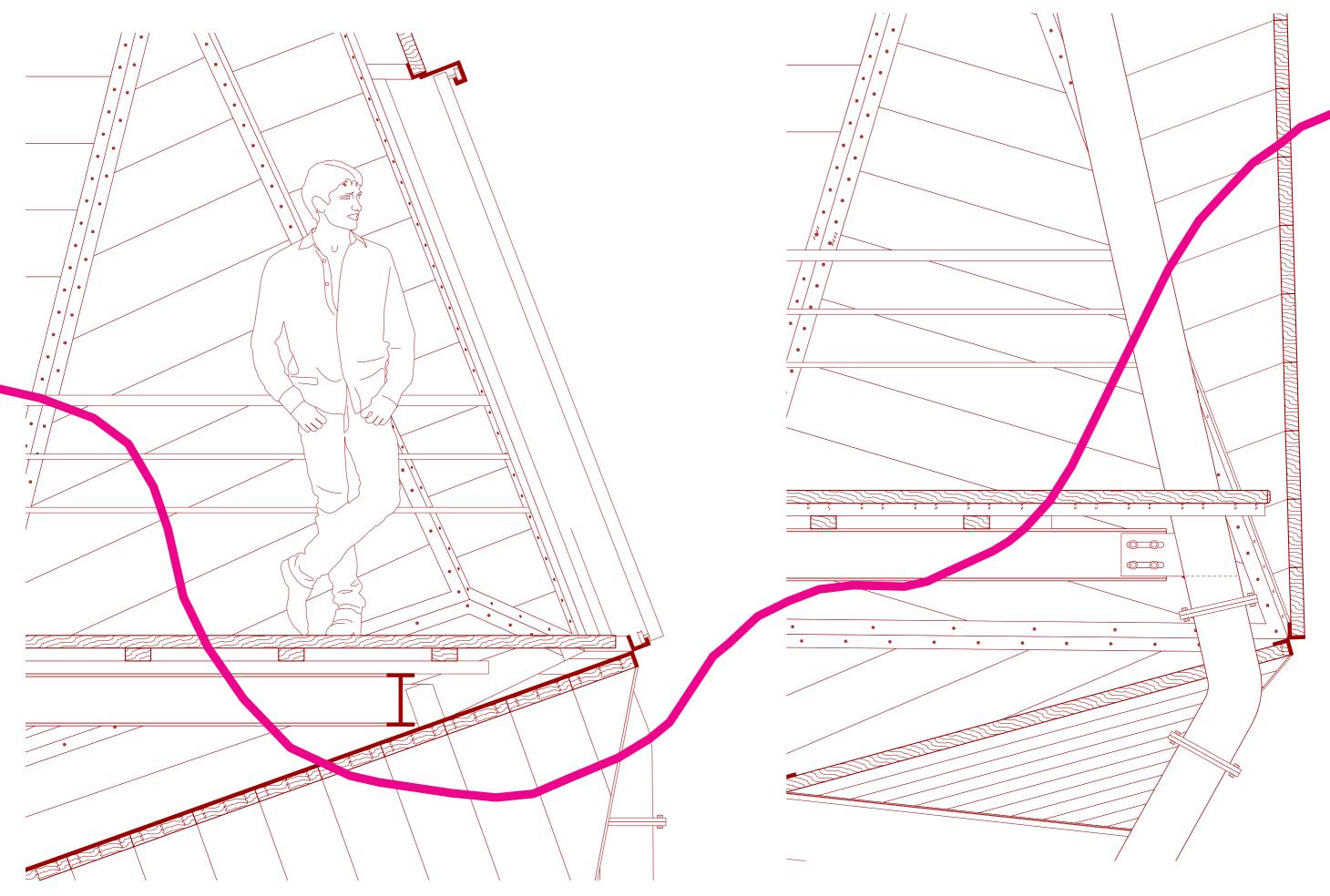




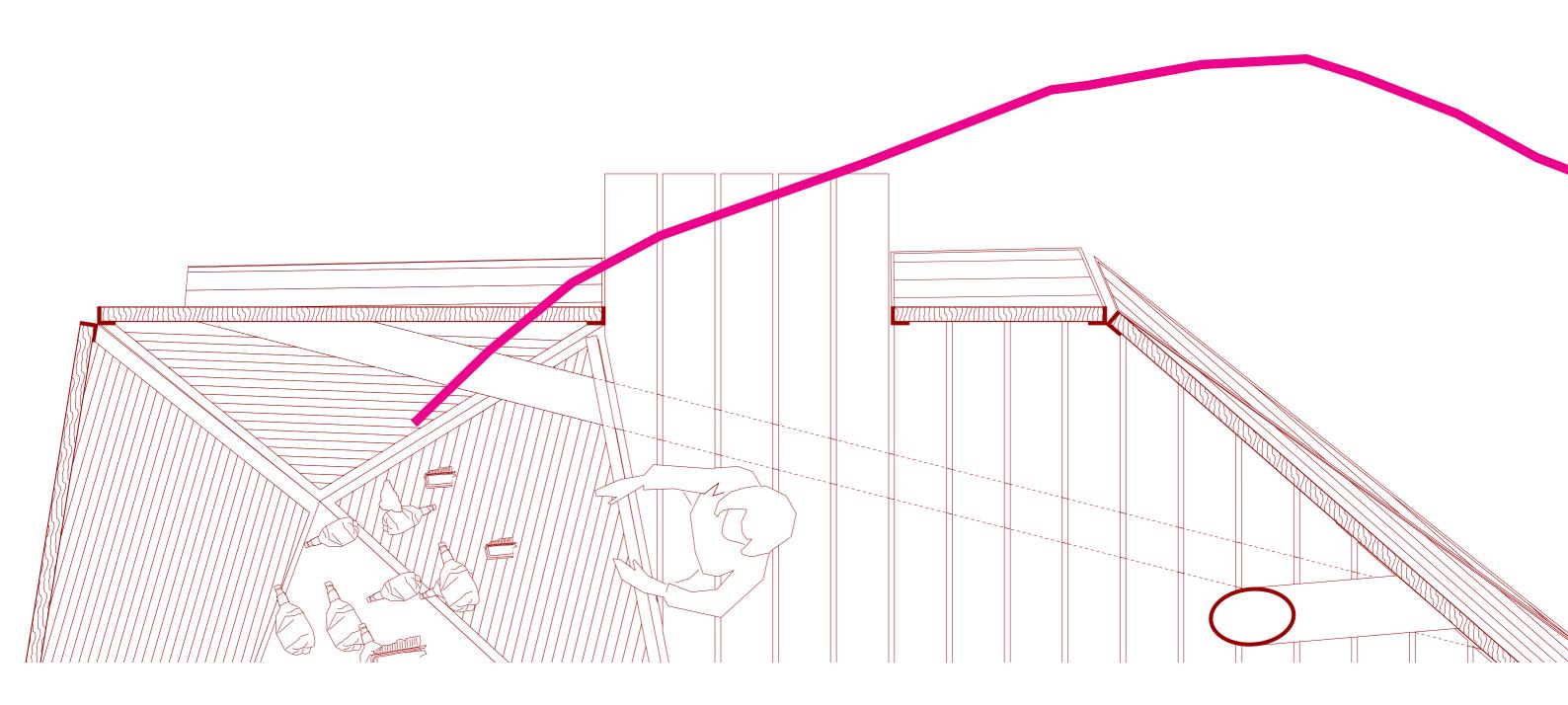


