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How to interact with a changing water environment and (re)embrace its natural power

Aleksandra Gwardiak Transitional Territories Studio 2018-2019 North Sea: Landscapes of Coexistence Altered Natures and the Architecture of Extremes DIALOGUE BETWEEN MEN AND NATURE /the 3 acts/

Act 1 Scene 1 1188 A.D. 7:27am

Lerwick. Dawn. Late autumn. Rain.

You are a fisherman leaving your house for the last catch of the season. You pack your bag with some food and fresh water. You take your nets, hook and a dagger. Your wife is waving to you in front of your small wooden hut with her white napkin She is trying to wipe her tears before the children wake up. She foreknows that it might be the last time she kissed you.

You get on your pedal boat. You look back for the last time towards the hut where you left your family. You sail away.

Time passes.

Monsters of the sea decide that they want you to stay forever in the cold waters of the North Sea. There is Storm. You die.



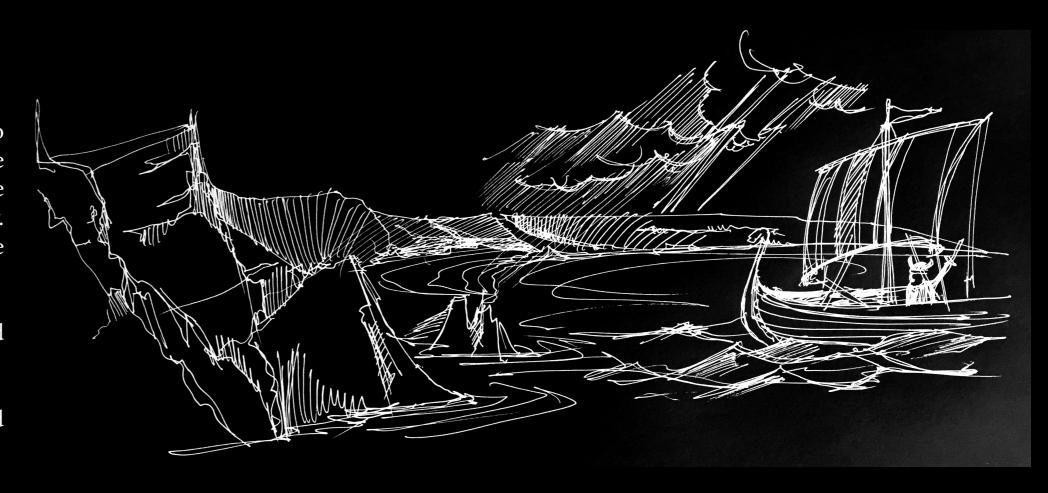
Act 1 Scene 2 1473 A.D 8:44pm

Lerwick. Evening. Late winter Storm.

You are a Viking on a giant wooden boat trying to tight the main sail. You have just departed to the new lands in the north of cold waters. The cruise was really difficult. You lost 12 members of the crew. You do not cry. You understand that the gods of the sea wanted them to stay in its cold waters.

You get off from the boat. It is nice to be on the land after 10 months of the fight with water gods.

You feel that this is your new home. This is Shetland Islands.



Act 1 Scene 3 1566 A.D. 3:02 pm

Bigton. Afternoon. Summer. Clear sky.

You are the Shetlander, the fifth Norse speaking generation of the Island. You nap in front of your stone made house after two days trip to the harbour in Lerwick. You have just sold the wool through the Hanseatic League of German merchantmen. You feel safe because you can afford to feed your family.

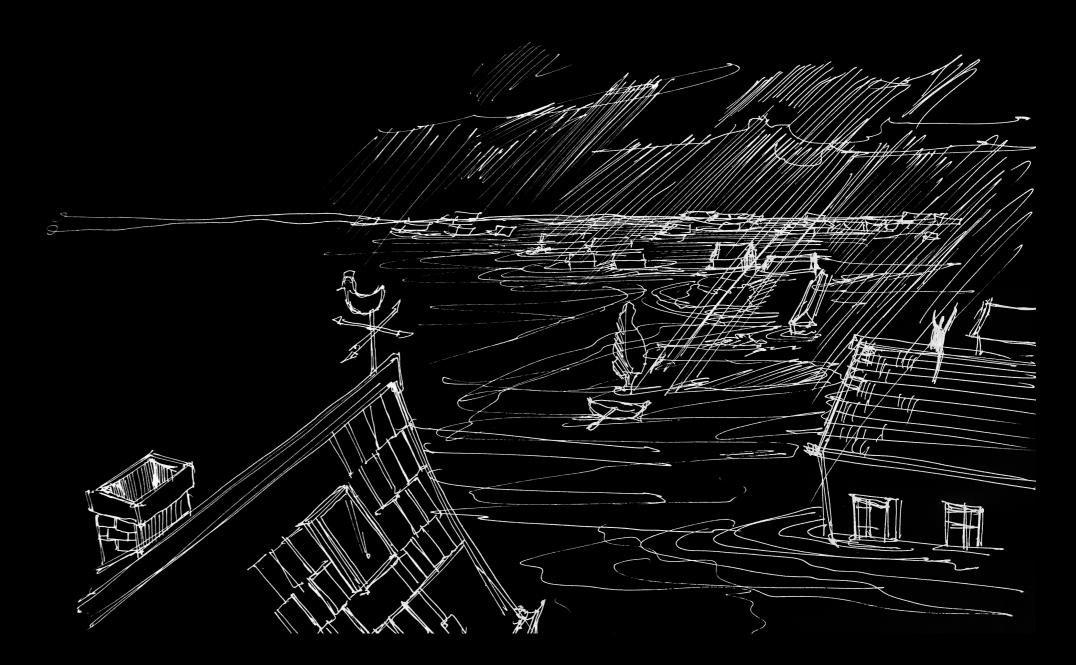
You look at the calm waters of the sea, your eye drawn to the horizon. The only moving elements are the sails of trade vessels moving through its waters.



Act 2 Scene 1 1953 A.D. 10:32 am

Vlissingen. Morning. Winter. Rain.

You are a Dutch farmer sitting on the roof of your house. You have just run away from your flooded sleeping room. Your pregnant wife sits next to you constantly looking at the horizon. You are 10km away from the open sea but everything you see is water. The Zeeland dikes for this area have just been breached. The flood has damaged everything. The power of water victorious again.



Act 2 Scene 2 1997 A.D. 10:32 am

Rotterdam. Afternoon. Spring. Clear sky.

You are the operator in the control center of Maeslantkering, currently the biggest movable dam in the world. You drink your freshly made coffee in a comfortable chair and look at this massive structure which protects Rotterdam harbour from flooding. You are amazed by the level of progression in water management. "This is amazing, we are safe!" you sigh. You have to push the red button once every two years and drink your coffee. Dream job.

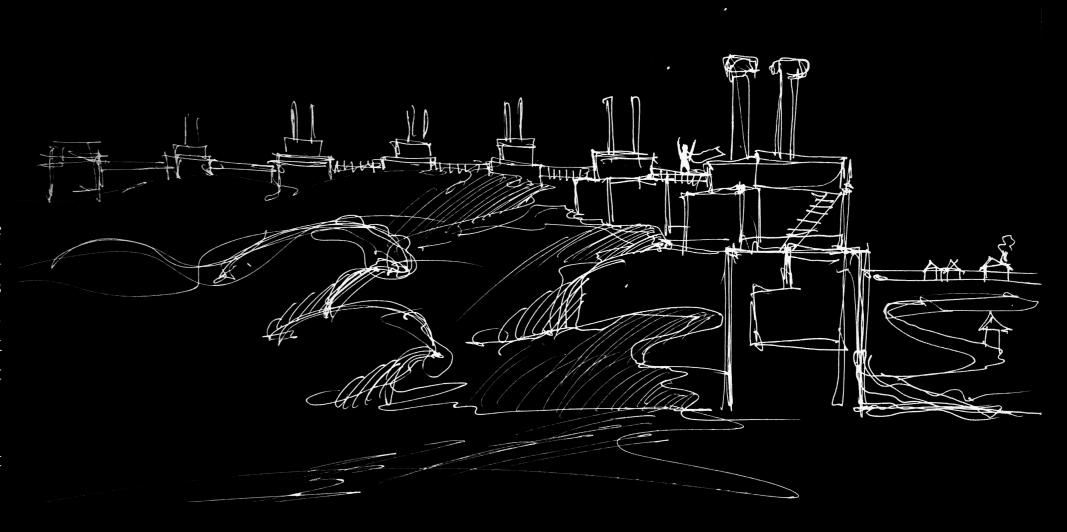


Act 3 Scene 1 2050 A.D. 5:34 am

Stald. Dawn. Spring. Storm.

You are 90 years old, the constructor of the Oosterscheldekering. You stand on the dam which was designed to protect the Netherlands from water for 200 years. Your shoes are wet. Water is reaching your ankles. The wind took away your only umbrella so you soaking wet and just keep looking at the massive dam.

The highly advanced structure does not protect your country anymore.

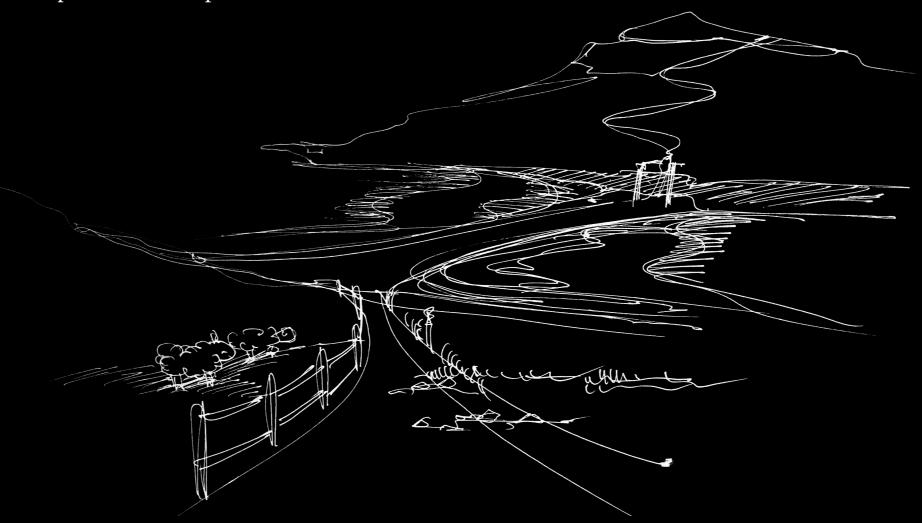


Act 3 Scene 2 2050 A. D. 5:34 am

Shetland Islands. St Ninian Island. Dawn. Spring. Strong wind.

You are an architecture student who visits the Shetland Islands during the summer break. You wake up early today to visit St Ninian Island, a location of a well known tidal power plant. The sea is not calm. The waves hit the coastline and cover some of the rocks. You feel the strong wind on your cheek. The nature shows its hidden power. You are not scared. The vibe of the place is intriguing.

You follow the chapters of the experiential path designed 31 years ago. You pass all the steps to reach the focal point of the place which is the massive tidal power plant. It generates energy from the surrounding water for the Island. Here water shows its power, but this power is well used.



3:3

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Eustachy Kossakowski "Koncert morski" (24.08.1964)

CONTENT

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Narrative

I FASCINATION

The clock of the power relation between human and North Sea

II RESEARCH

Past

Present

Future

Site

III EXPERIENCE

IV PROJECT

Harbour

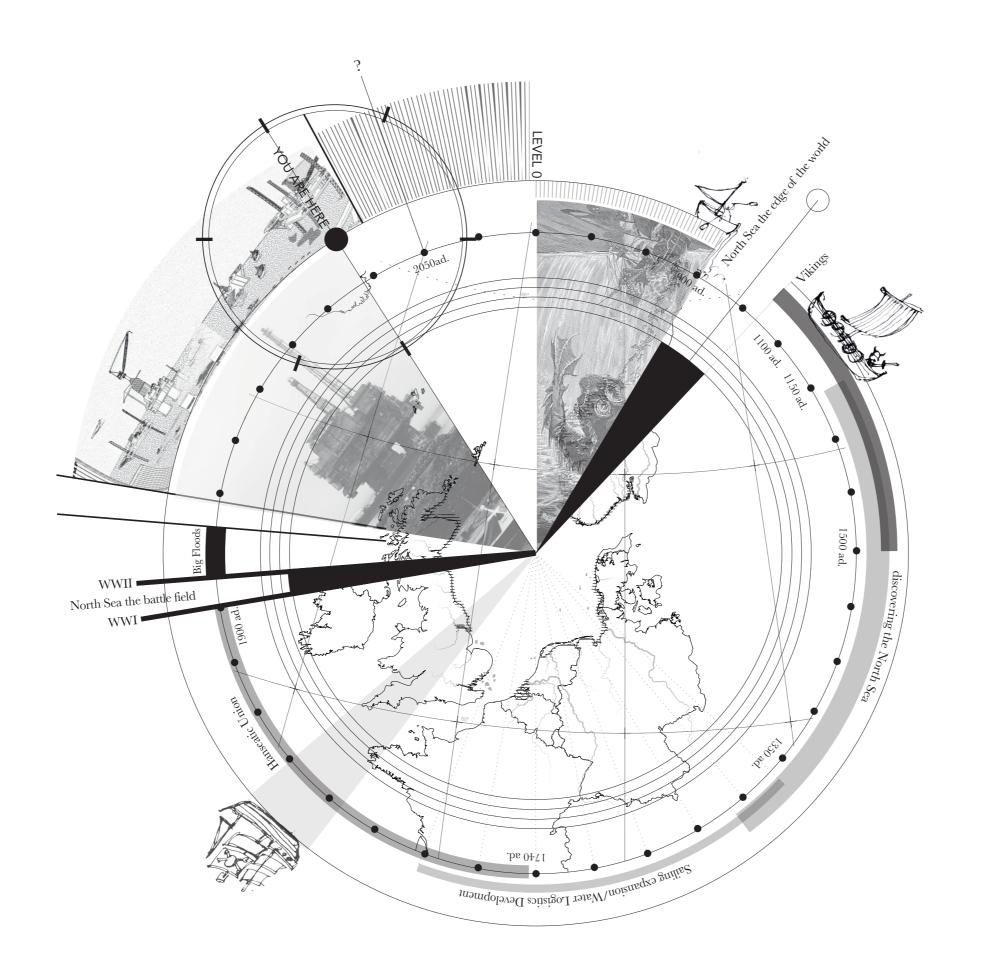
Stairs

Basin

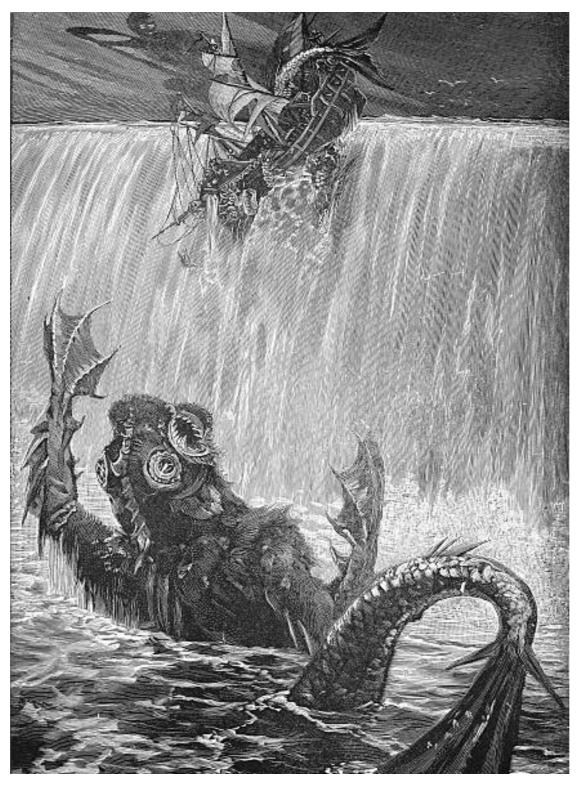
Tidal Power Plant

V CONCLUSION

I - FASCINATION





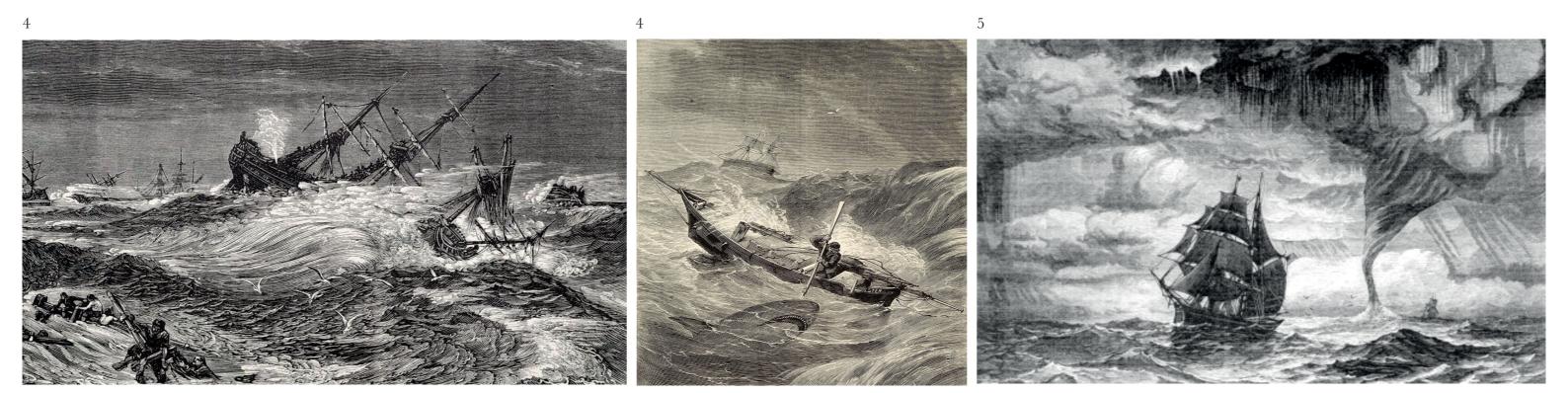


The Edge of the World: How the North Sea Made Us What We Are

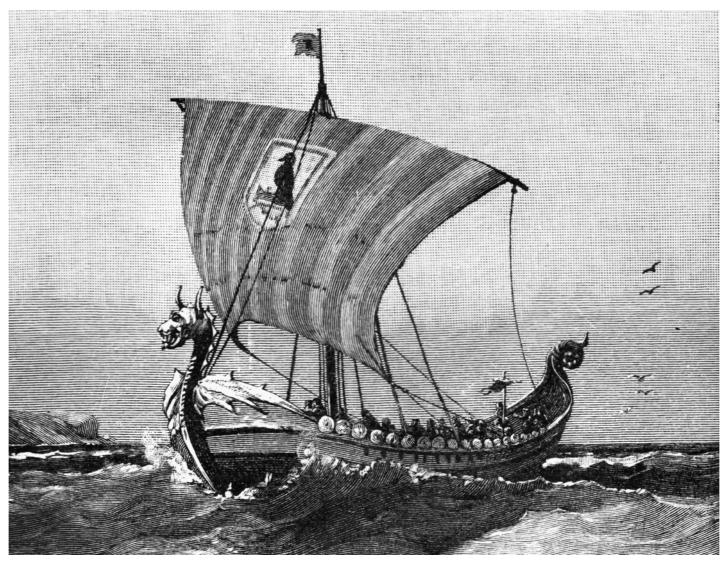
"The northern Ocean, it seemed to the Romans, stood at a forbidding remove from everything that made life bearable: sunshine, wine, olive oil. Its slate-grey waters, icy and teeming with monsters, marked the boundaries of the world itself."

