Reading and writing urban myths

Exploring the imaginary narrative of myths to read and write Delft

P5 presentation Floris Beijer

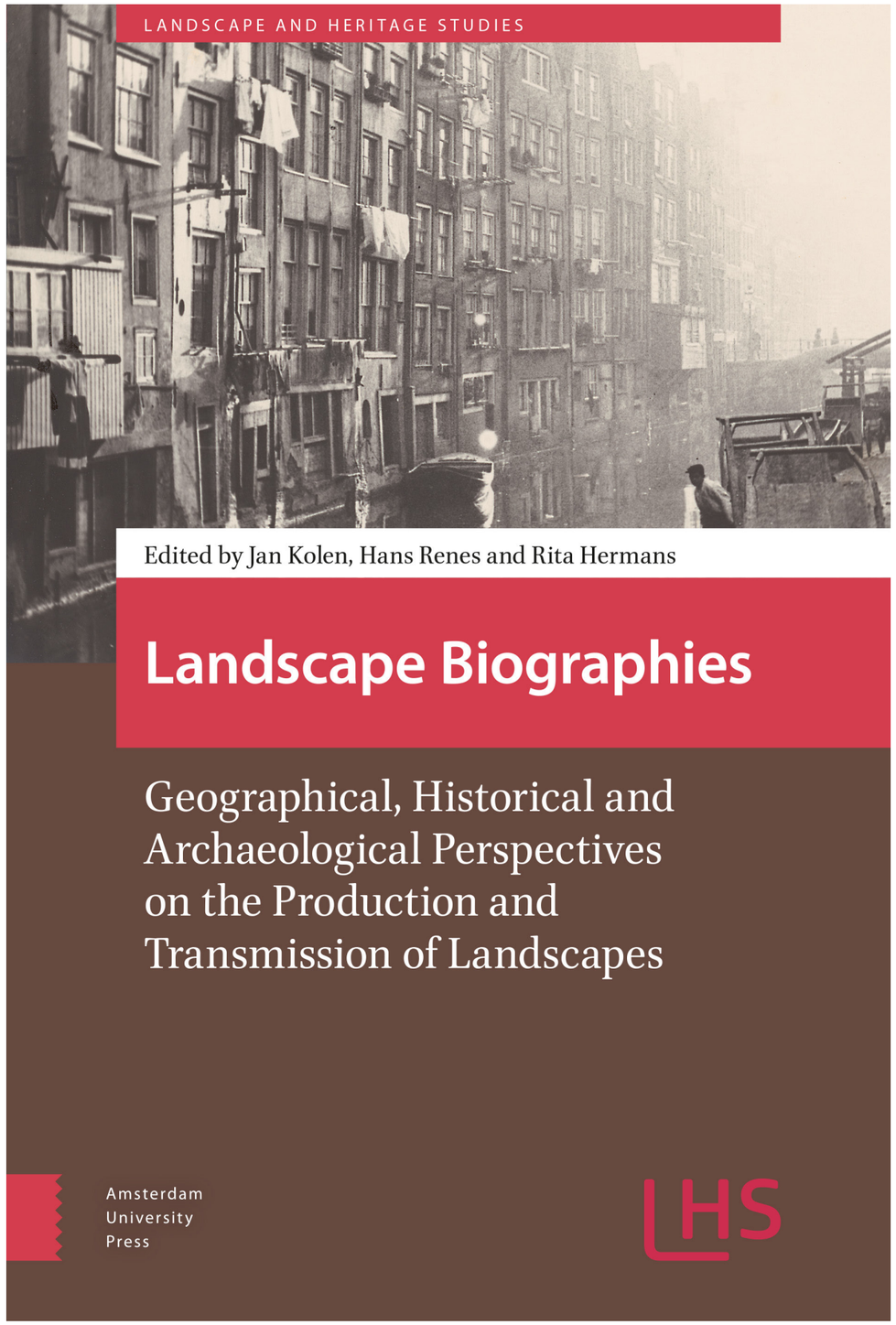
Introduction

My neighbour totoro - Hayao Miyazaki (1988)

KARSK

Stories to create meaning of our world

Image by Bildagentur/UIG/Getty Images


LANDSCAPE AND HERITAGE STUDIES
Edited by Jan Kolen, Hans Renes and Rita Hermans
Landscape Biographies
Geographical, Historical and Archaeological Perspectives on the Production and Transmission of Landscapes
Amsterdam University Press
LHS

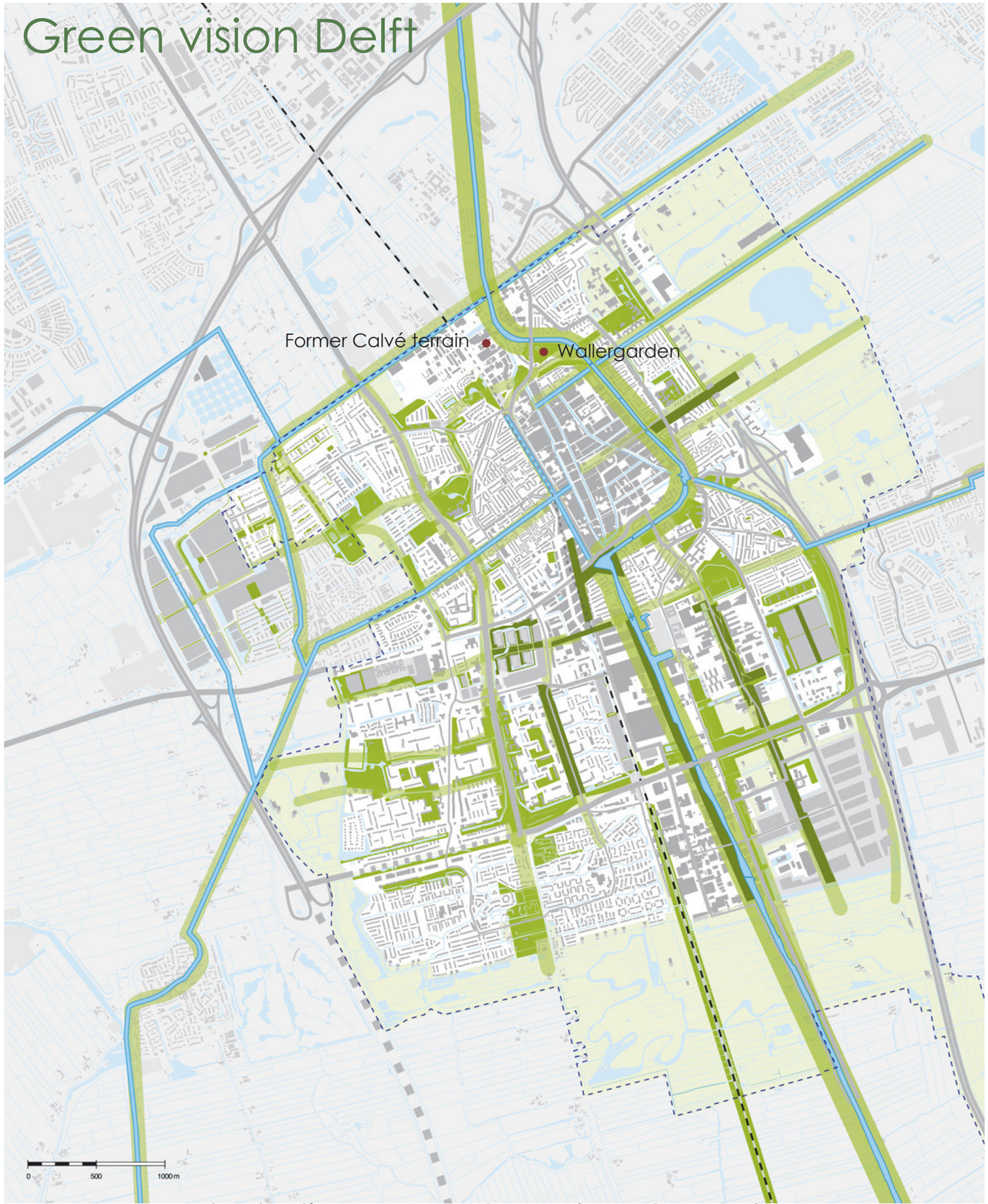
Proving the world more imaginary

Image by Ryan Hickox

“37.000 hectares of new forest ...
...19.000 hectares of forest in urban environments in the next 10 years...”

-Rijksoverheid - 2020

Green vision Delft



Former Calvé terrain

Wallergarden

Research Question:

"How can imaginary narratives influence the way people read and write the stories in the landscapes of Delft to create a better understanding for wild urban forests?"

Design Question:

"How can an imaginary narrative of myths help formulate a design and the design process for the stories in Delft that improves upon the readability and spatial qualities?"

1. Introduction

Start:

Fascination for Stories & landscapes

Hypothesis:

Imaginary narrative to read & write landscapes

Problem statement:

Urban forestry in Delft

Goal of thesis:

Testing hypothesis in design

Research/Design questions:

"How can imaginary narratives influence the way people read and write the stories in the landscapes of Delft to create a better understanding for wild urban forests?"

"How can an imaginary narrative of myths help formulate a design and the design process for the stories in Delft that improves upon the readability and spatial qualities?"

2. Research + Analysis

Theory:

"Narrative landscapes"

-Urban forestry & nature
-Stories in landscape architecture theory
-Myths
-Narrative realms and theory

Reference study:

Testing the theory with examples

Delft as place for stories

Three myths in Delft

-Delft and the water
-Delft and the Gist
-Delft and the Urban forest

Site exploration

3. Design

Vision:

Starting from three myths and design assignment

Design concepts

Designing with the there myths

Detailed design

Myth of Delft & the urban forest

Final design

-Context and route of myth
-Artefacts
-Shrines
-Temples

4. Conclusion

Conclusion on Research/design questions:

Discussion

Reflection

Design by research

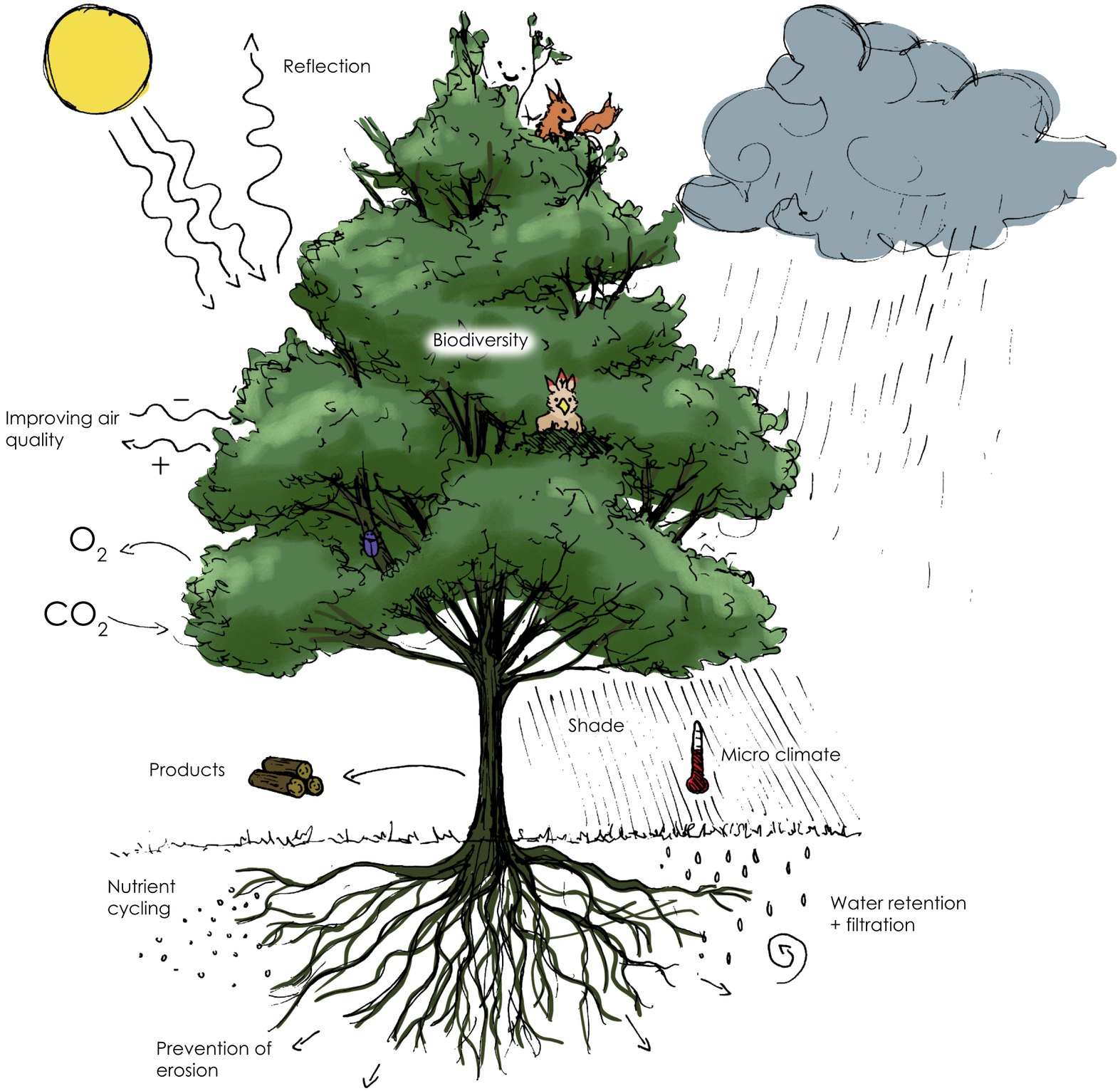
Research by design

Theory

- Urban forestry

- Stories & Landscape narratives

Urban forestry


Reflection
Biodiversity
Improving air quality
−
+
O_2
CO_2
Shade
Micro climate
Products
Nutrient cycling
Water retention + filtration
Prevention of erosion

Red riding hood - Image by Helena Perez Garcia (2021)

DARWIN COMES TO TOWN
HOW THE URBAN JUNGLE DRIVES EVOLUTION
PICADOR
MENNO SCHILTHUIZEN

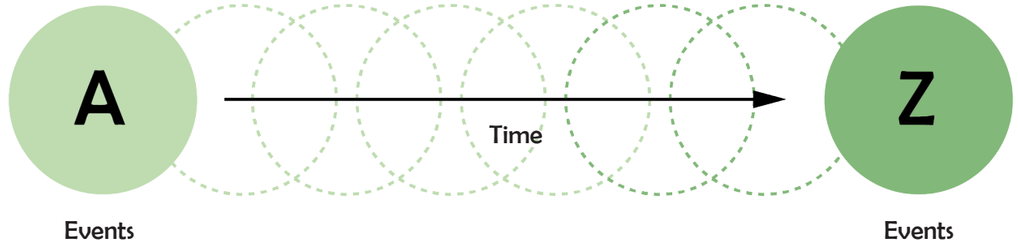
Courtesy of nature - Anouk Vogel (2013)

Isolation series - Fabian Knecht (2020)

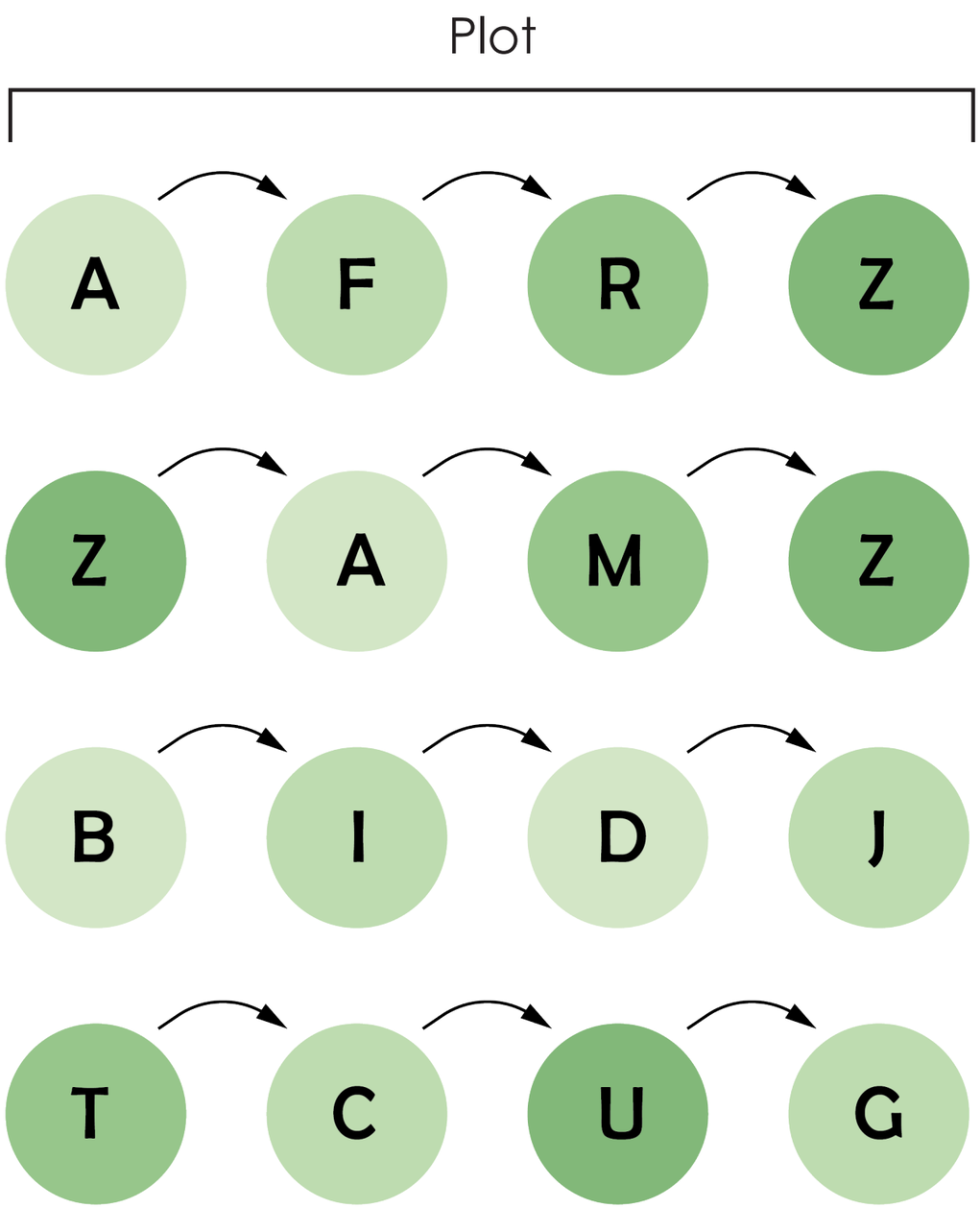
Isolation series - Fabian Knecht (2020)

