THE ANARCHISPHERE

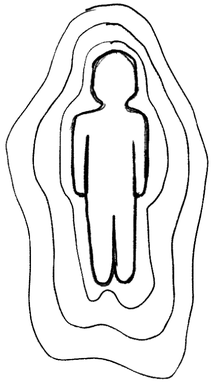


[WHERE CITY AND WILD COLLIDE]

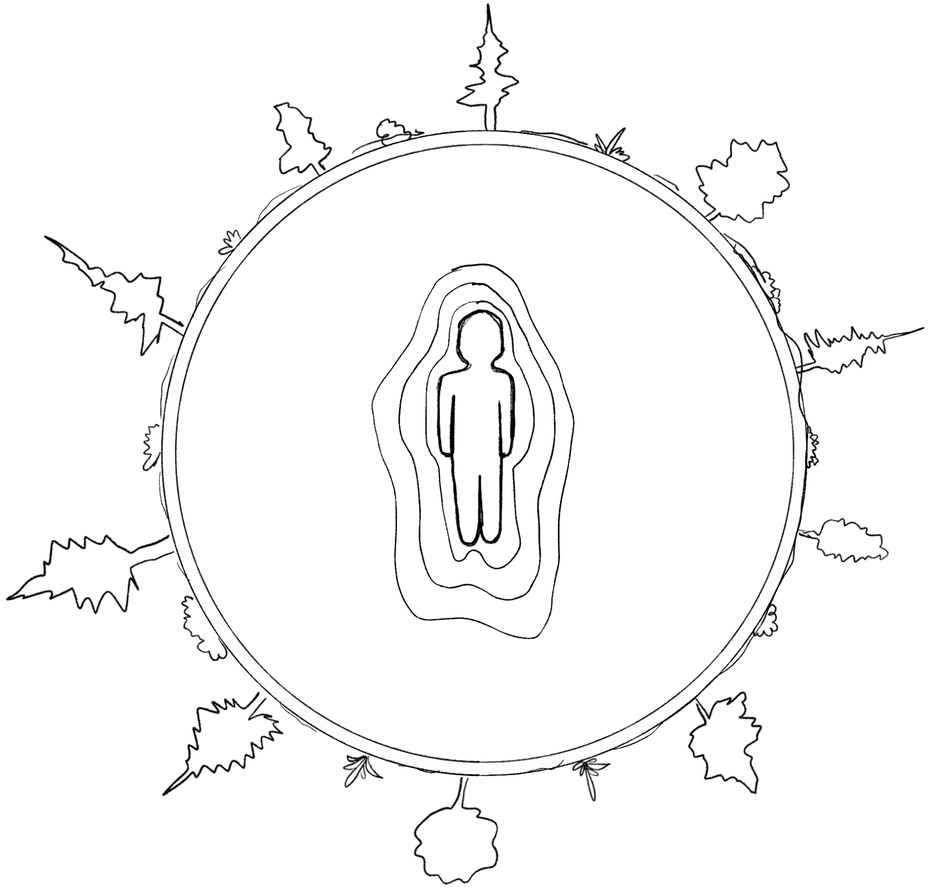
[ZOË HOLIDAY | EXPLORE LAB]
[TUTORS: SUZANA MILINOVIĆ, JANINA GOSSEYE, GEORGIOS KARVELAS]
[Q1 2025-26 | 22.9.2025 }

THIS PROJECT EMERGED FROM A DISCOMFORT... A DESIRE FOR MORE, FOR FREEDOM.

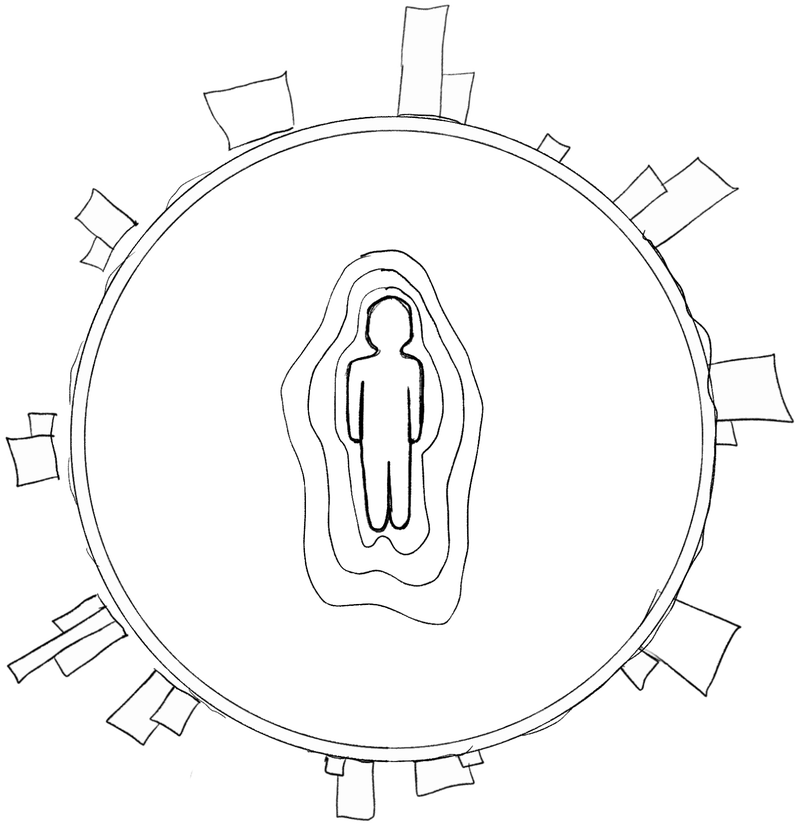
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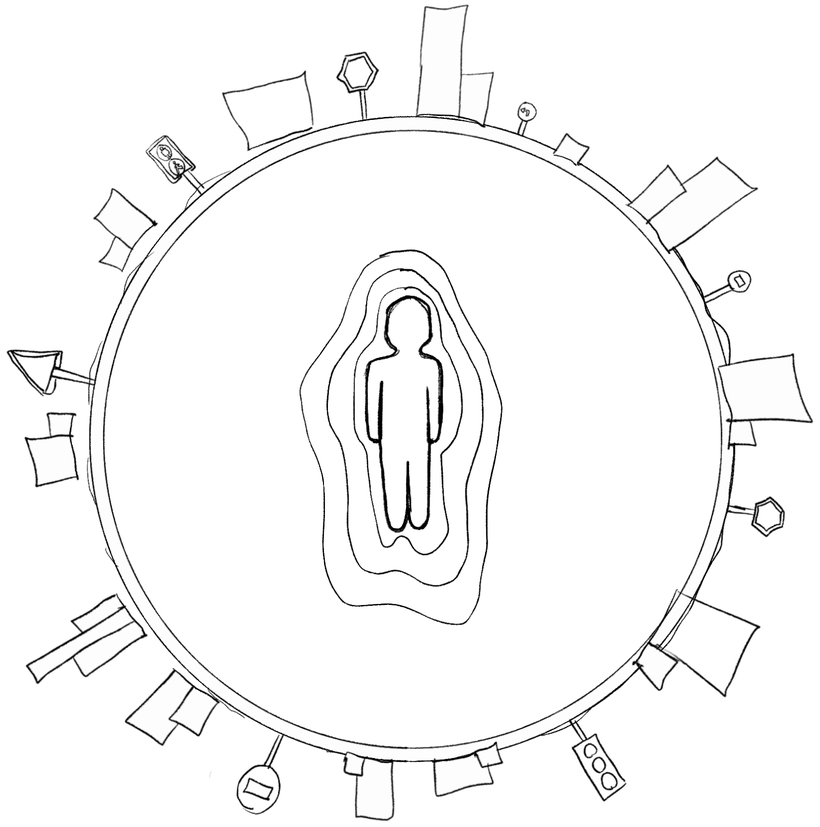
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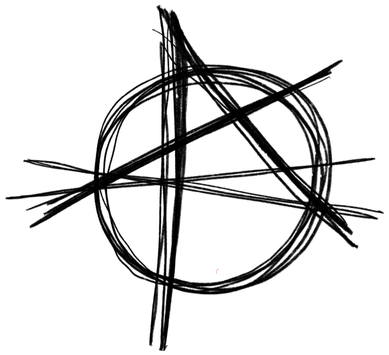
THIS PROJECT EMERGED FROM A DISCOMFORT... A DESIRE FOR MORE, FOR FREEDOM.

AND IT STARTS WITH A QUESTION ...

THIS PROJECT EMERGED FROM A DISCOMFORT... A DESIRE FOR MORE, FOR FREEDOM.

AND IT STARTS WITH A QUESTION ...

WELL, THREE QUESTIONS ...



WHAT IS ANARCHY?

GREEK — ANARKHOS:

"WITHOUT RULERS."

1.

A STATE OF **DISORDER** DUE TO ABSENCE OR NON-RECOGNITION OF AUTHORITY OR OTHER CONTROLLING SYSTEMS.

2.

THE ORGANIZATION OF SOCIETY ON THE BASIS OF **VOLUNTARY COOPERATION**, WITHOUT POLITICAL INSTITUTIONS OR HIERARCHICAL GOVERNMENT; ANARCHISM.

Not chaos — but the refusal of domination.

Not chaos — but the refusal of domination.

A way of living, not ruling.

Not chaos — but the refusal of domination.

A way of living, not ruling.

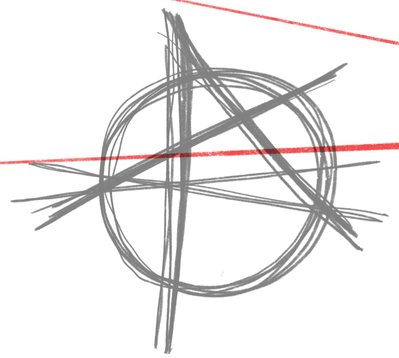
A politics of everyday life.

In architecture, Anarchy asks:

What if space could organize itself?

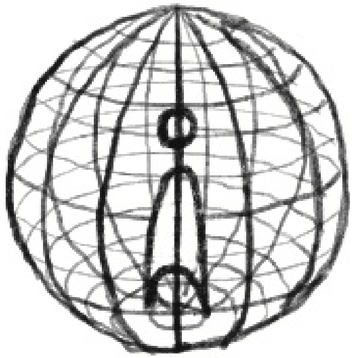
What if design could give power away?

What if users became authors?



WHAT IS ANARCHY?

WHAT IS THE ANARCHiSPHERE?



[WHERE CITY AND WILD COLLIDE]

THE ANARCHISPHERE IS A DESIRE FOR MORE, A DESIRE FOR FREEDOM, AUTONOMY, AND COLLECTIVITY WITHIN THE PUBLIC. THE ANARCHISPHERE AIMS TO CHALLENGE PRECONCEIVED NOTIONS OF PUBLICITY AND FREEDOM WITHIN EXISTING STRUCTURES OF HIERARCHY AND POWER. AS A MANIFESTATION, IT AIMS TO MAKE THE PUBLIC AWARE OF THESE STRUCTURES THROUGH EXPOSING THEIR EXISTENCE.

IT IS BOTH A PLACE AND AN IDEA, A REJECTION AND AN OPPORTUNITY

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



IT IS A FREEDOM
OF EXPRESSION AND CREATIVITY

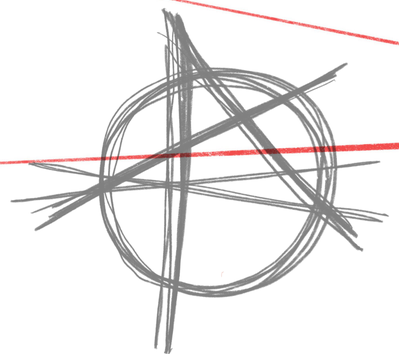
[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



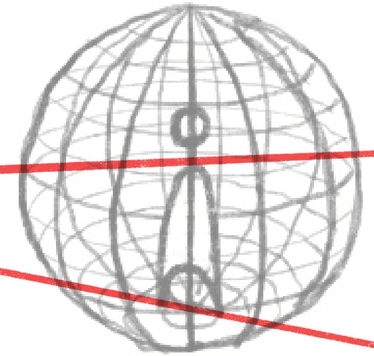
[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



WHAT IS ANARCHY?

WHAT IS THE ANARCHISPHERE?





WHAT IS THE "PUBLIC"

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

THE PUBLIC IS AN AREA OR SPACE THAT IS OPEN AND ACCESSIBLE TO ALL PEOPLE. PUBLIC SPACE IS NOT NEUTRAL; IT IS STRUCTURED BY POWER AND REGULATION, OFTEN TRANSACTIONAL RATHER THAN COMMON.

[WHERE CITY AND WILD COLLIDE]

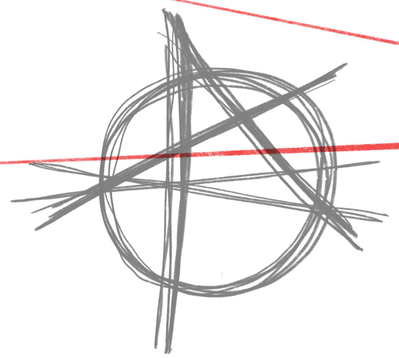
The Anarchisphere asks: what could it be instead?

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

PUBLIC SPACE COULD BECOME A SITE OF REFUSAL AND POSSIBILITY –

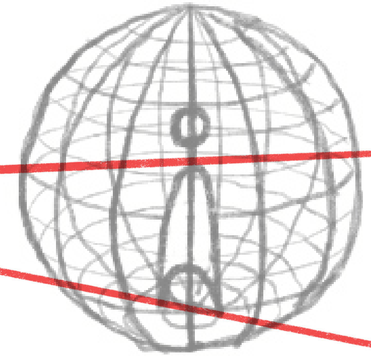
AN INFRASTRUCTURE FOR FREEDOM, AUTONOMY, AND COLLECTIVITY

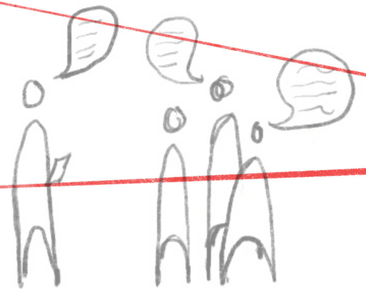
[WHERE CITY AND WILD COLLIDE]



WHAT IS ANARCHY?

WHAT IS THE ANARCHISPHERE?

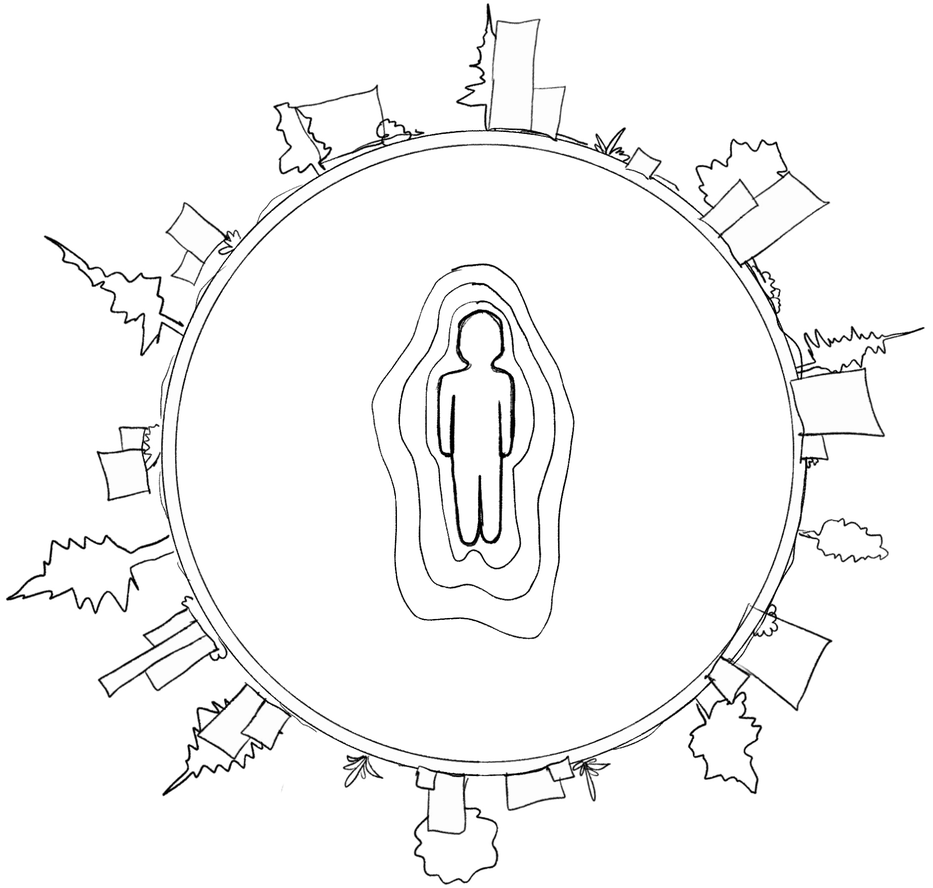




WHAT IS THE "PUBLIC"

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

With these questions answered, a new one presents itself ...