Michael Pye

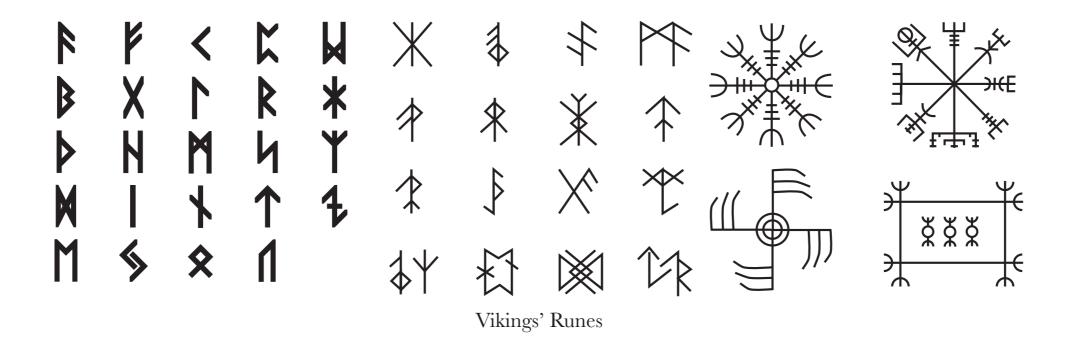
Monsters of the North Sea



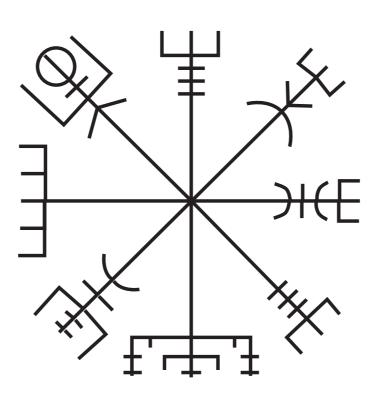
North Sea as the physical and mental border



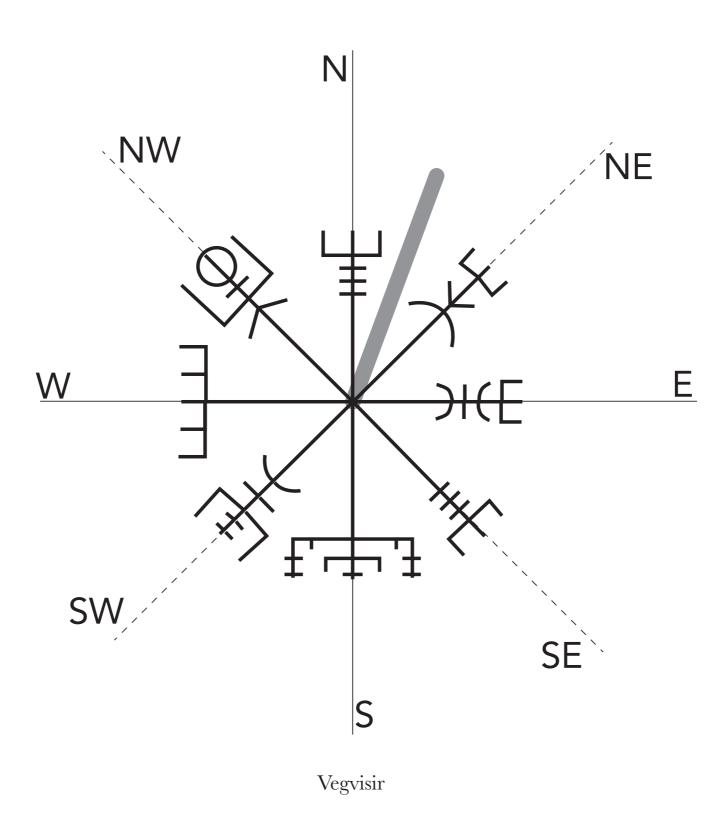
Vikings - explorers and sea kings

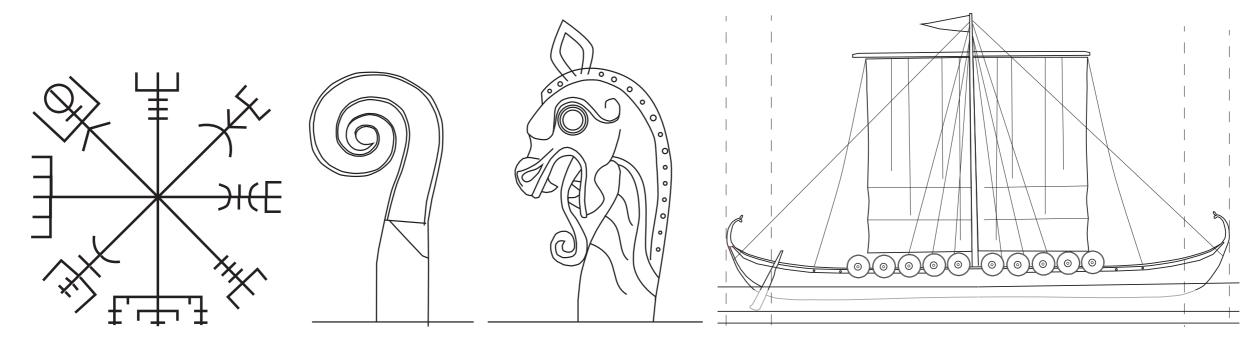


Past

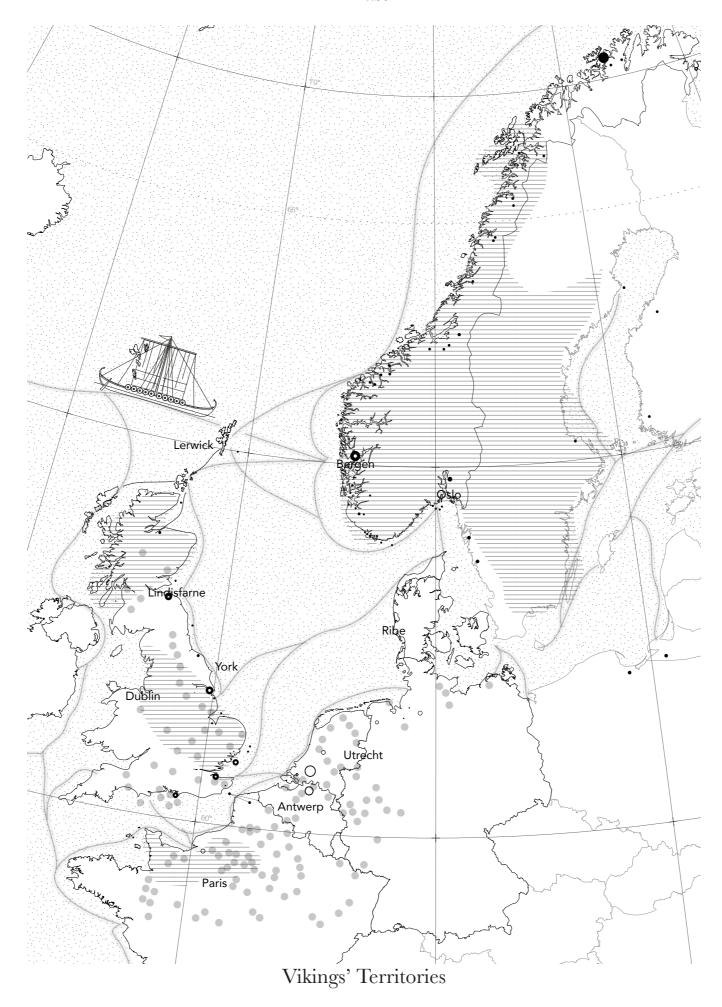


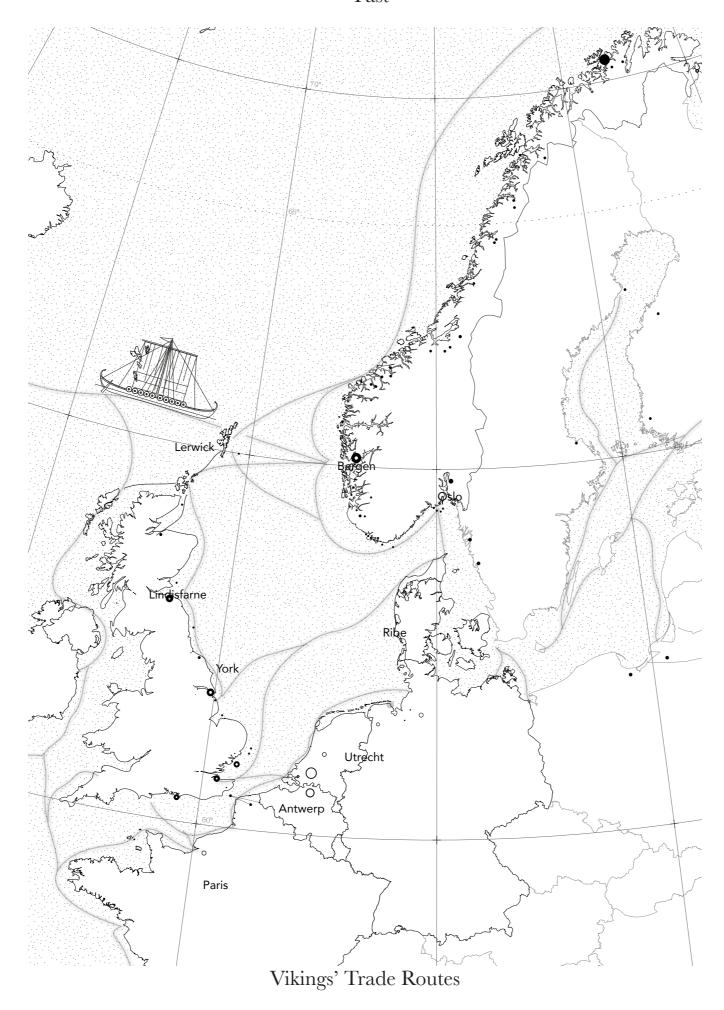
Vegvisir



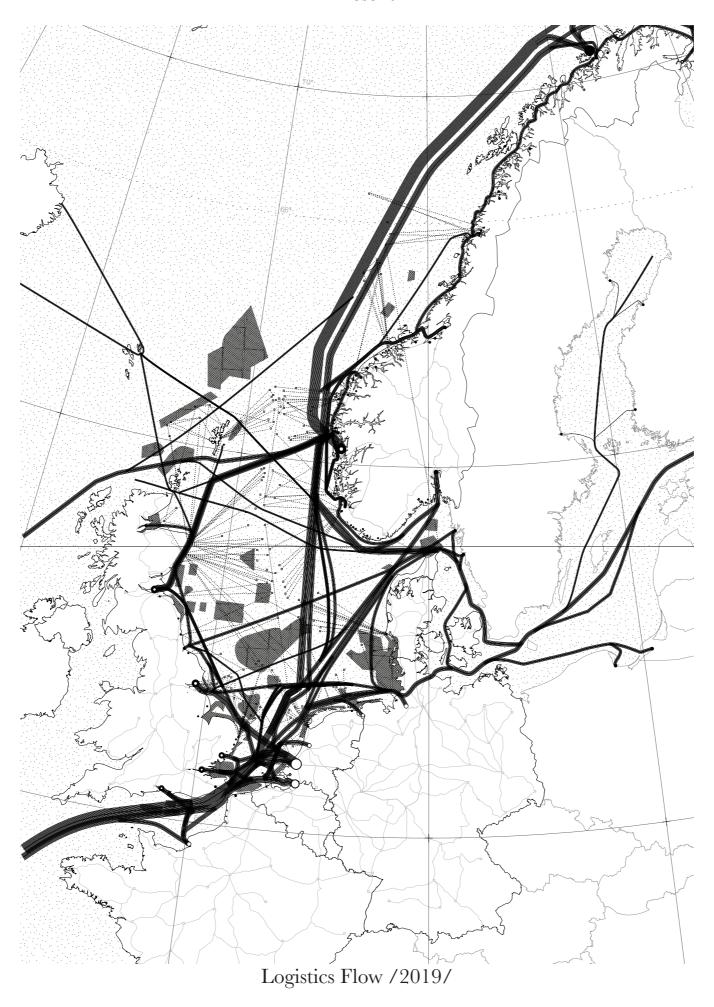


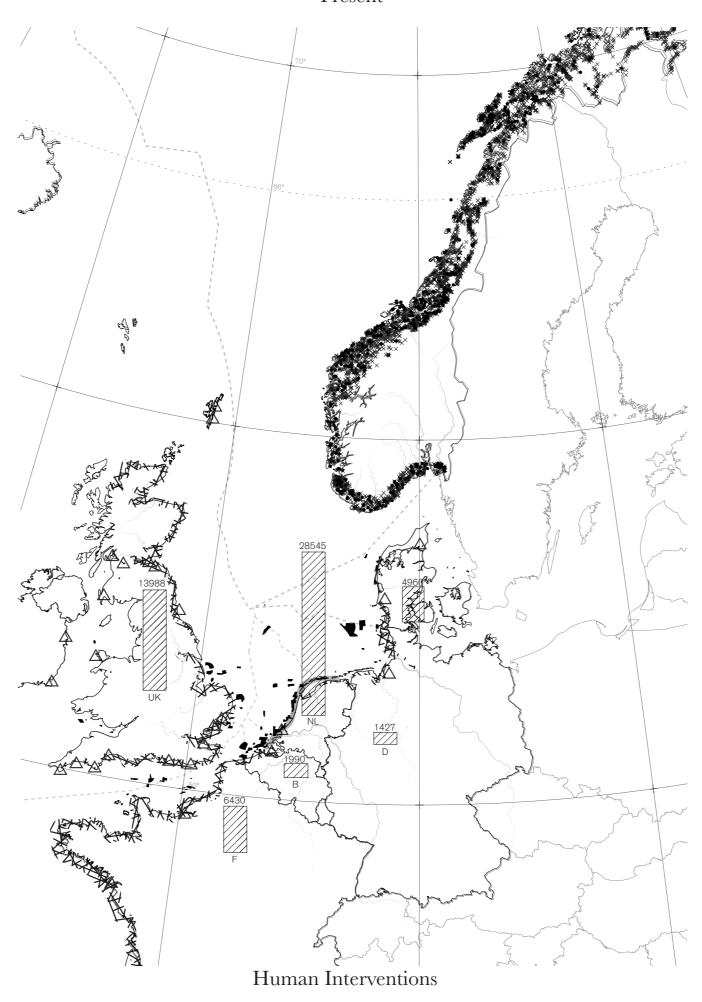
Vikings' Faith or Technology?