Stories in landscapes

Story



Narrative



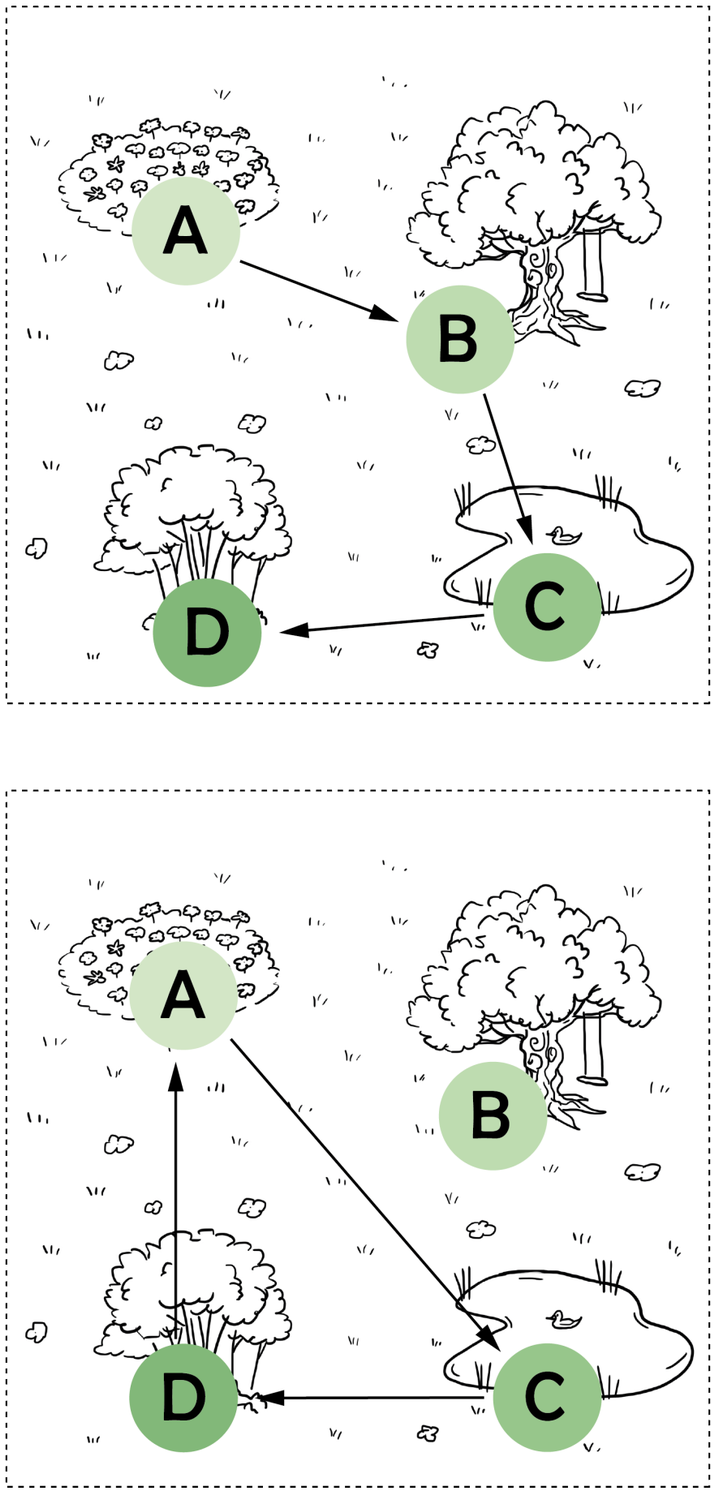
Linear narrative

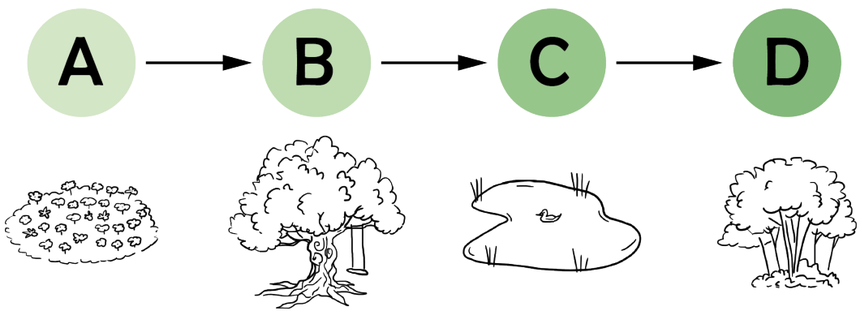
Non-linear narrative
flashback

Non-linear narrative
flashforward

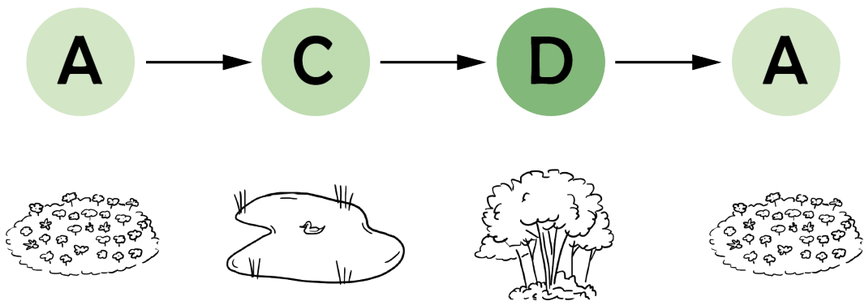
Non-linear narrative
jumps through time

Sequences in landscapes

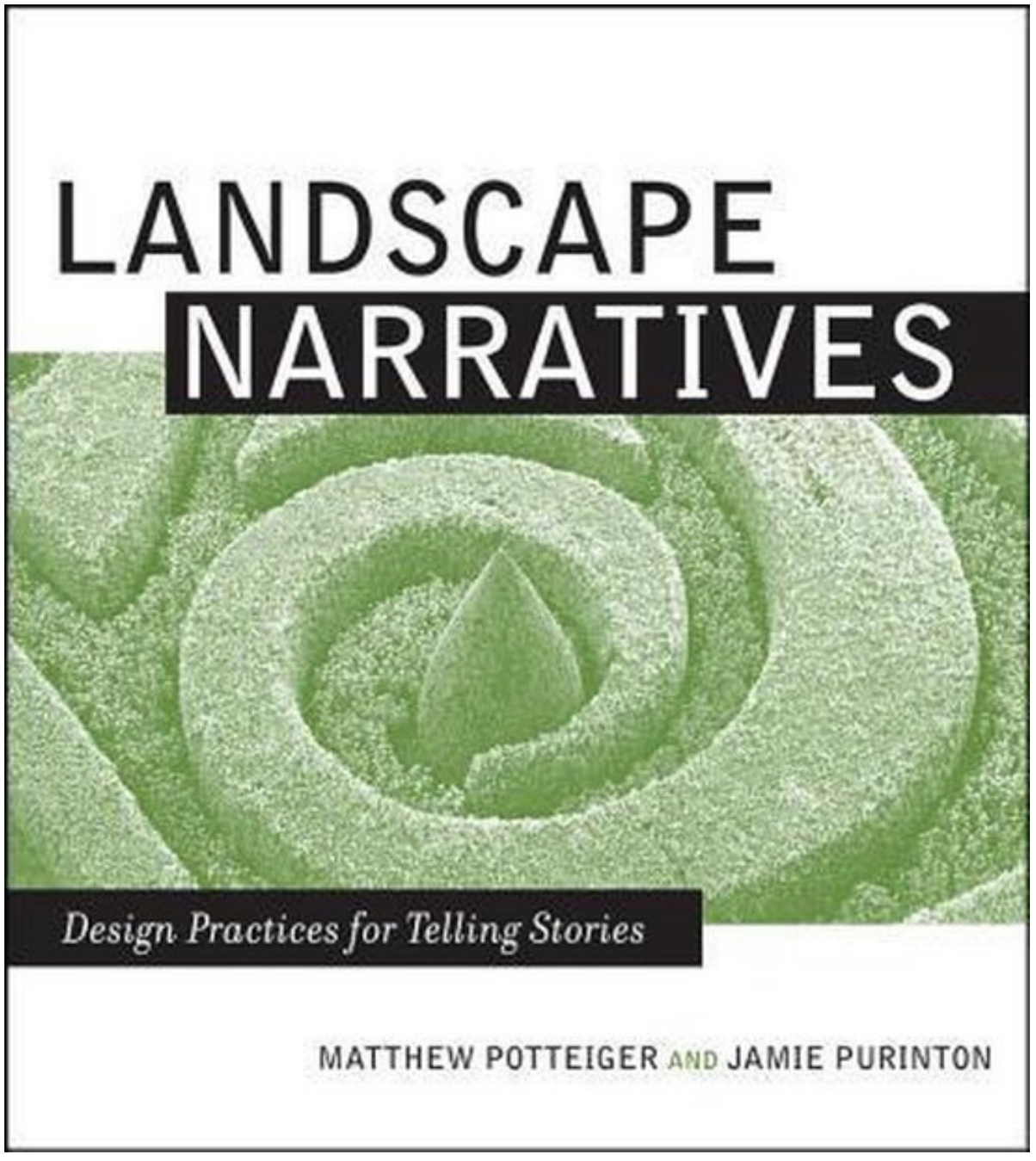




Designed Narrative

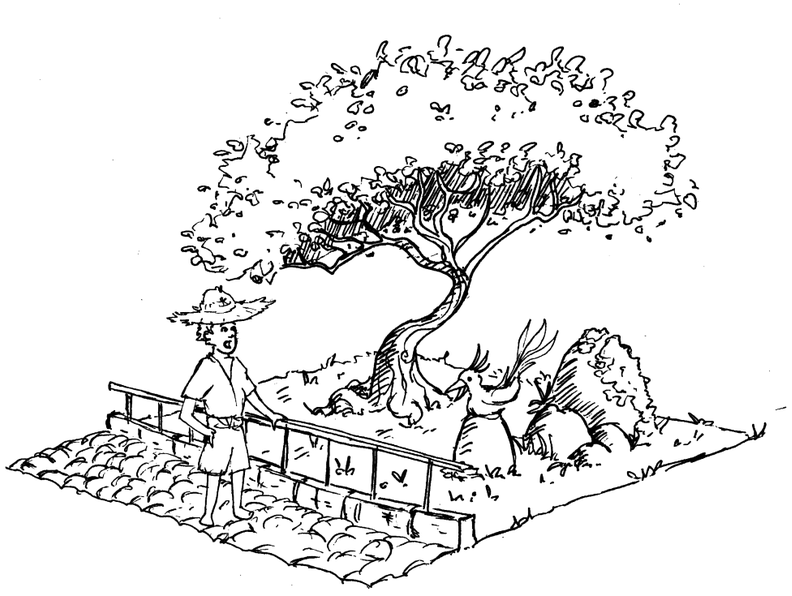


Experienced Narrative


LANDSCAPE
NARRATIVES
Design Practices for Telling Stories
MATTHEW POTTEIGER AND JAMIE PURINTON

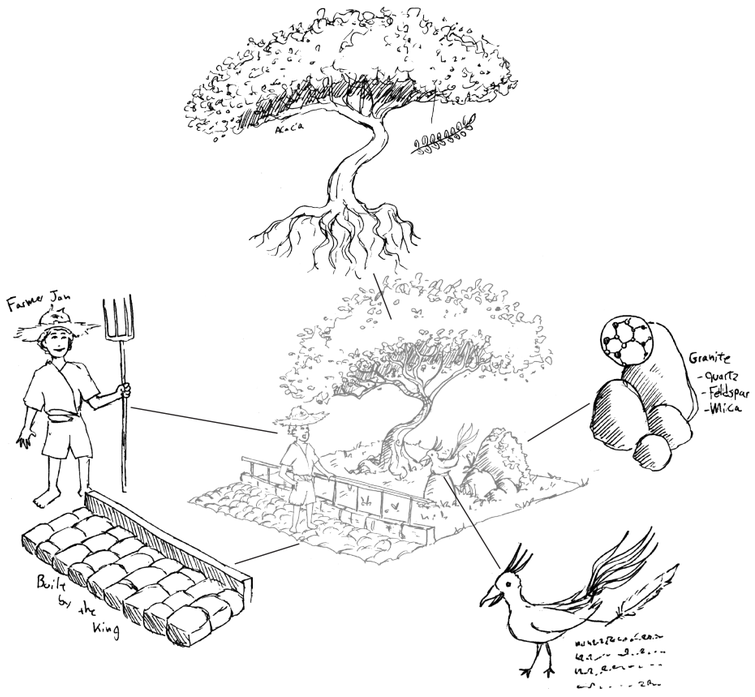
Narrative realms

Story realm



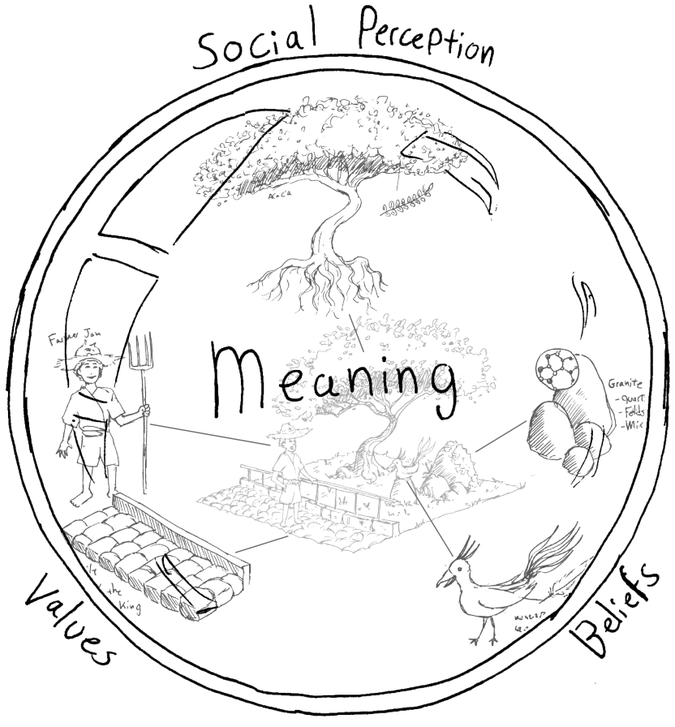
Frame, actors
& narrative elements

Contextual realm



Context & references in narrative

Discourse realm



Politics, interpretations & meaning in narrative

Different kinds of narrative

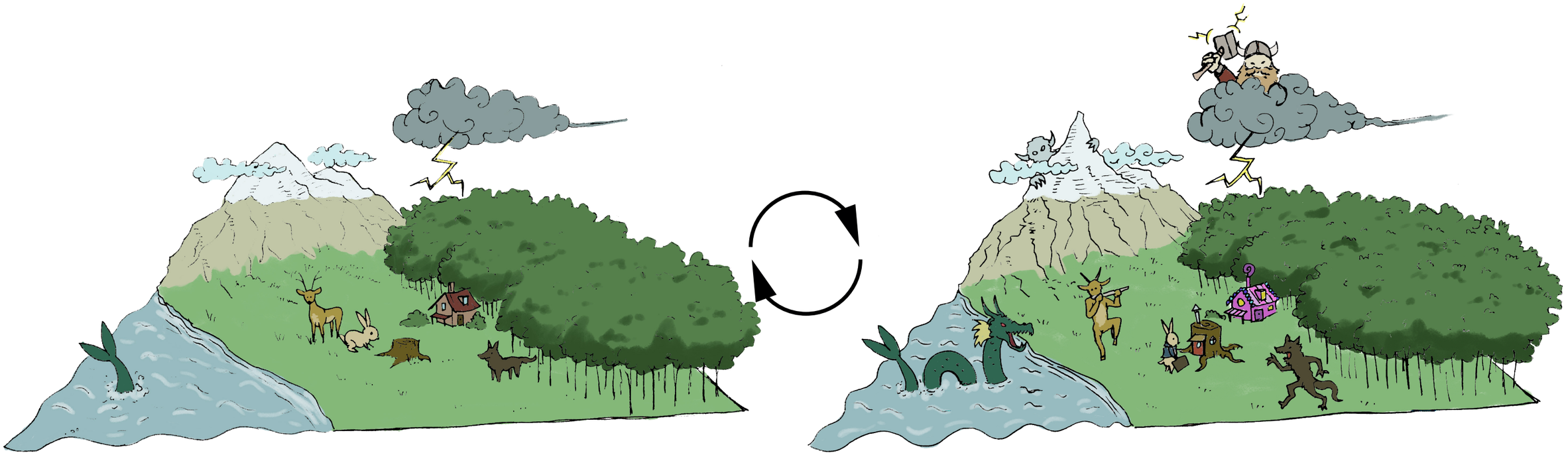
Non-fiction

- Journalism
- (Landscape) biographies
- Historic writing
- Scientific writing
- Political writing