WHAT POWER STRUCTURES?

WHAT DOES THE ANARCHISPHERE LOOK LIKE?

HOW CAN THE *ANARCHISPHERE* CHALLENGE AND DISRUPT *POWER STRUCTURES* IN URBAN PUBLIC SPACES THROUGH *SPATIAL INTERVENTIONS* INSPIRED BY *WILD ECOLOGIES*, TO PROVOKE AWARENESS OF CONSUMER CAPITALIST CONSTRUCTS OF CONFORMITY WHILE FOSTERING FREEDOM AND AUTONOMY?

WHAT CONSTITUTES A SPATIAL INTERVENTION?

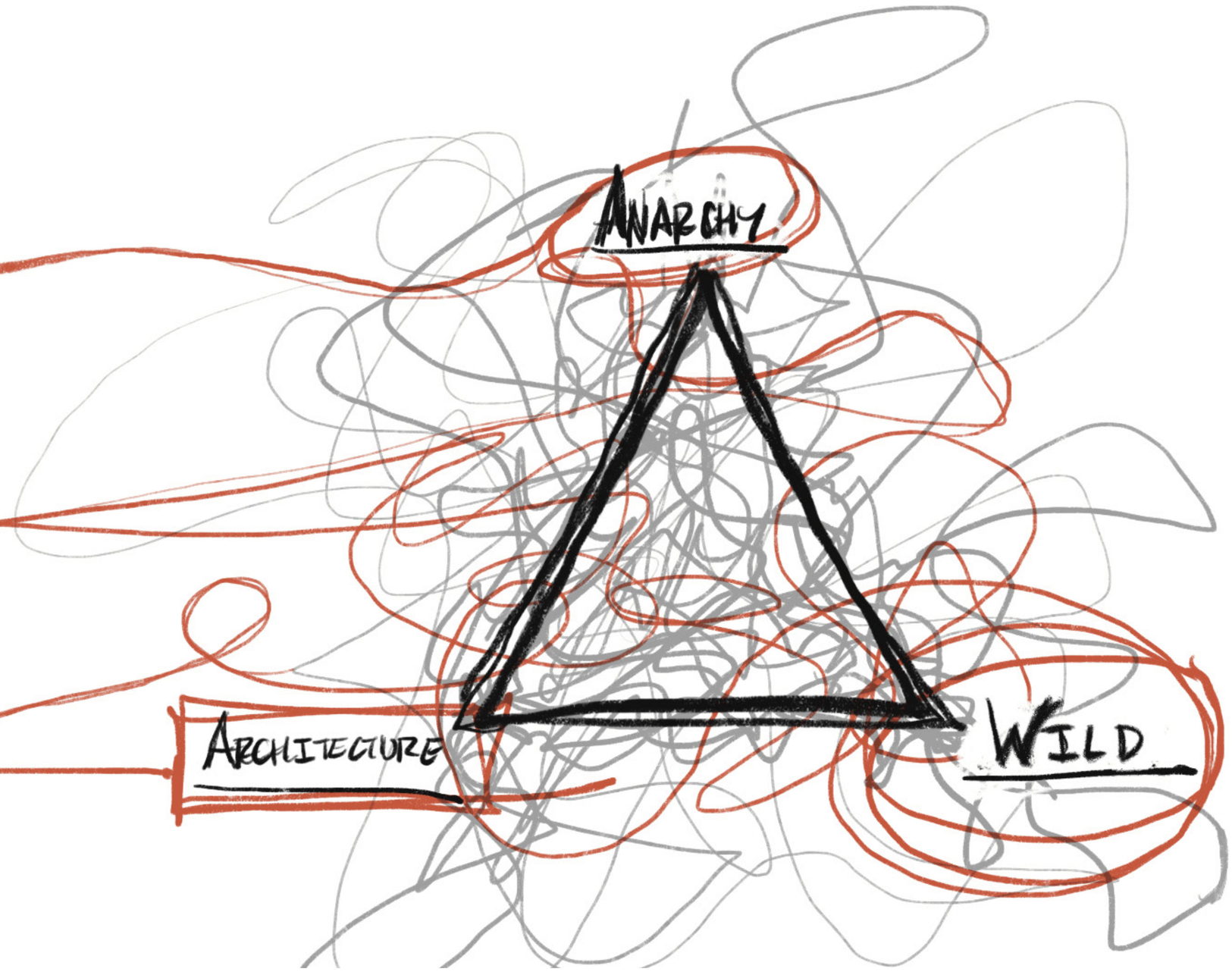
WHAT IS A WILD ECOLOGY?

[WHERE CITY AND WILD COLLIDE]

ANARCHISM AND URBAN THEORY

ECOLOGY AND ENVIRONMENTAL PHILOSOPHY

PUBLIC AND DESIGN THEORY



[THE ANARCHISPHERE | ZOË HOLIDAY|]

"Resistance has a spatial dimension (a territory in which one can be free) and a temporal dimension (the future, in which one is free). To resist is to believe in the existence of a future - to resist is to become."
- Bettina Escauriza

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

Thematic Map:



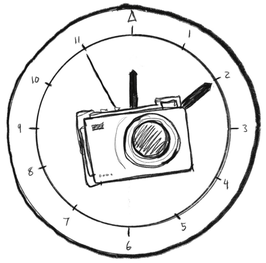
THEORETICAL TOOLKIT

Case Studies:



PHYSICAL TOOLKIT

Multi-Temporal Fieldwork:



SITE INVESTIGATION

Reciprocal Analysis:

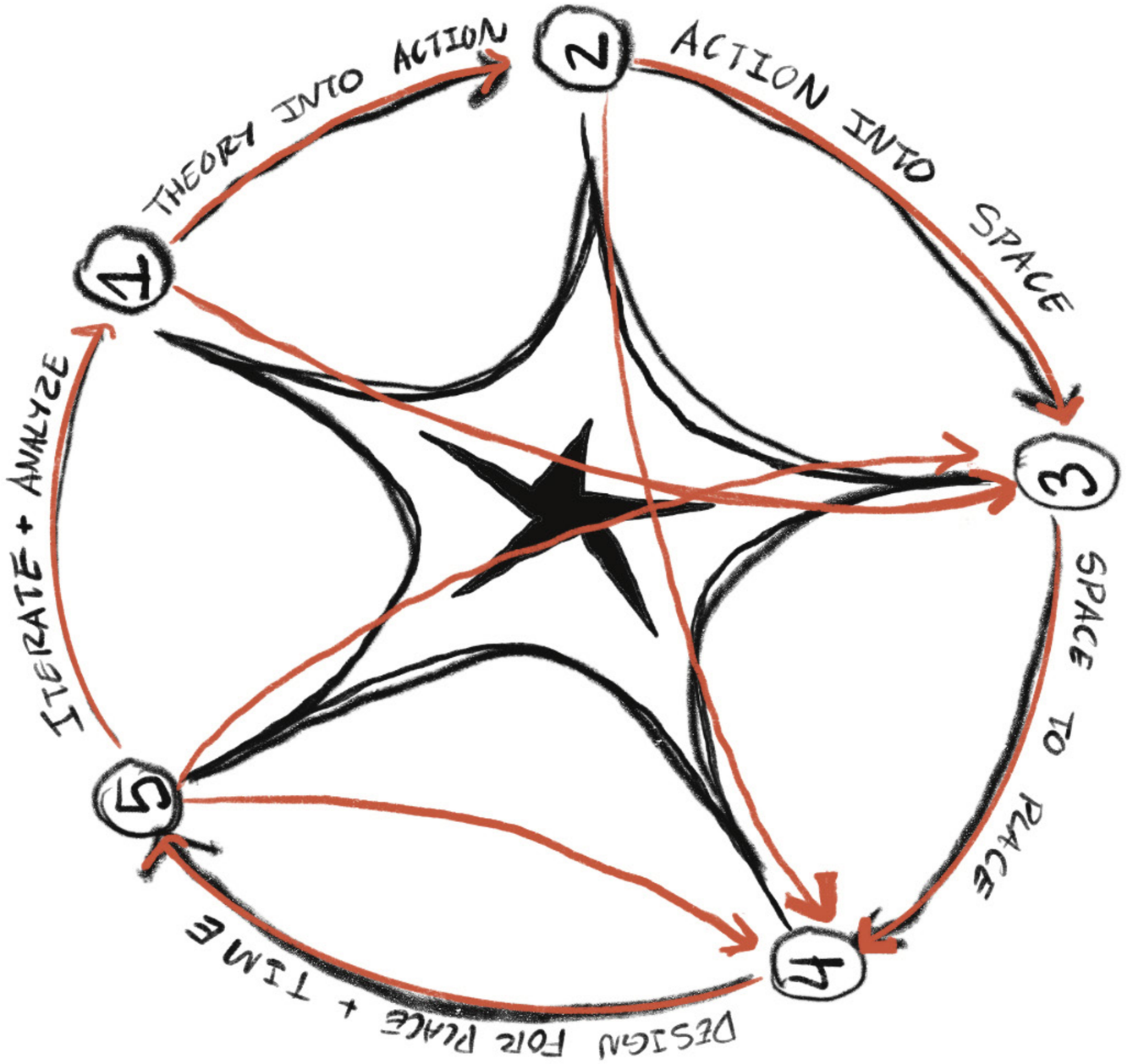


DESIGN INTERVENTIONS

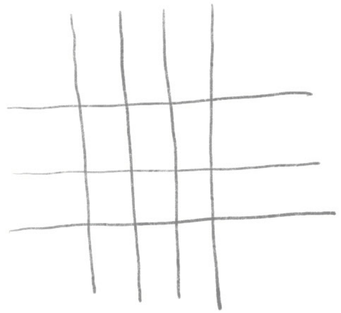
Cyclical Sketching:



FUTURE POSSIBILITIES


1
THEORY INTO ACTION
2
ACTION INTO SPACE
3
SPACE TO PLACE
4
DESIGN FOR PLACE + TIME
5
ITERATE + ANALYZE

[WHERE CITY AND WILD COLLIDE]



STEP ONE

IDENTIFY



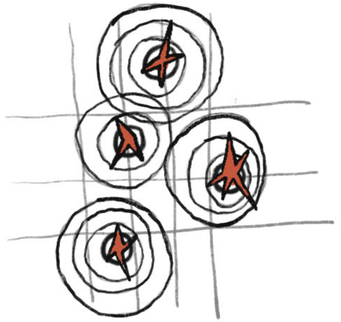
STEP TWO

ANALYSE



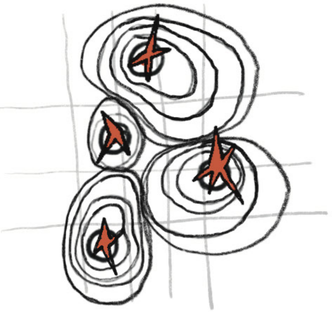
STEP THREE

DISRUPT



STEP FOUR

GROW



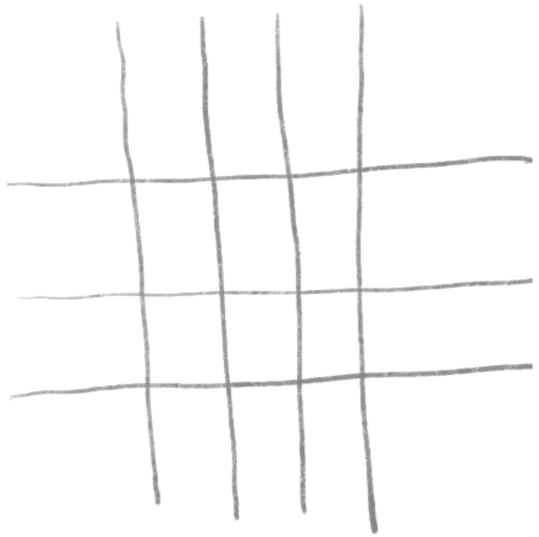
STEP FIVE

EVOLVE

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]



STEP 1

IDENTIFY

[WHERE CITY AND WILD COLLIDE]

STEP 1

ARCHITECTURE- INSIDE OUT

IDENTIFY

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]



ROTTERDAM CENTRUM

[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

BUILDING

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]

ANTI-SPACE

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]



LANDMARKS

[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

DERIVE



[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

SITE ONE



SITE TWO



SITE THREE



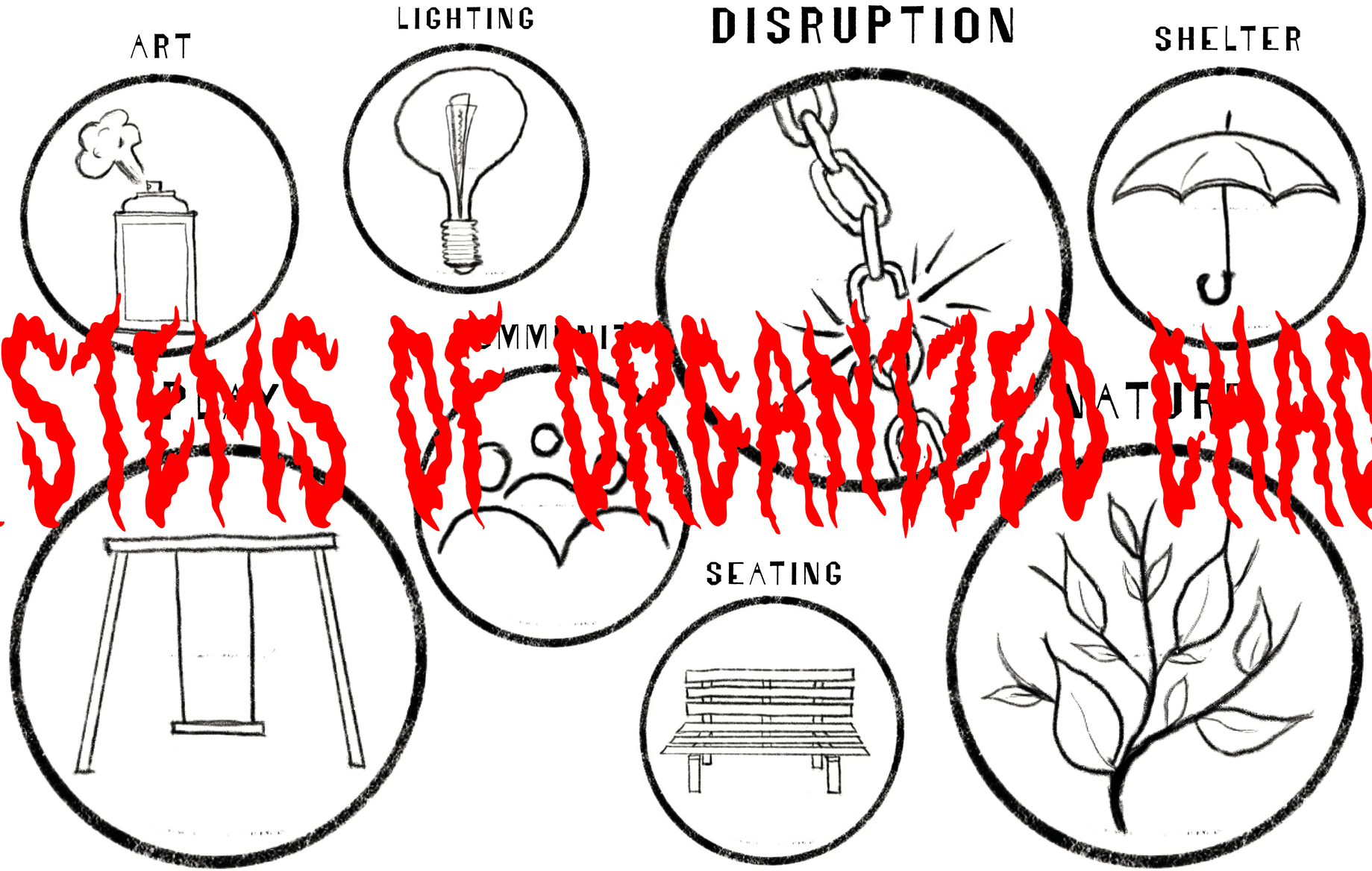


[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]



SYSTEMS OF ORGANIZED CHAOS

[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

DERIVE



[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



A CORRIDOR OF MOVEMENT, SURVEILLANCE, AND TRANSACTION.