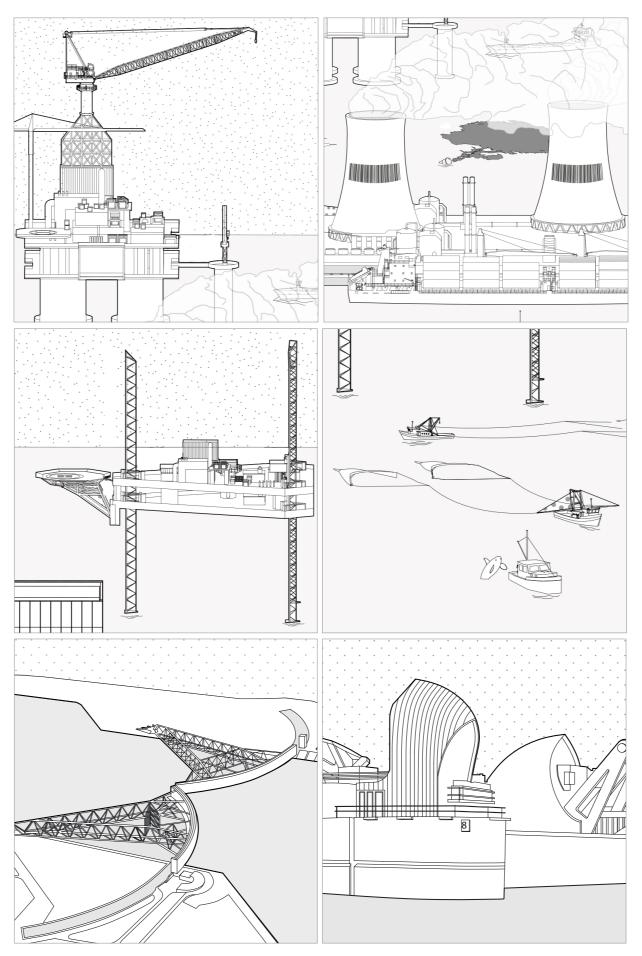


Present



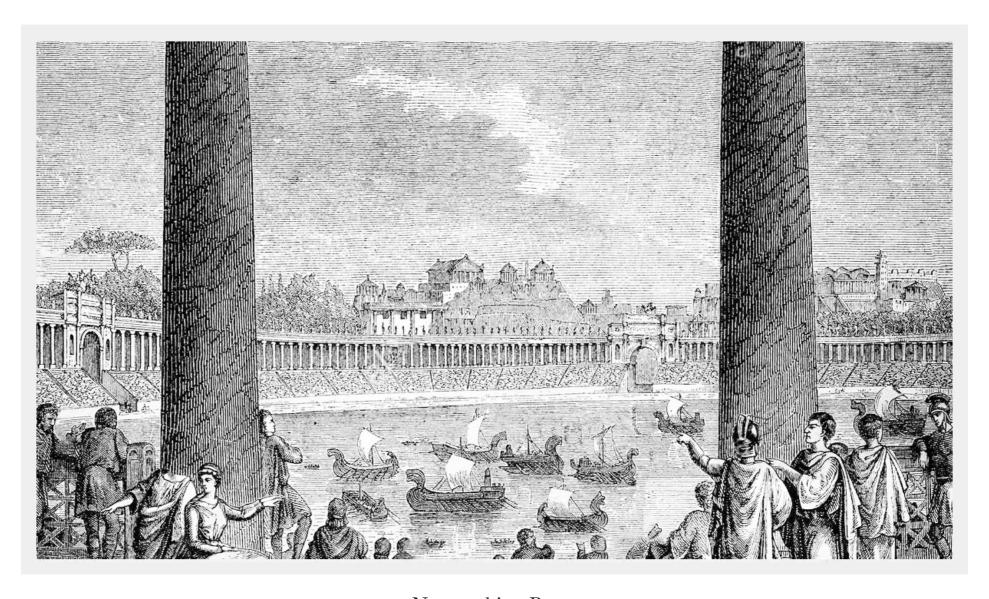


Present



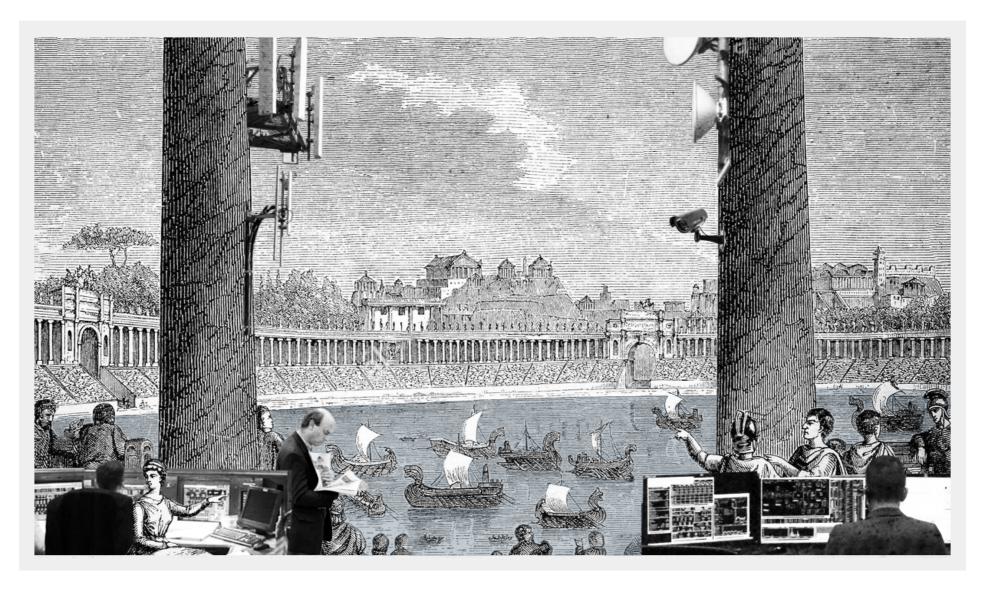
Human Interventions

Past vs Present



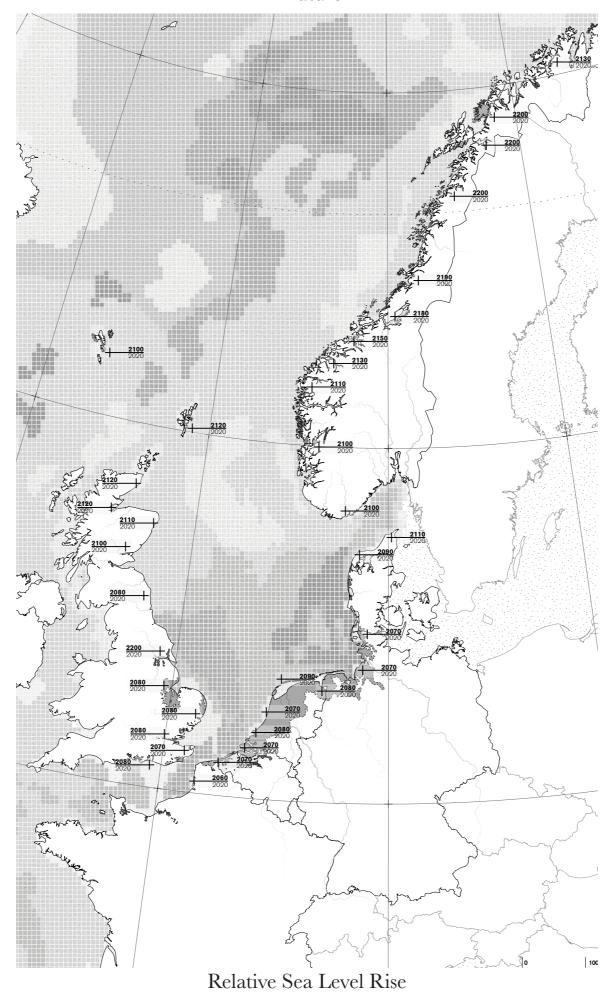
Naumachia - Past

Past vs Present



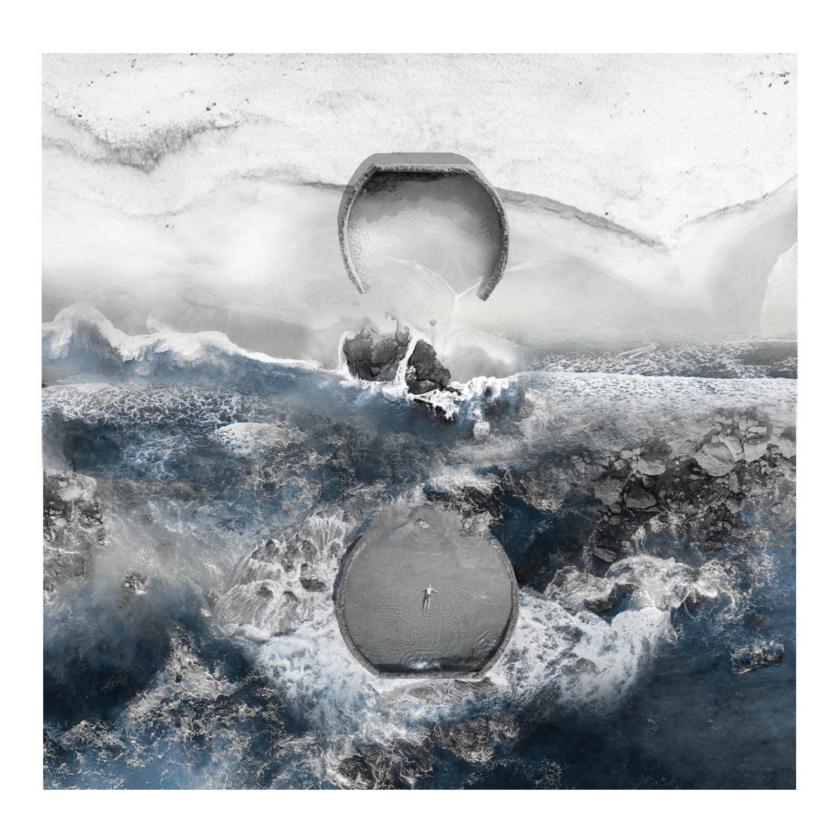
Naumachia - Present

Future



II - RESEARCH

Future

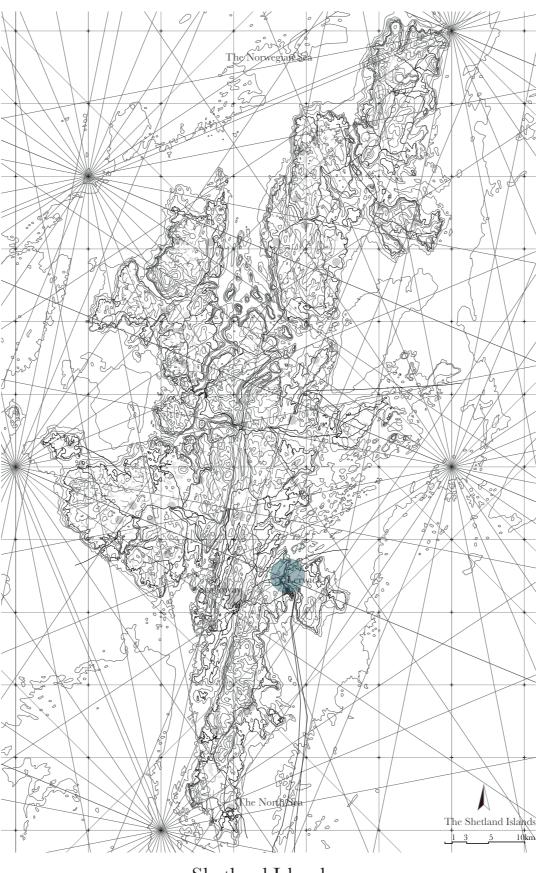


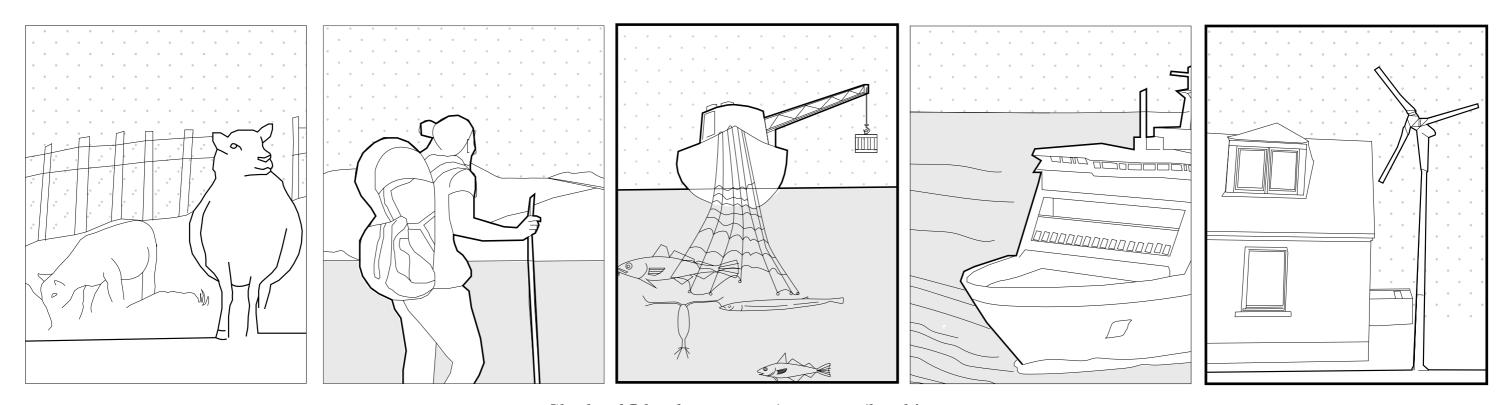


Shetland Islands

II - RESEARCH

Site





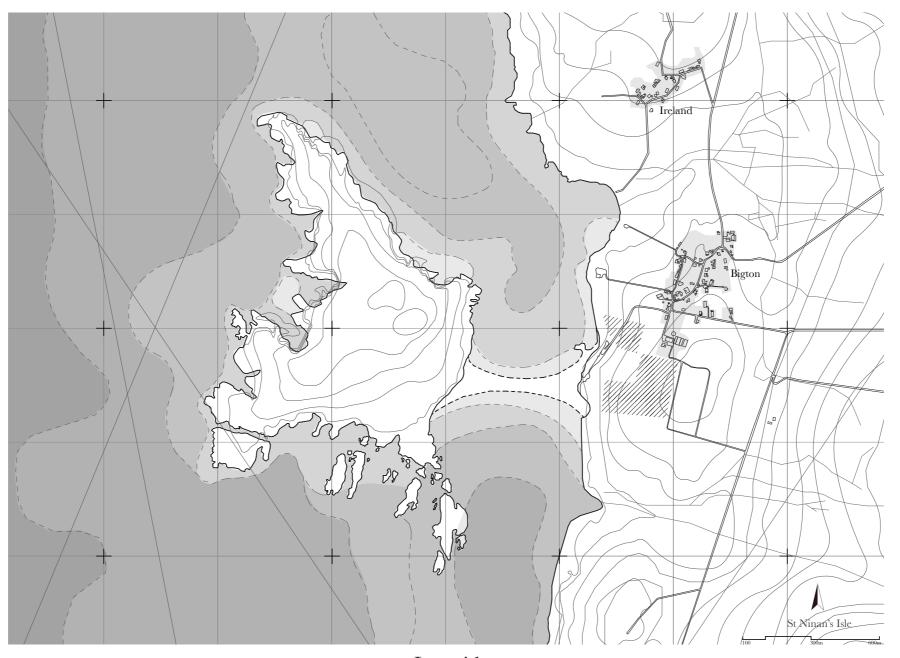
Shetland Islands - context/economy/local issues