Fiction

- Folklore
- Fairytales
- Fables
- Legends
- Myths

Myths



Natural world

Myth world

Anthropomorphism

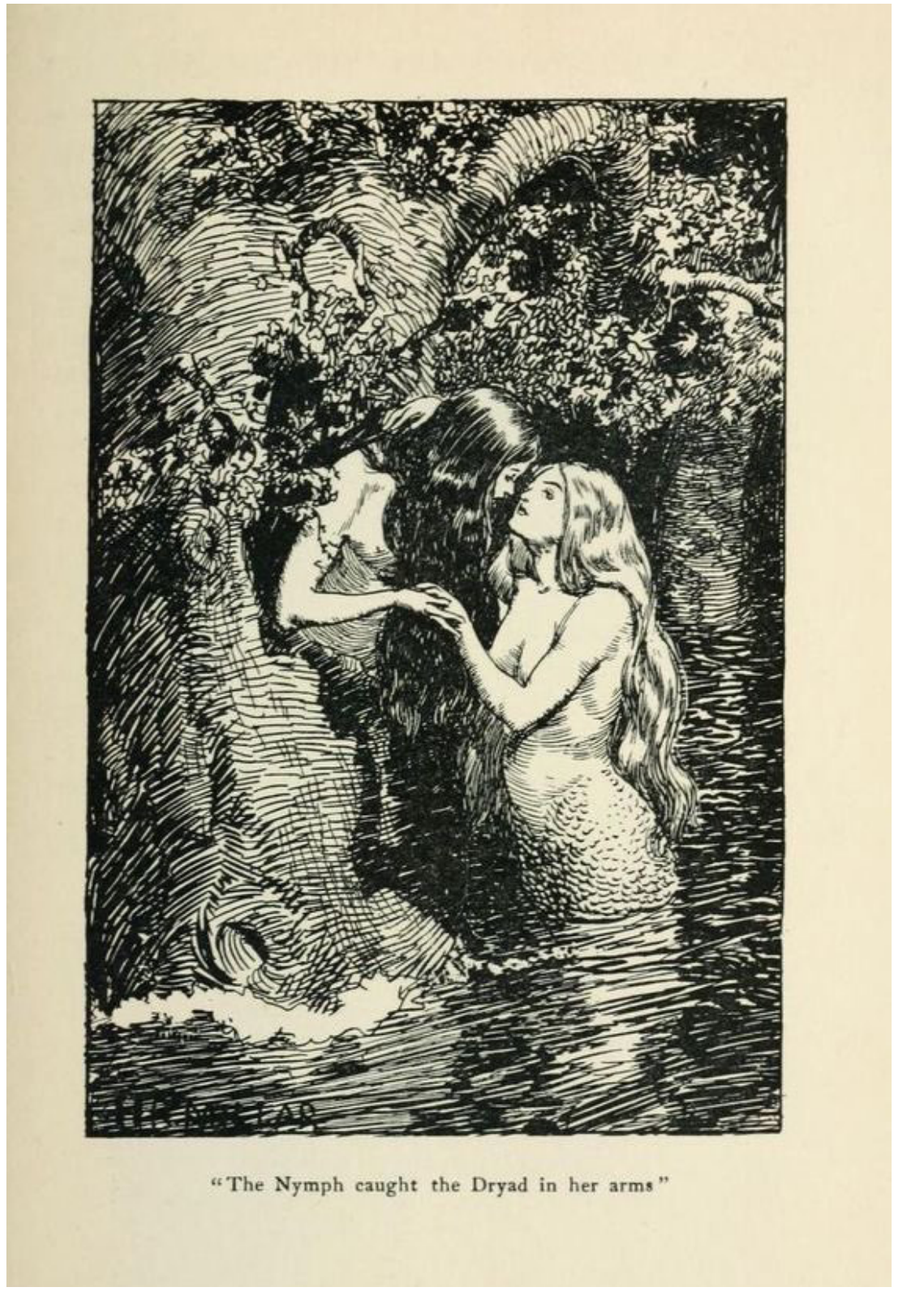
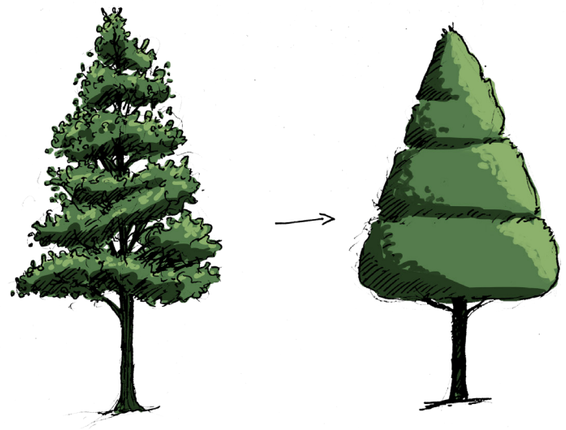


Illustration by H.R. Millar

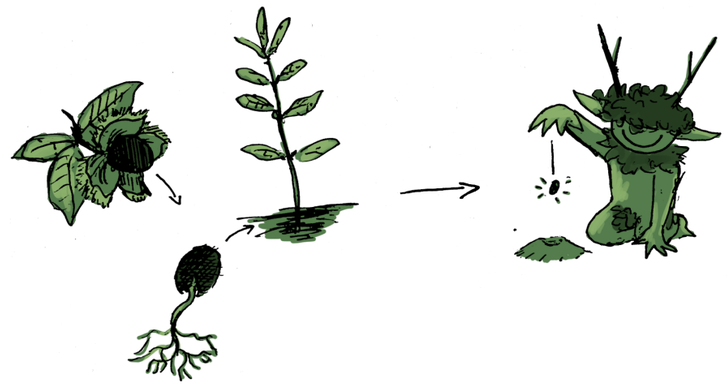
Creating myths

Creating symbols

Abstraction/simplification

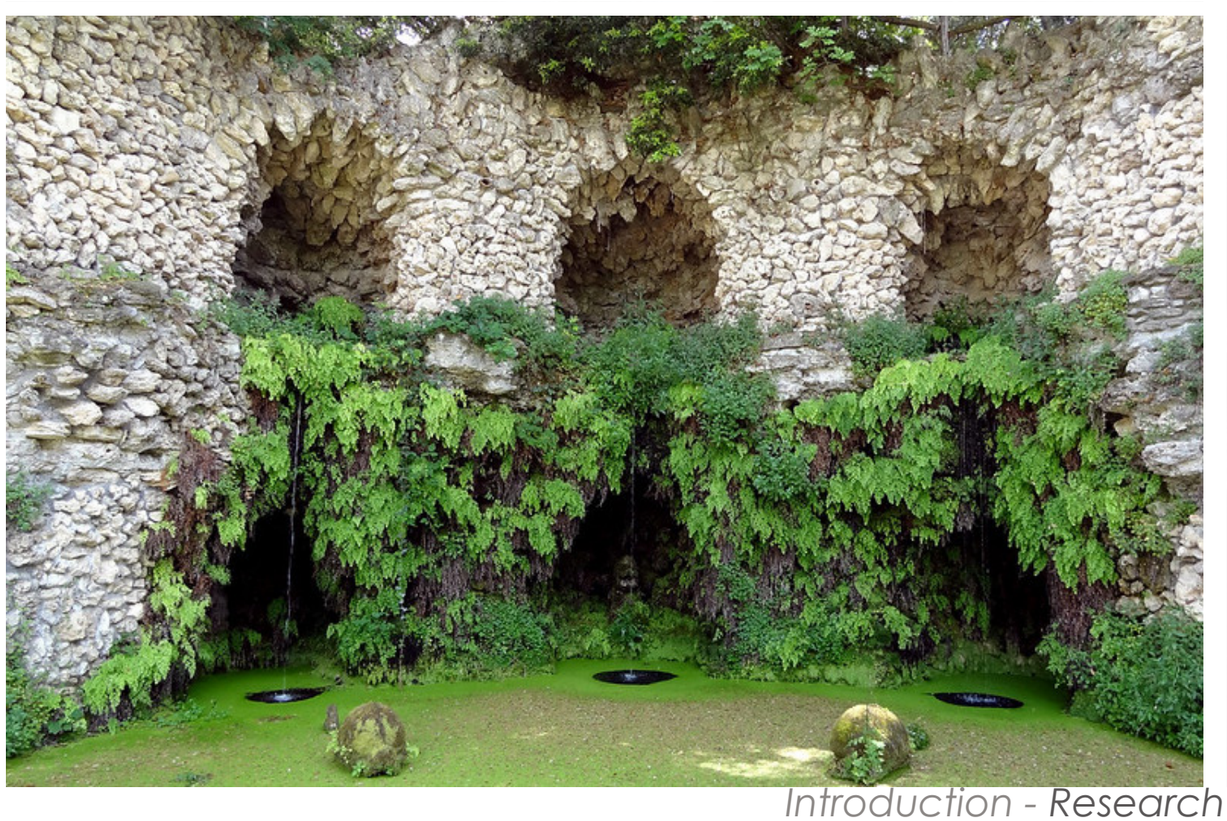


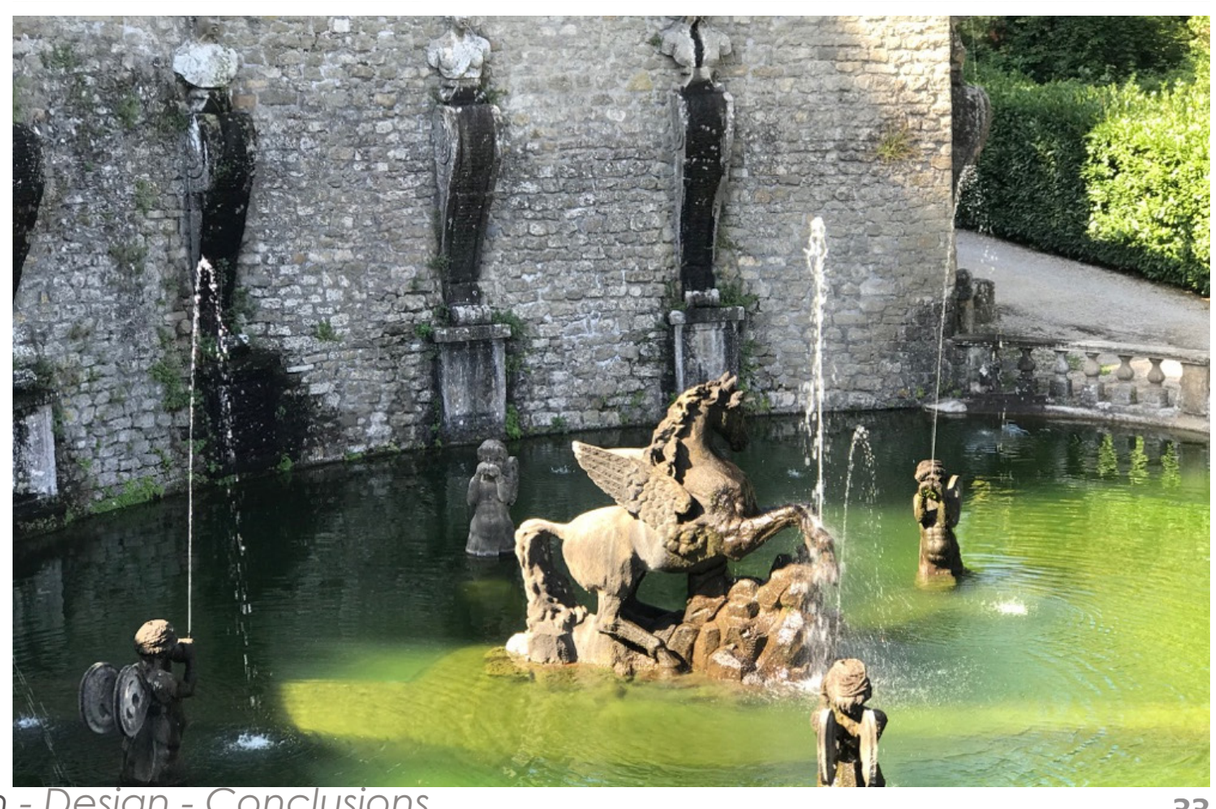
Anthropomorphism



Reference studies

Villa Lante Garden, Bagnaia Italy - Myth as design

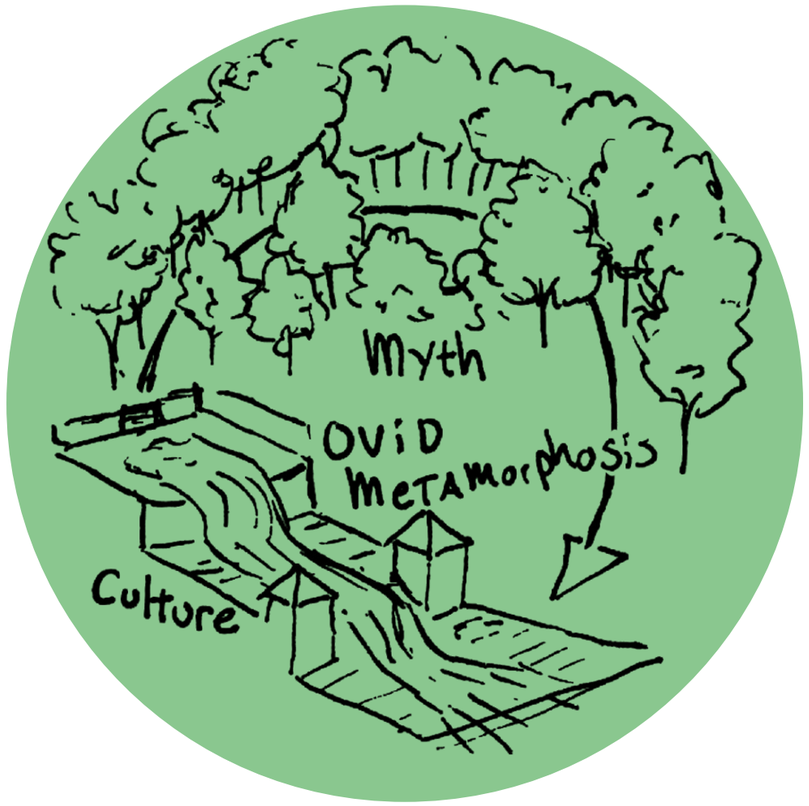




Story realm

Context realm

Discourse realm



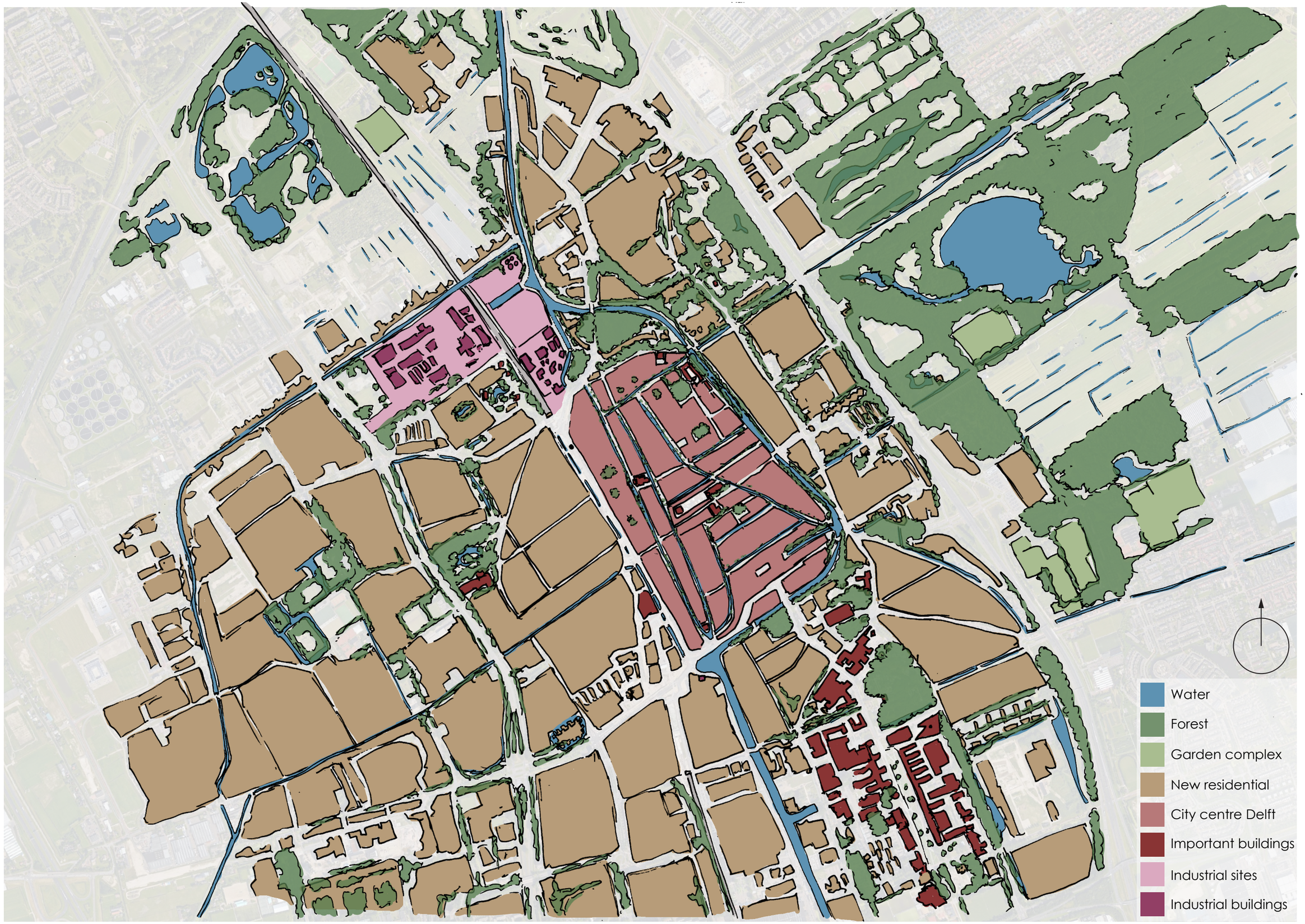
Bartok park, Arnhem Netherlands - Modern urban myth