FOCUS

[THE ANARCHISPHERE | ZOË HOLIDAY|]



STEP 2

ANALYSE

[WHERE CITY AND WILD COLLIDE]



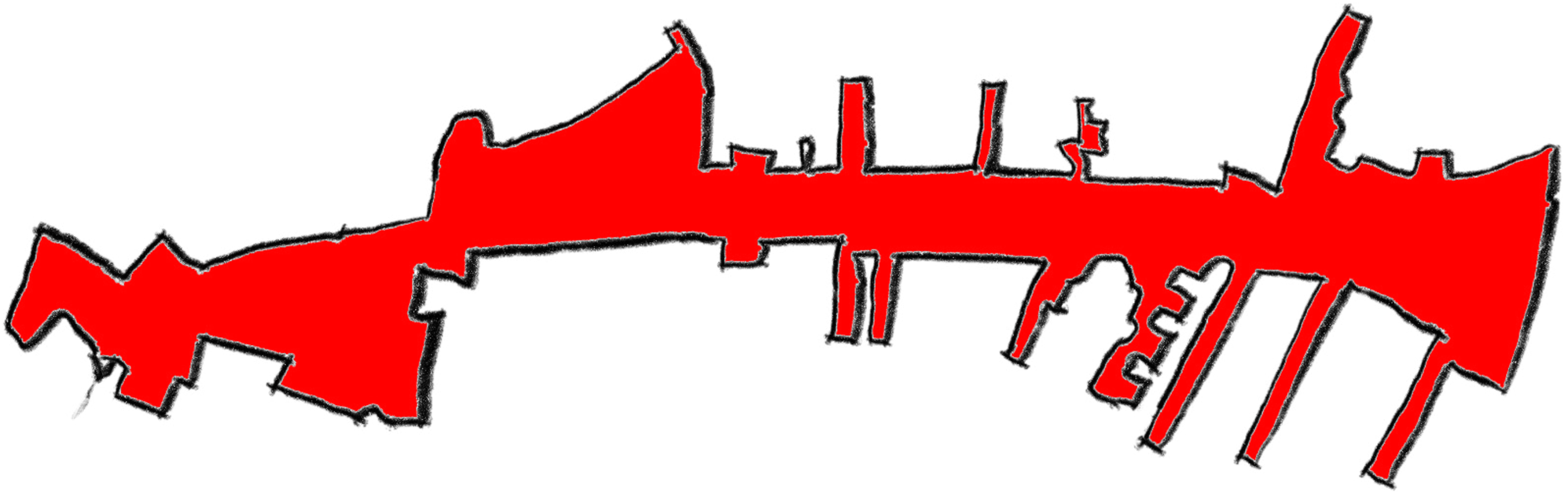
STEP 2

CHAOTIC, CYCLICAL, LOST AND FOUND

ANALYSE

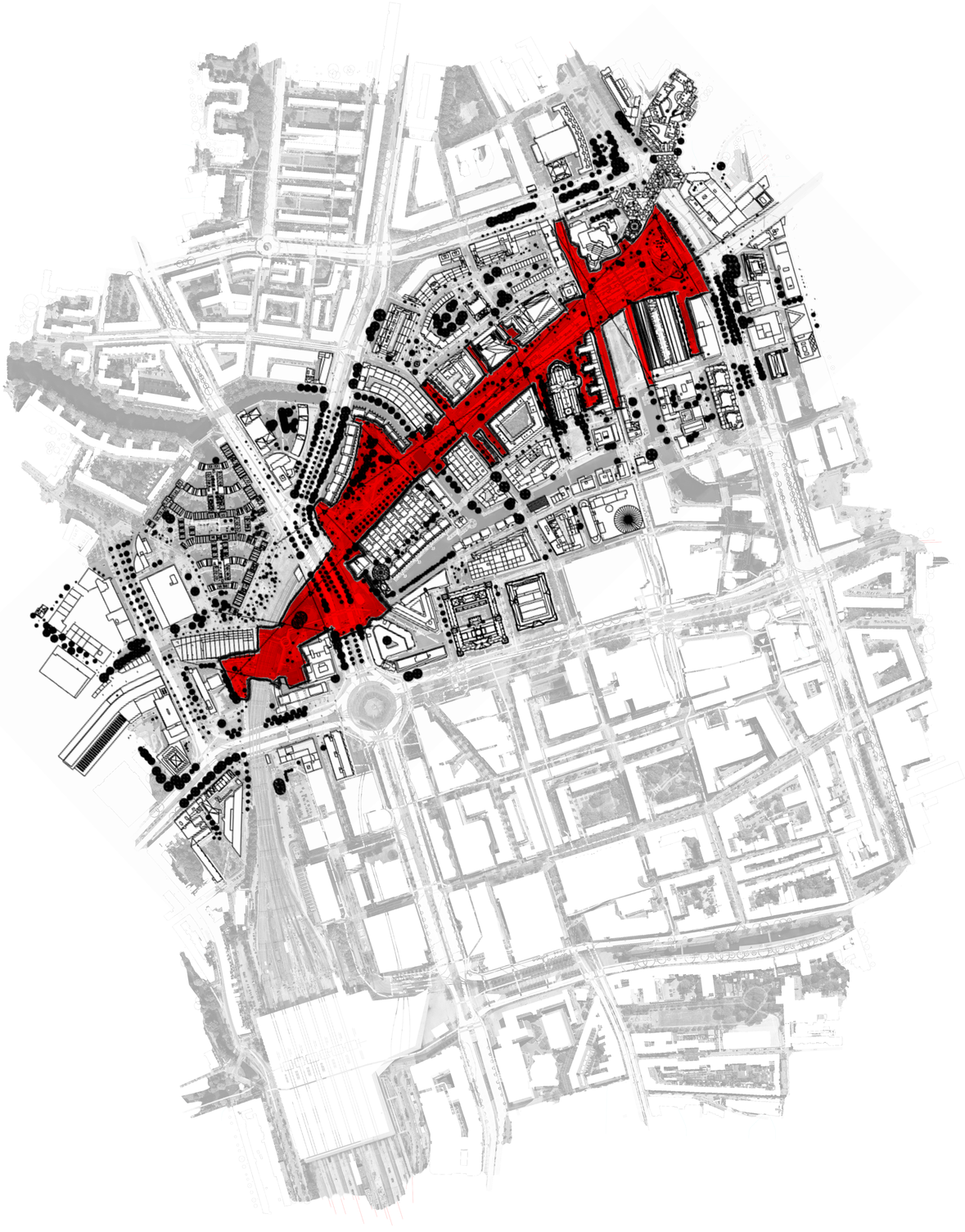
[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY |]

SITE - TRANSACTION - ANTI-SPACE



[THE ANARCHISPHERE | ZOË HOLIDAY|]



[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]

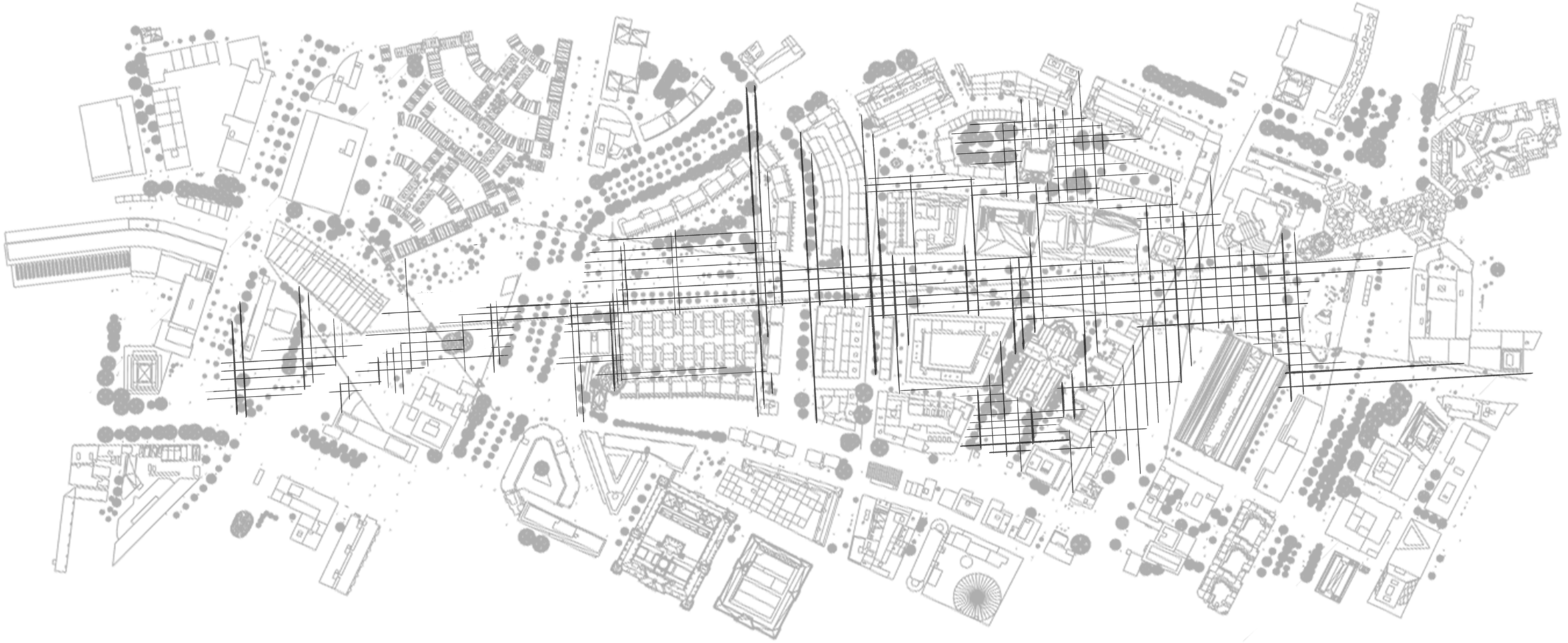


[WHERE CITY AND WILD COLLIDE]





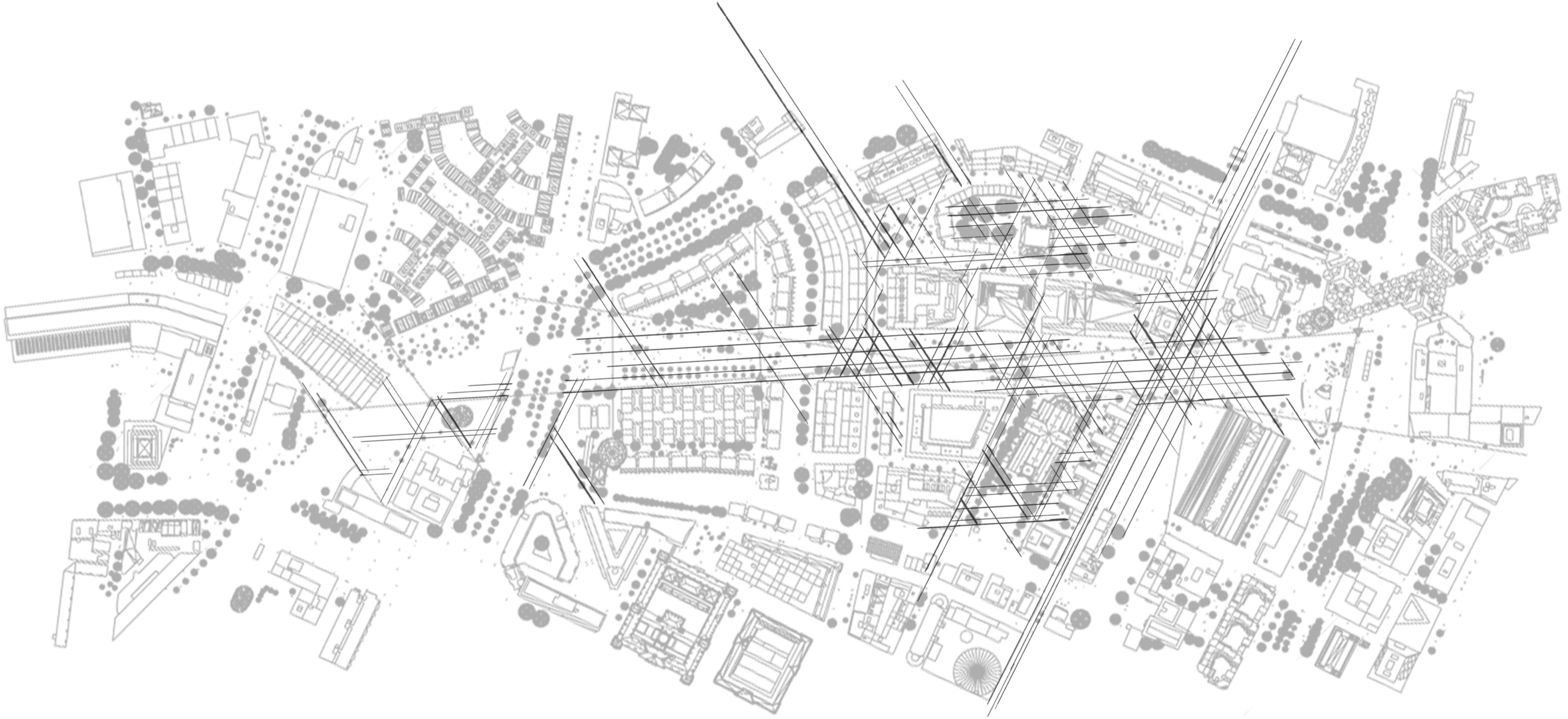
[WHERE CITY AND WILD COLLIDE]



RECTANGULAR

[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



TRIANGULAR

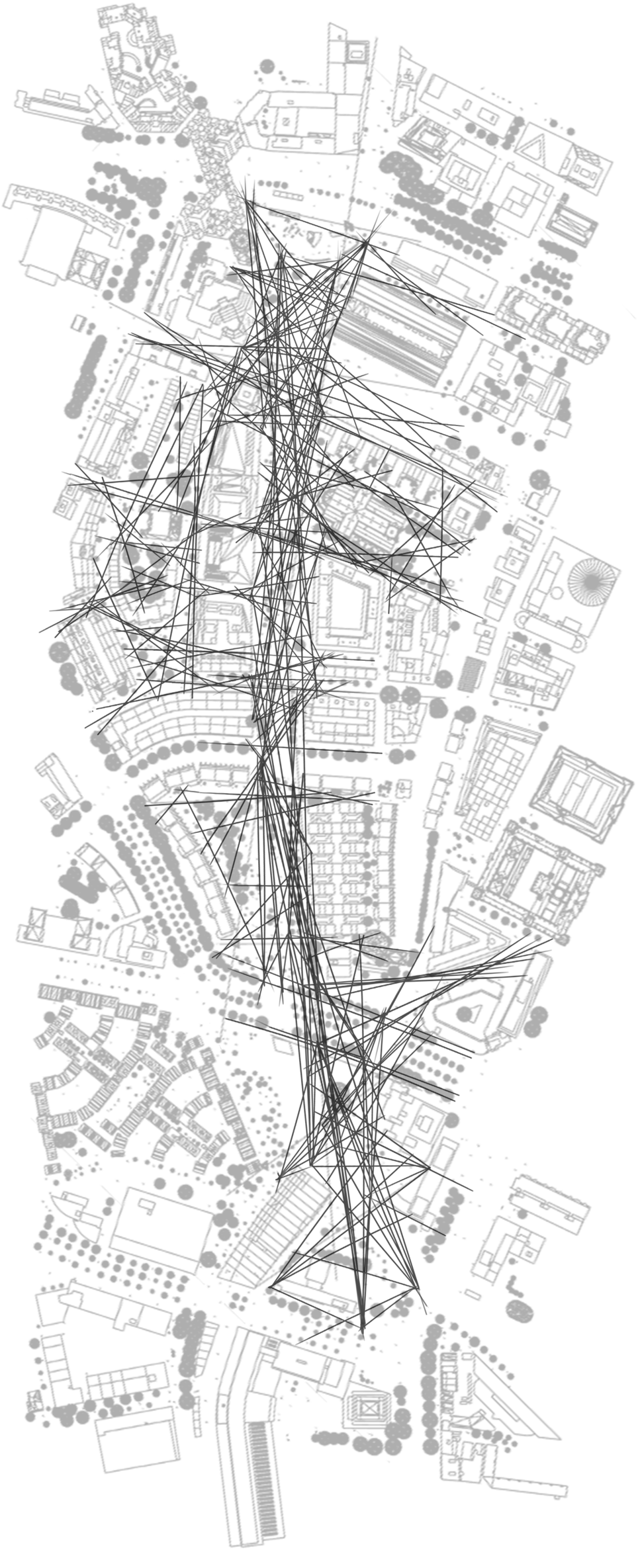
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[WHERE CITY AND WILD COLLIDE]