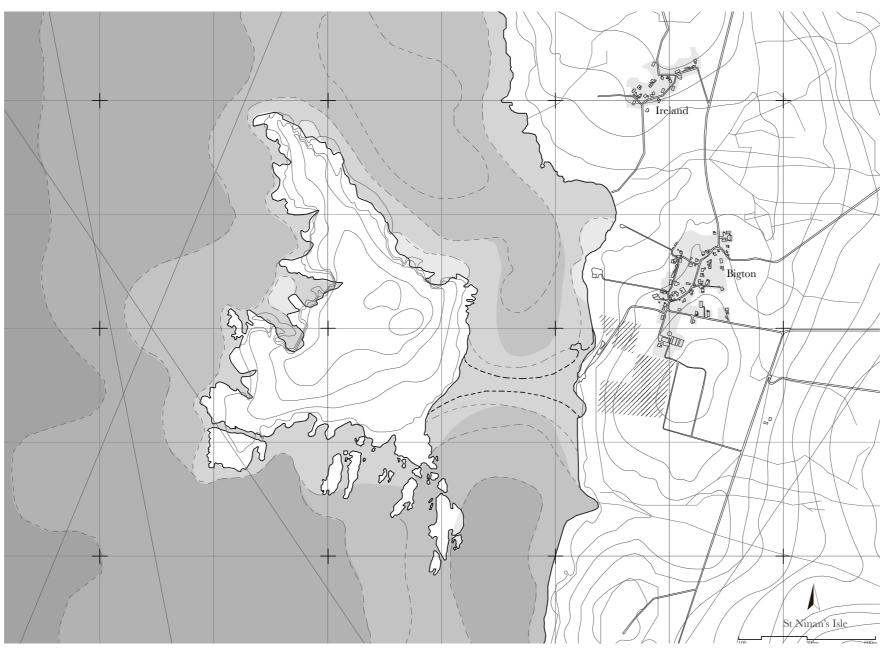




Jarlshof Skidbladner Up Helly Festival



Low tide



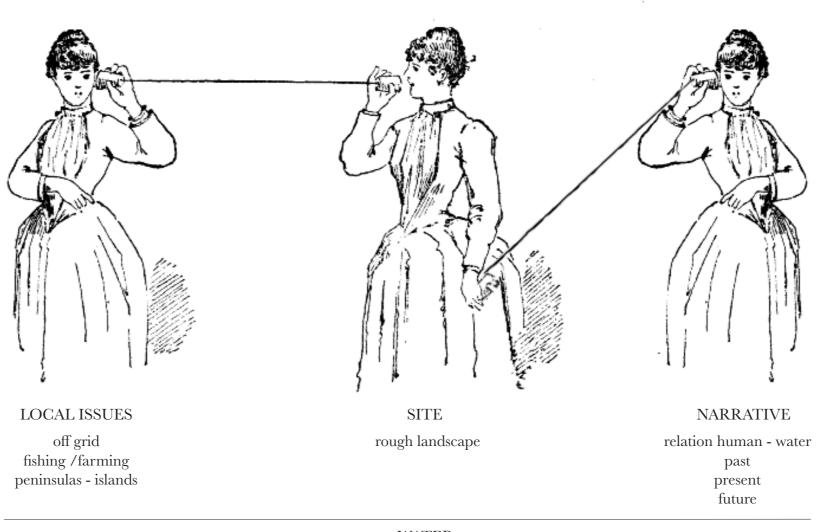
High tide



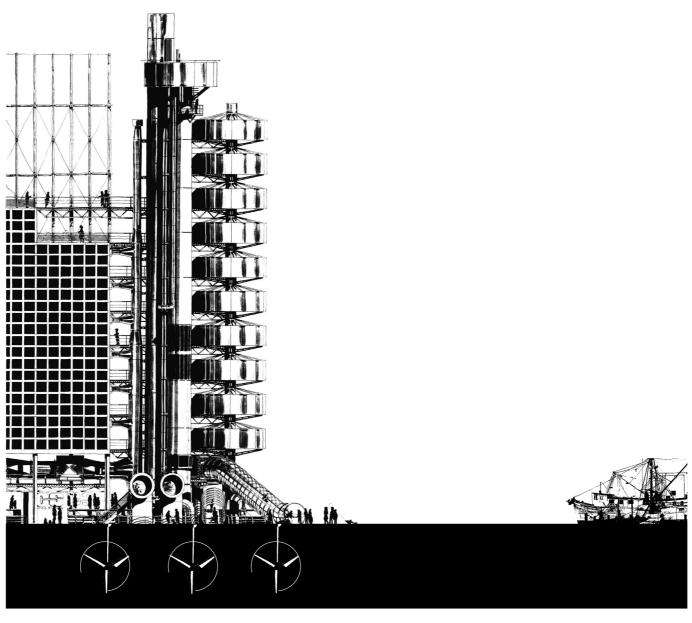




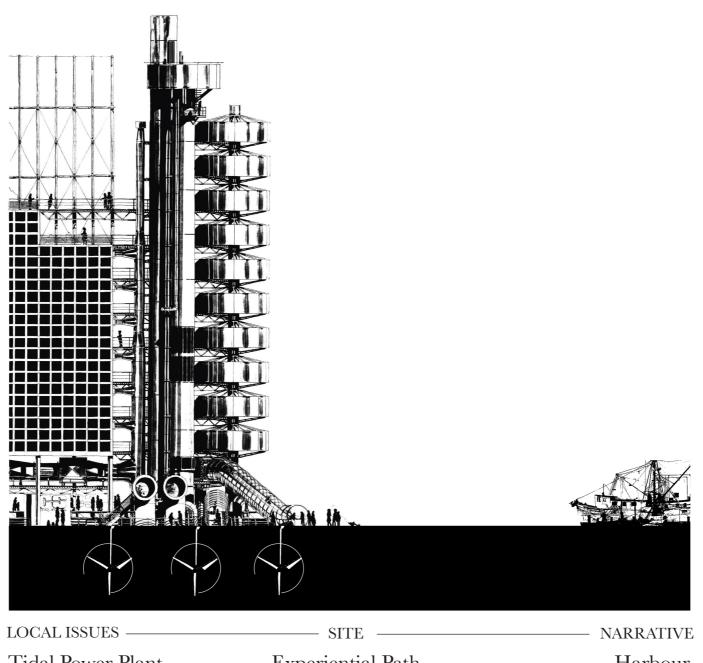




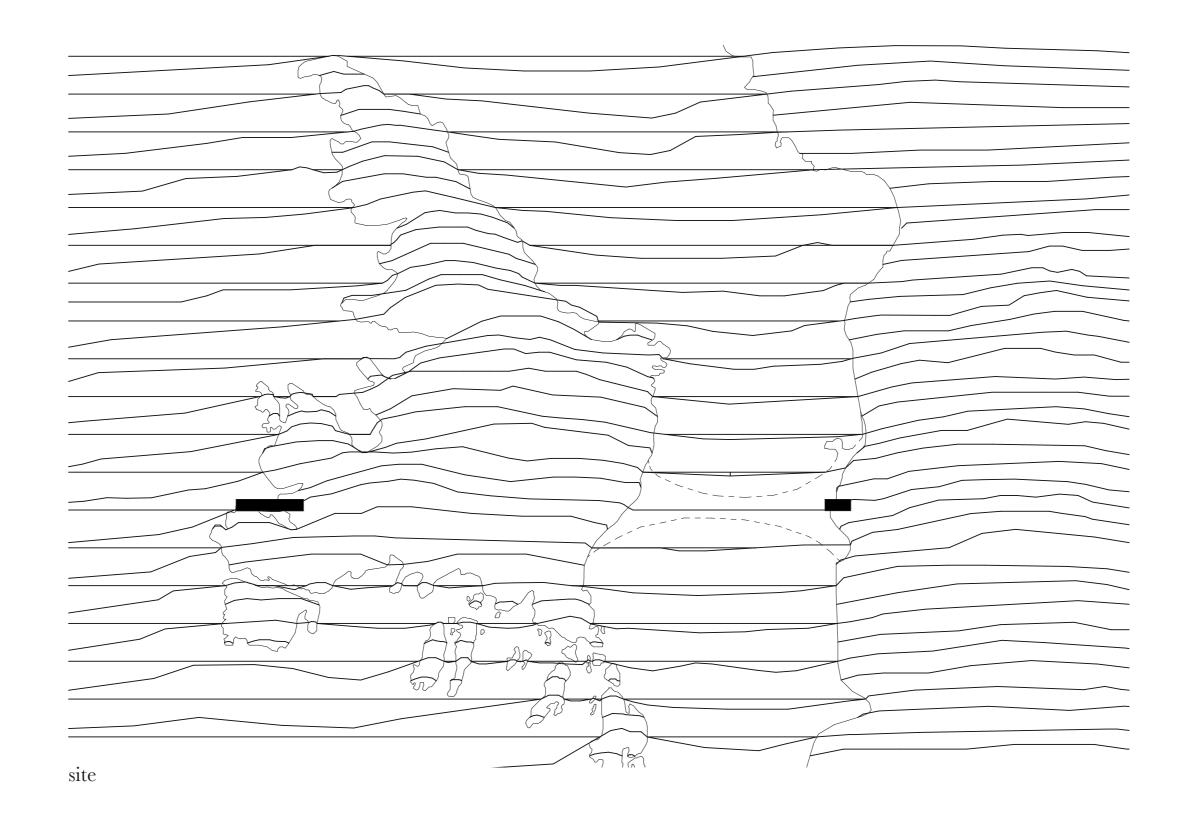
WATER

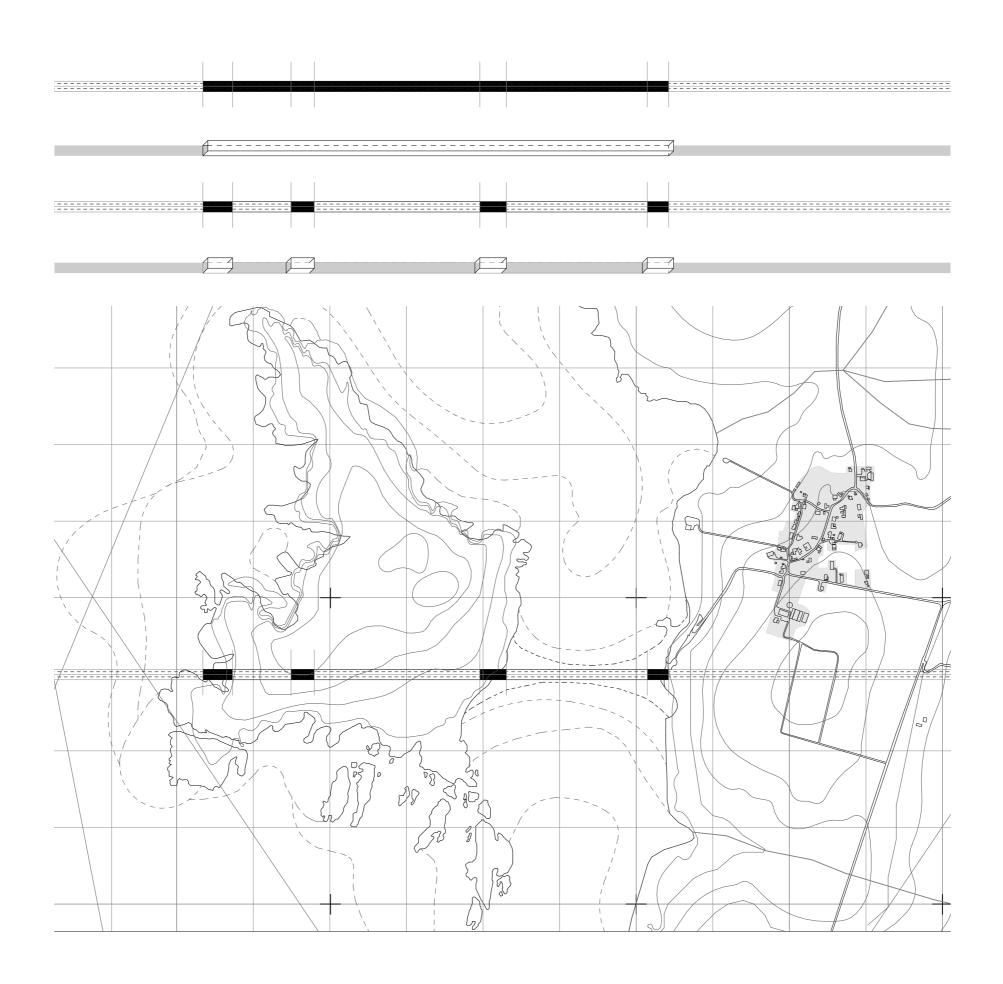


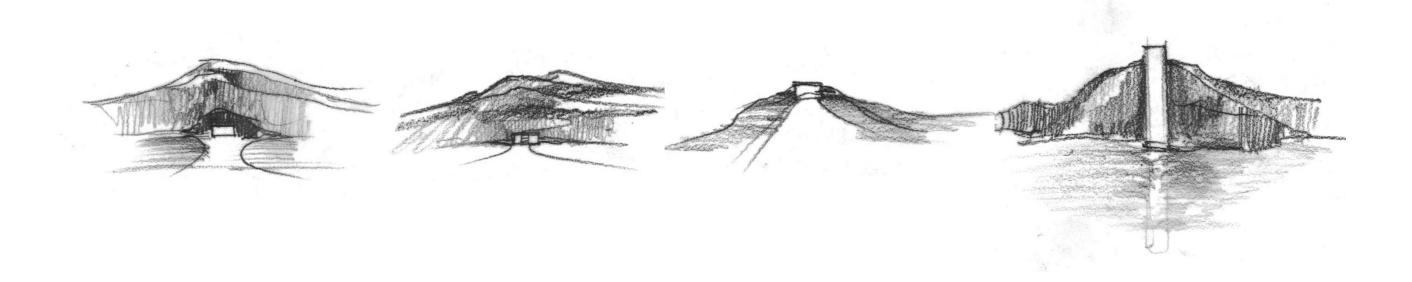
LOCAL ISSUES — SITE — NARRATIVE

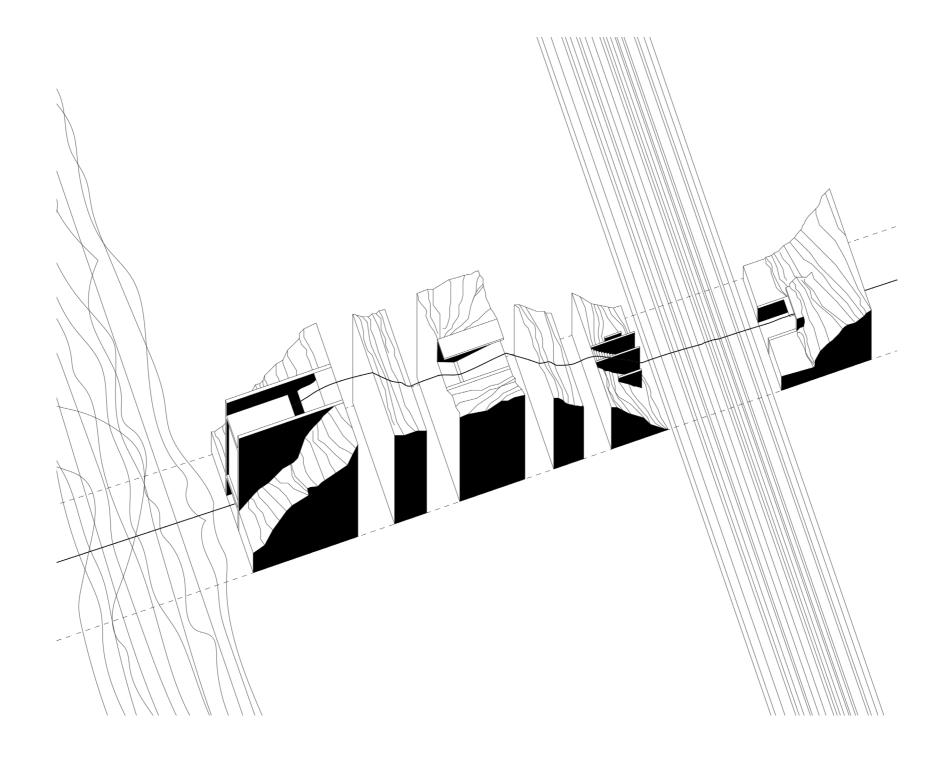


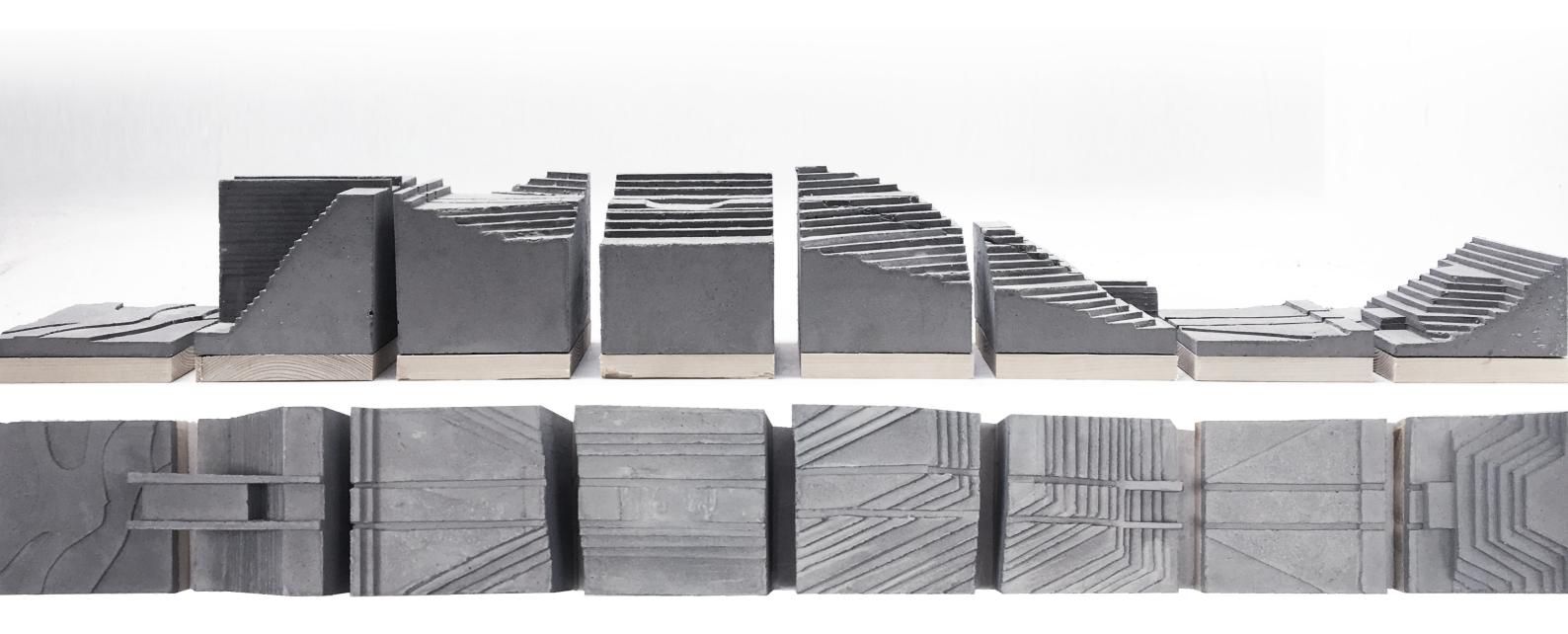
Tidal Power Plant Experiential Path Harbour