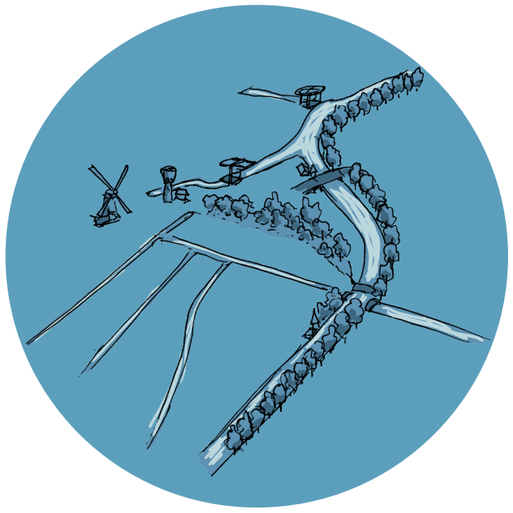
Story realm

Context realm

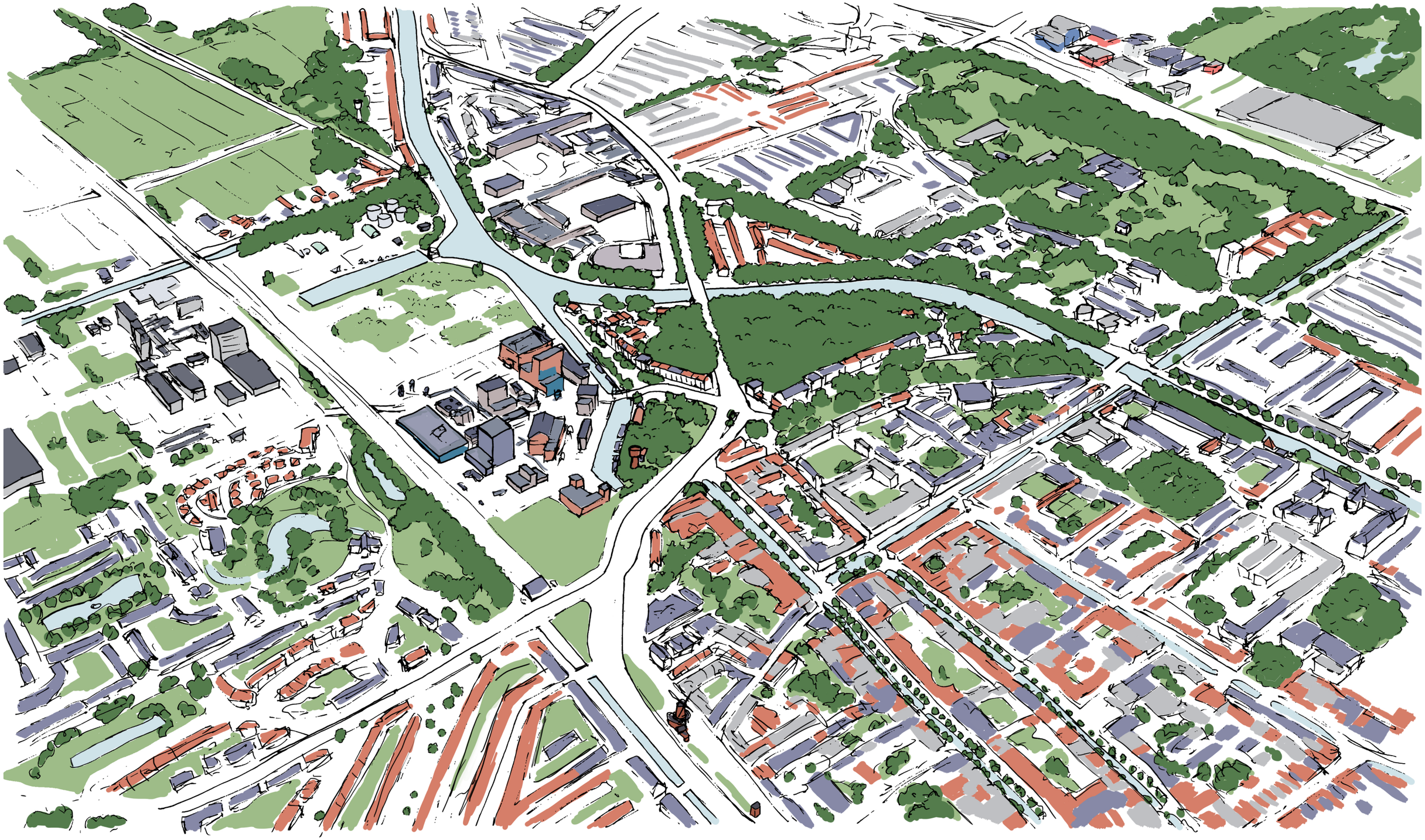
Discourse realm

Analysis

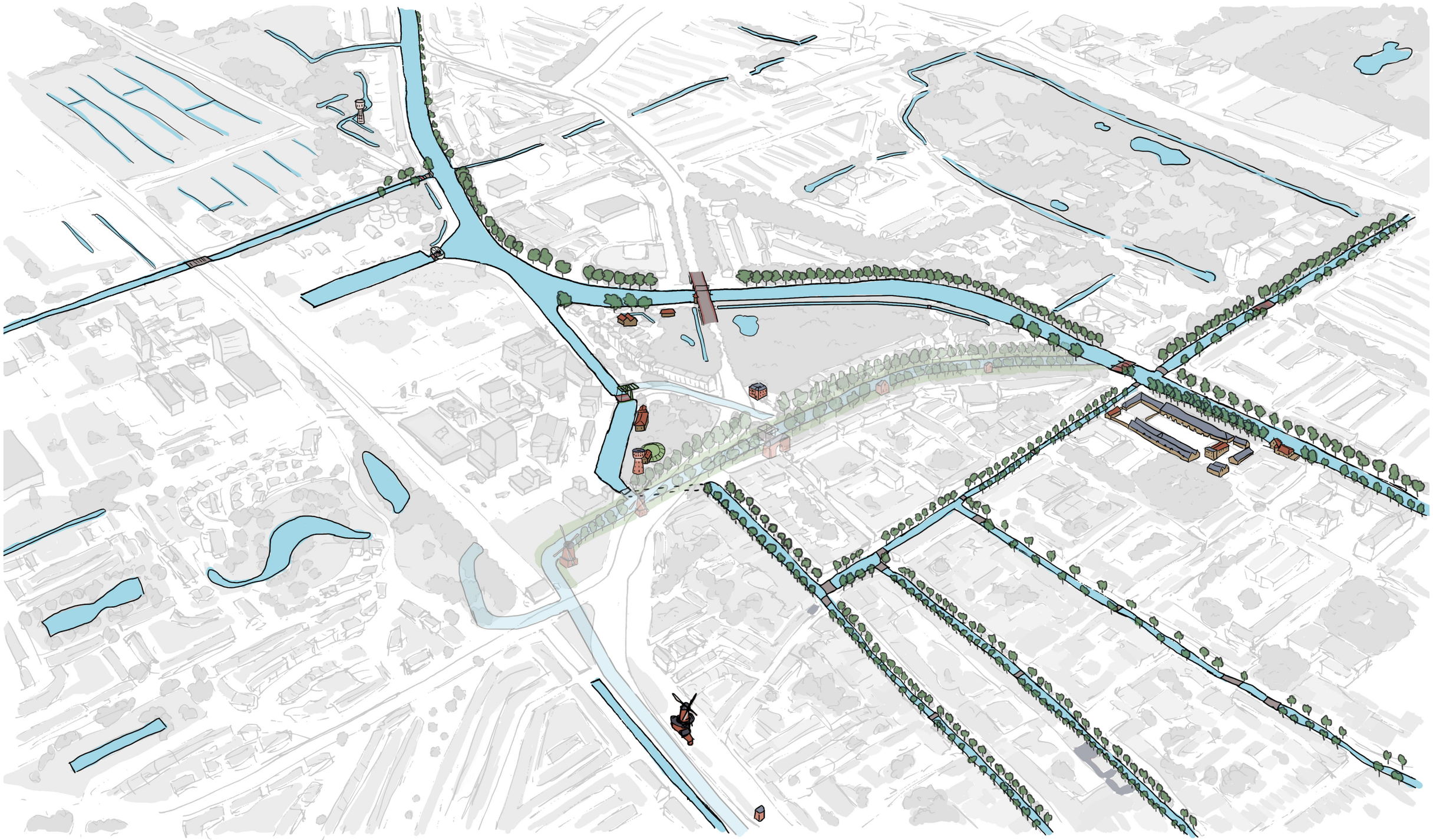

Water
Forest
Garden complex
New residential
City centre Delft
Important buildings
Industrial sites
Industrial buildings

	Story realm	Context realm	Discourse realm
Delft & the Water			
Delft & the Gist			
Delft & the Urban Forest			

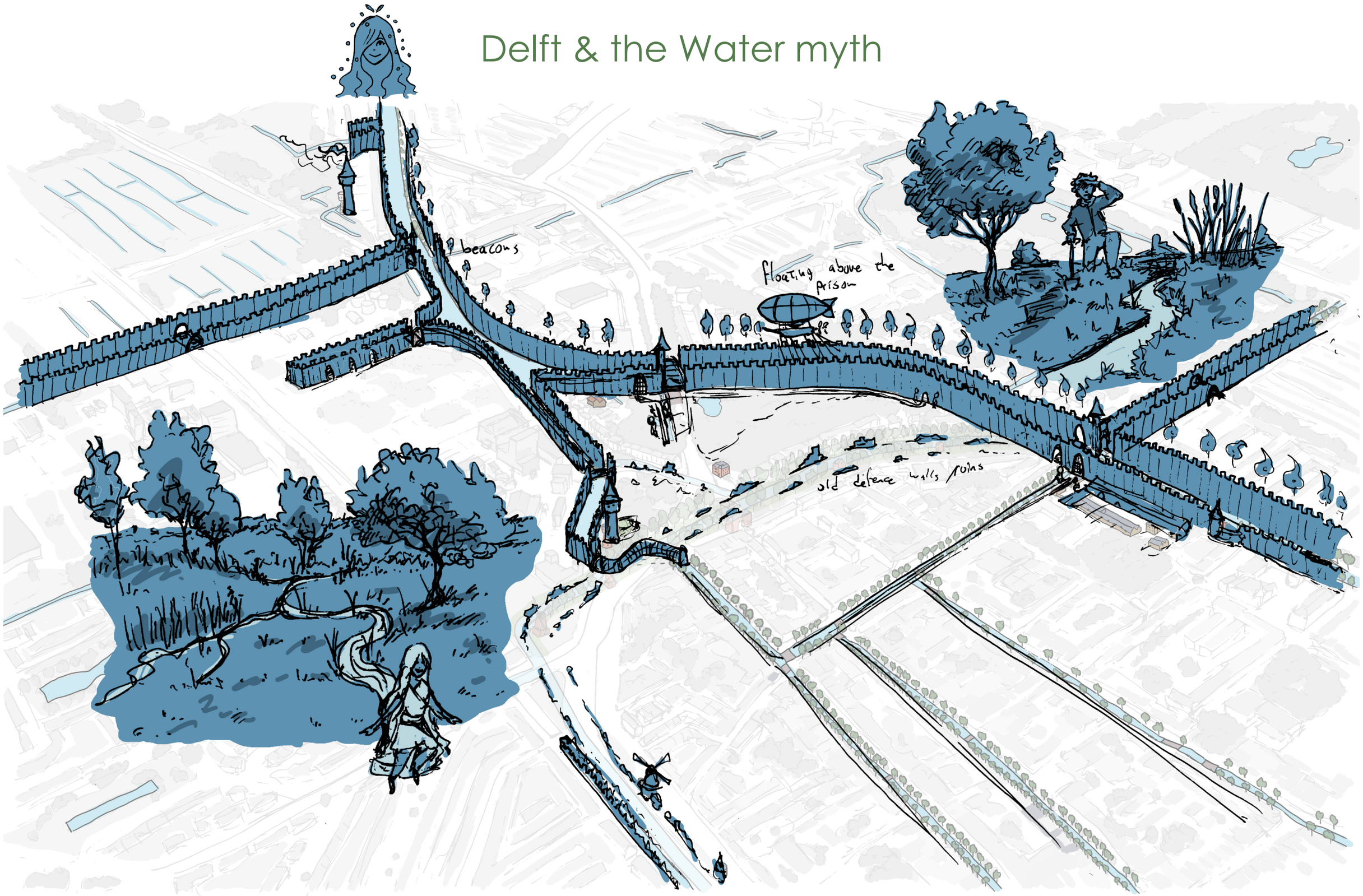
Project area
Water
Forest
Garden complex
New residential
City centre Delft
Important buildings
Industrial sites
Industrial buildings