MIXED

[THE ANARCHISPHERE | ZOË HOLIDAY|]

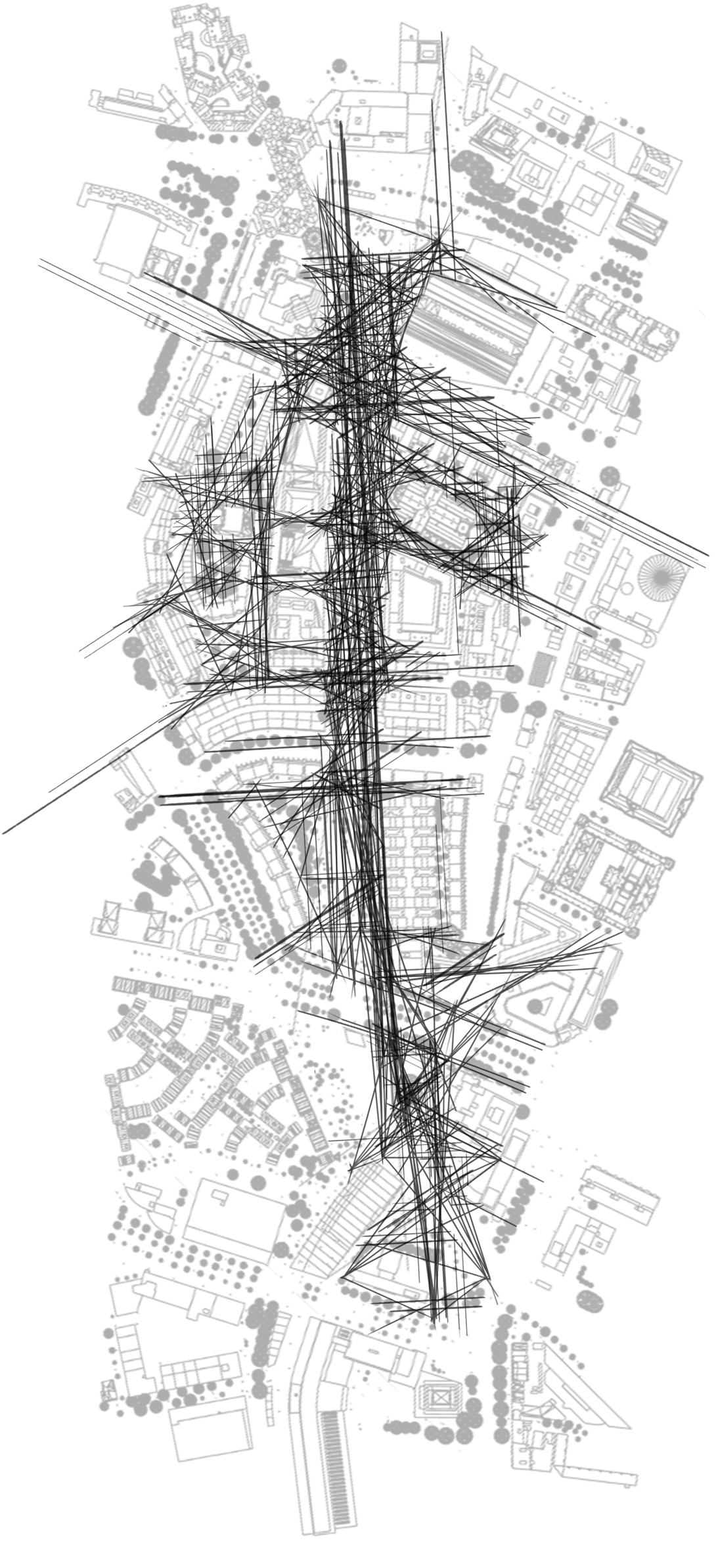
[THE ANARCHISPHERE | ZOË HOLIDAY|]



TANGENTS

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]



ALL

[WHERE CITY AND WILD COLLIDE]

[WHERE CITY AND WILD COLLIDE]

SIMPLIFY

[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

AXES

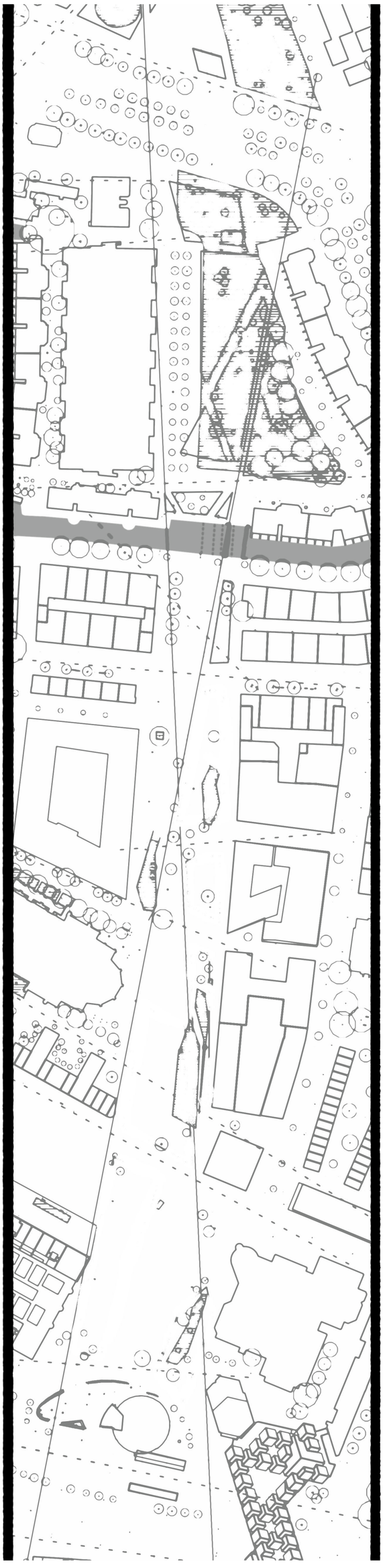
[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOÉ HOLIDAY]

ROADS



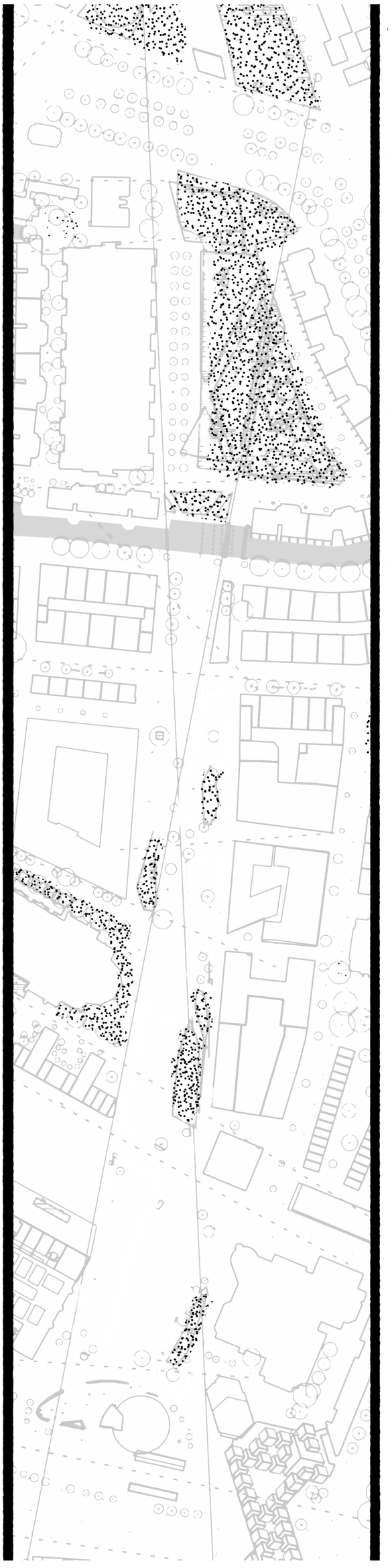
[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY|]

PEDESTRIAN

PARKS

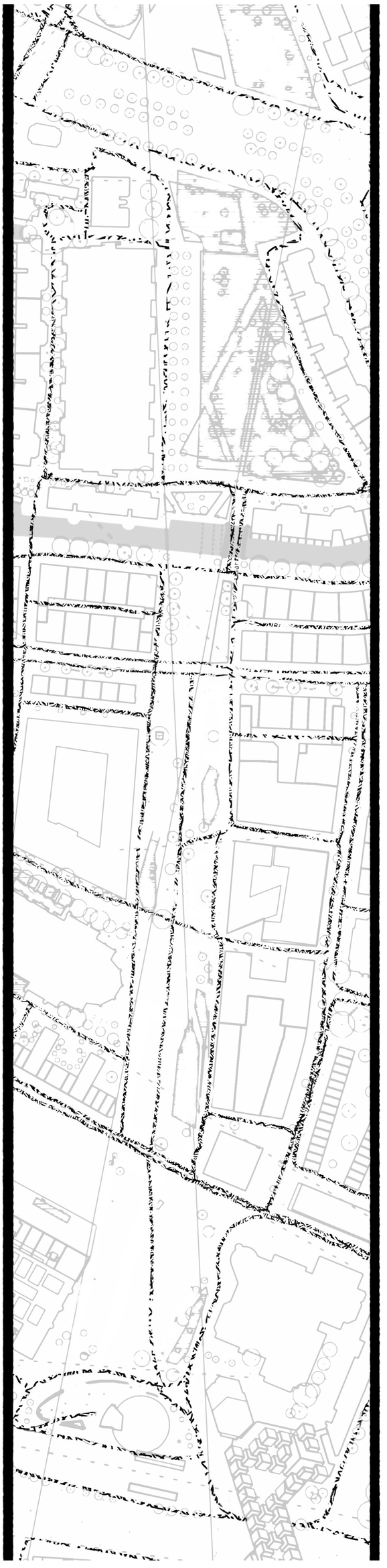


[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

PARKING

BIKE PATHS

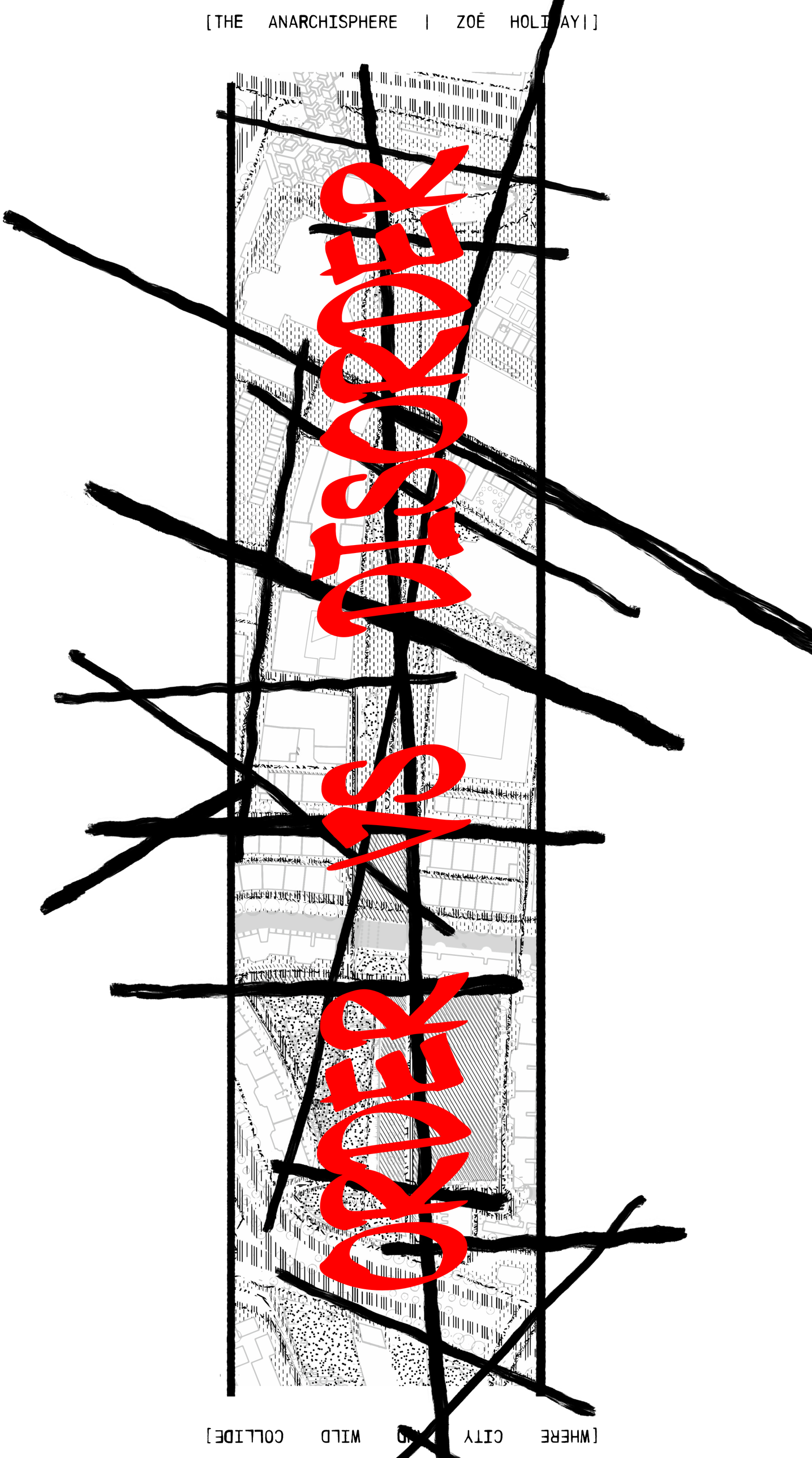


[WHERE CITY & WILD COLLIDE]

AXES

[THE ANARCHISPHERE | ZOË HOLLOWAY]

[THE ANARCHISPHERE | ZOË HOLLOWAY]



[WHERE CITY AND WILD COLLIDE]



STEP 3

DISRUPT

[WHERE CITY AND WILD COLLIDE]



STEP 3

A NEW AXIS, ANARCHIC DISRUPTION

DISRUPT

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY|]

AXES OF FRICTION

[WHERE CITY AND WILD COLLIDE]





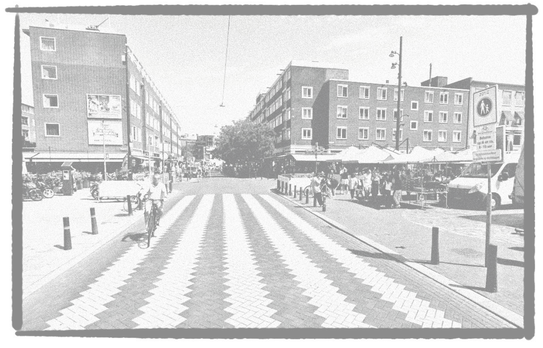


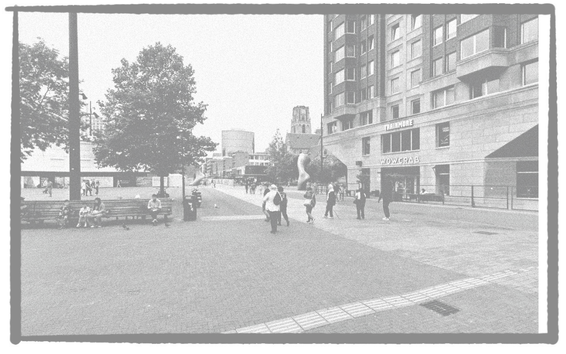












[THE ANARCHISPHERE | ZOË HOLIDAY!]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY!]