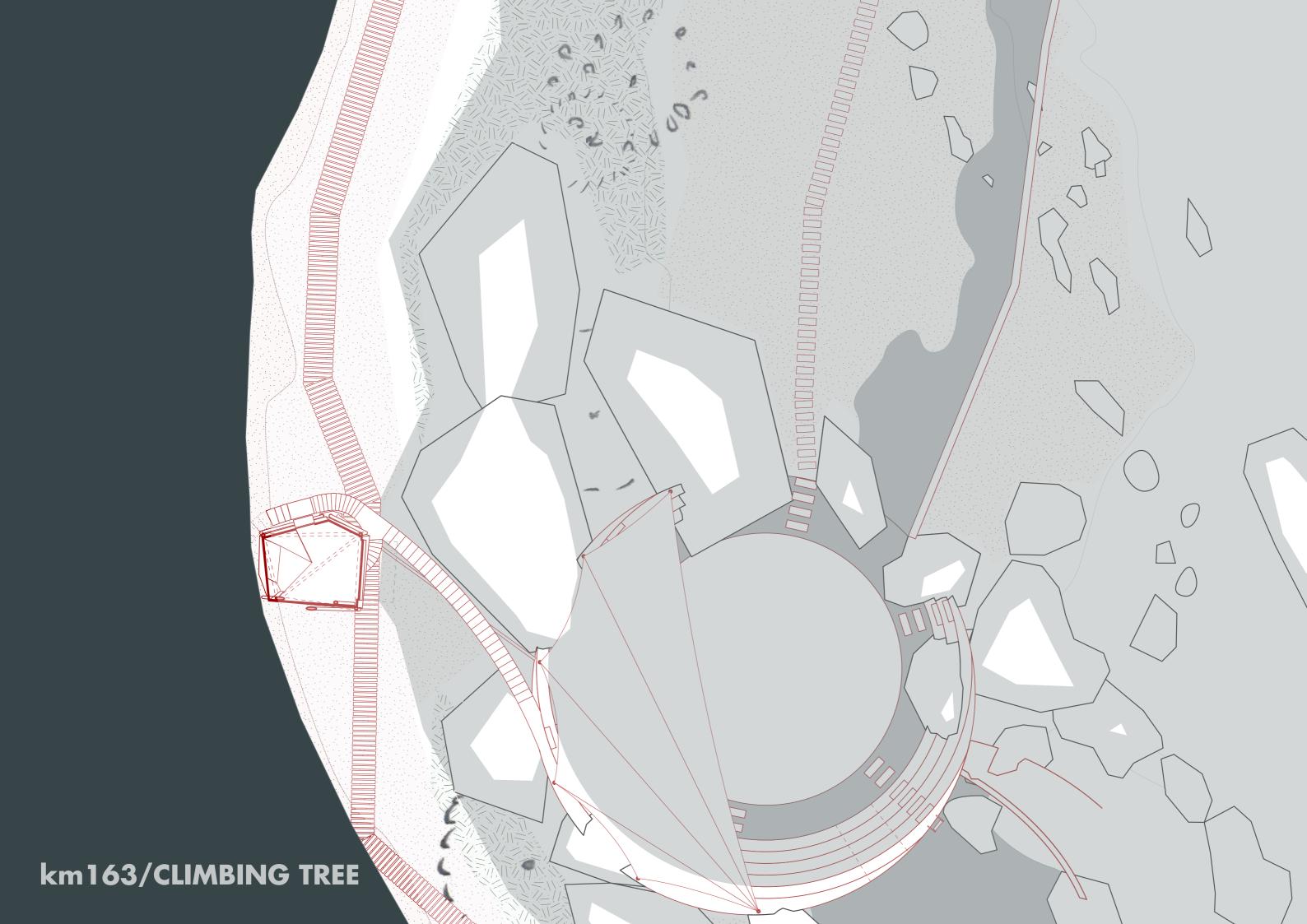


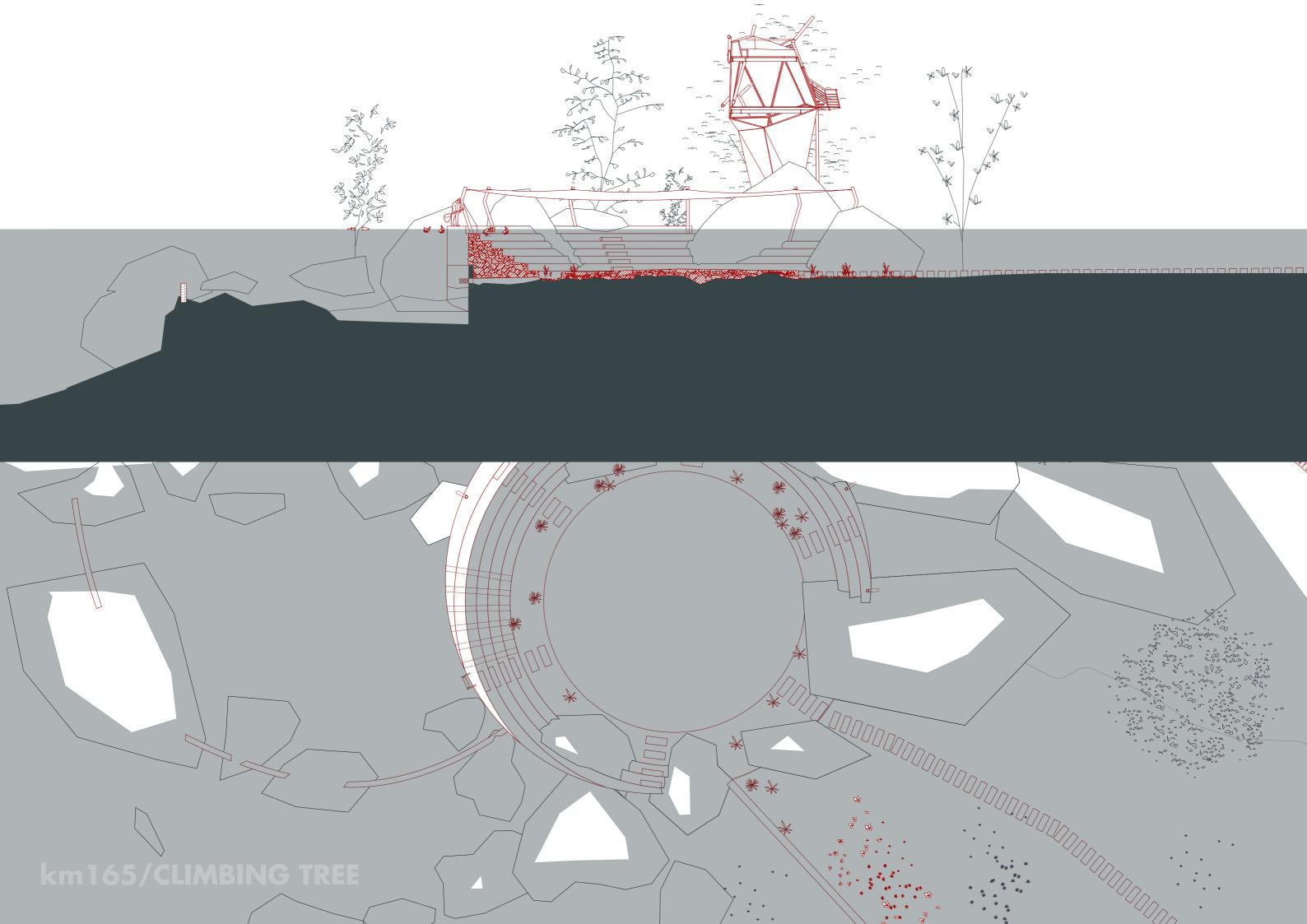