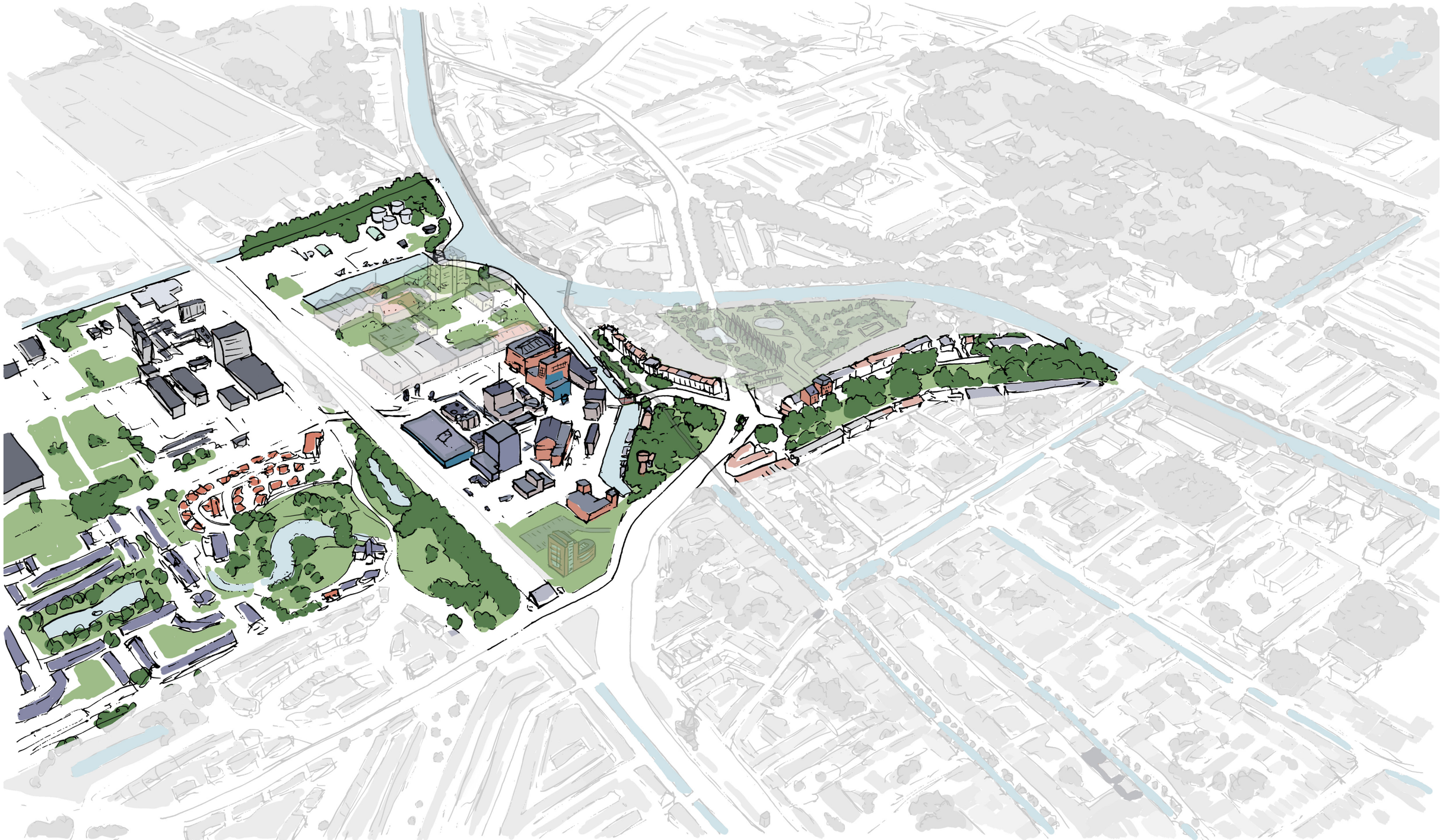
Delft & the Water story realm



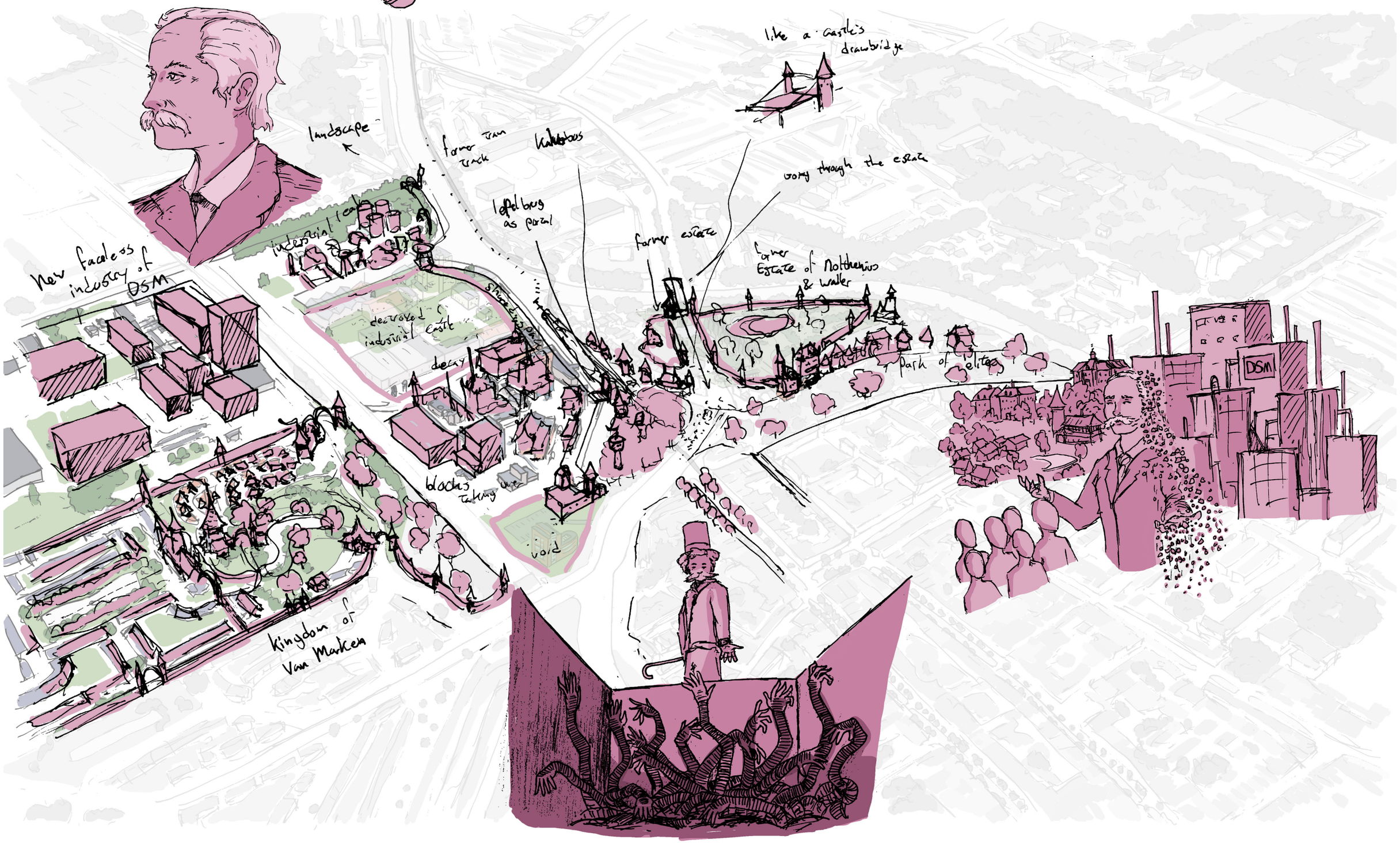
Delft & the Water myth



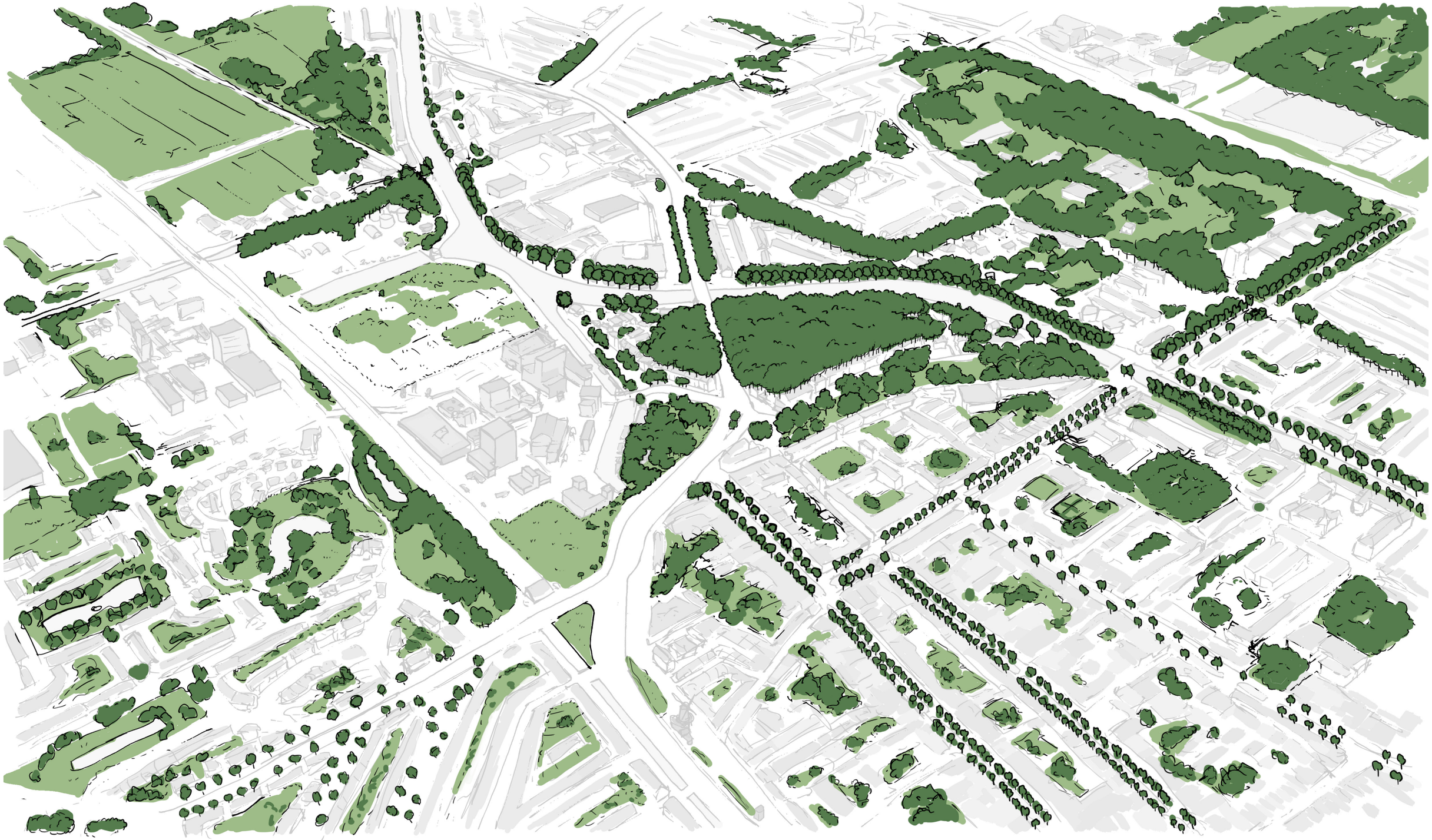
Delft & the Gist story realm



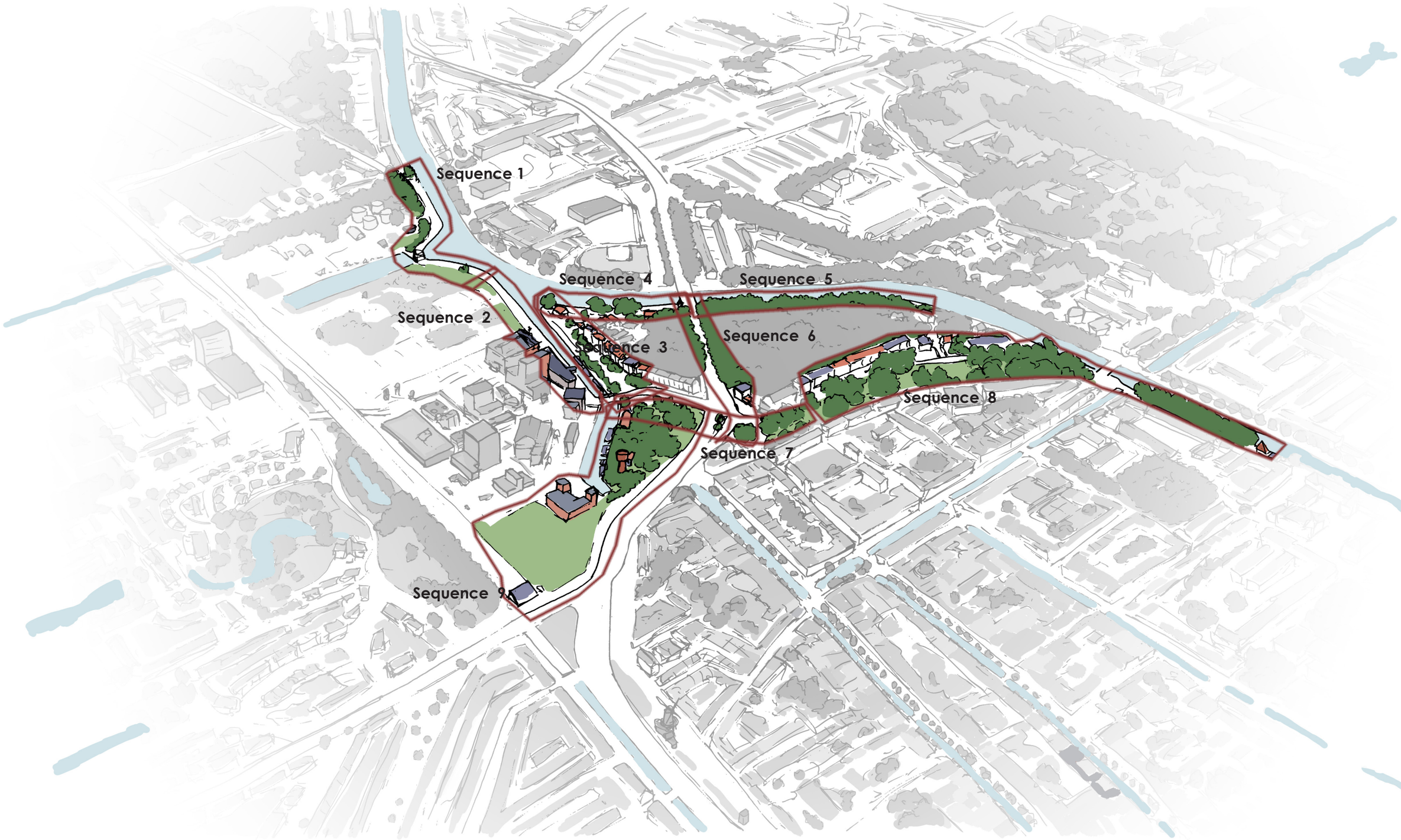
Delft & the Gist Myth



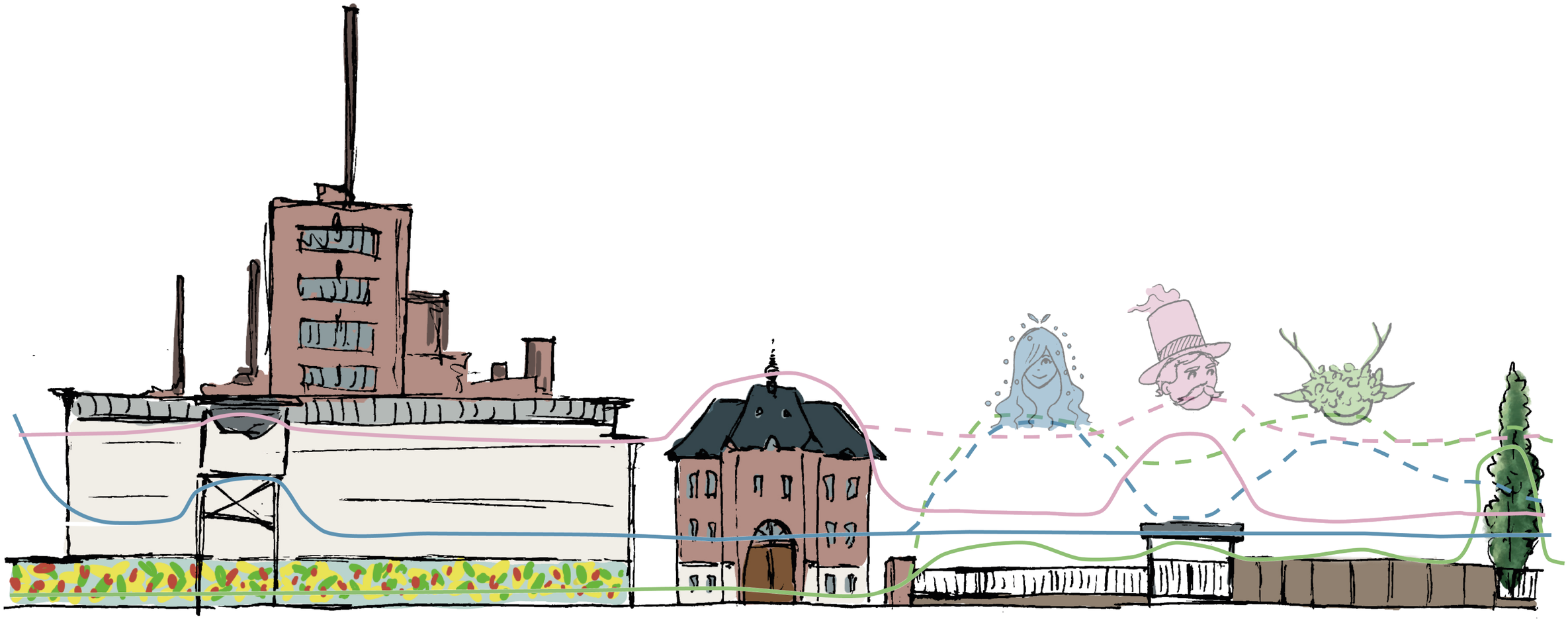
Delft & the Urban Forest story realm

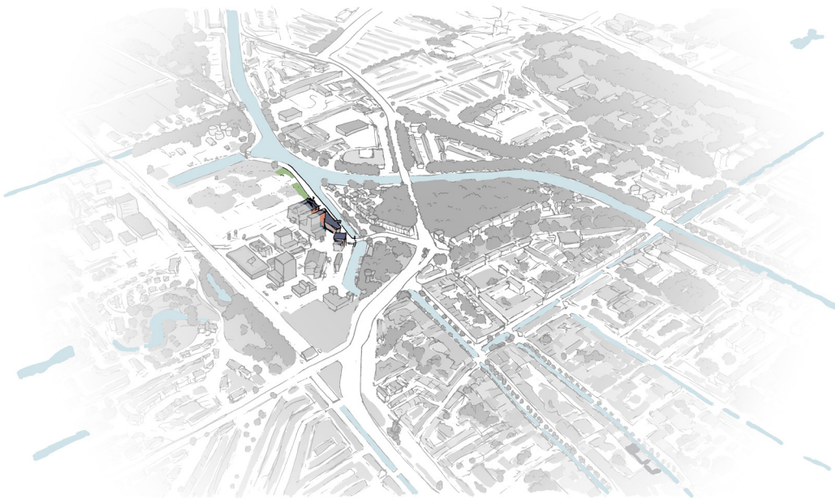


Delft & the Urban Forest Myth

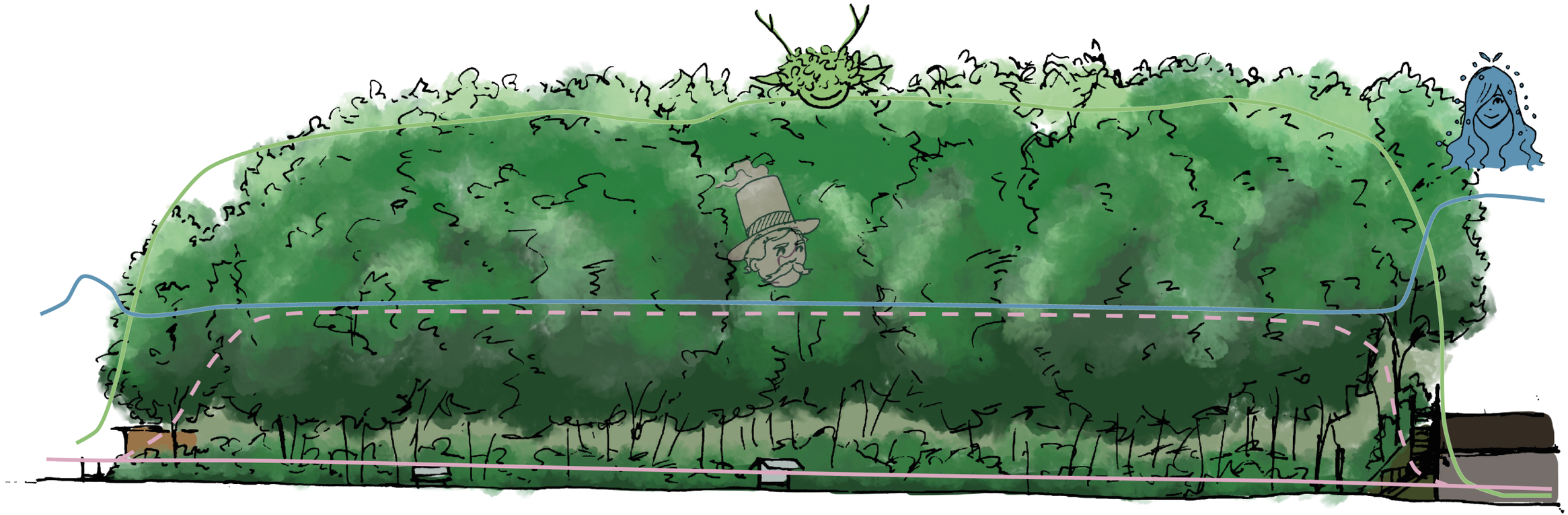

Sequence 1
Sequence 2
Sequence 3
Sequence 4
Sequence 5
Sequence 6
Sequence 7
Sequence 8
Sequence 9

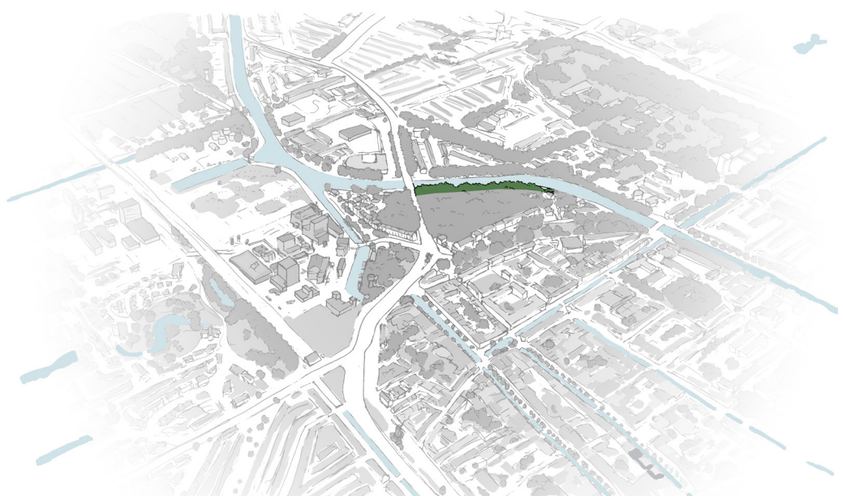
Royal Yeast factory & Former Calvé terrain