[WHERE CITY AND WILD COLLIDE]

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[WHERE CITY AND WILD COLLIDE]

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[THE ANARCHISPHERE | ZOÉ HOLIDAY]

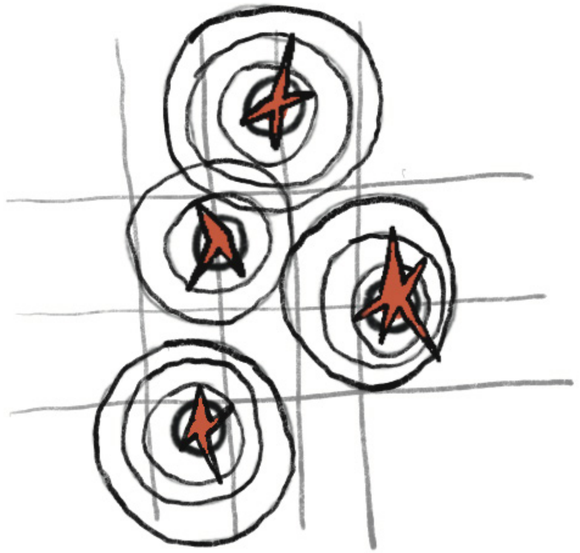
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[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]

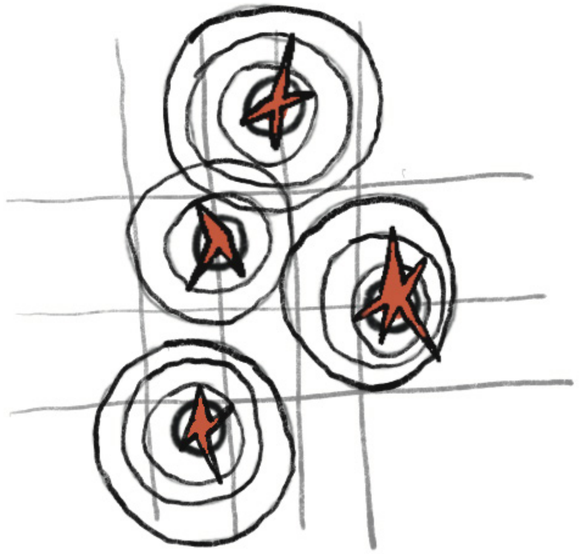
NOW WHAT?

[THE ANARCHISPHERE | ZOÉ HOLIDAY]



STEP 4

GROW



STEP 4

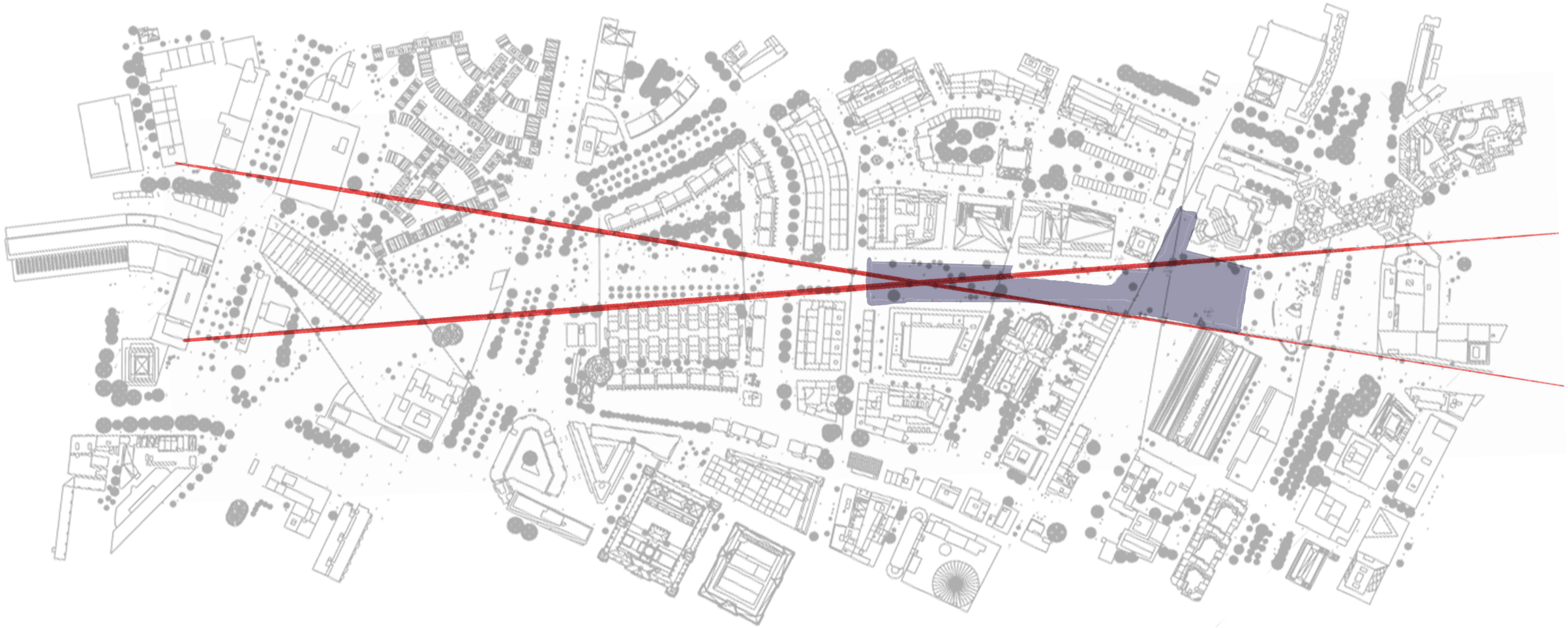
RECIPROCITY BETWEEN URBAN AND WILD

GROW

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

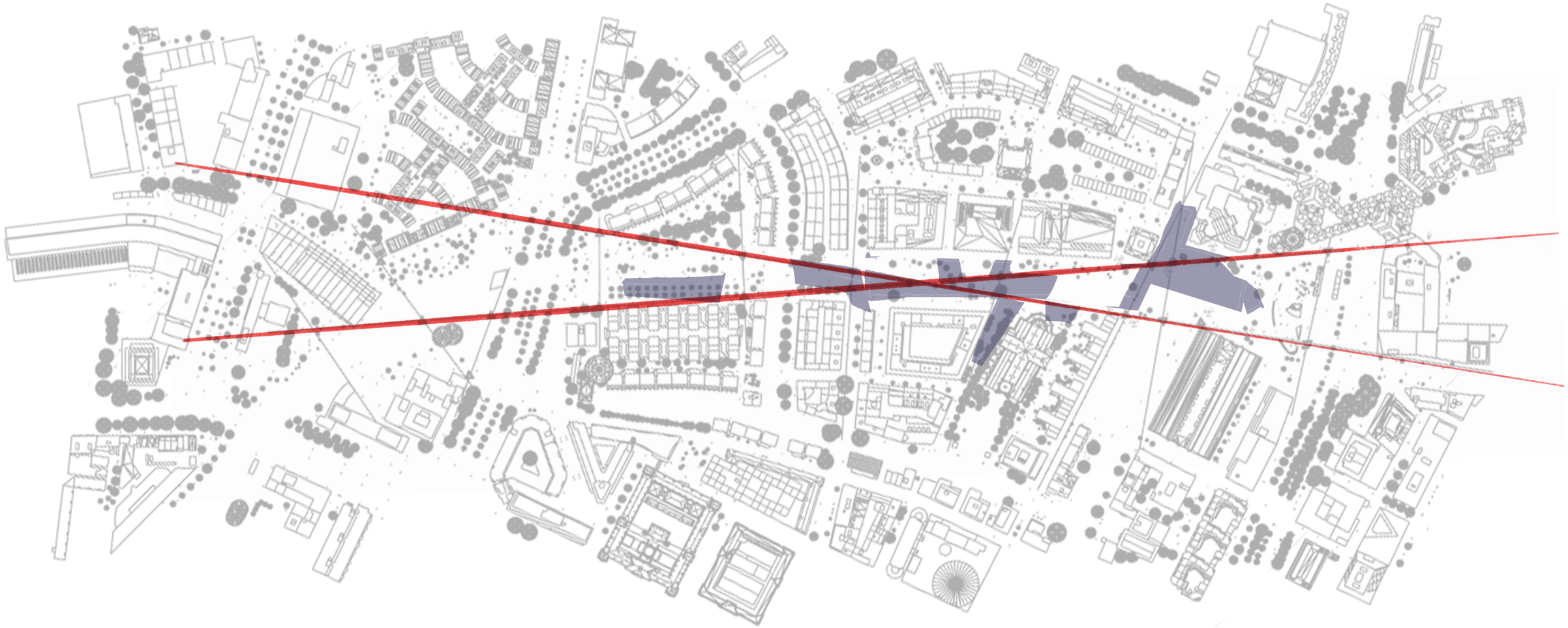
[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

OPEN

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

RESTRUCTURE

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

LIGHT

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

RE-WILD

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

RETAIN OPENNESS

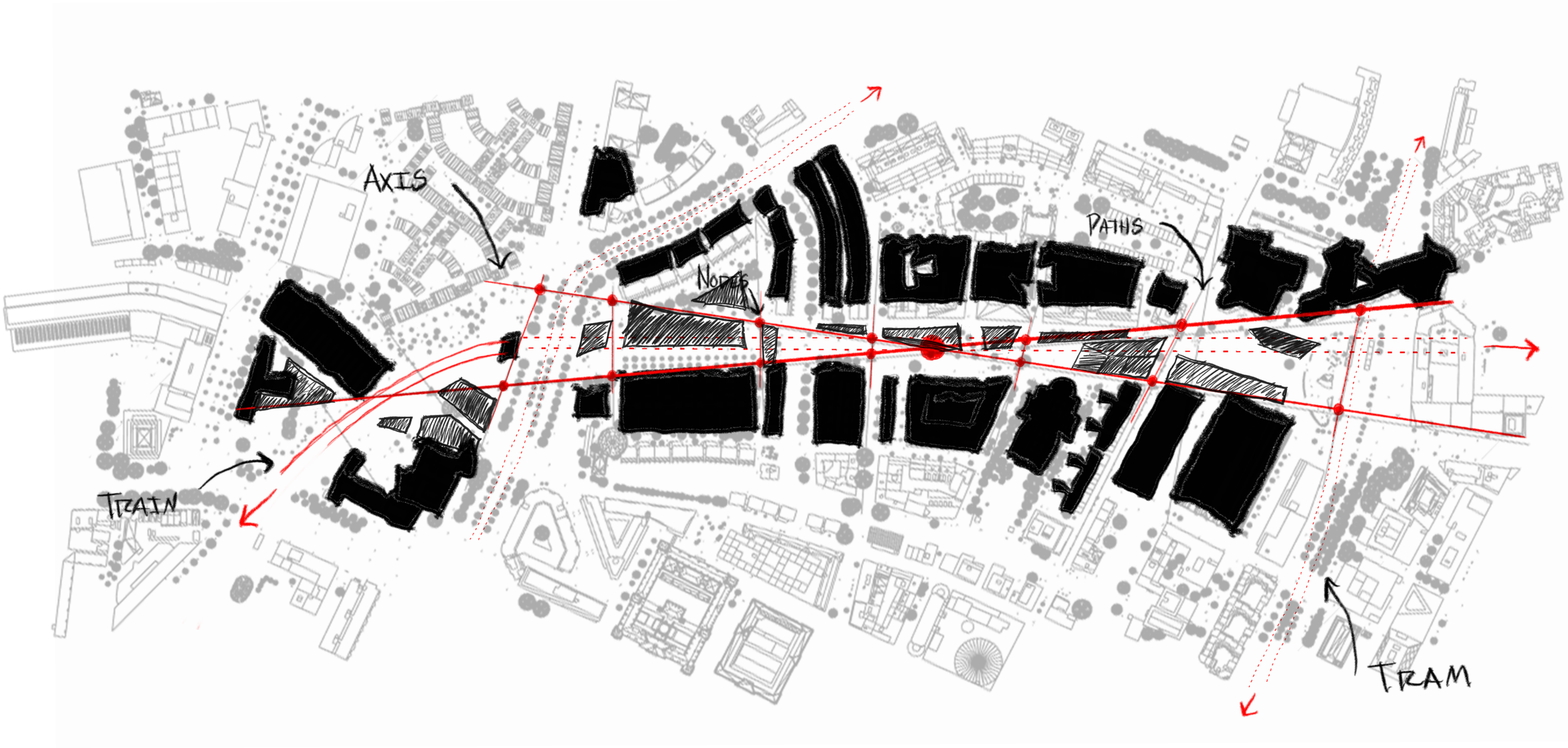
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[THE ANARCHISPHERE | ZOË HOLIDAY]

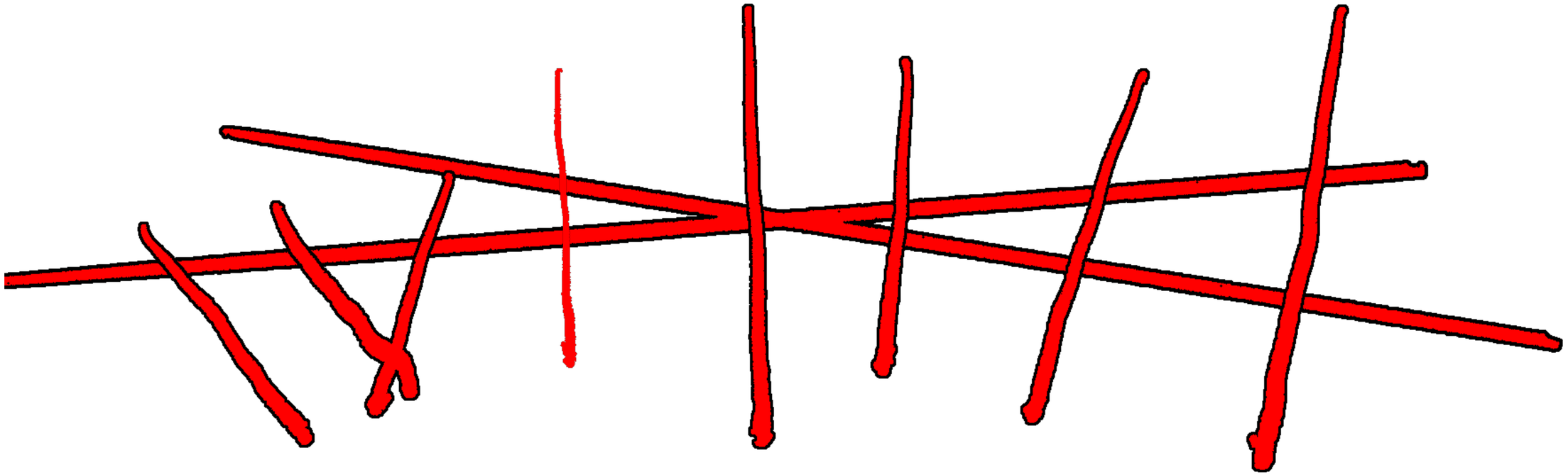
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[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

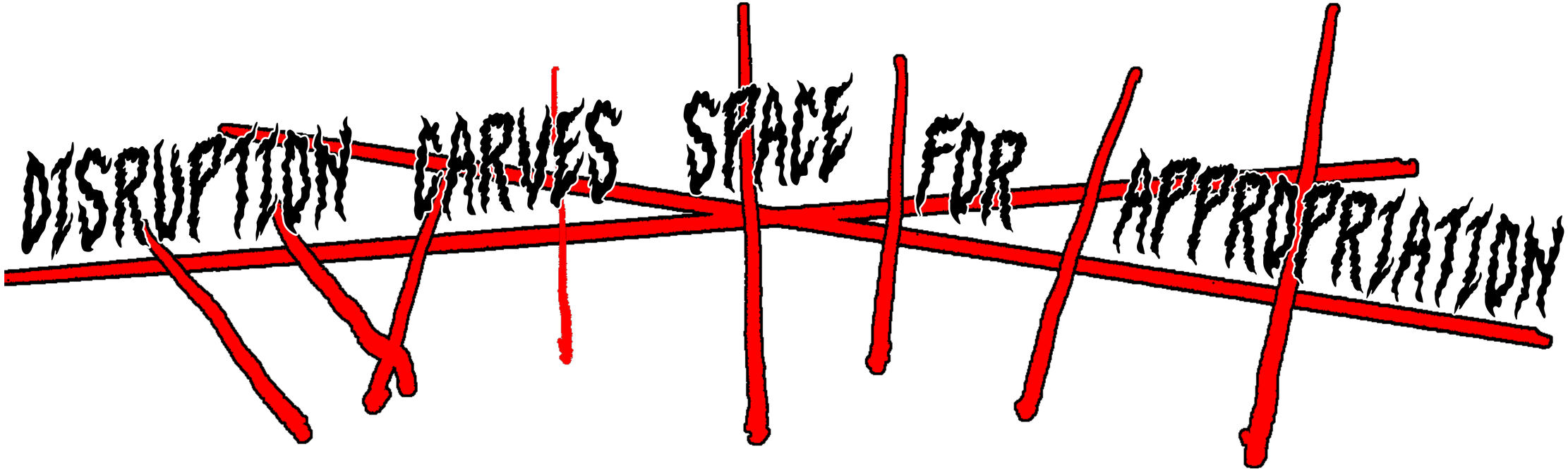
[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