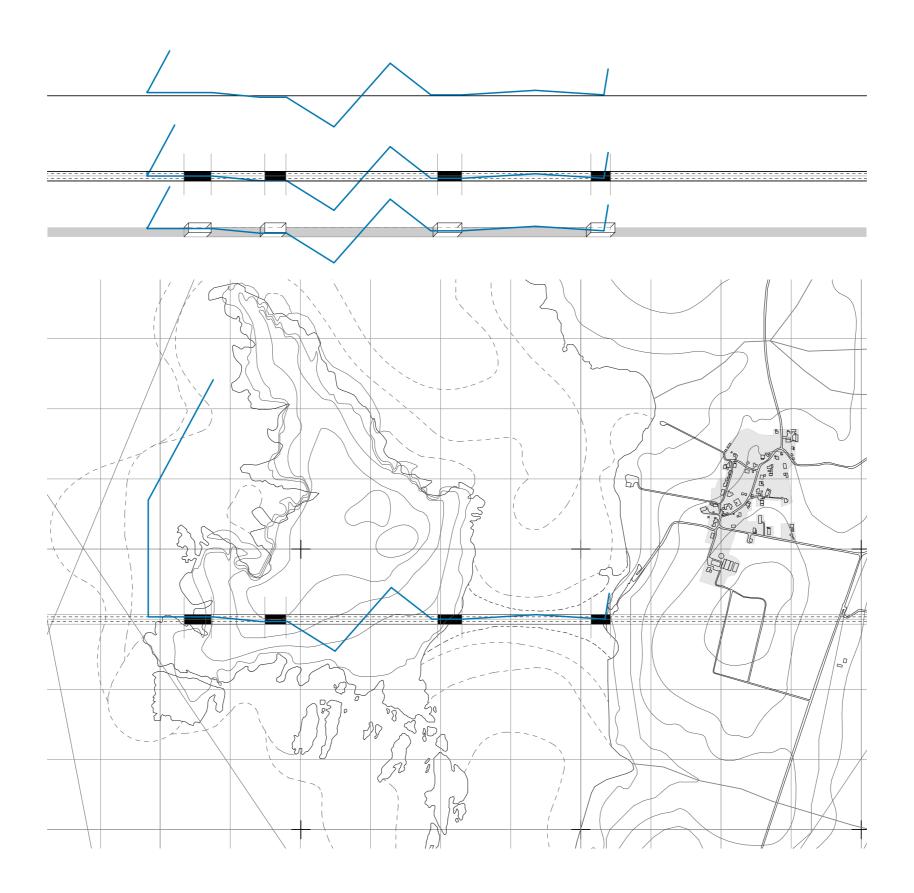




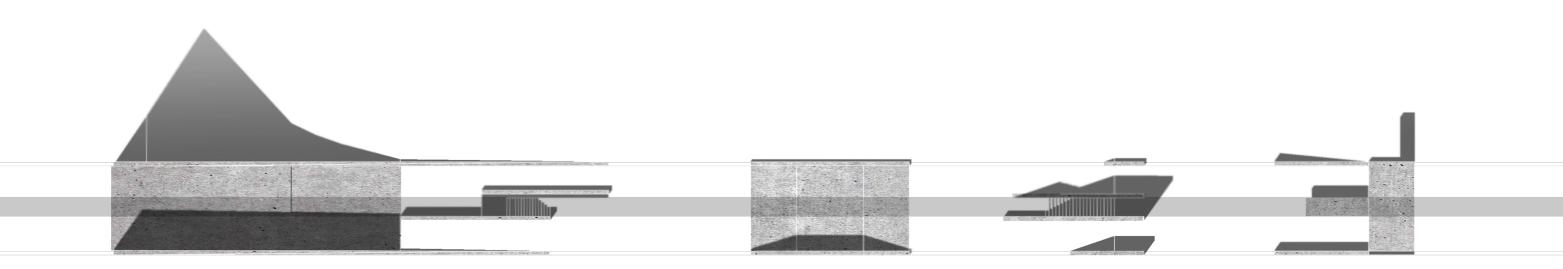






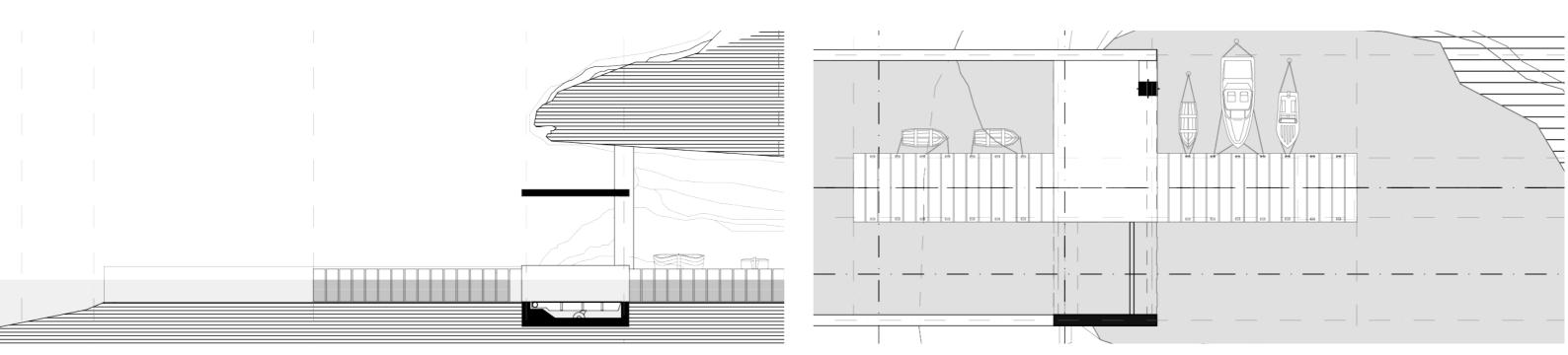




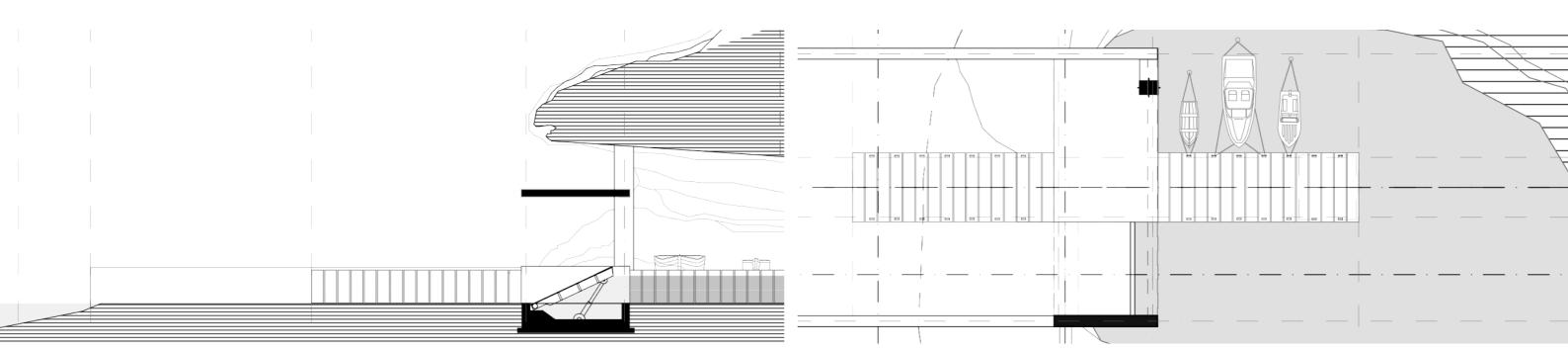




IV - PROJECT



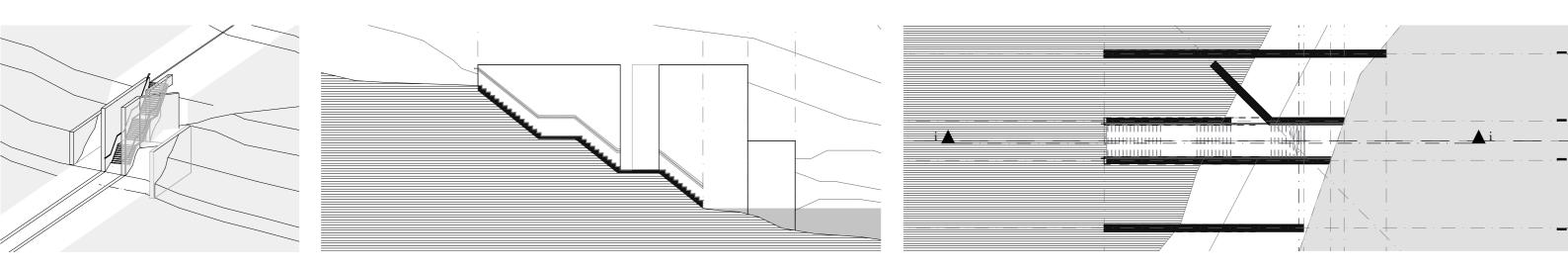
Harbour



Harbour





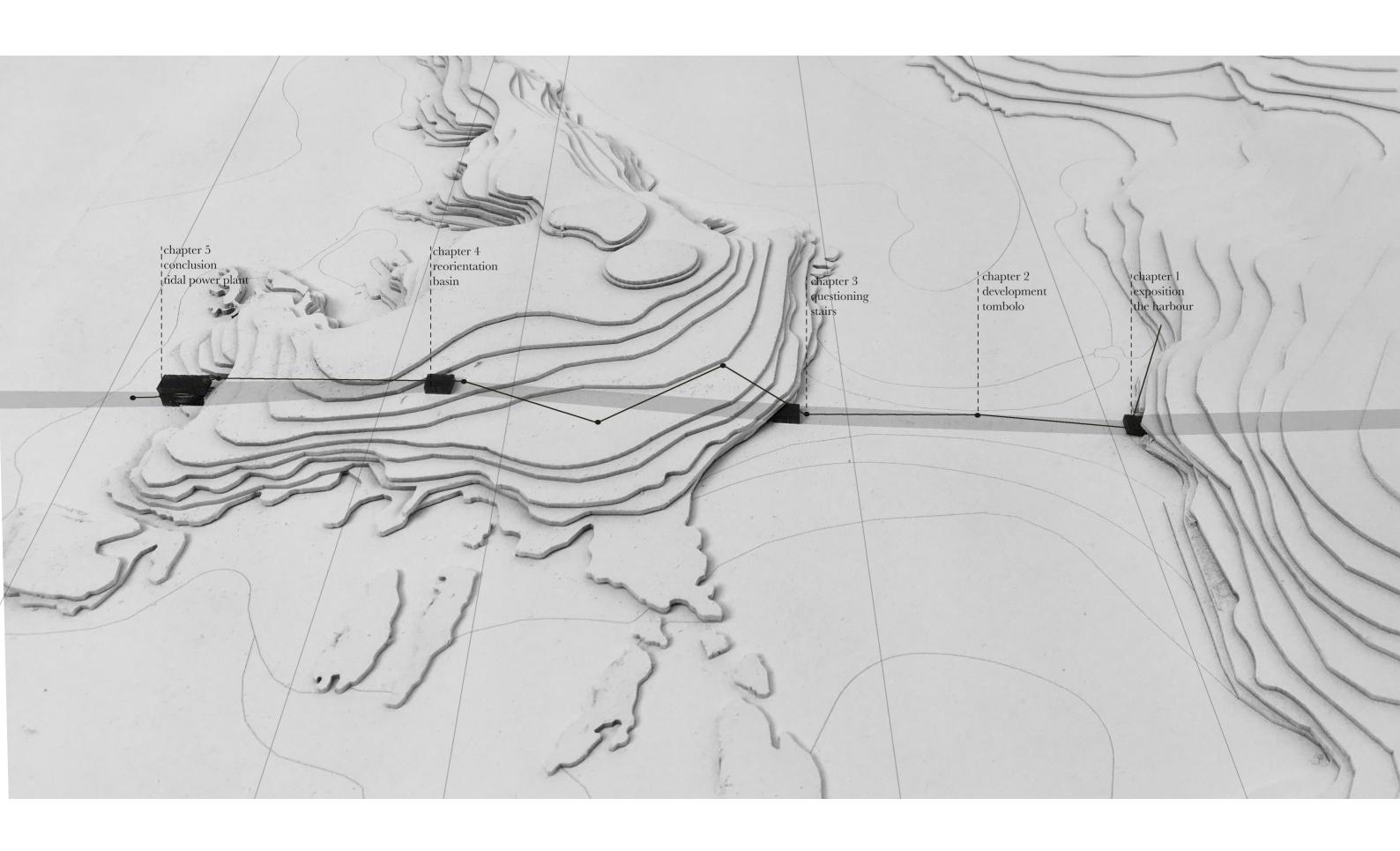


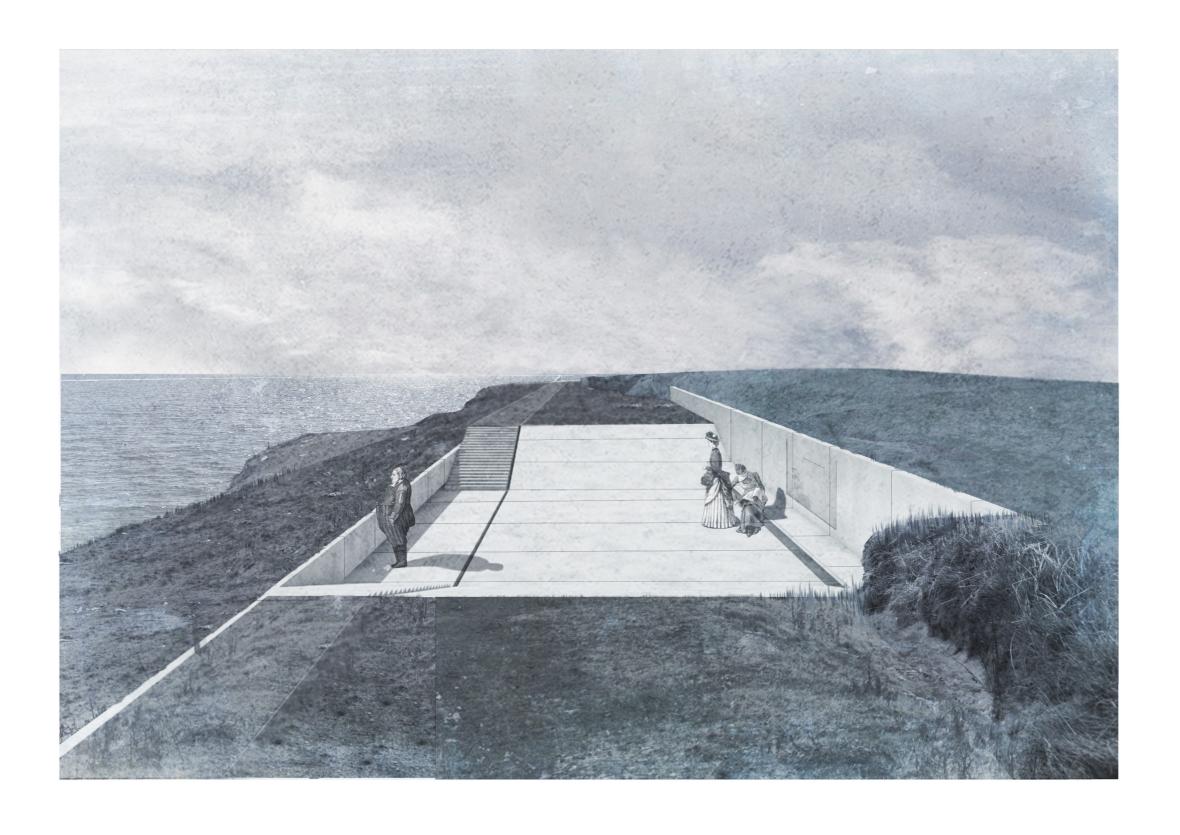
Stairs

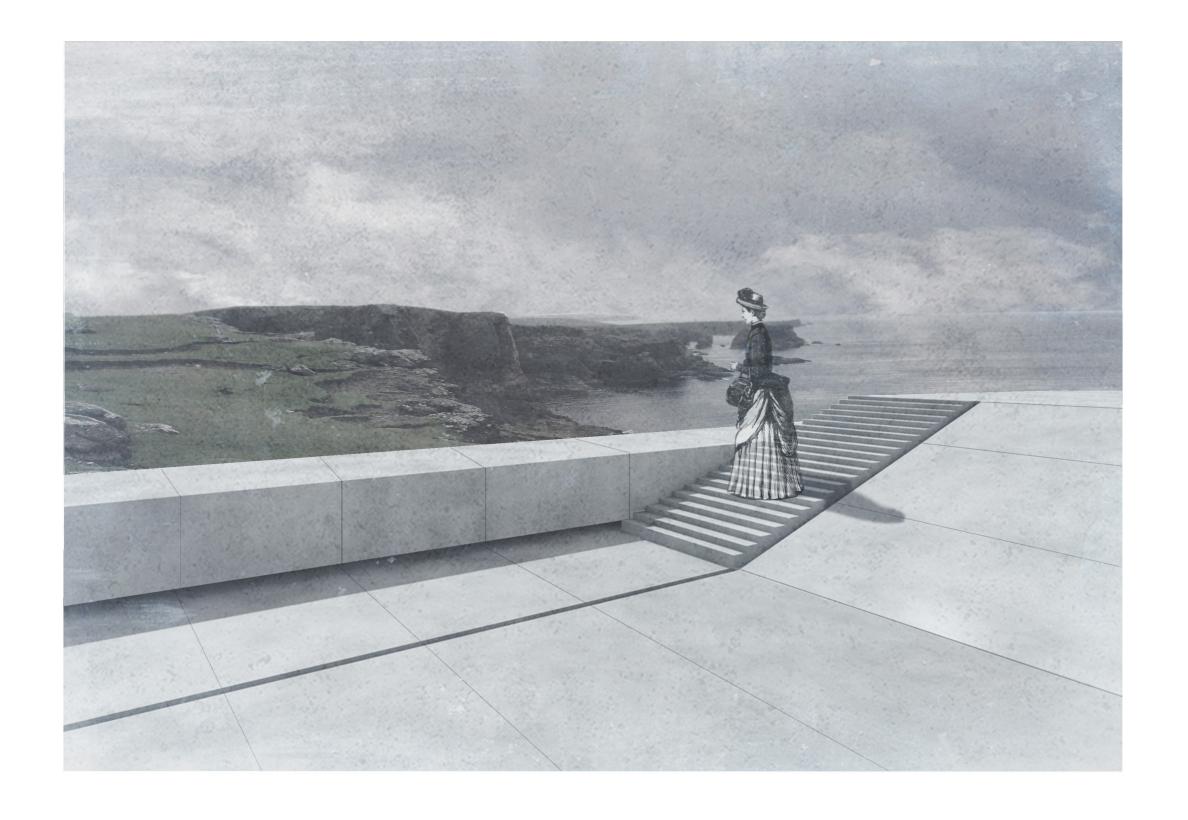


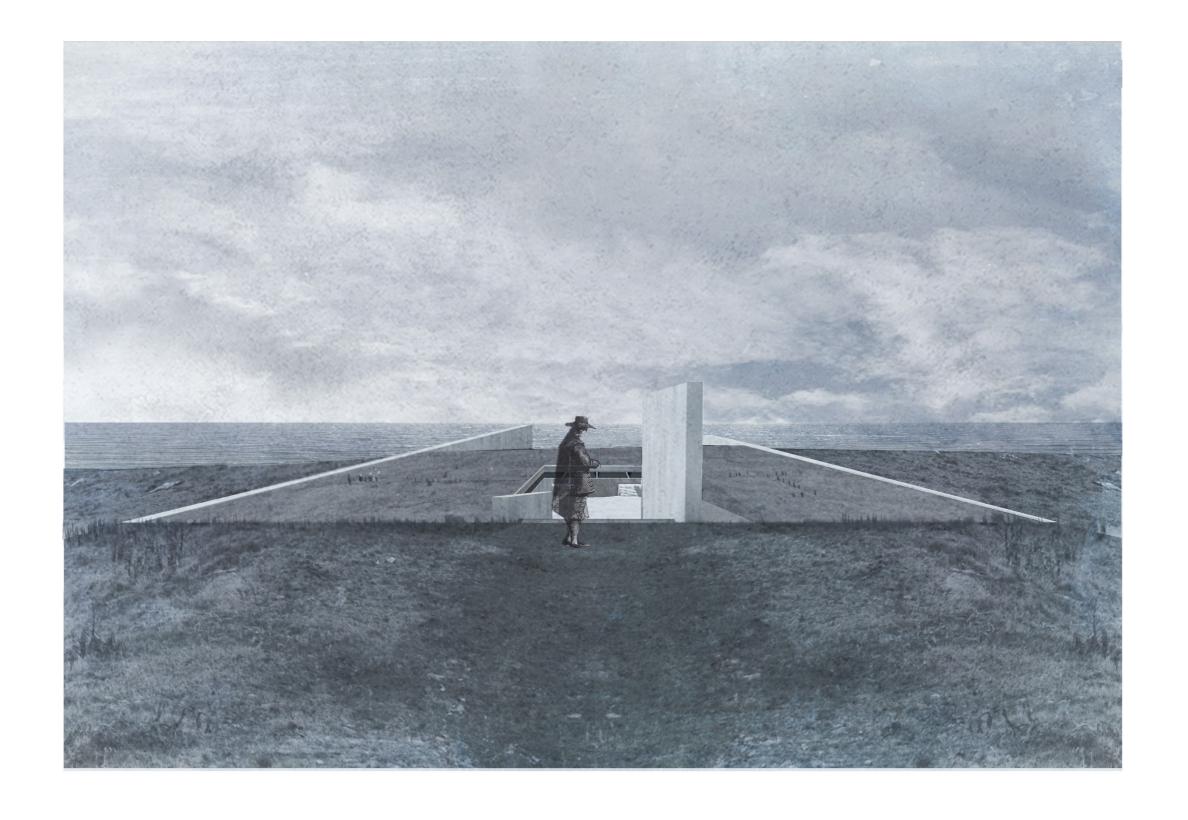


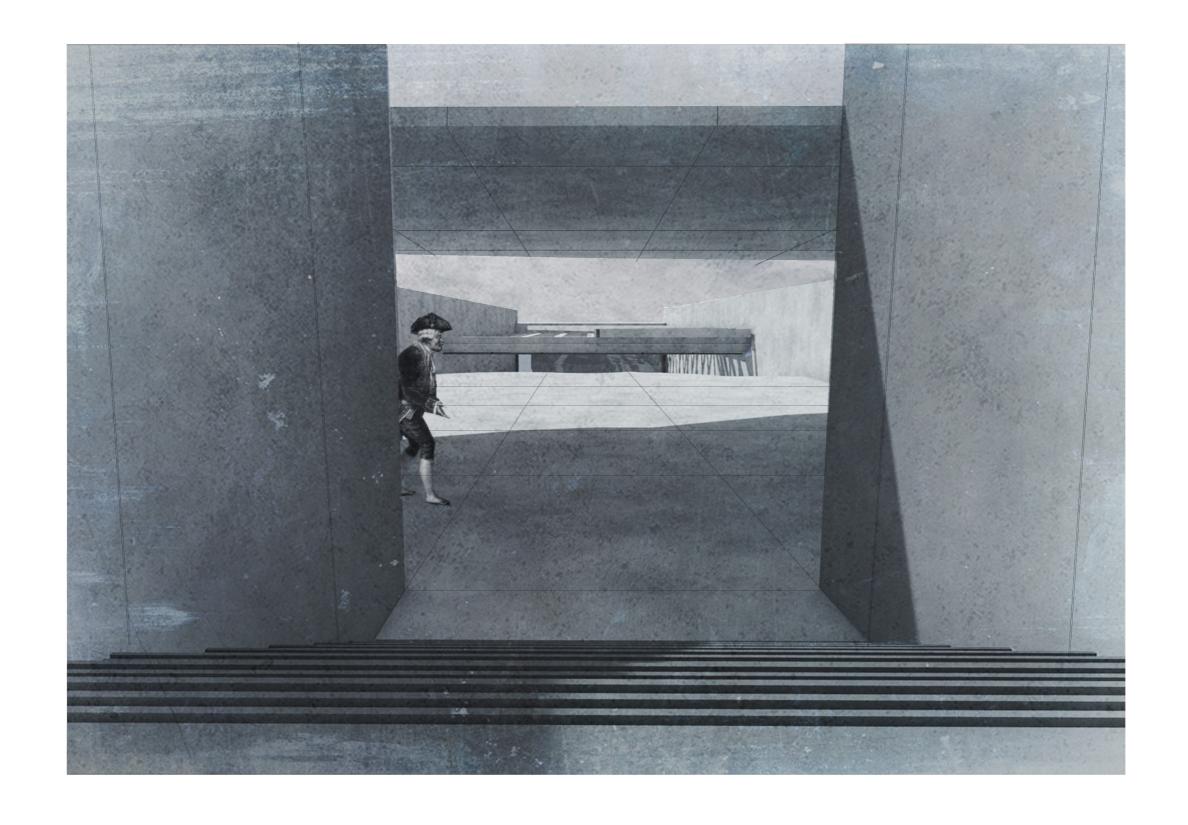
IV - PROJECT

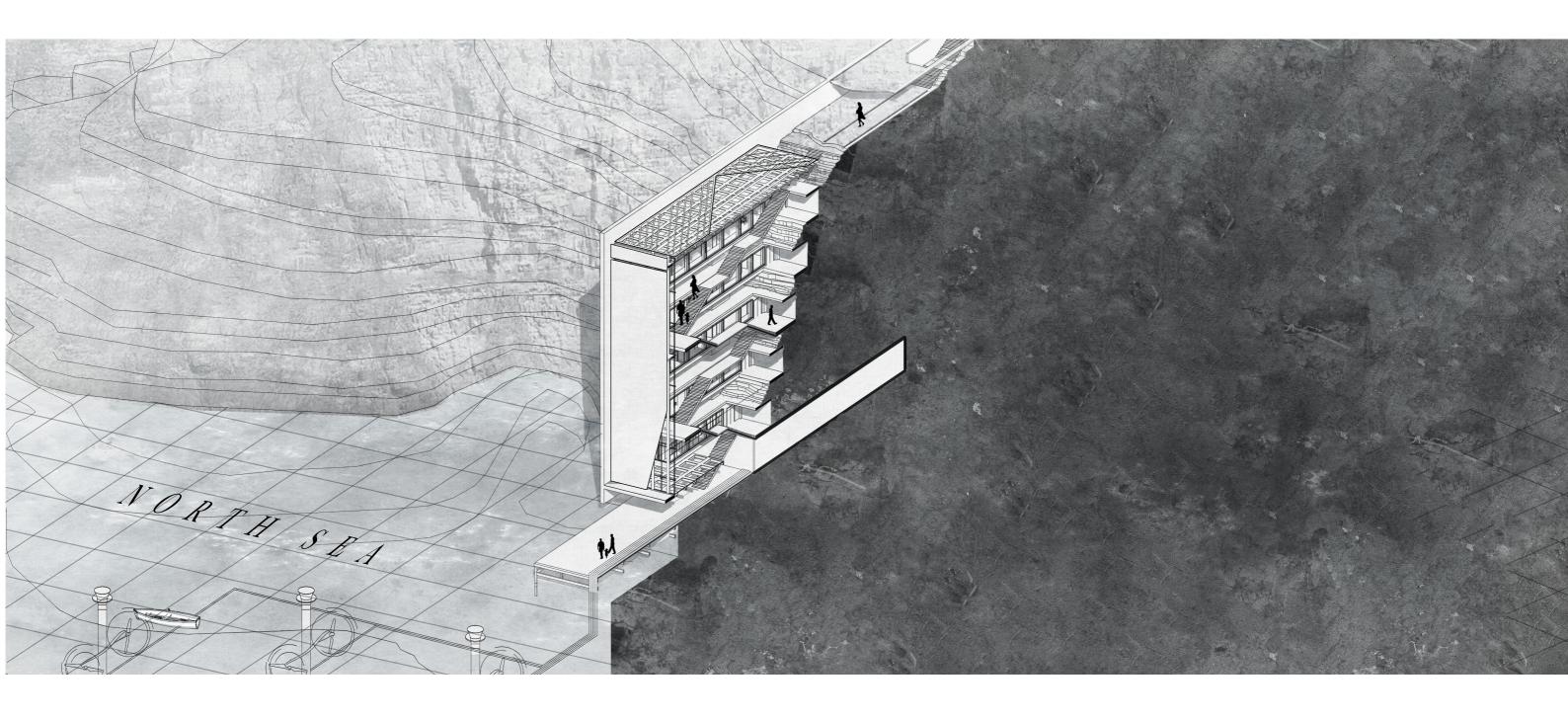


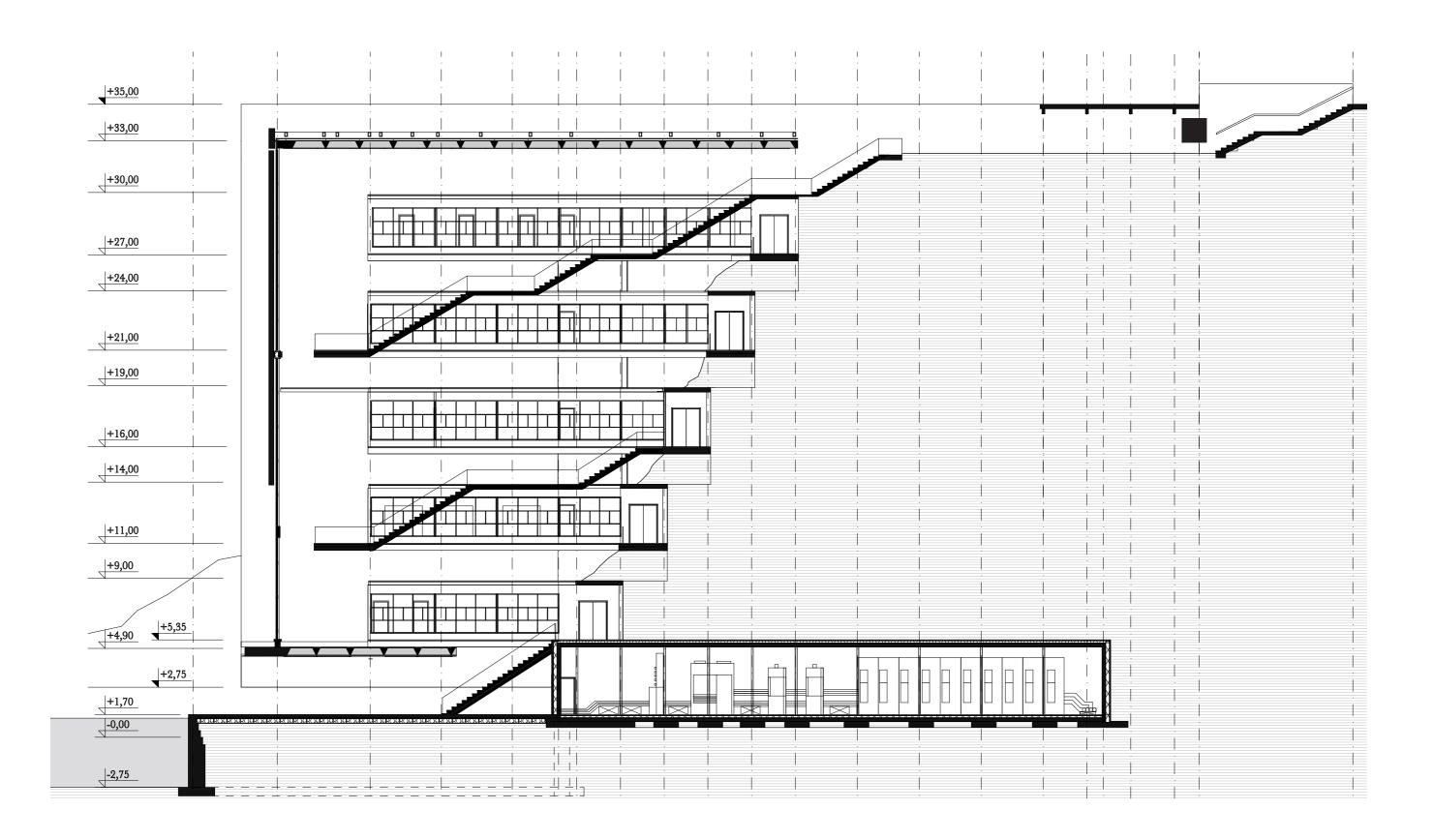