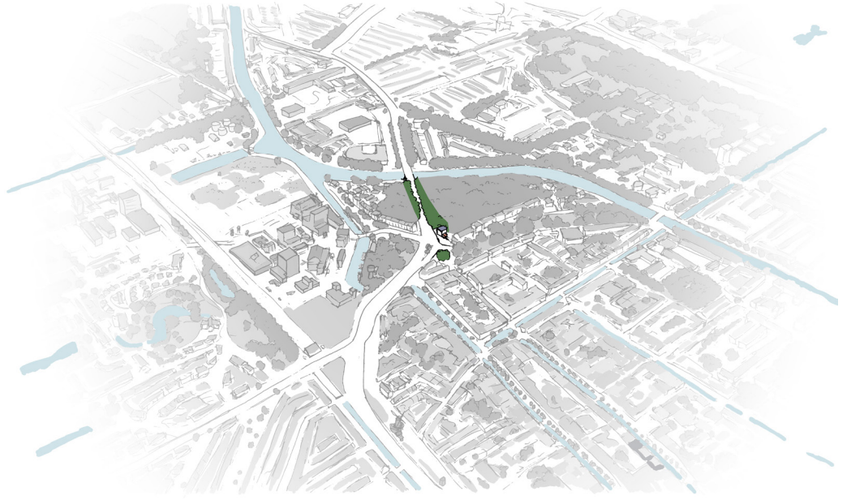


Wallergarden

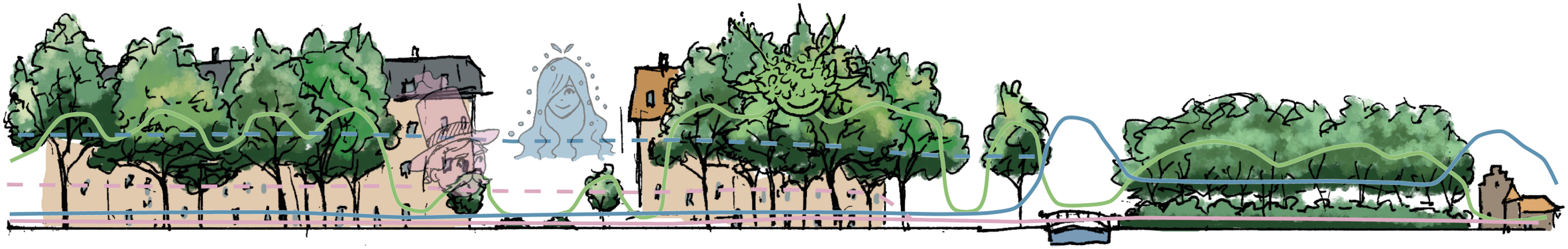


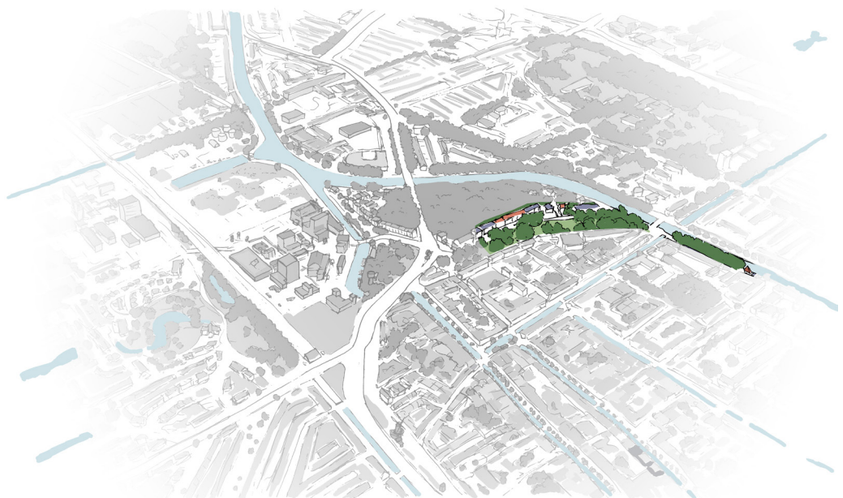


Vrijenbanselaan

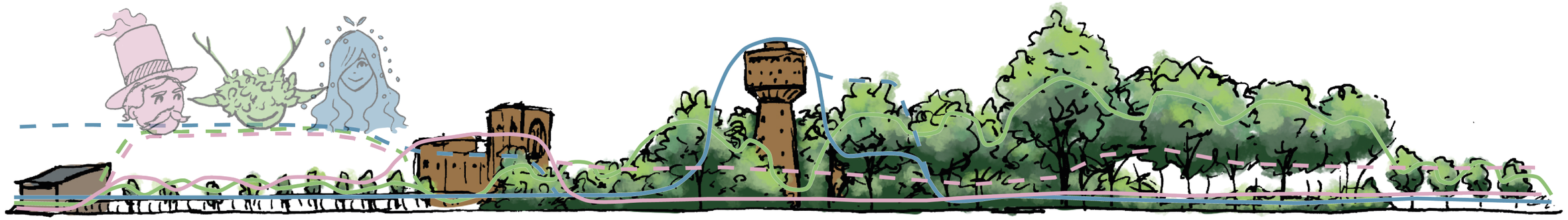


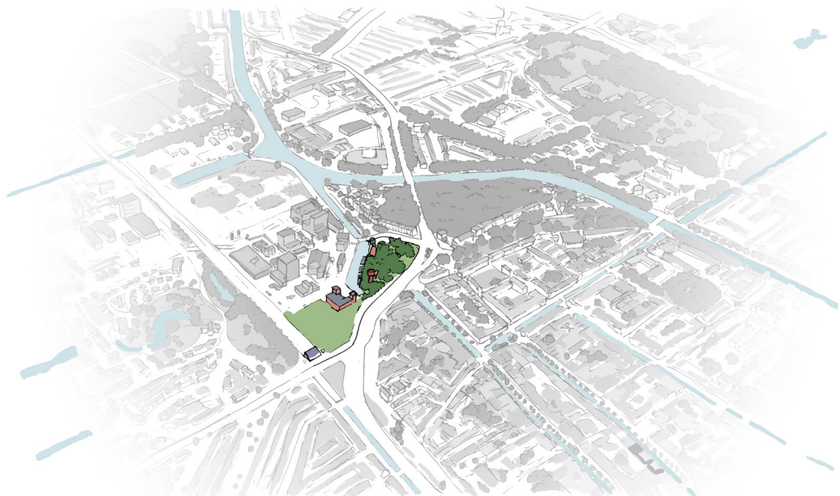
Nieuwe plantage & Oostplantsoen



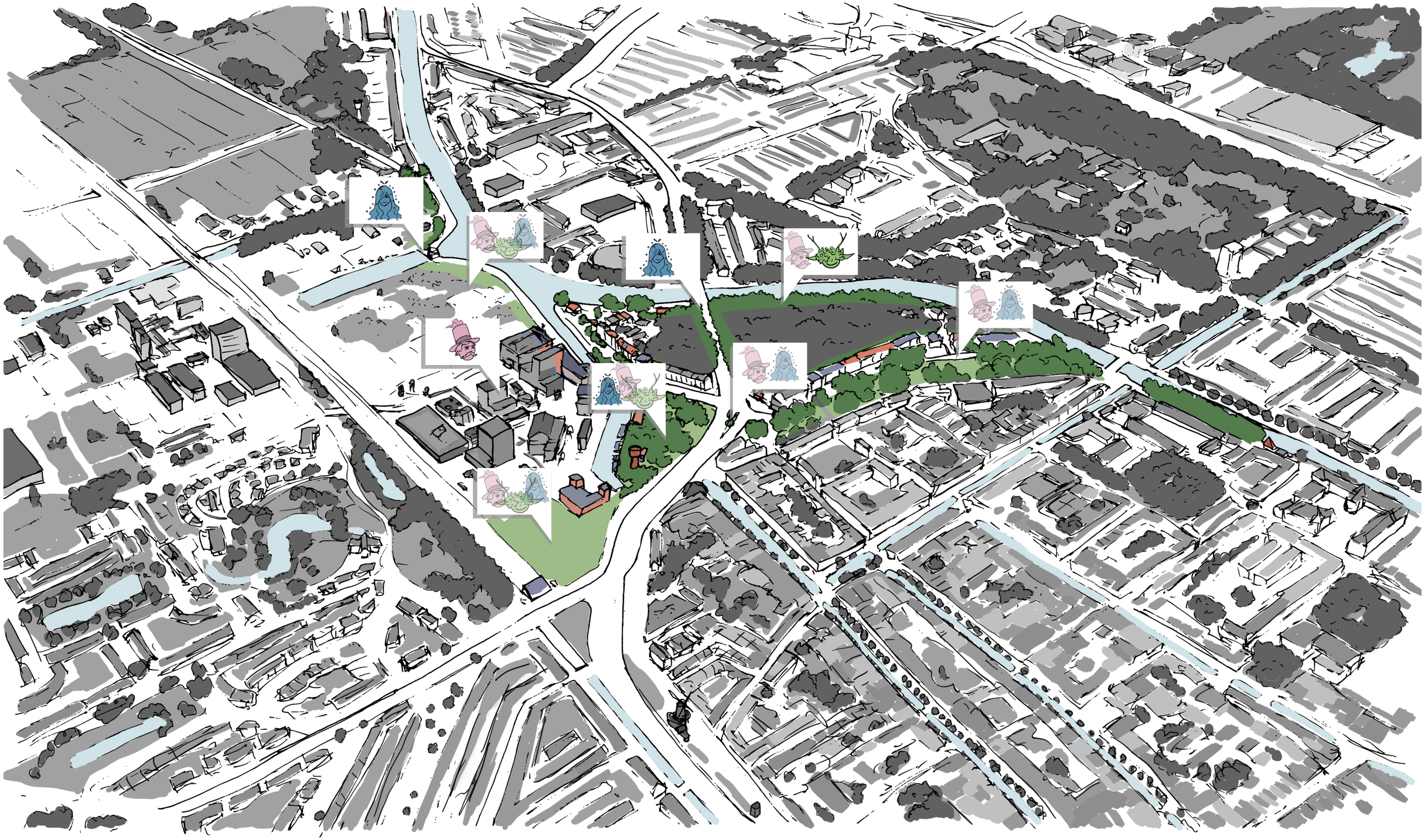


Kalverbos





Presence of stories in project area



Design

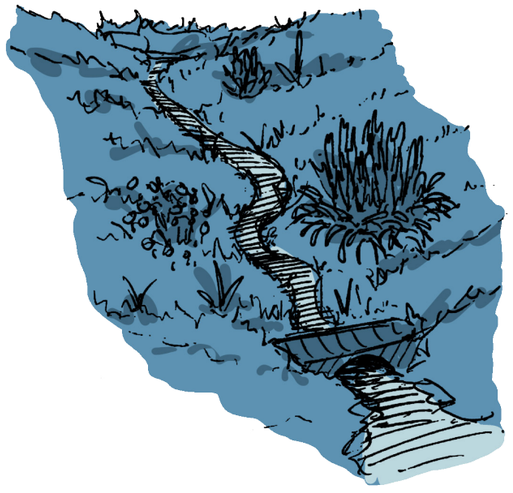
Concepts Myths

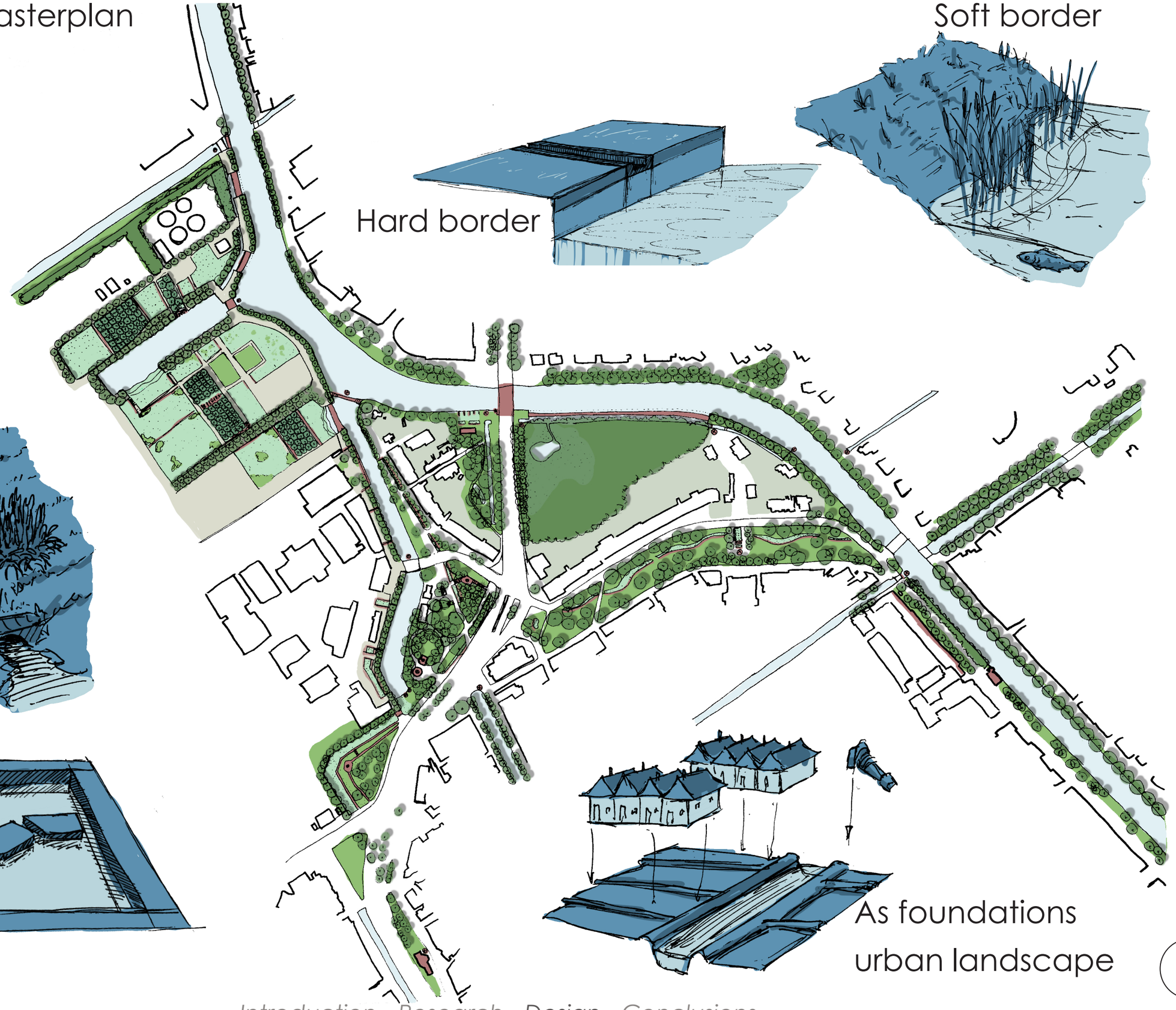
Conceptual Masterplan
Water myth

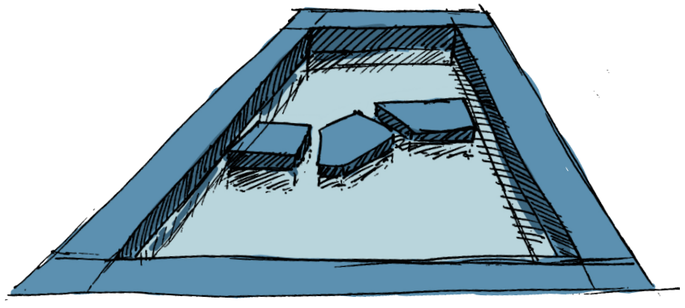
Soft border

Hard border

Wadi



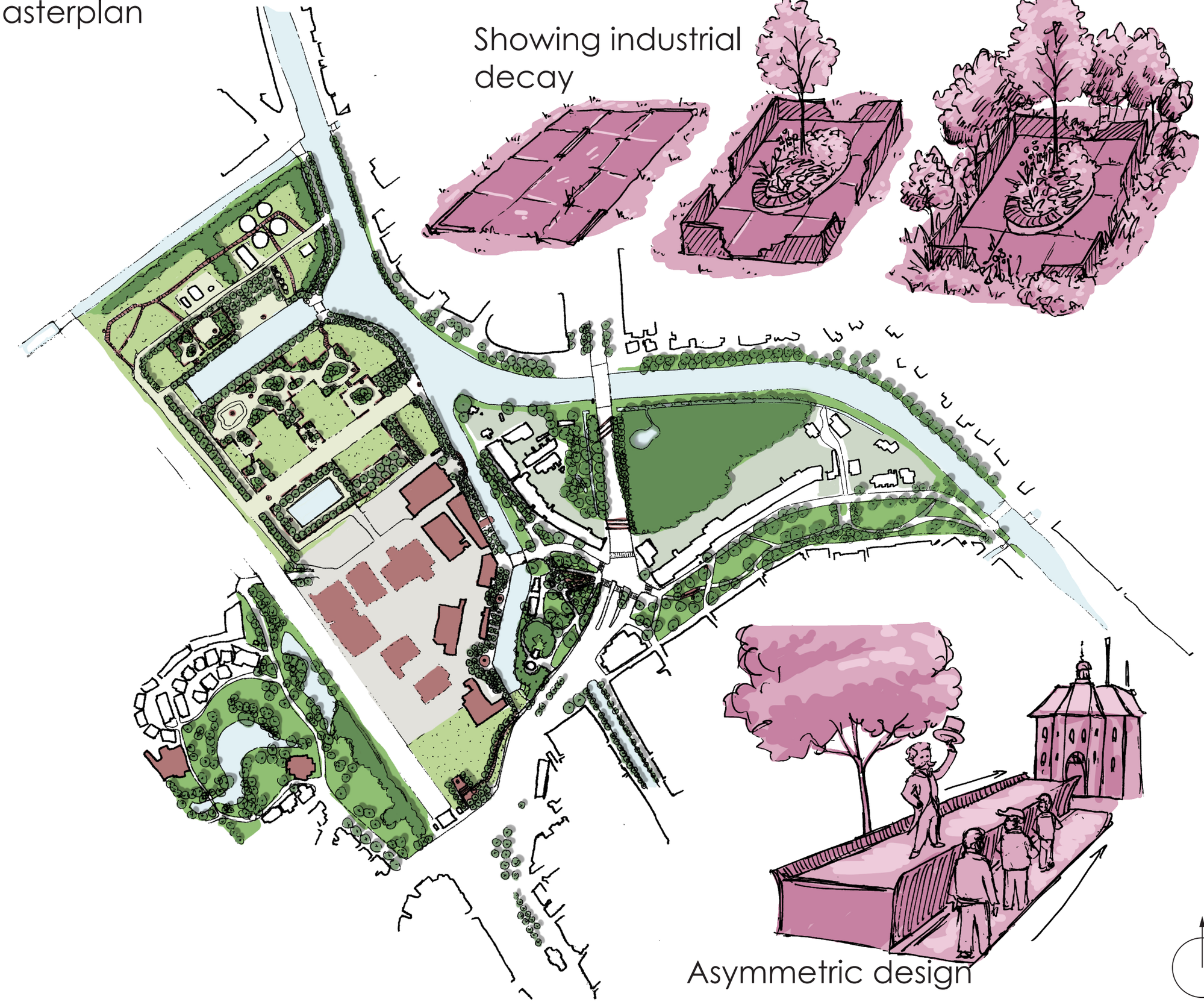




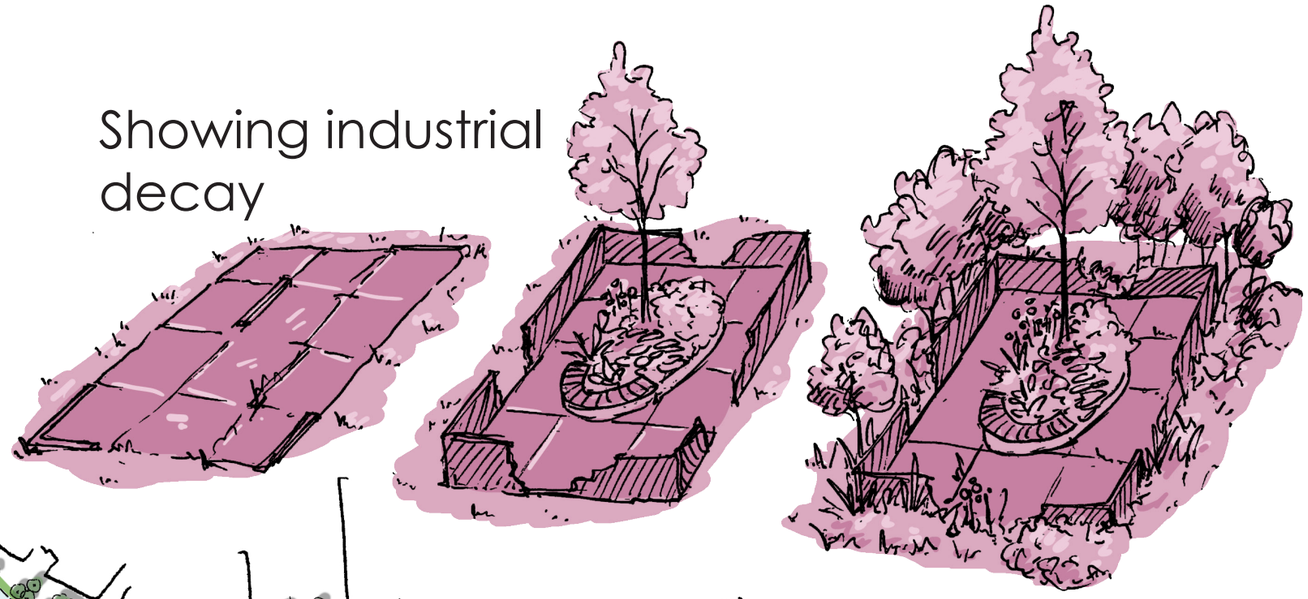
Water plaza

As foundations
urban landscape

Conceptual Masterplan
Gist myth



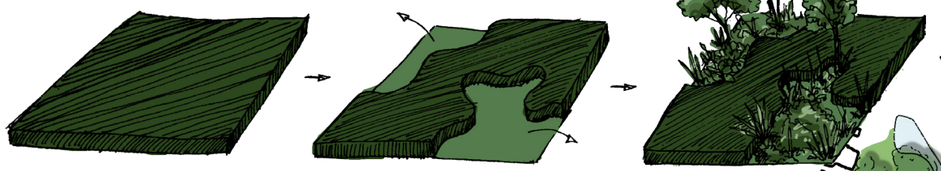
Showing industrial decay



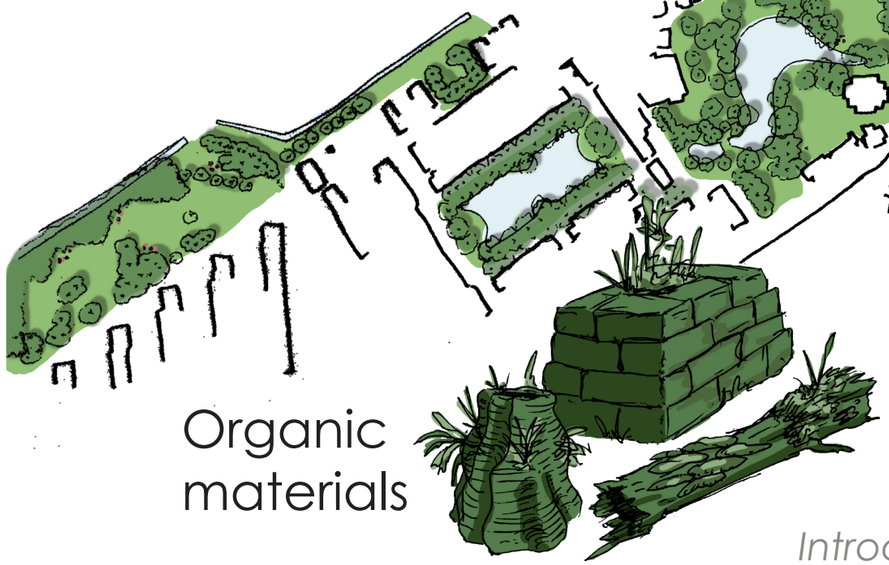
Asymmetric design

Conceptual Masterplan
Urban forest myth

Place for interaction myth



Shaping conditions



Organic
materials

Myth experienced
through whole landscape

Urban forest myth design

Interventions of Urban Forest myth

Context to myth (intangible)

Route of myth

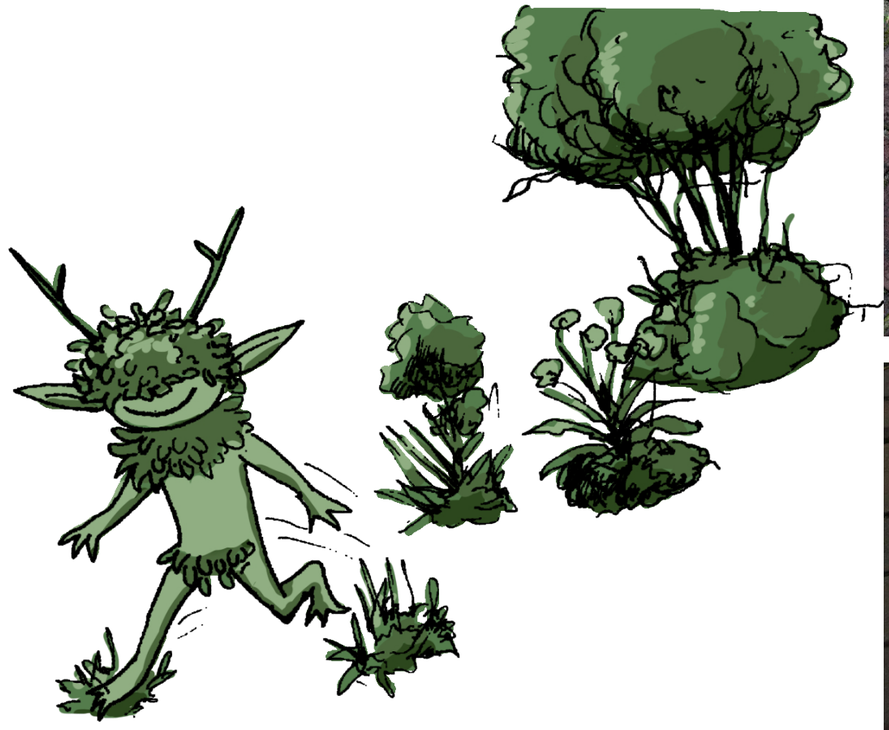
Artefacts (Traces of myth)

Shrines (Myth within place)

Temple (Place of the myth)