AXES - MOBILE - CONNECT

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY|]

AXES - MOBILE - CONNECT

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

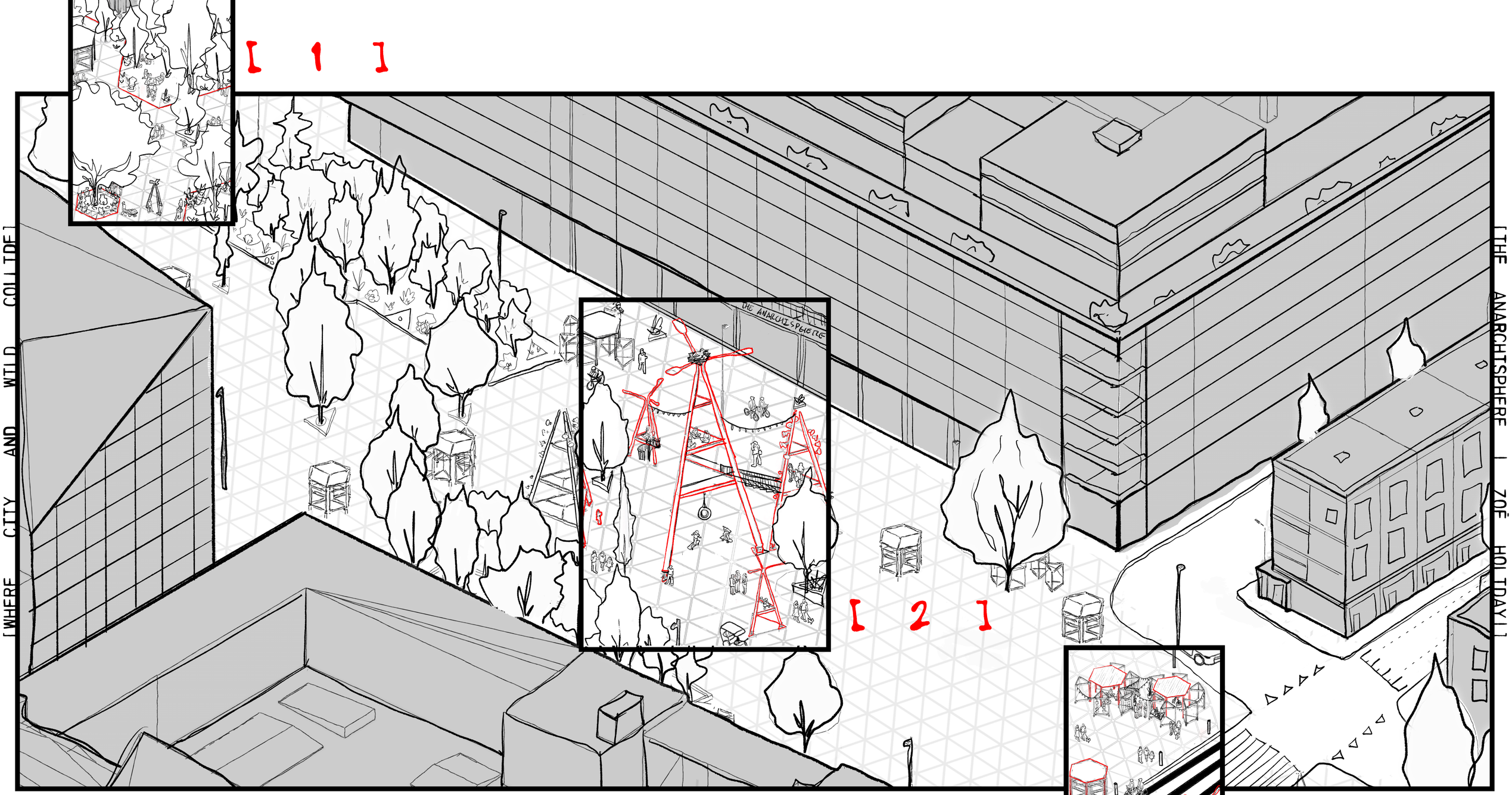
[WHERE CITY AND WILD COLLIDE]



STAY | PLAY | GROW | FLOW

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[1]



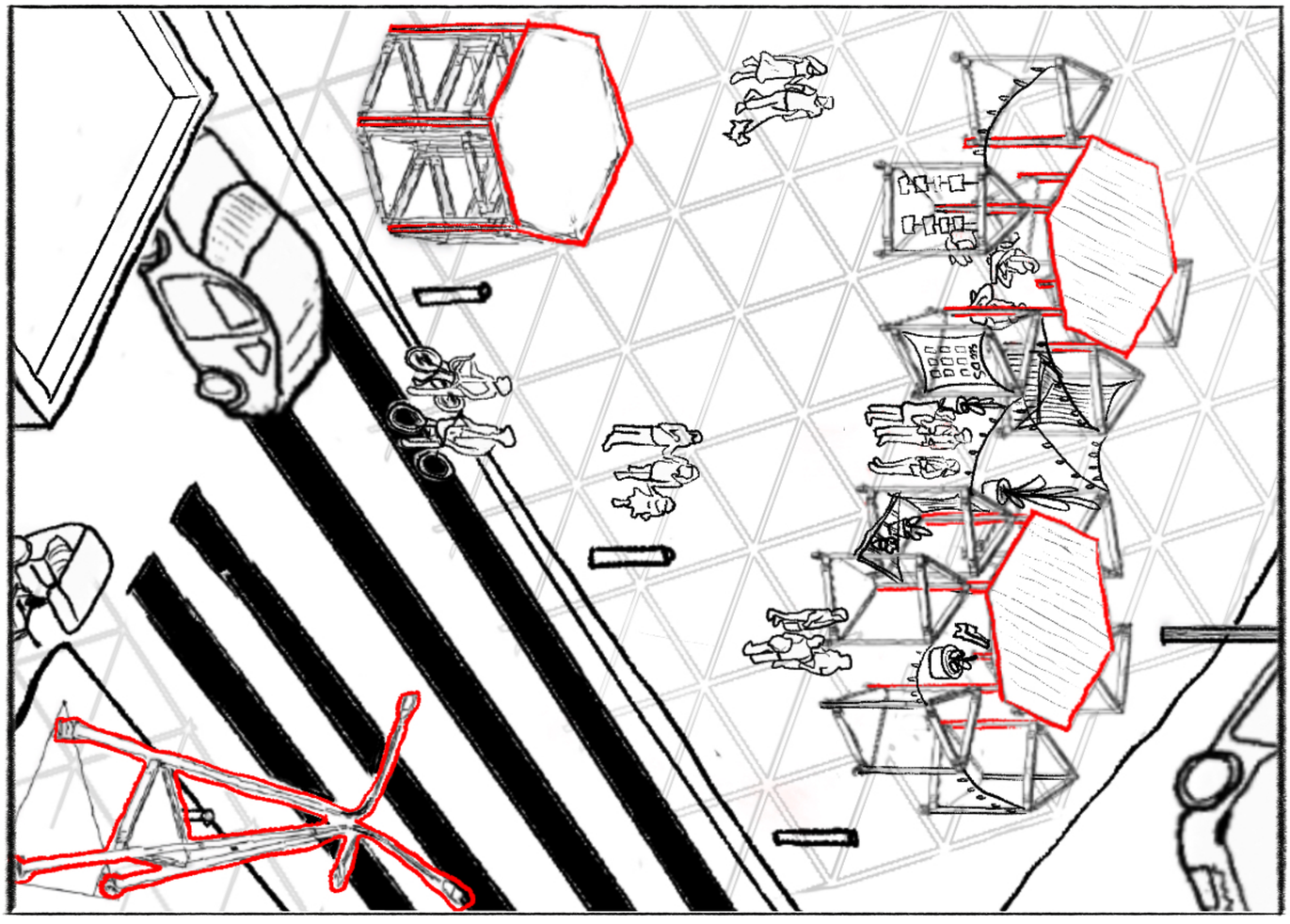
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[3]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | 70É HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

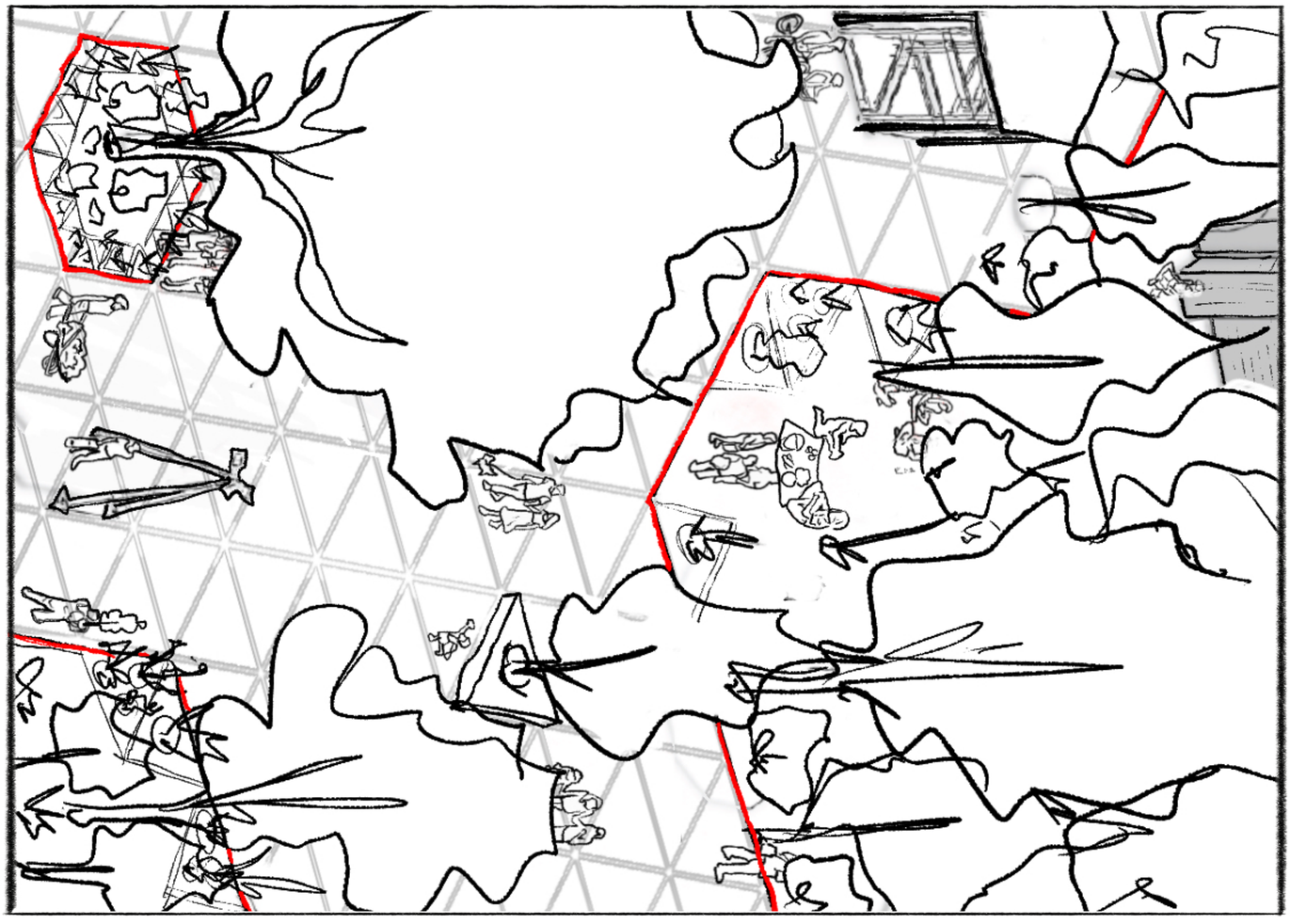


[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

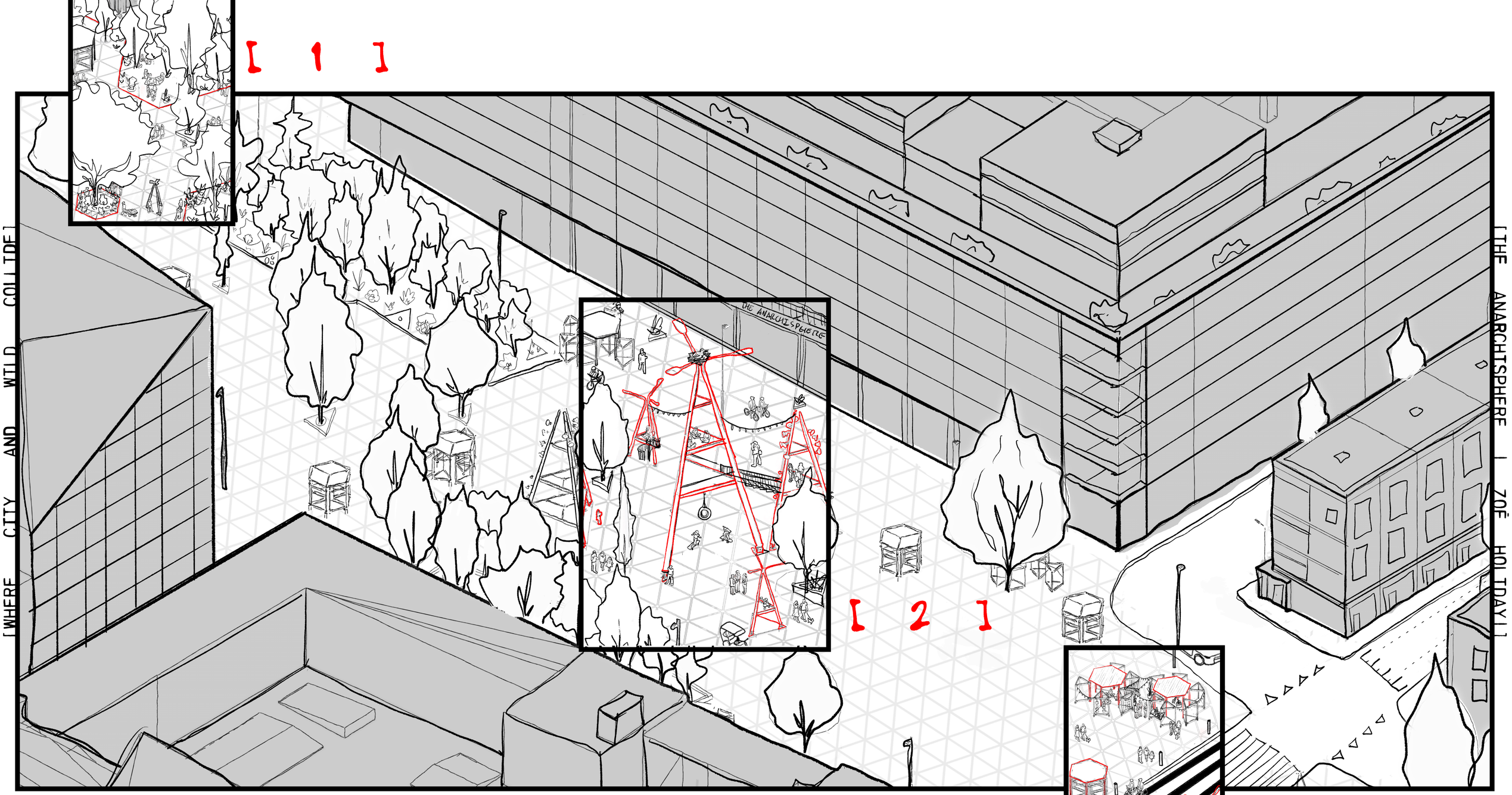
[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY]

[1]