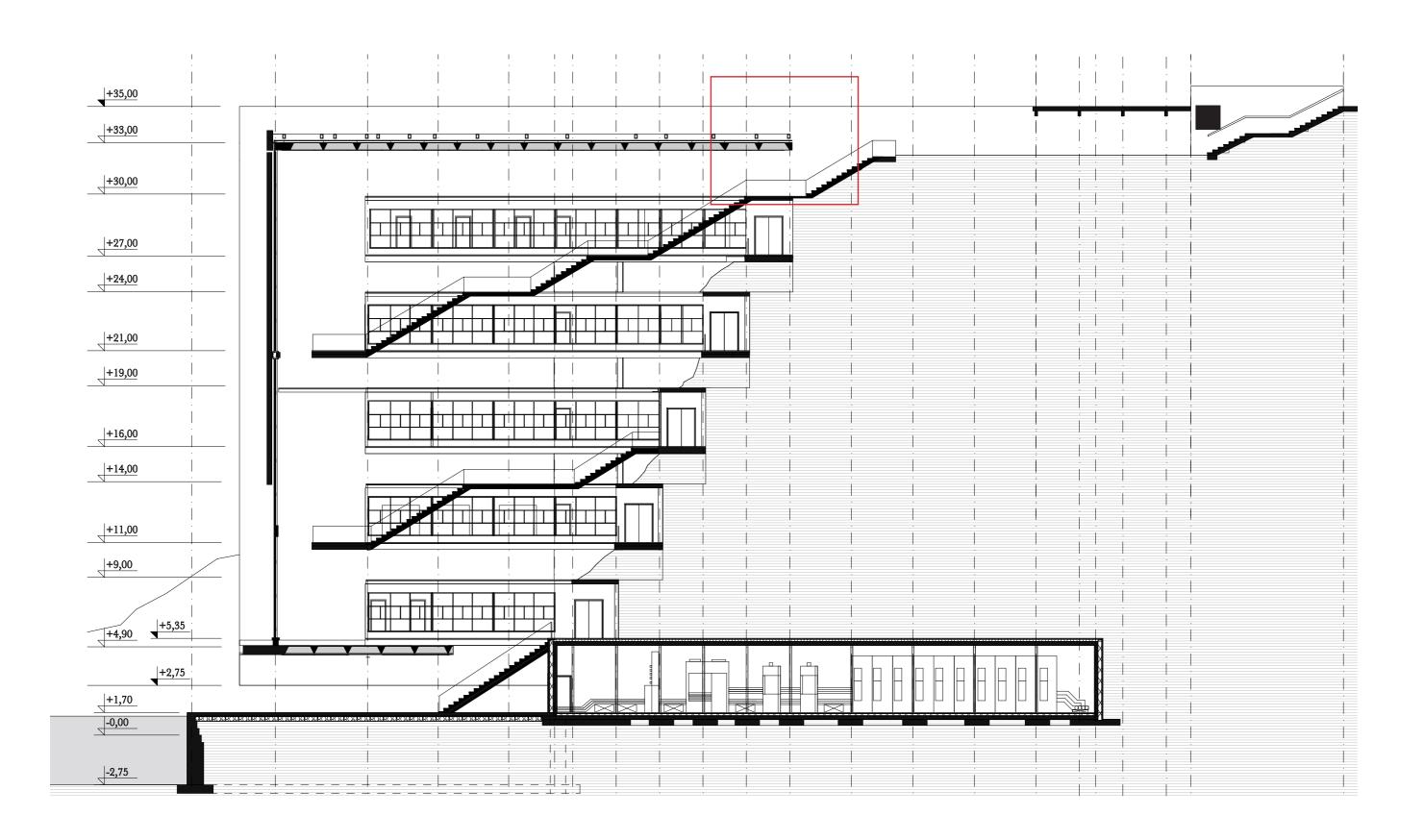


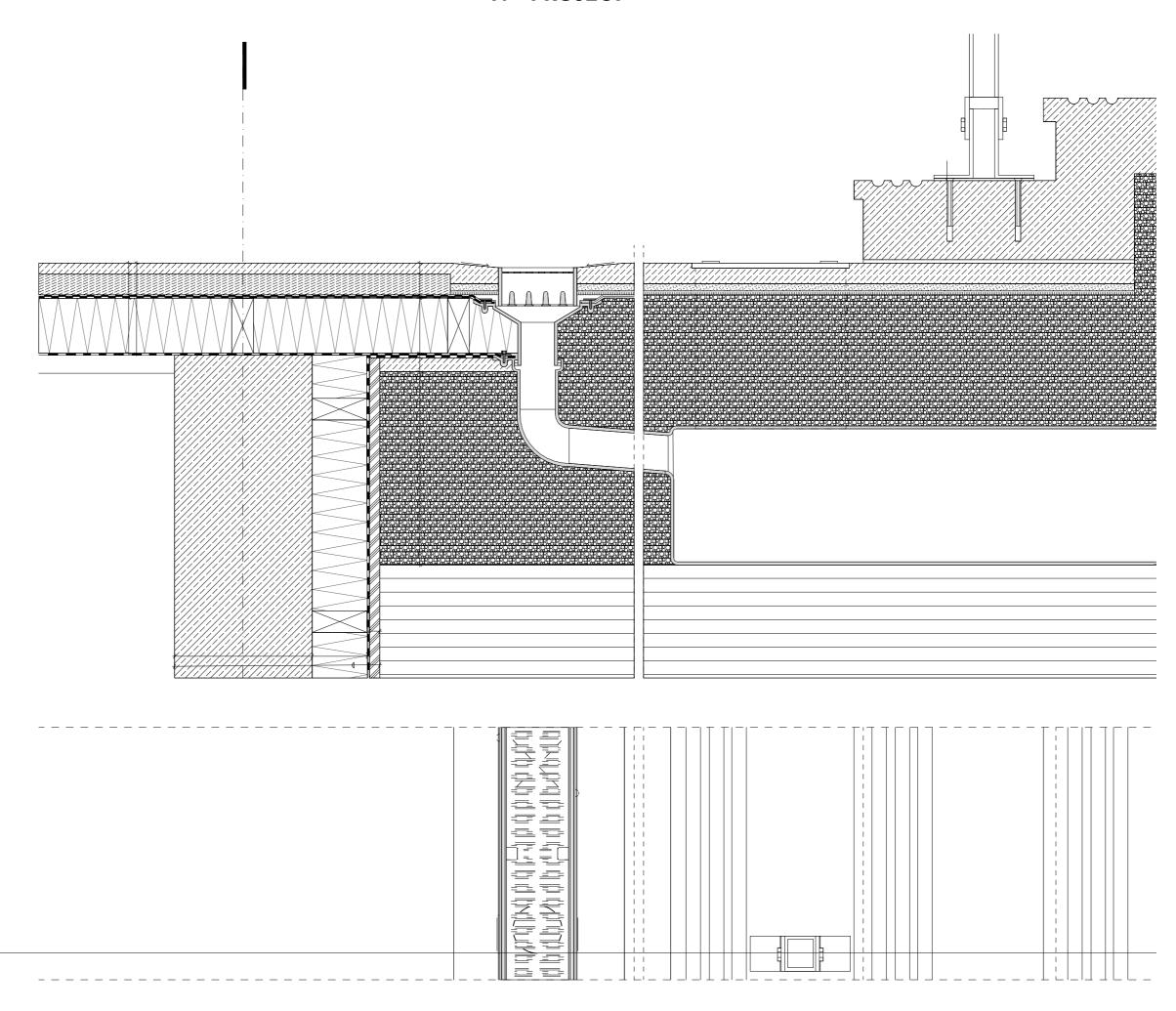


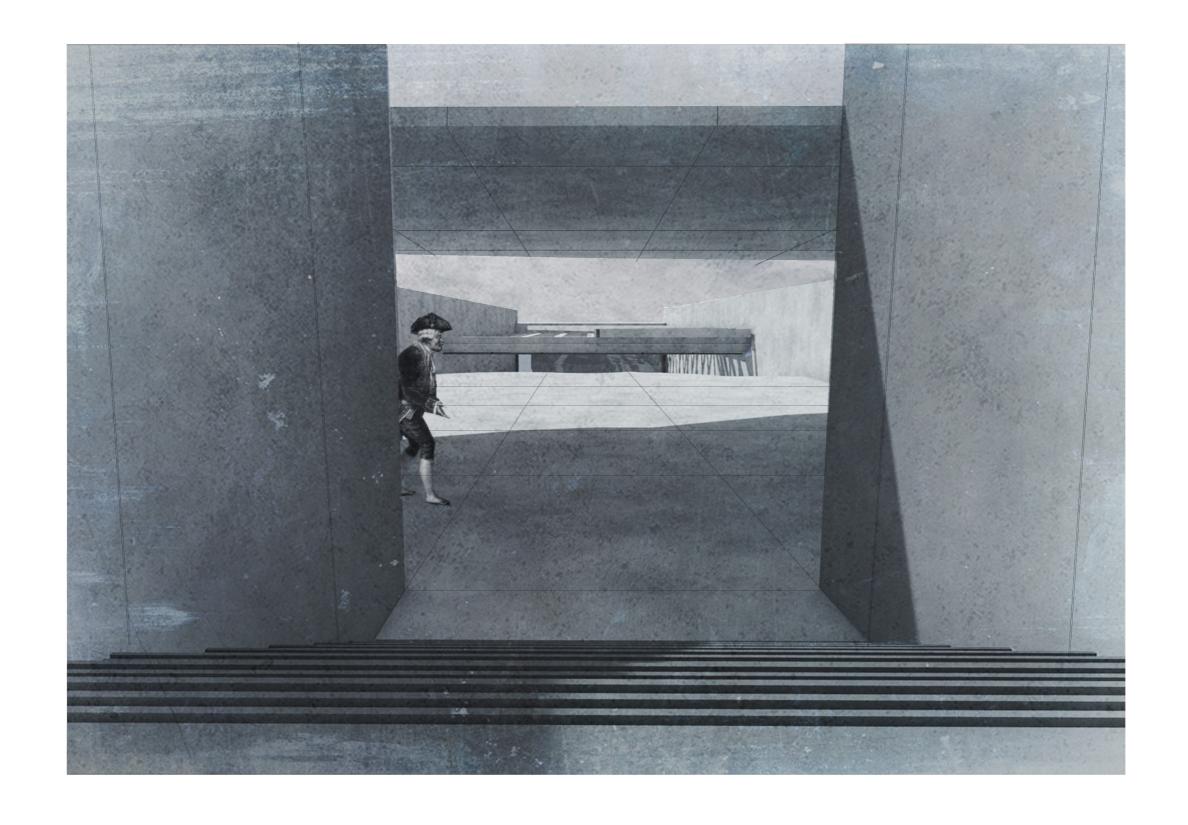


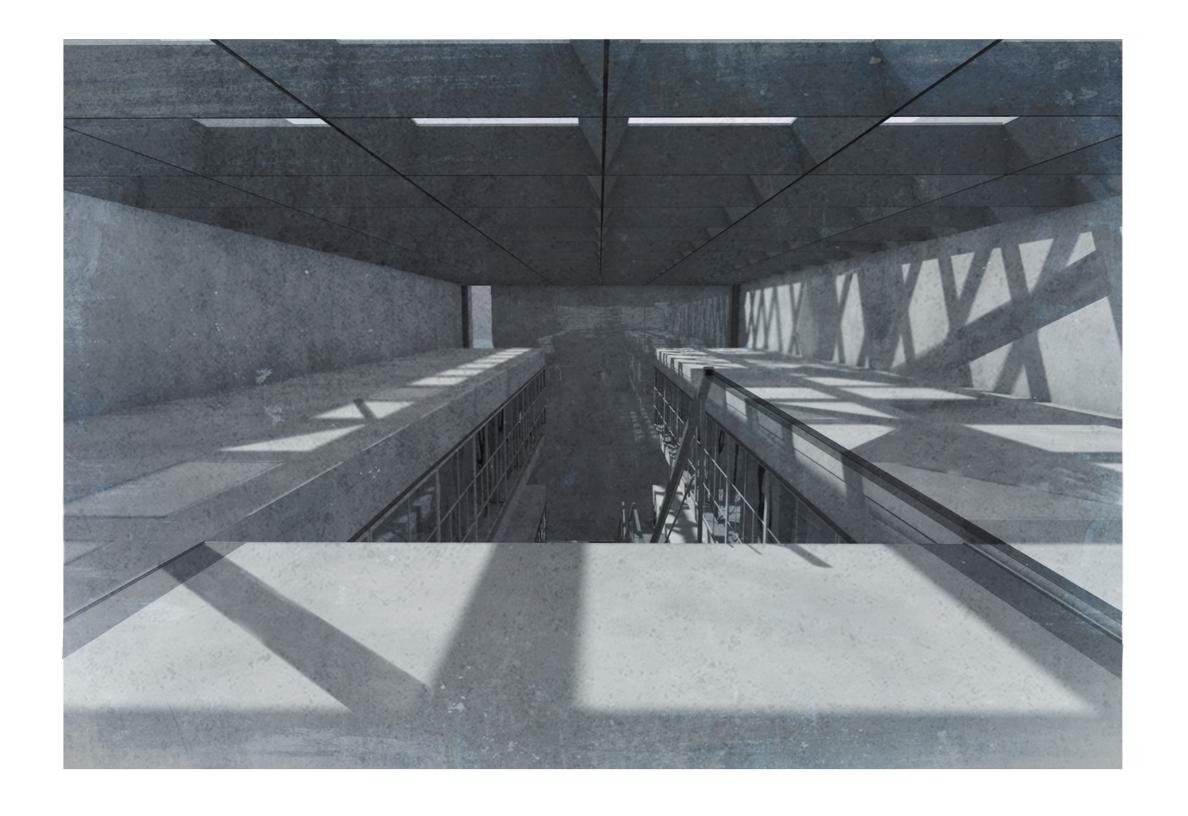




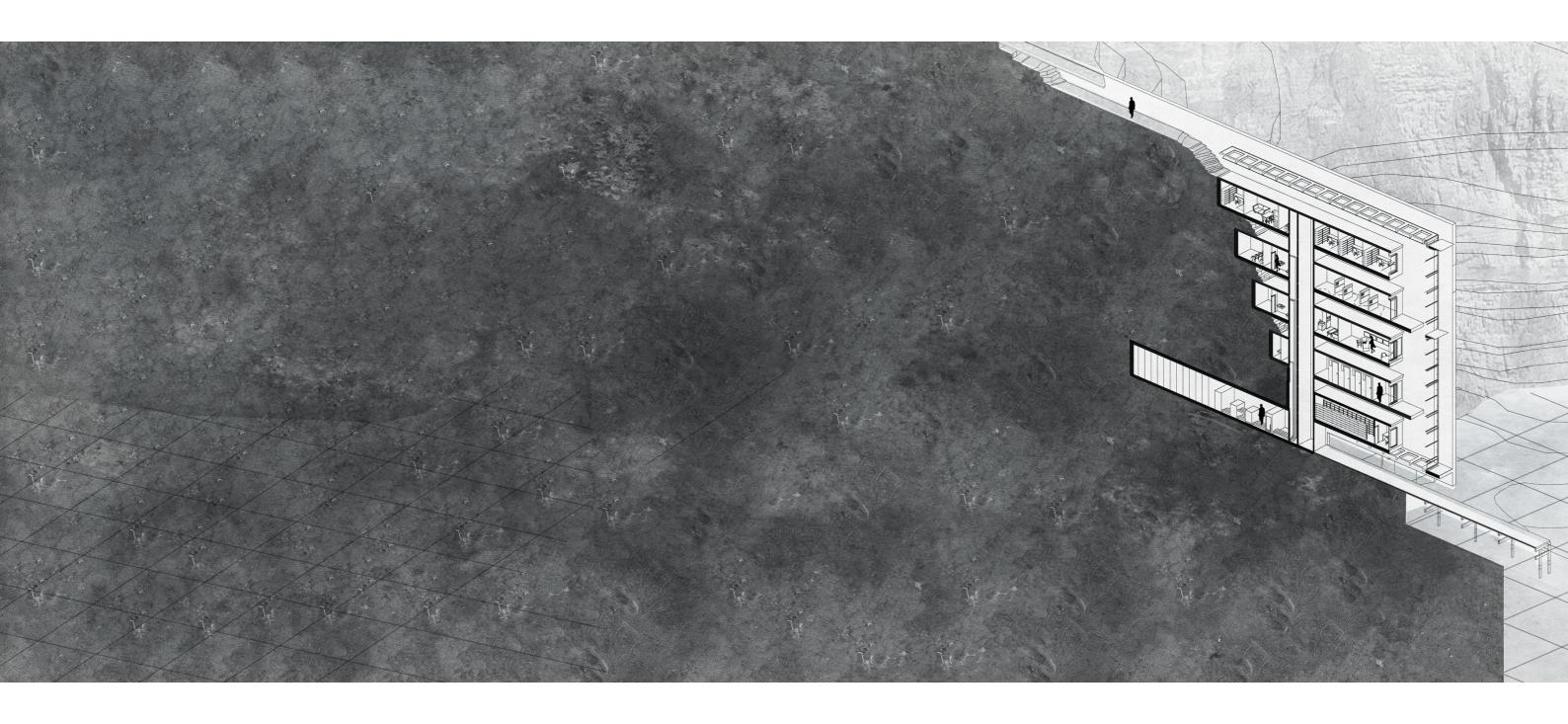


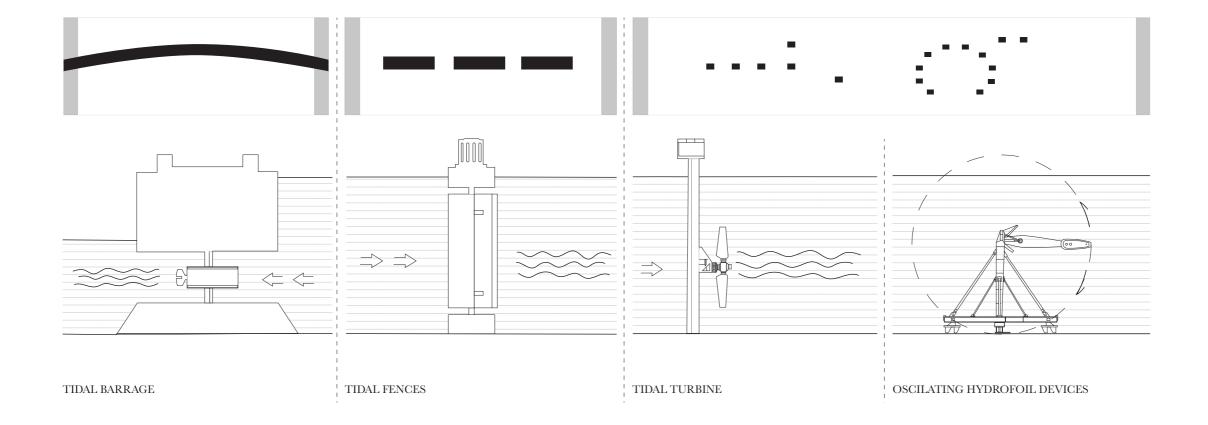


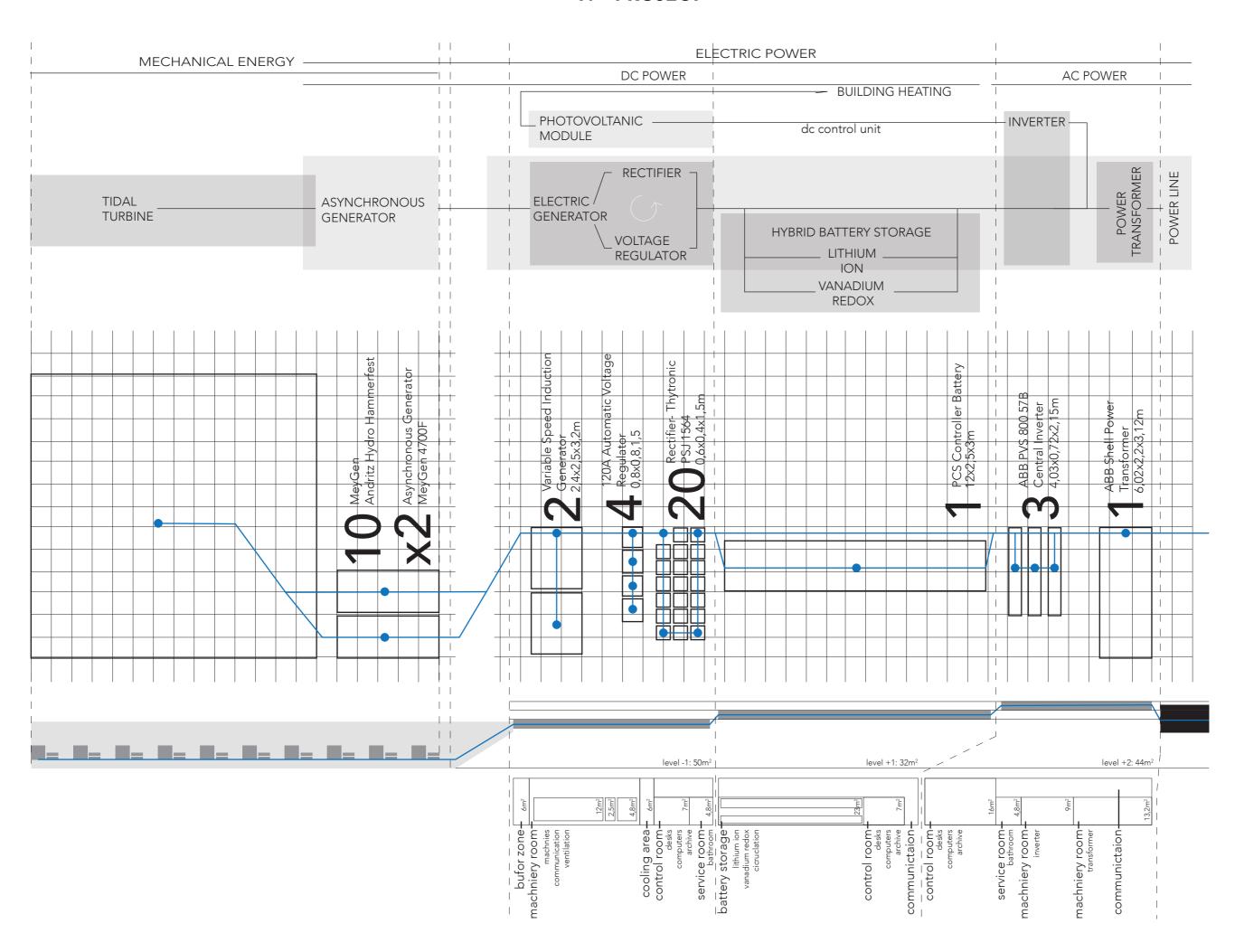


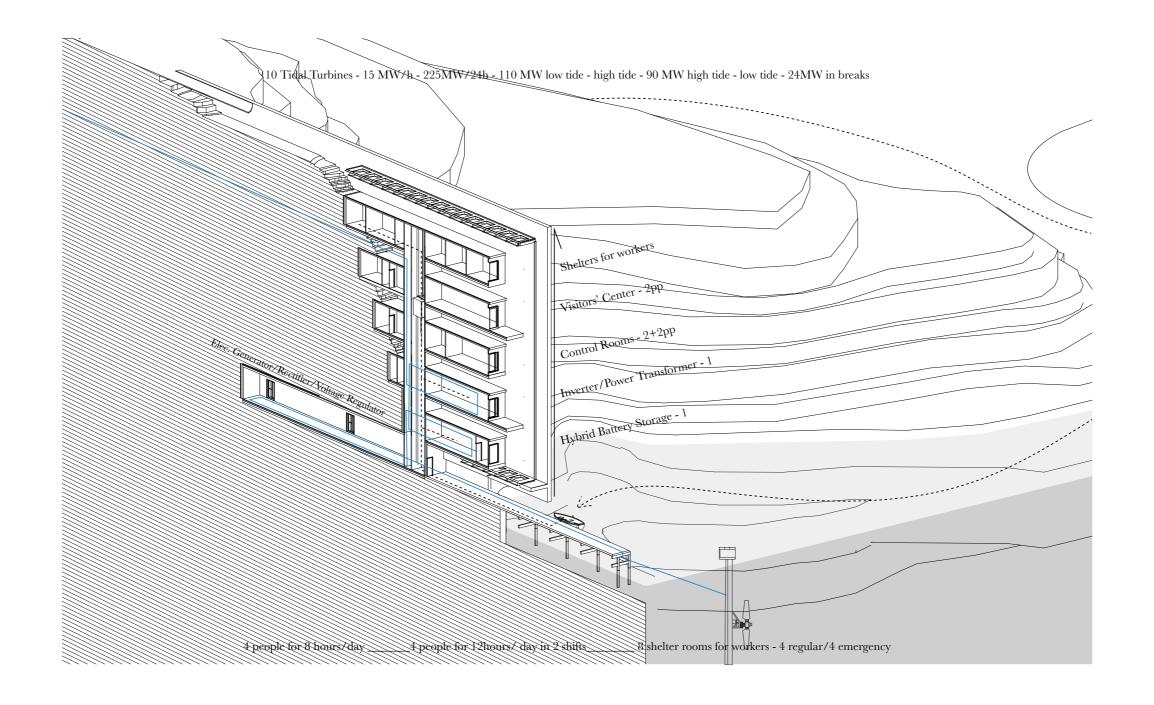






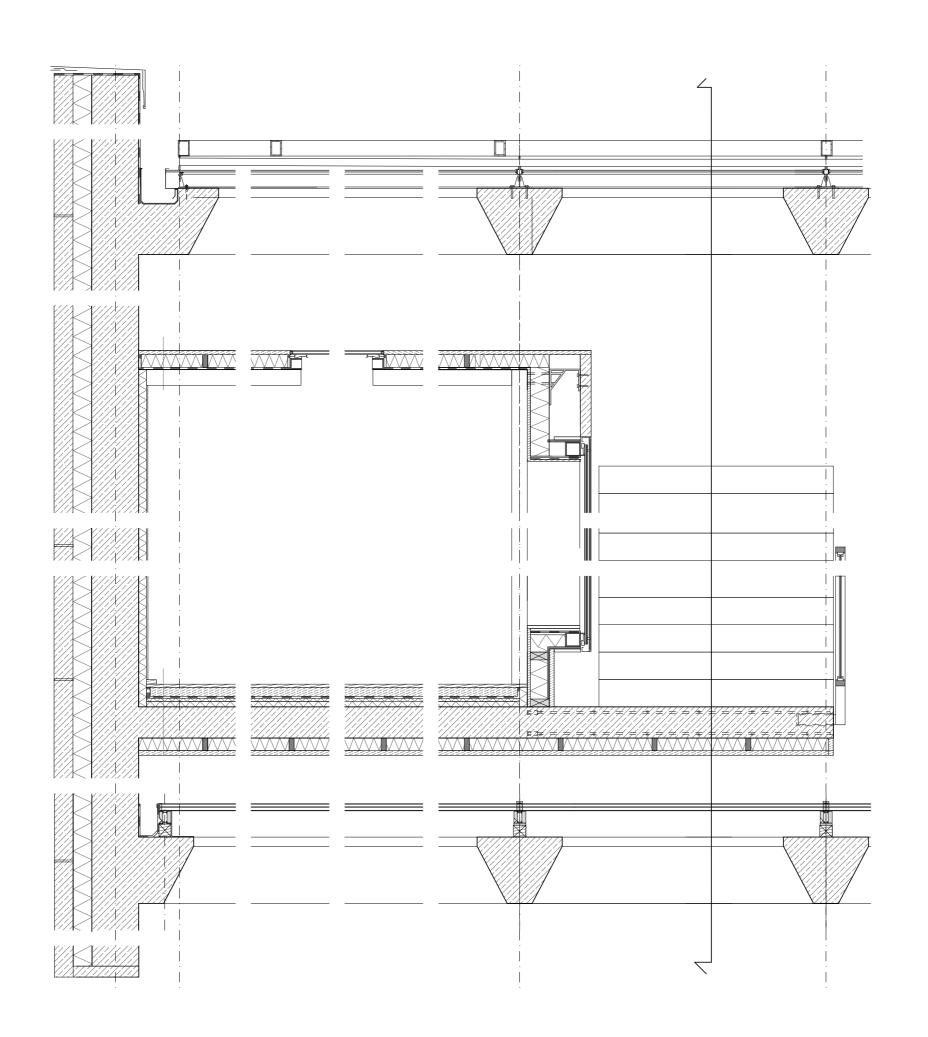










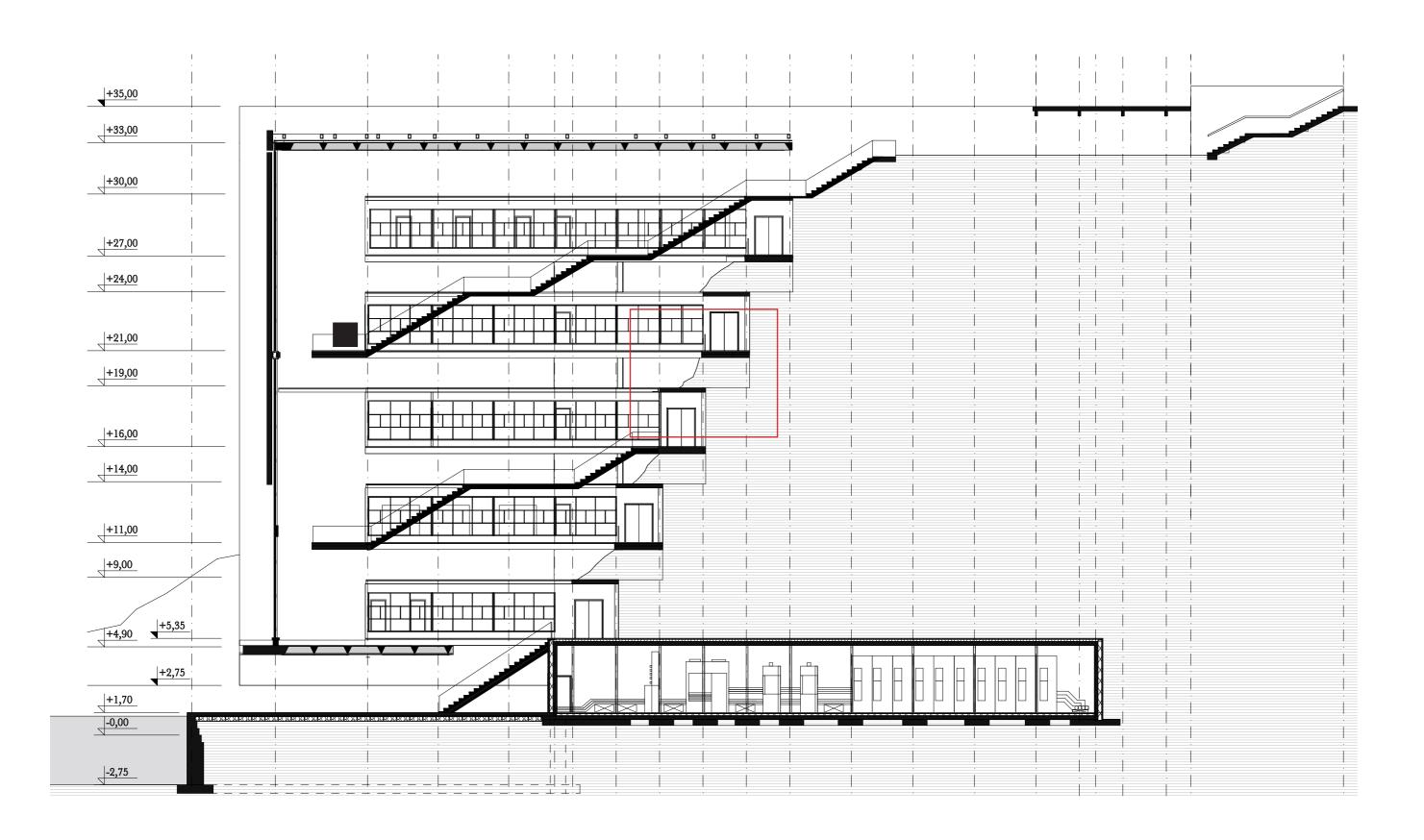


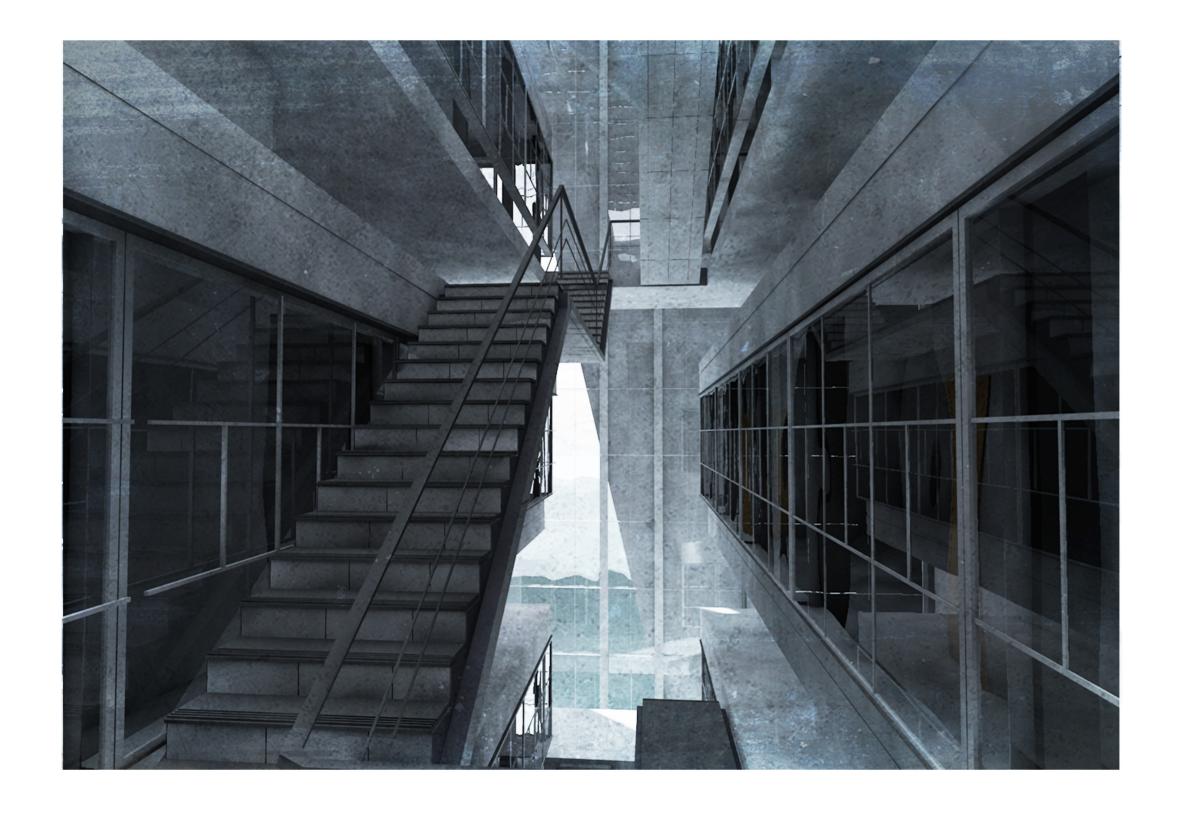


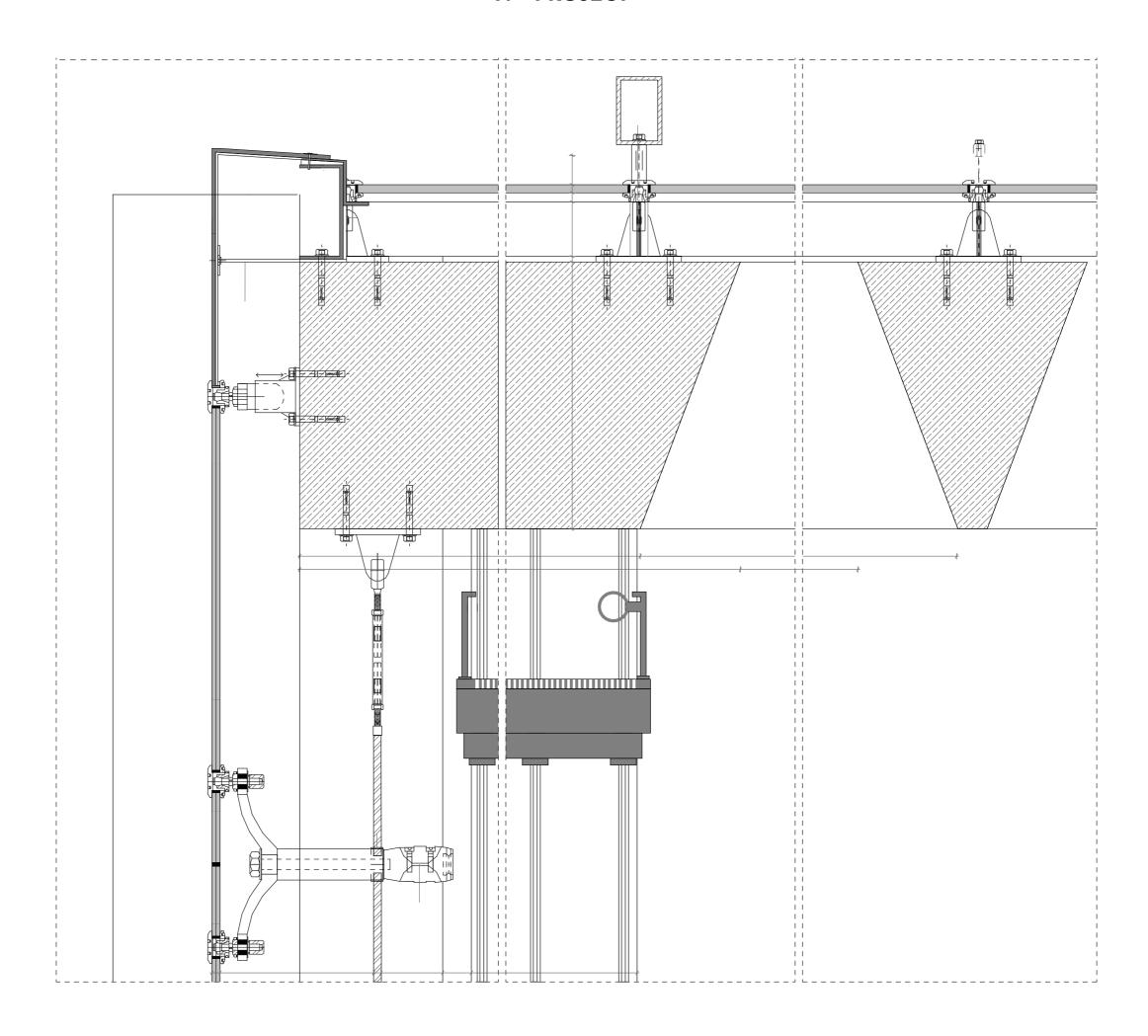