Context & route of the myth

Singelpark Leiden - Image by Indebuurt Leiden



Ways to interact and read the context of the myth in the landscape

Keramiekroute Delft - Image by Indebuurt Delft

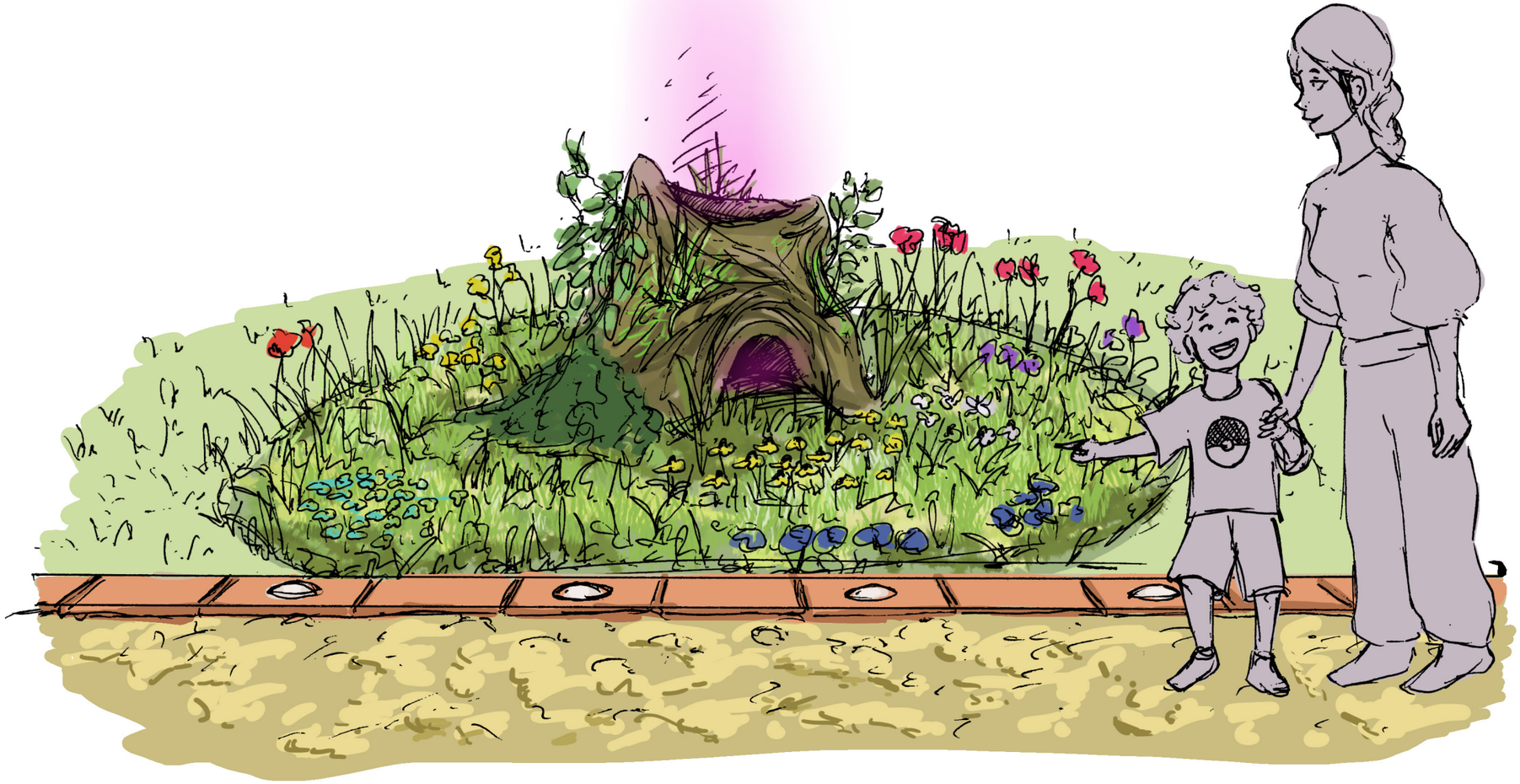
Urban forest myth landscape

Urban Forest myth masterplan

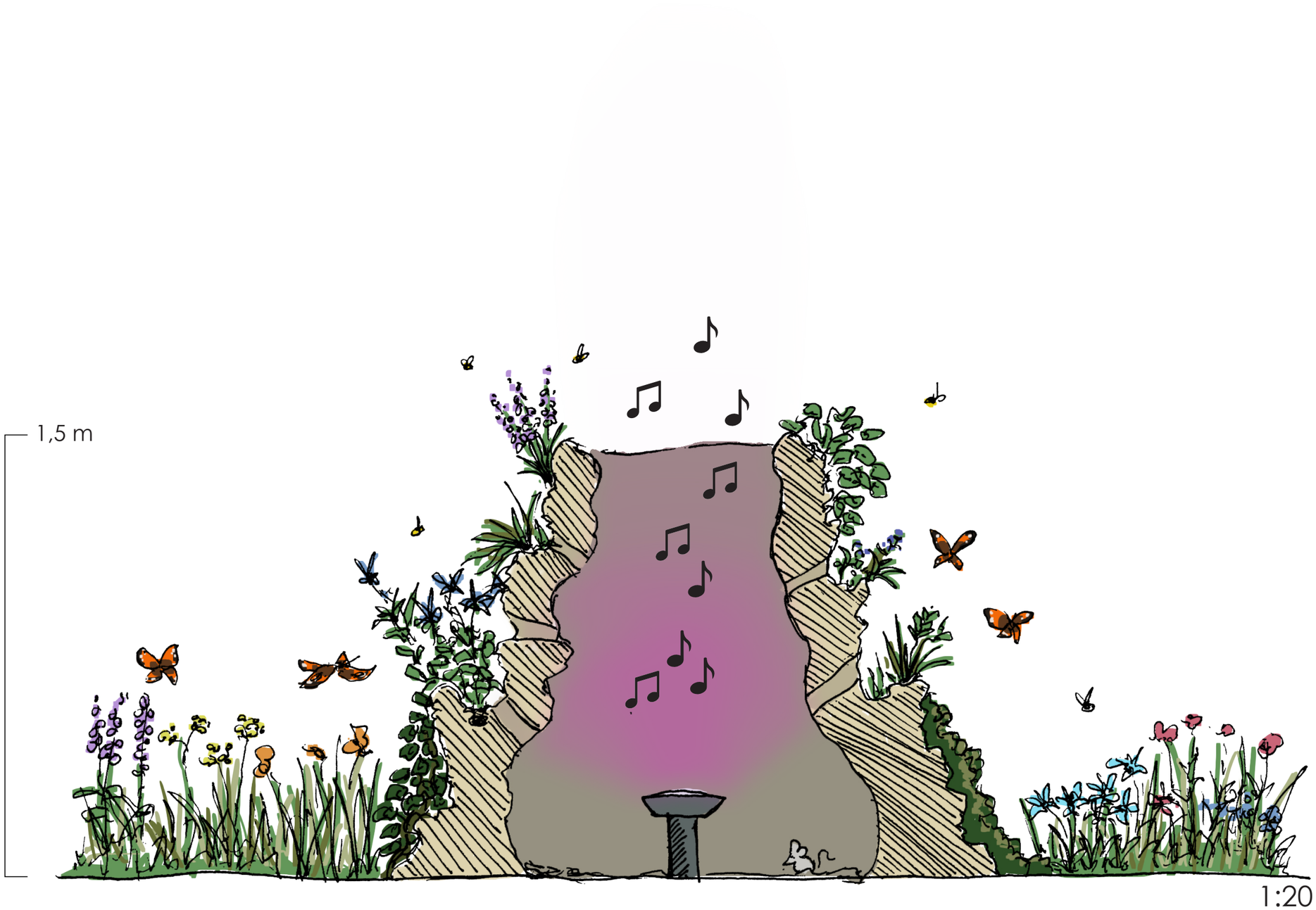
Artefact of myth

Image by Urban reef

Image by Urban reef



Section artefact of myth



Shrine Kalverbos

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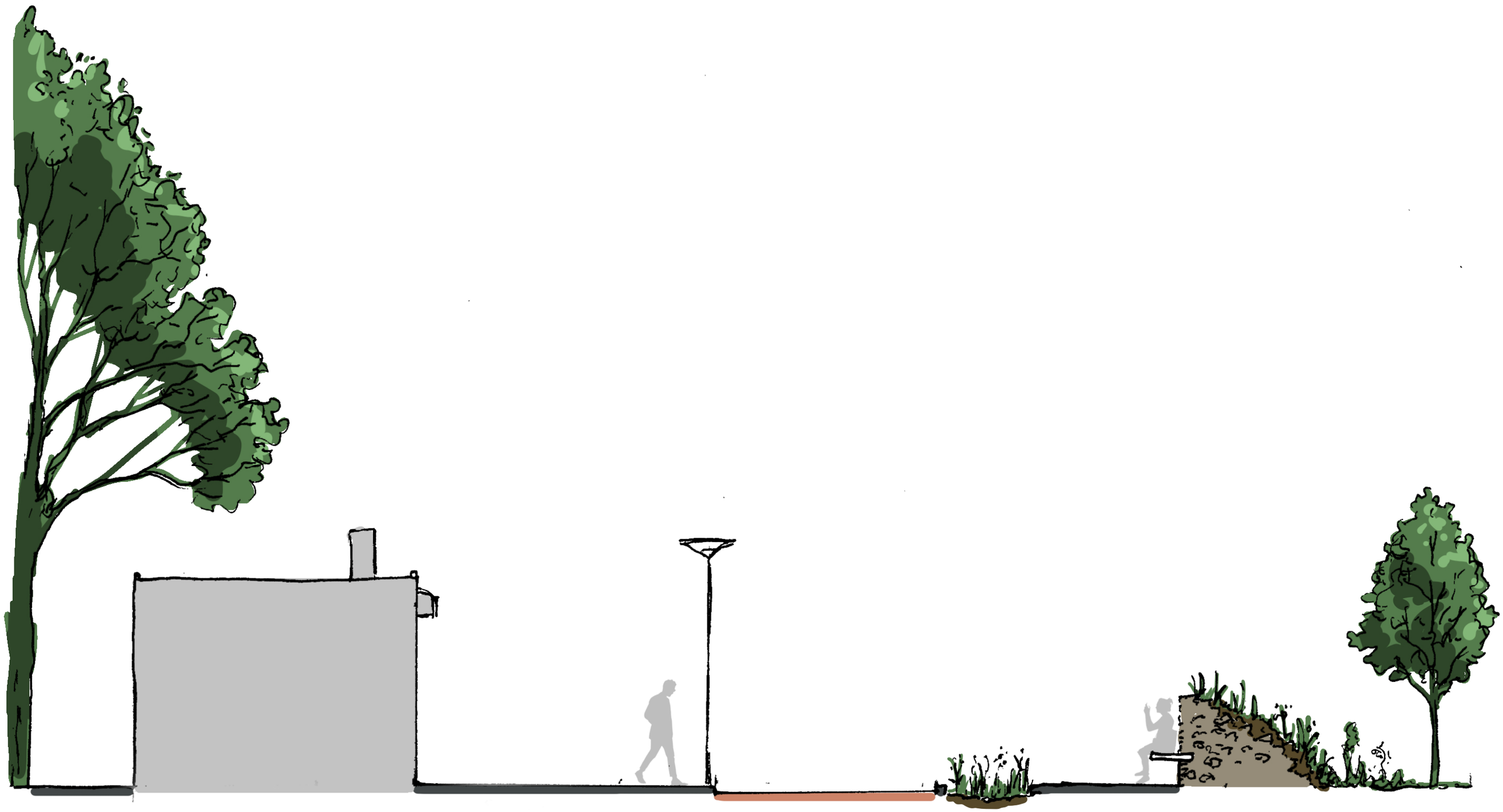
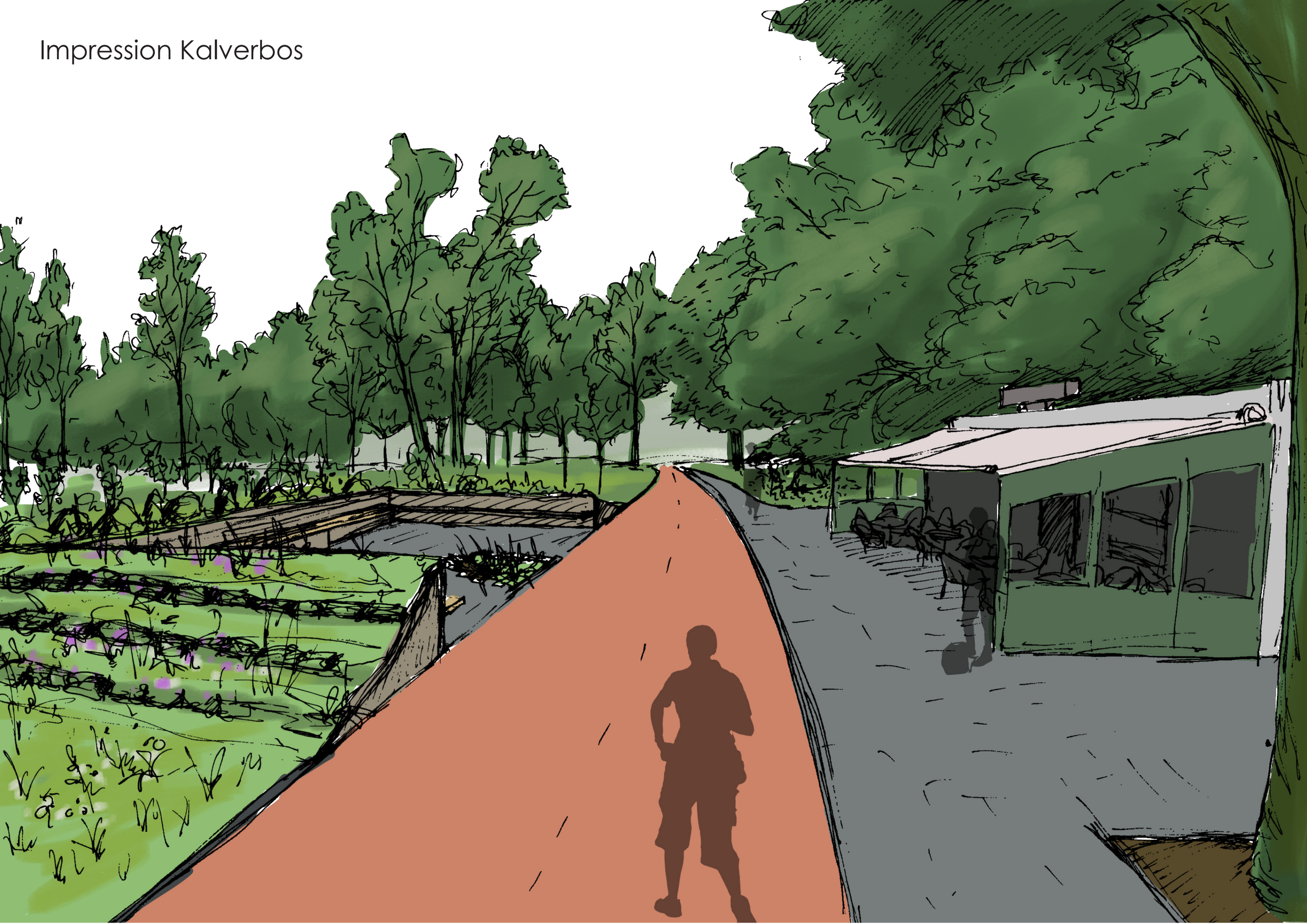
Section Kalverbos



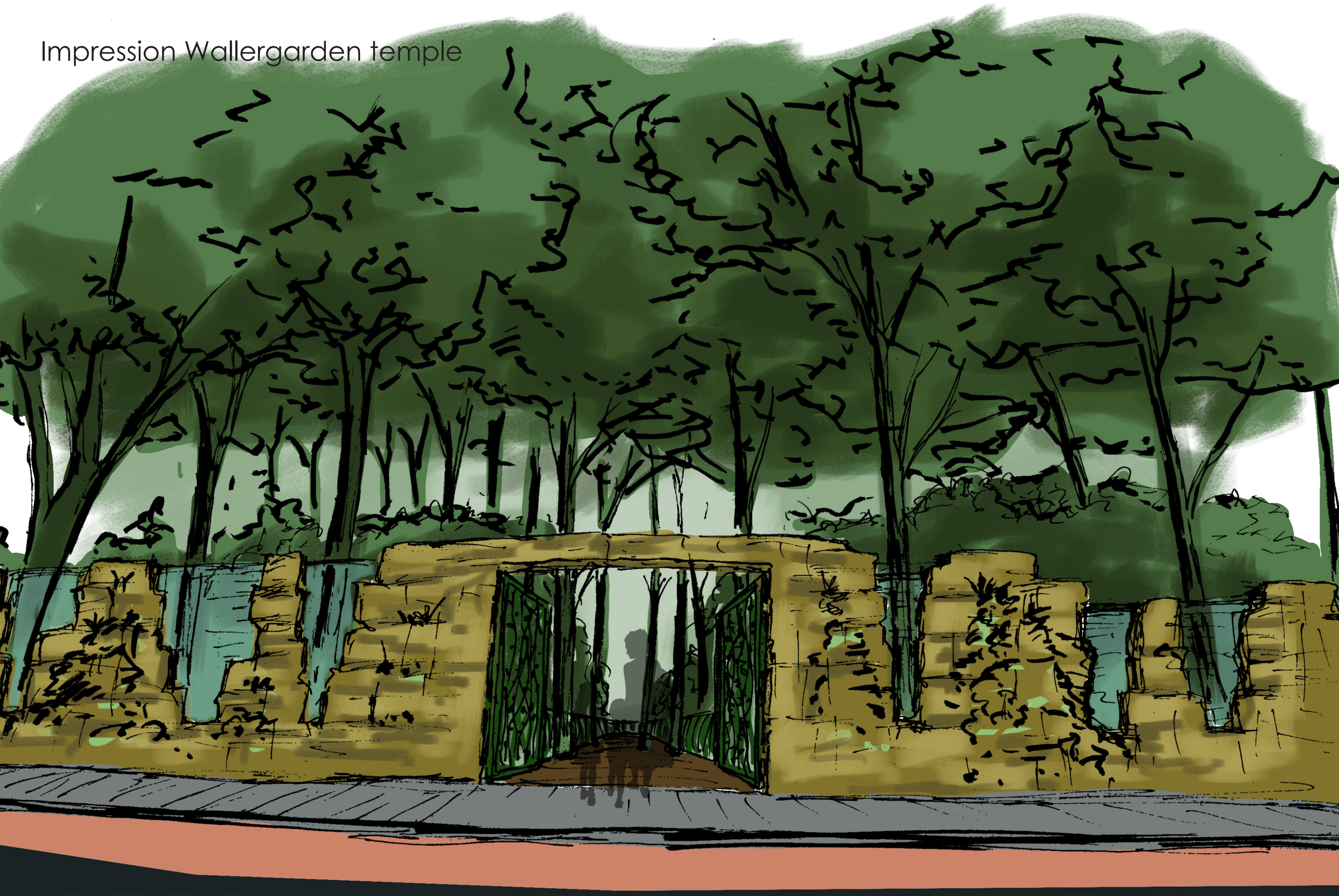
Impression Kalverbos



Wallergarden temple

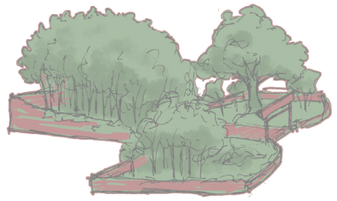
1:200

Impression Wallergarden temple



Section Wallergarden temple