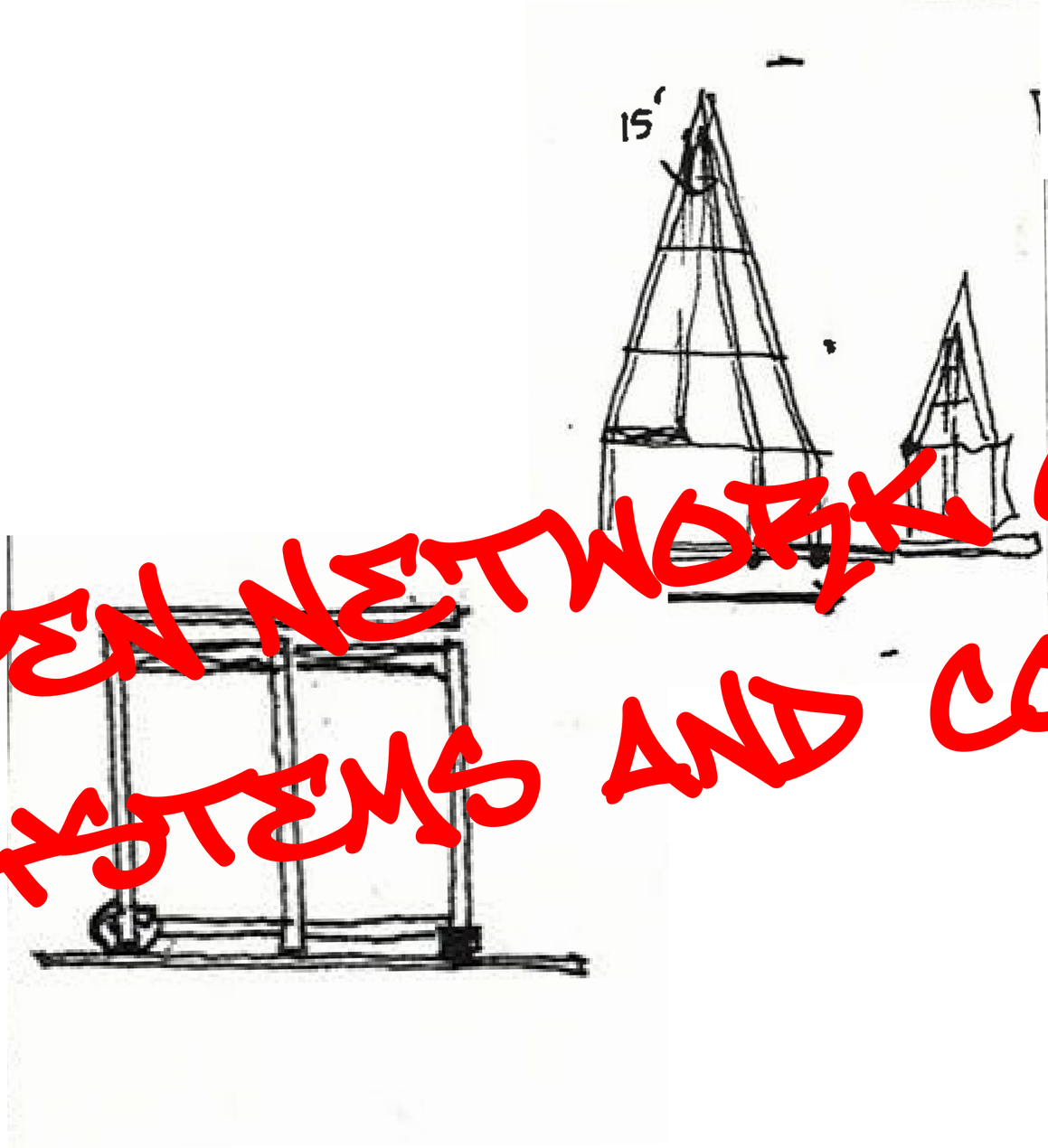
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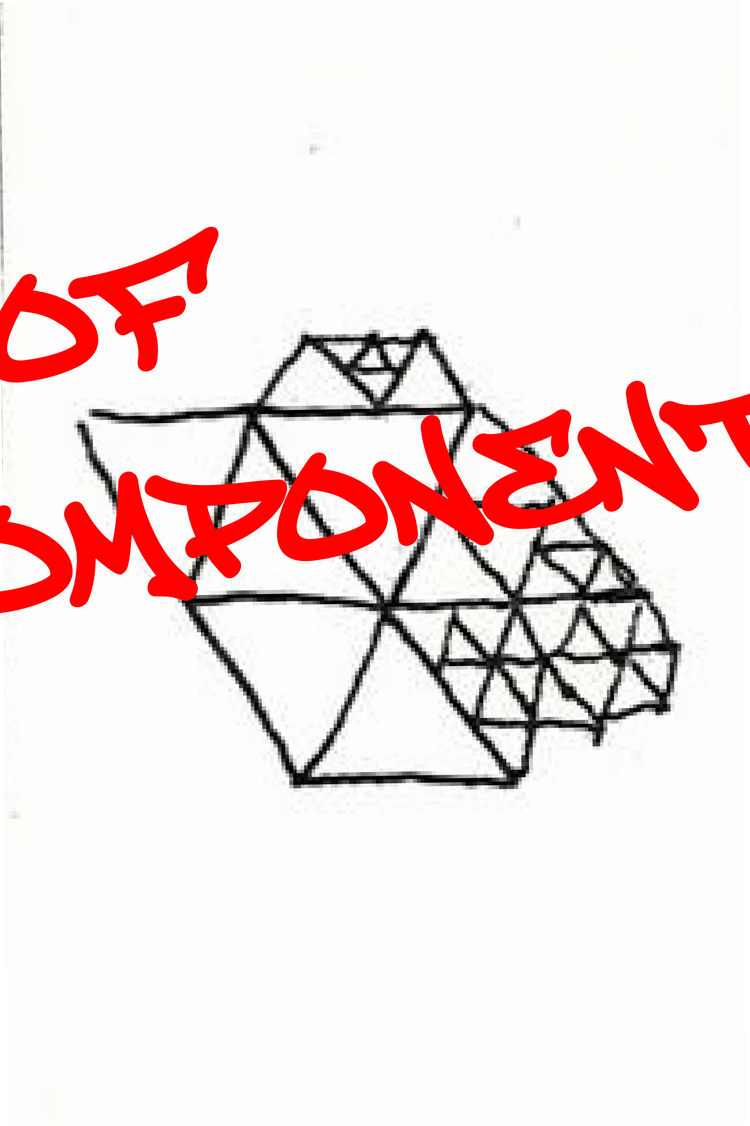
[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | 70É HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

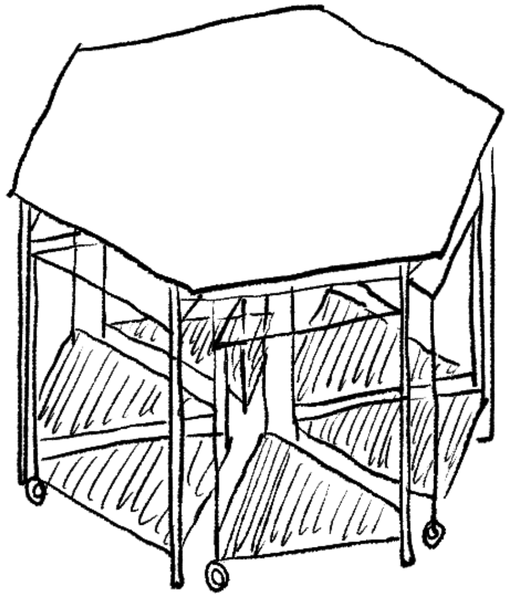


OPEN NETWORK OF SYSTEMS AND COMPONENTS

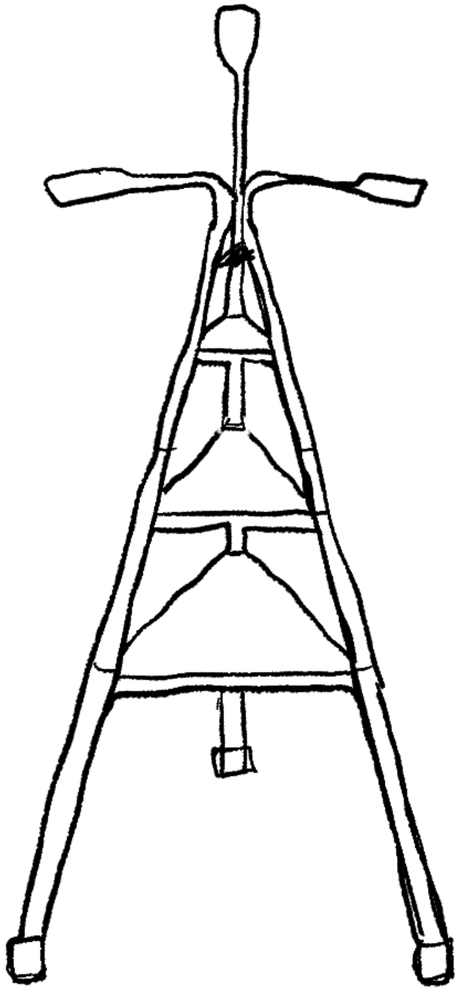


[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

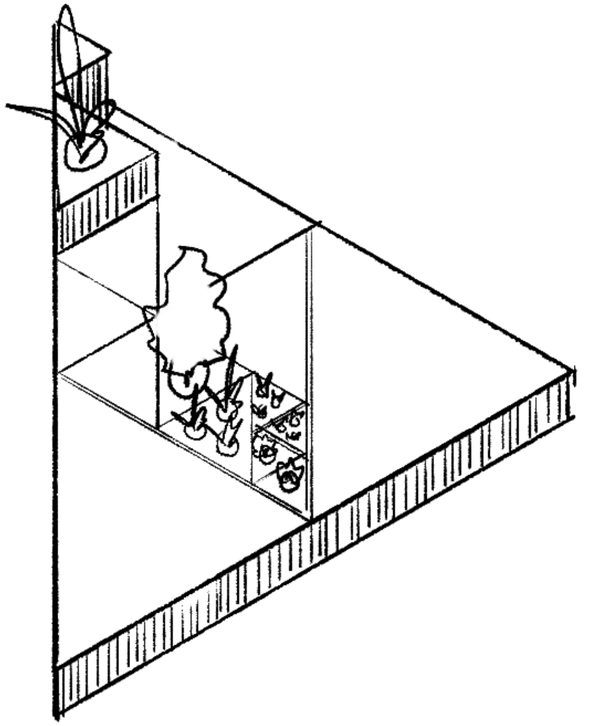
[WHERE CITY AND WILD COLLIDE]



UNITS

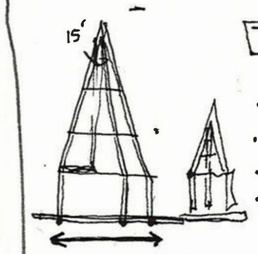


TOWERS



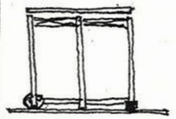
WILD

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]



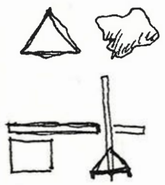
TOWERS

- 6m, 12m, 18m, or HEIGHT
- MOVEABLE ALONG AXES → rails
- INTERACT w/ UNITS ON A HORIZONTAL
- FOCAL POINTS + VERTICAL INFRASTRUCTURE



UNITS

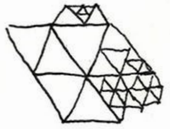
- ~2×2m, 1×1m,
- moveable around + single pairs
- interact with eachother and smaller components that fill in their scaffolding
- NON SPECIFIC PROGRAMMING.



BLOCKS

- .5×.5, other
- untethered + free association, more solid
- small stools / chairs / ect. → interact w/ all
- Tools + Toys → FREE USE

PAVERS →



- 500m × 500mm + 2.50mm × 250mm
- show space use w/o program
- removable + transferrable
- permeable + solid + metal
- PLUG + PLAY based on function

MATERIALS:

Circular material Processes

TOWERS -

STRUCTURE

- STEEL - ^recycled from decomissioned buildings ↳ add infrastructure
- WOOD - FLOORING + interactive elements
- SCAFFOLDING - CROSSBRACING - use existing
- CANVAS - WALLS + SHELTER - worn into
  ↳ OLD TARPAULIN MATERIAL → local waste

stairs + ramps ↑

UNITS -

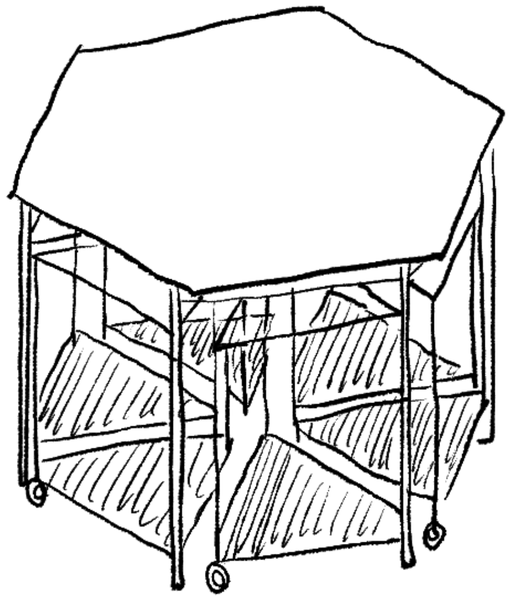
- II - SAME AS TOWERS

BLOCKS - ★ NOT A FOCUS ATM

- BOULDERS -
- II - SAME AS TOWERS

PAVERS -

- COMPRESSED EARTH BLOCKS - material from local sewer projects
- WOODEN FORMS + COUTOUTS - redily available materials
- METAL COMPONENTS - grating for grass + drains