km158/CLIMBING TREE





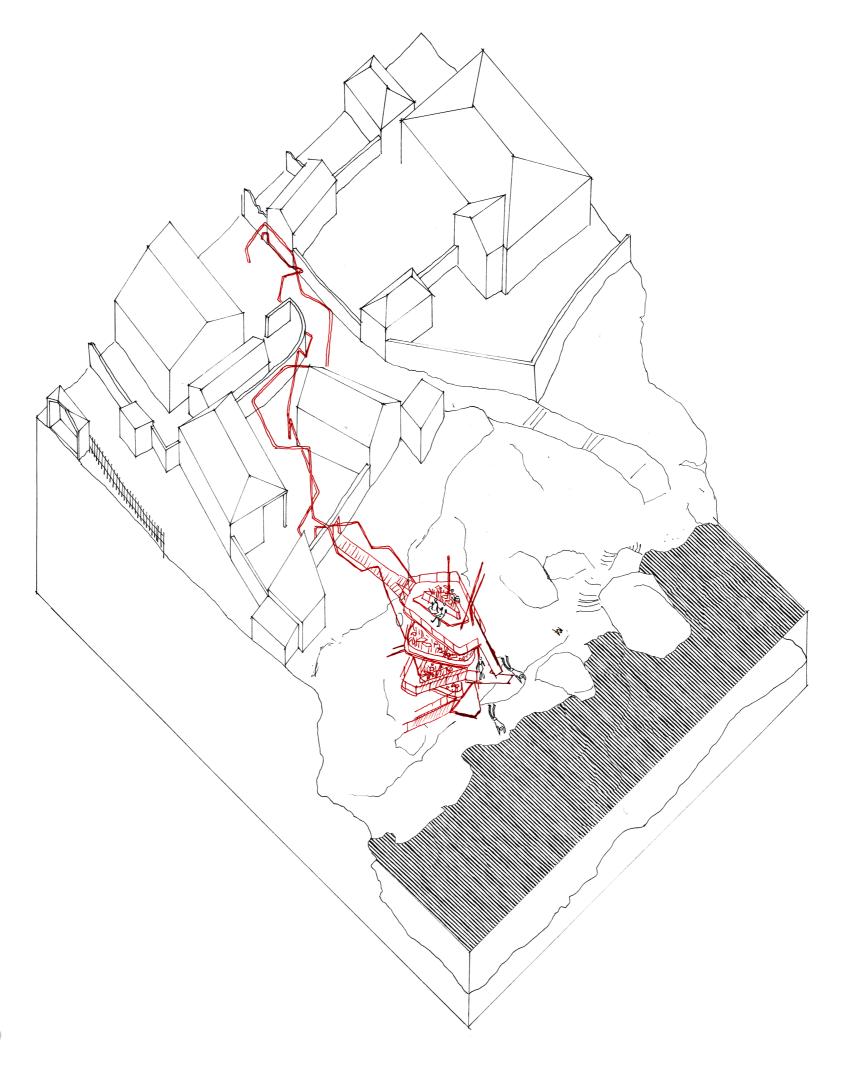