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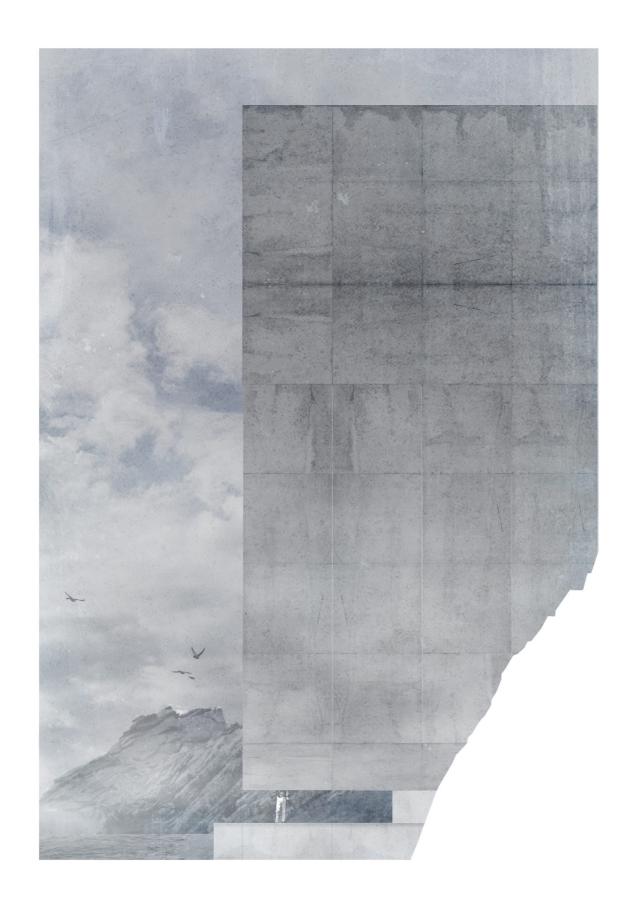


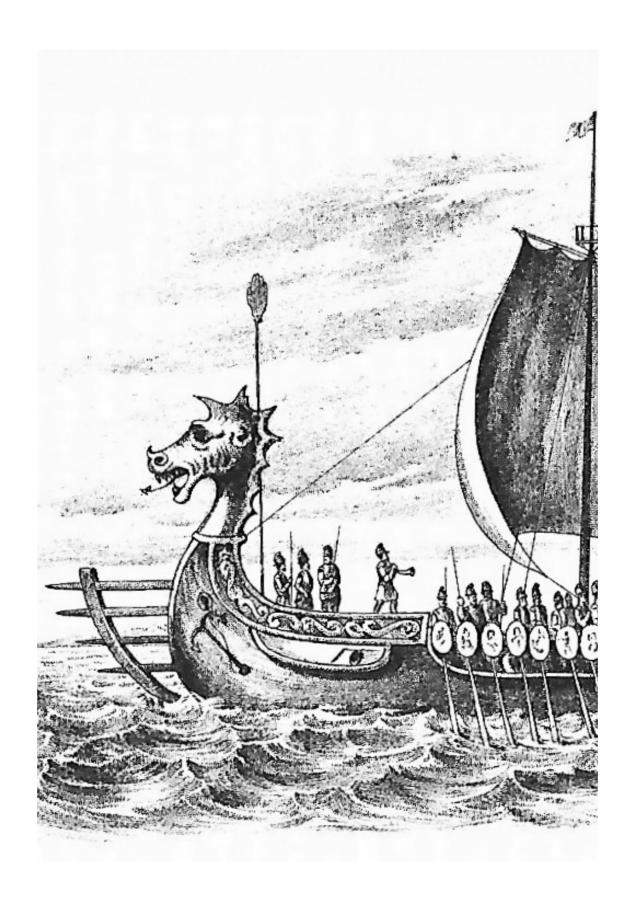


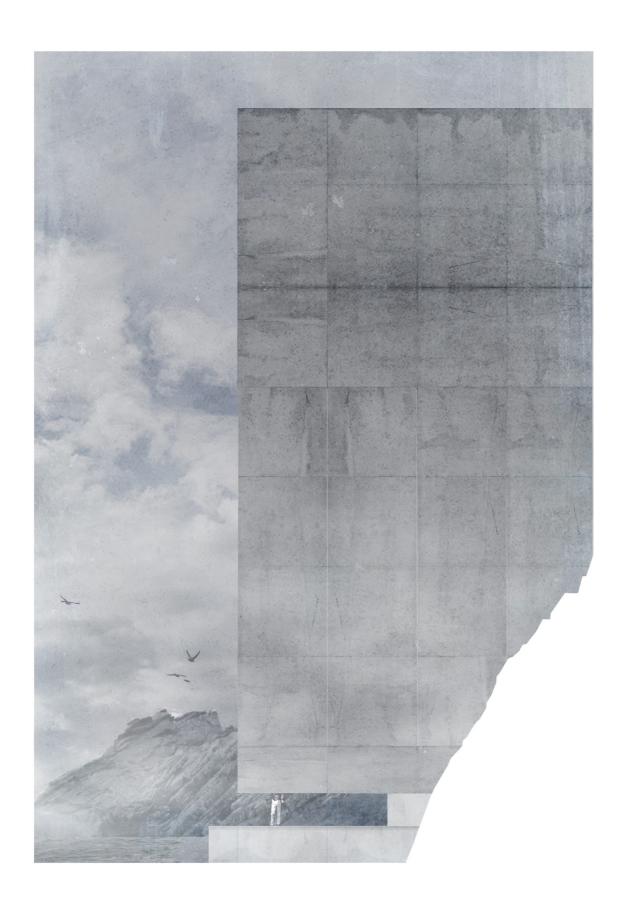




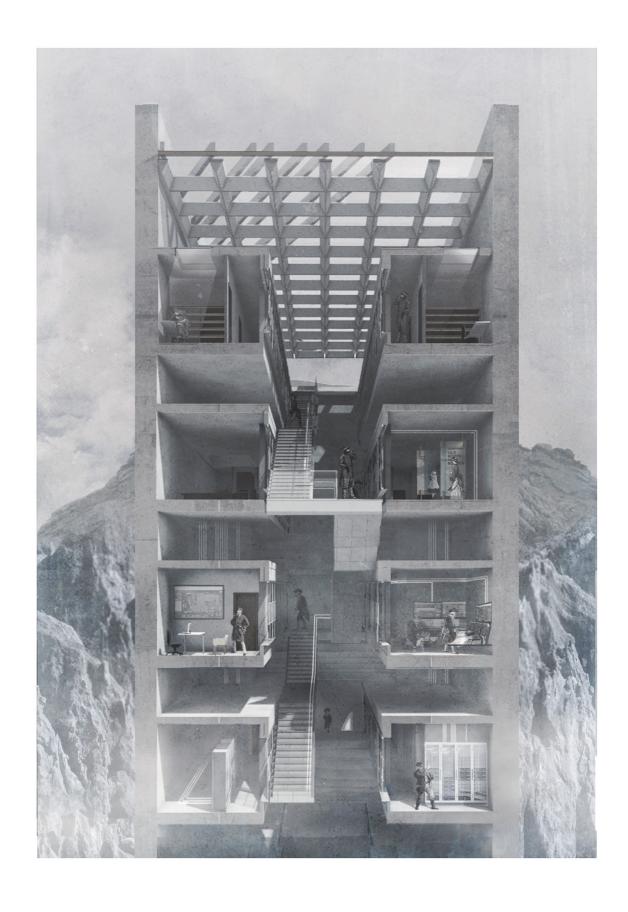








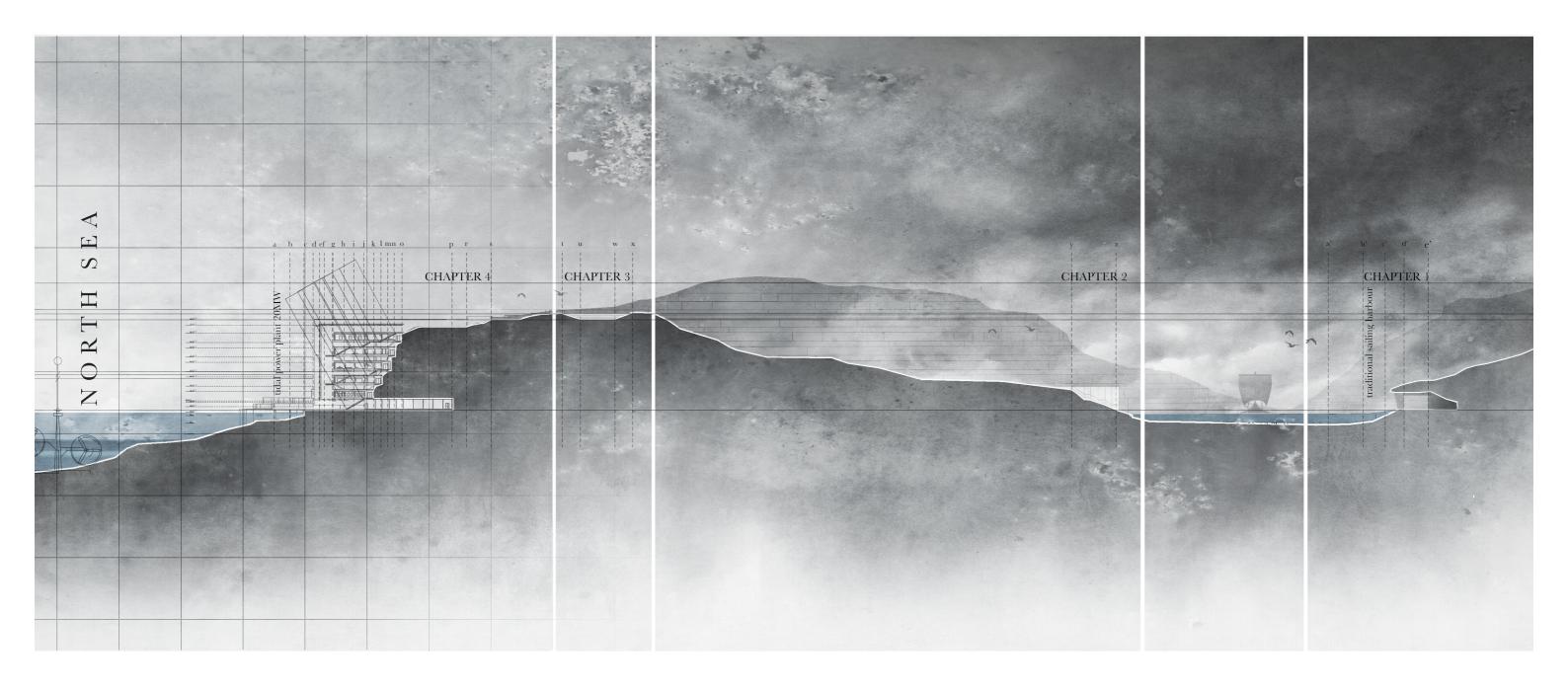
















Act 3 Scene 2 2050 A. D. 5:34 am

Shetland Islands. St Ninian Island. Dawn. Spring. Strong wind.

You are an architecture student who visits the Shetland Islands during the summer break. You wake up early today to visit St Ninian Island, a location of a well known tidal power plant. The sea is not calm. The waves hit the coastline and cover some of the rocks. You feel the strong wind on your cheek. The nature shows its hidden power. You are not scared. The vibe of the place is intriguing.

You follow the chapters of the experiential path designed 31 years ago. You pass all the steps to reach the focal point of the place which is the massive tidal power plant. It generates energy from the surrounding water for the Island. Here water shows its power, but this power is well used.

"We did not win" you sigh, "We accepted".

HUMAN: WATER

3:3

HUMAN : WATER

3:3

HUMAN: WATER

BALANCE?