Calvé temple



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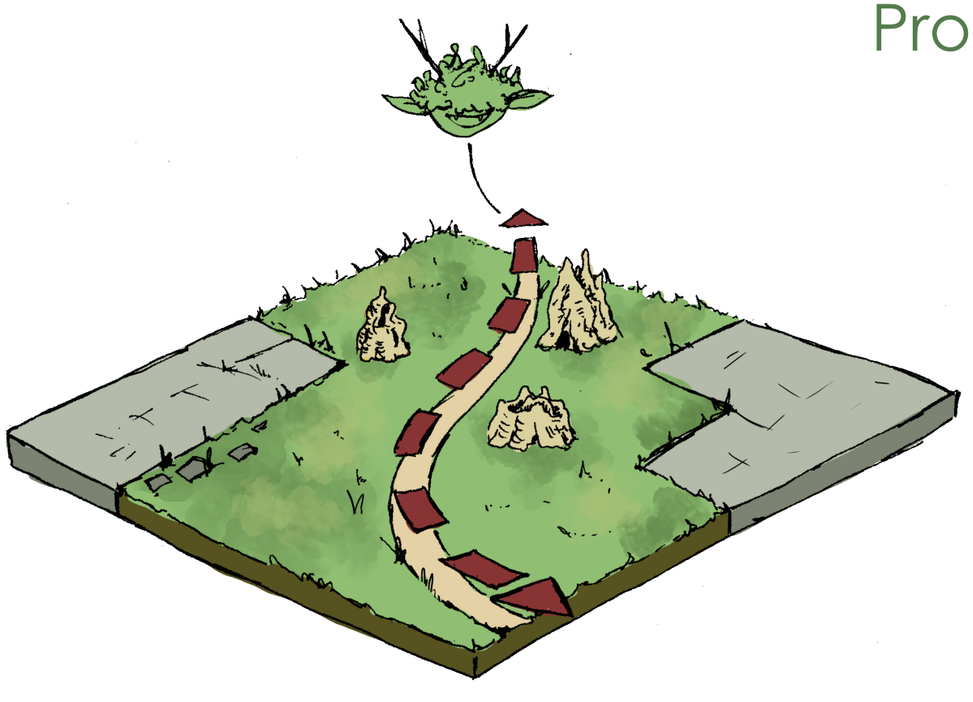
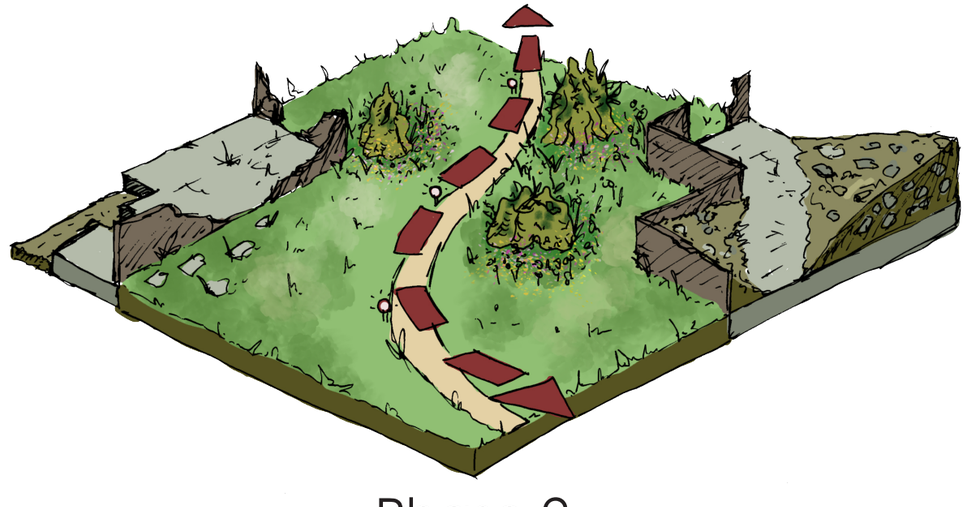
Calvé temple structure

Impression Calvé temple

Process of design



Phase 1



Phase 2

Phase 3

Phase 4

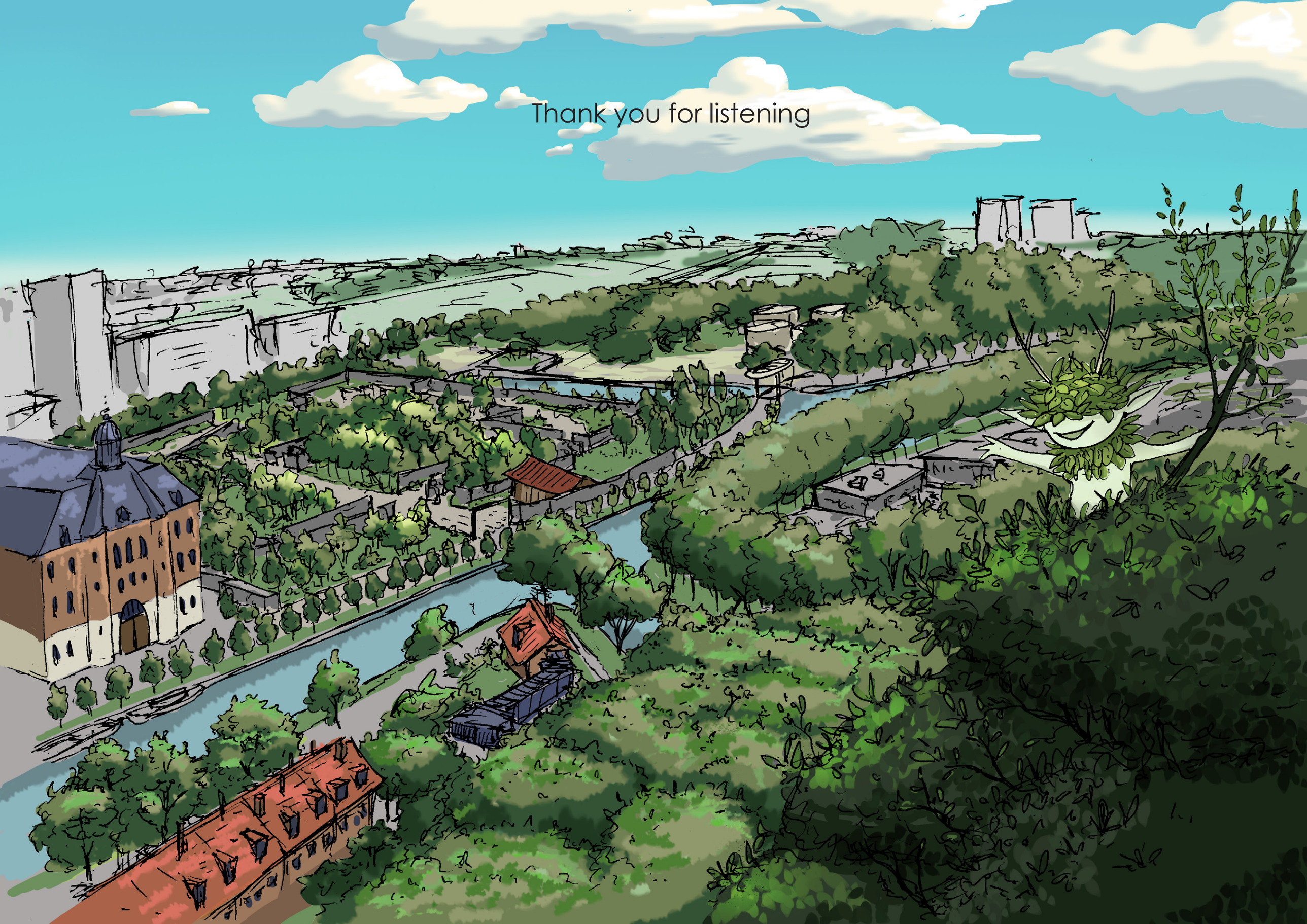
Conclusions

- Narrative realms are an useful approach to reading and writing the stories in landscapes.
- The narrative of myths was an appropriate imaginary narrative that made for an easy reading of these stories and way to design that still respected the technological depth and meaning underneath.

- Myths as a way to represent stakeholders / parliament of things

Image by theparliamentofthings.org

- Myths as a way to create a sense of place / theme

Grote Schijn Rotterdam

Thank you for listening