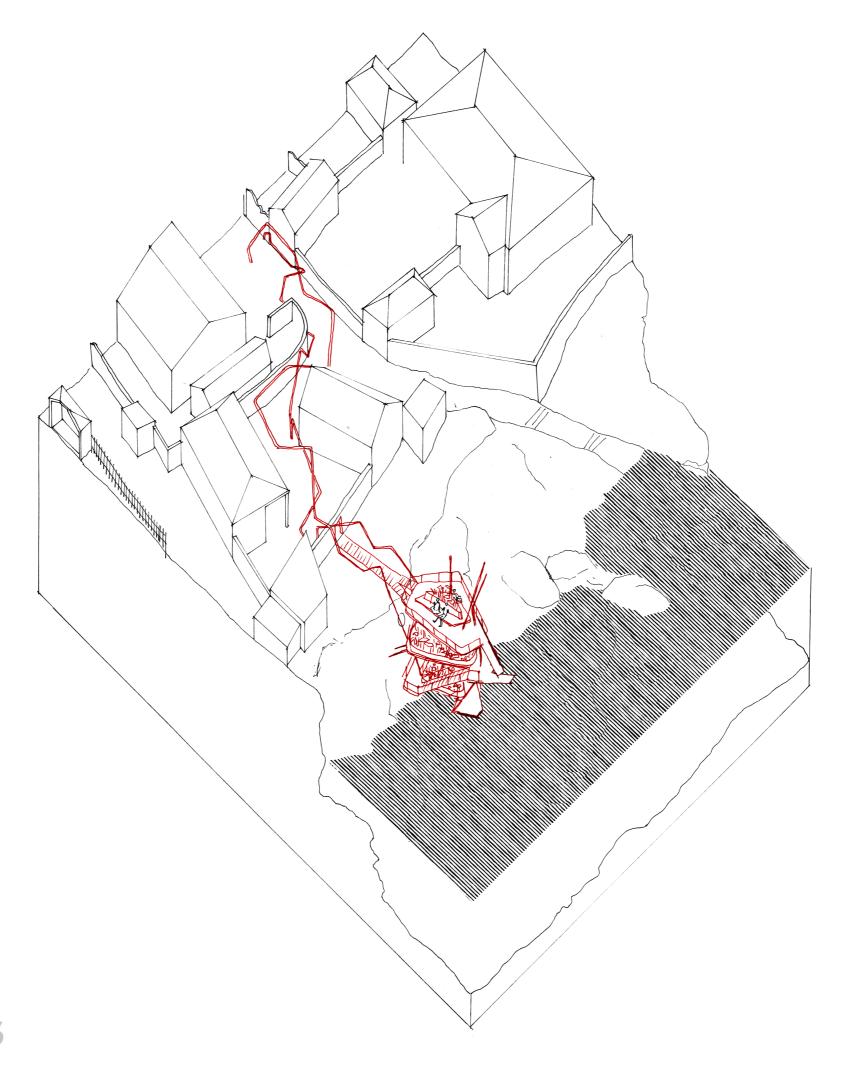


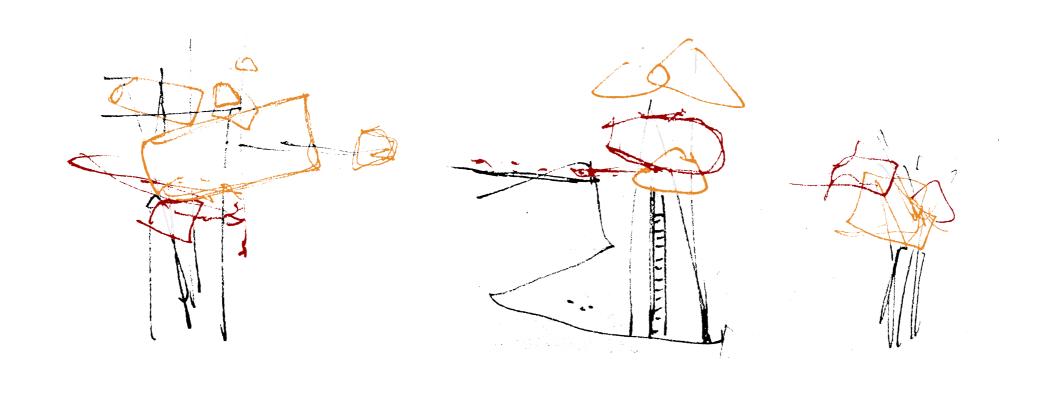












HVALA!

THE PRESENTATION WAS MAINLY FOLLOWING THE INSTALLATION ON THE FLOOR OF THE PRESENTATION ROOM

FOLLOWING THUS A FEW IMPRESSIONS TO UNDERSTAND THE ACTUAL PRESENTATION