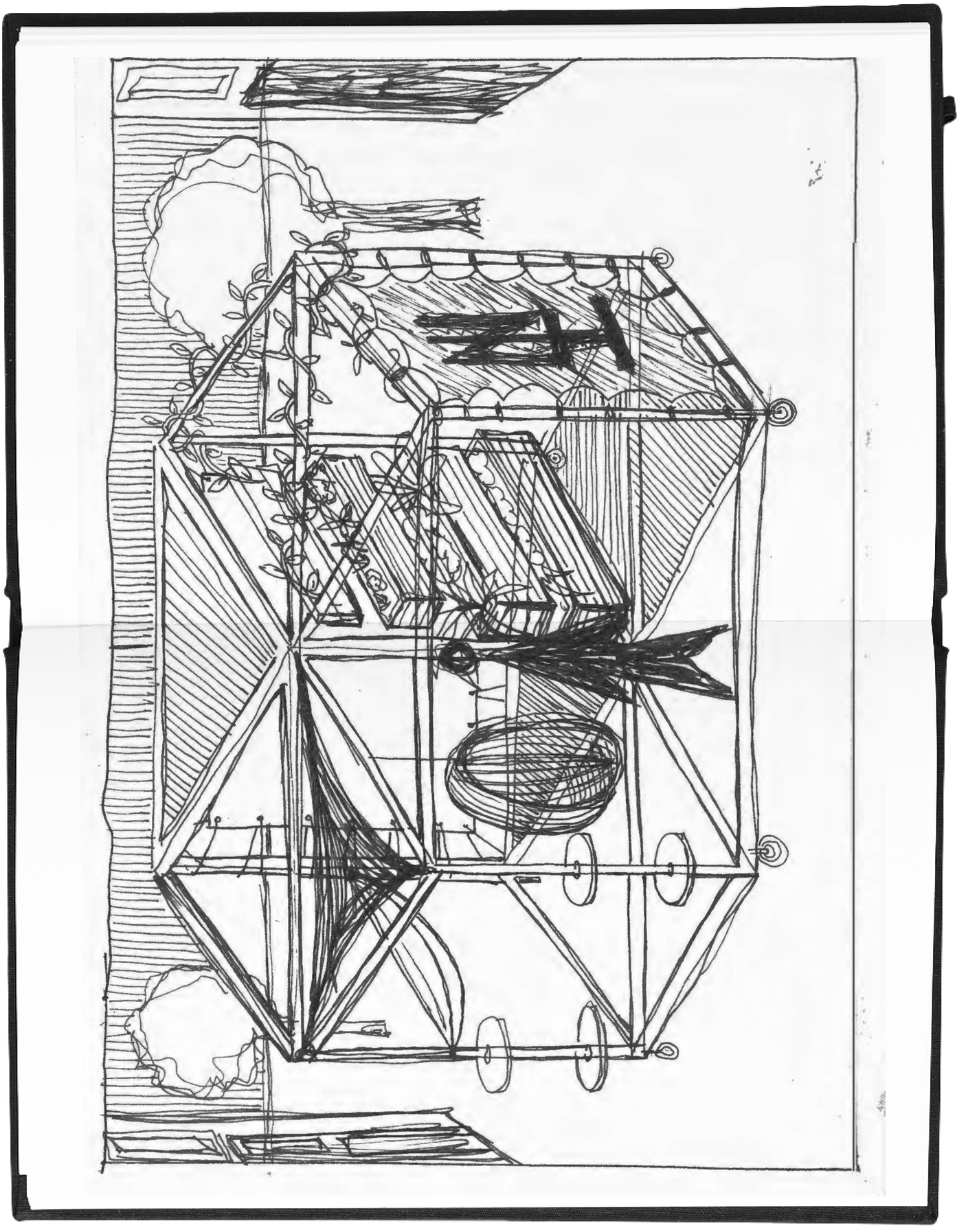


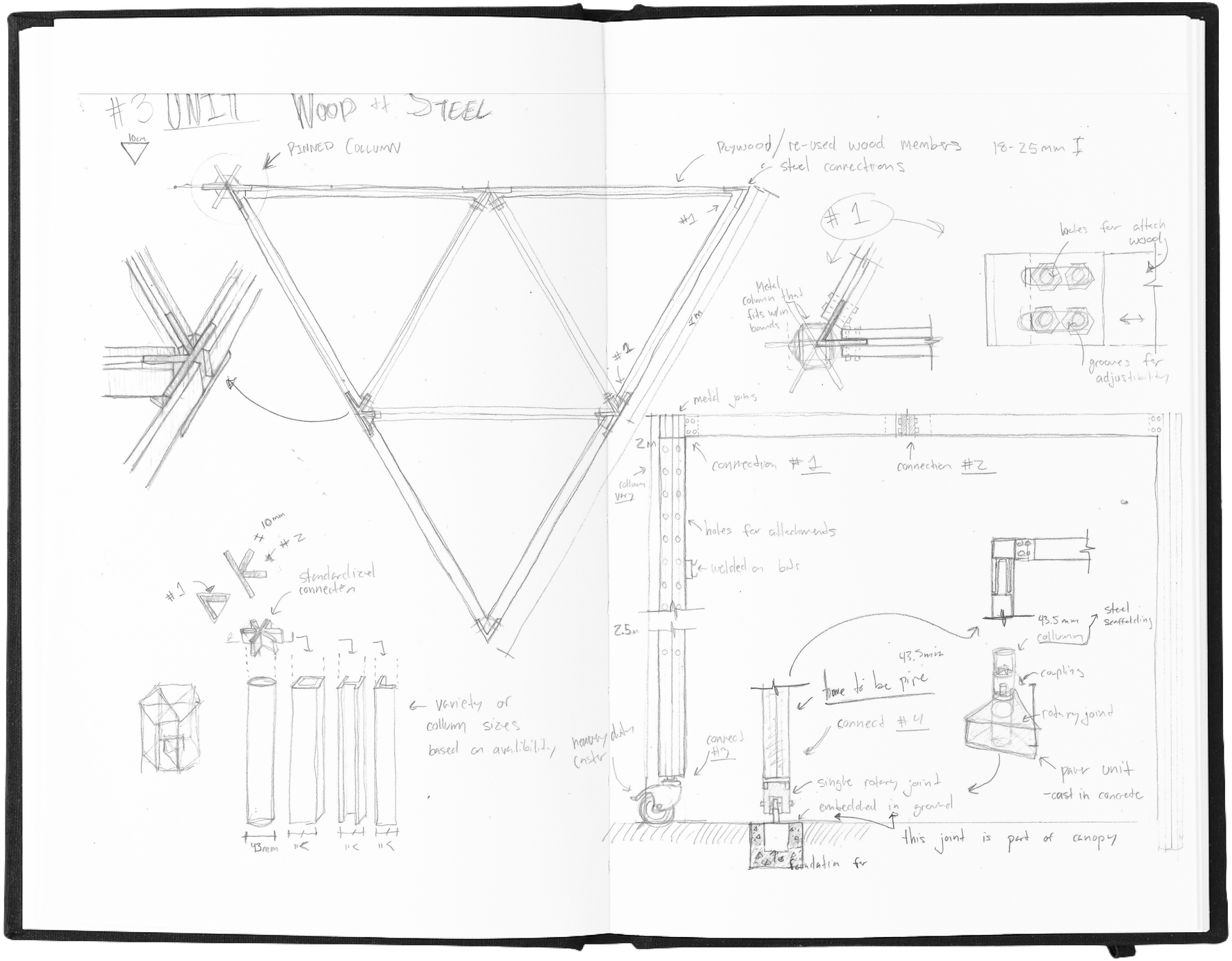
UNITS

[INFRASTUCTURE FOR THE ANARCHISPHERE]

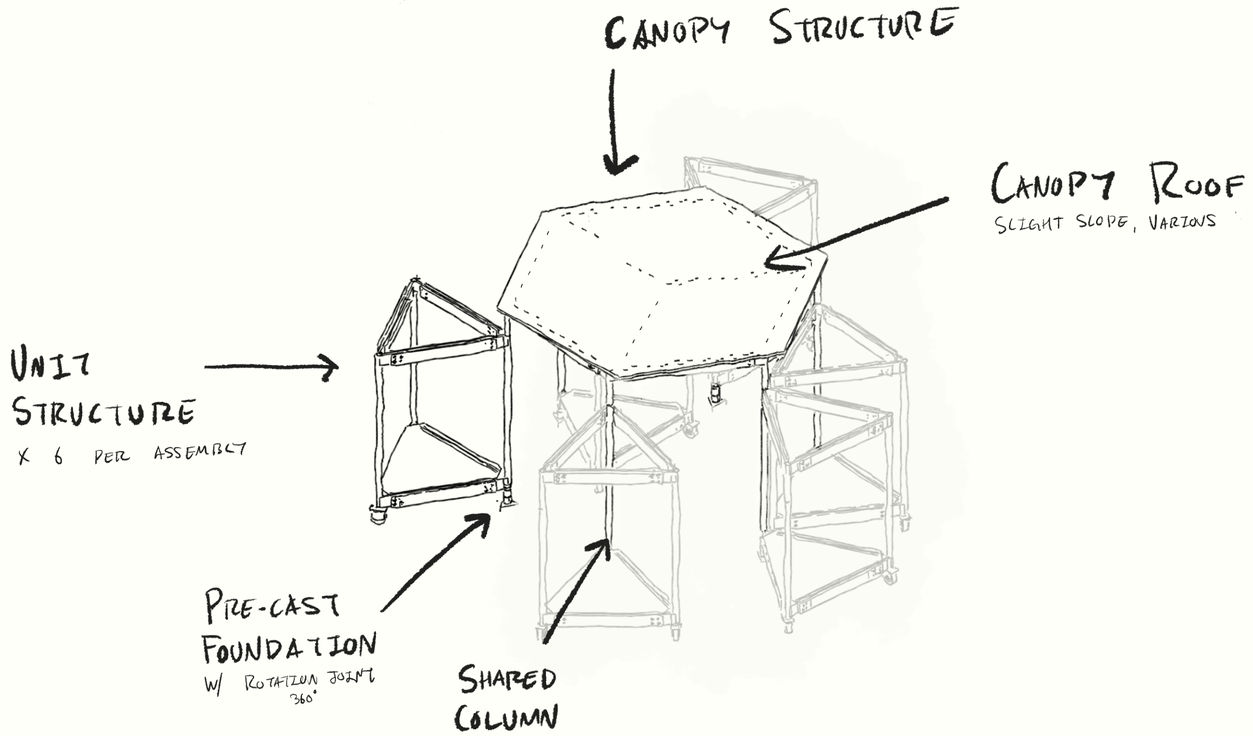
[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY]




#3 UNIT Wood + Steel
10cm
PINNED COLUMN
Plywood/re-used wood members
steel connections
18-25mm
#1
#2
#1
Metal column that fits w/in bands
holes for attach wood
grooves for adjustability
metal joins
2m
connection #1
connection #2
column var.
holes for attachments
welded on bits
10mm
#2
#1
standardized connector
2.5m
43.5mm
43.5mm
steel scaffolding
columns
couplings
rotary joint
paver unit -cast in concrete
pipe to be pipe
connect #4
connect #3
heavy duty caster
single rotary joint embedded in ground
this joint is part of canopy
foundation for
43mm
variety of column sizes based on availibility

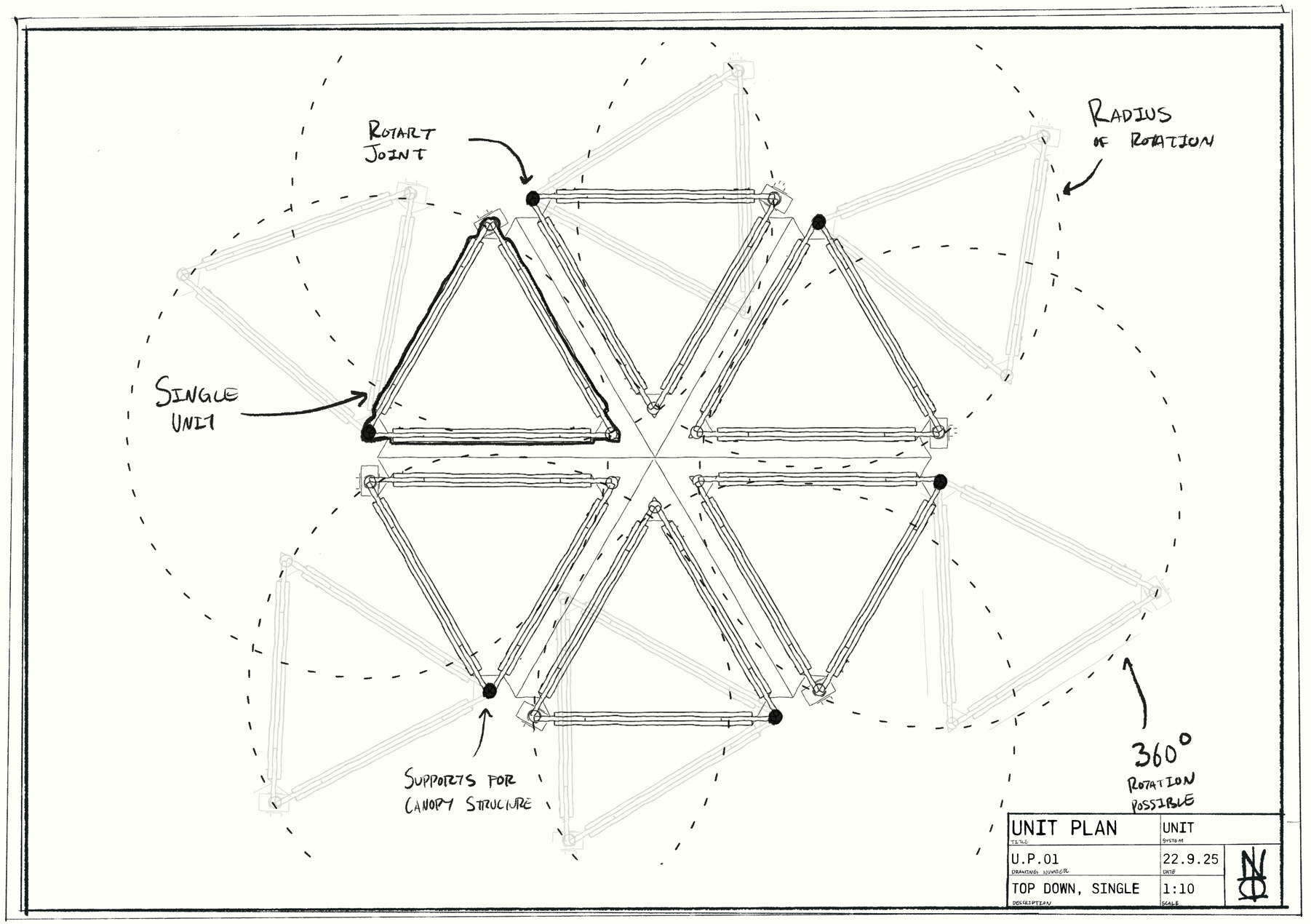
[WHERE CITY AND WILD COLLIDE]



UNIT PLAN (TITLE)	UNIT (SYSTEM)
U.P.01 (DRAWING NUMBER)	22.9.25 (DATE)
TOP DOWN, SINGLE (DESCRIPTION)	1:10 (SCALE)

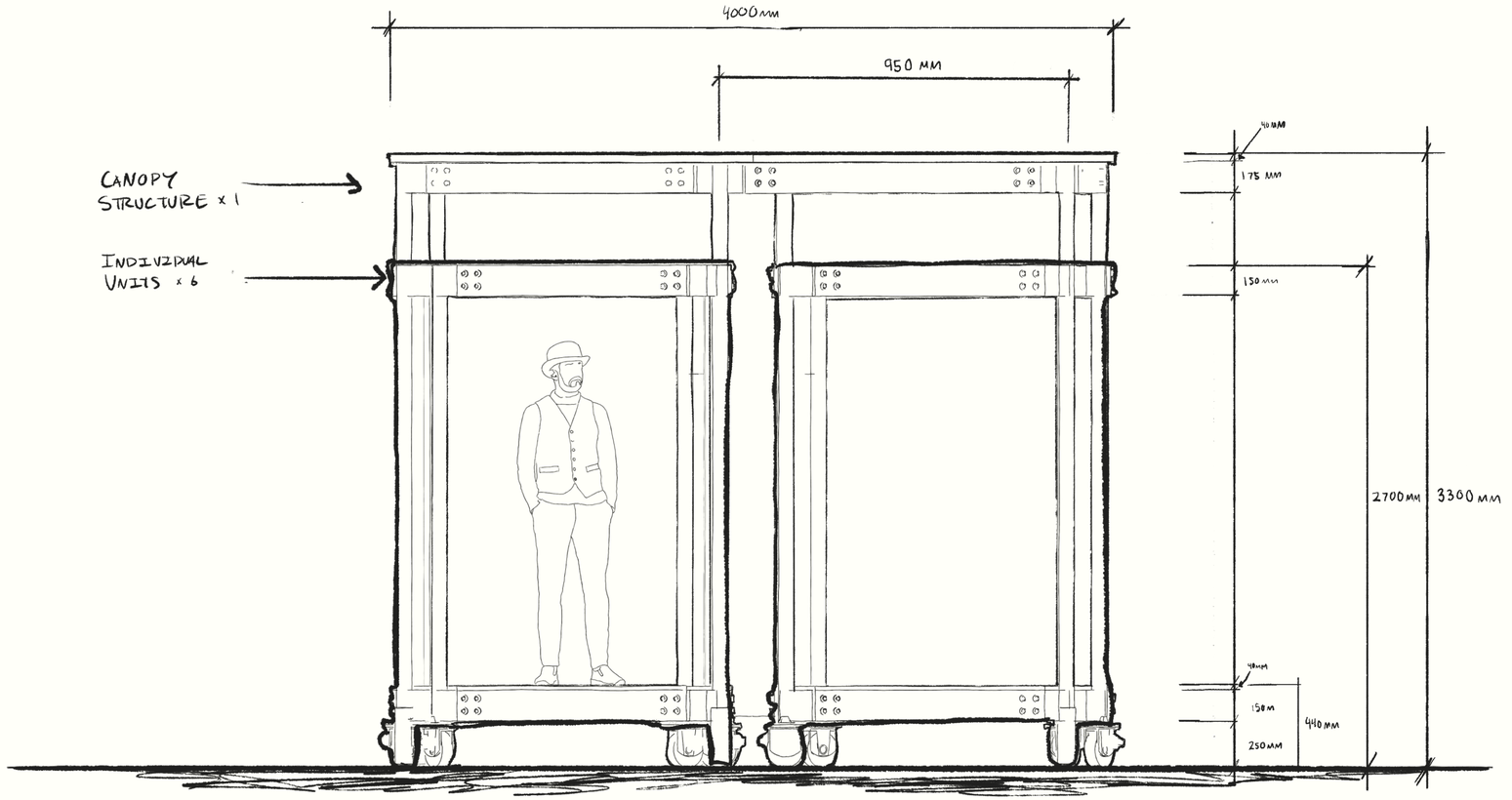
[THE ANARCHISPHERE | ZOÉ HOLIDAY]

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[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

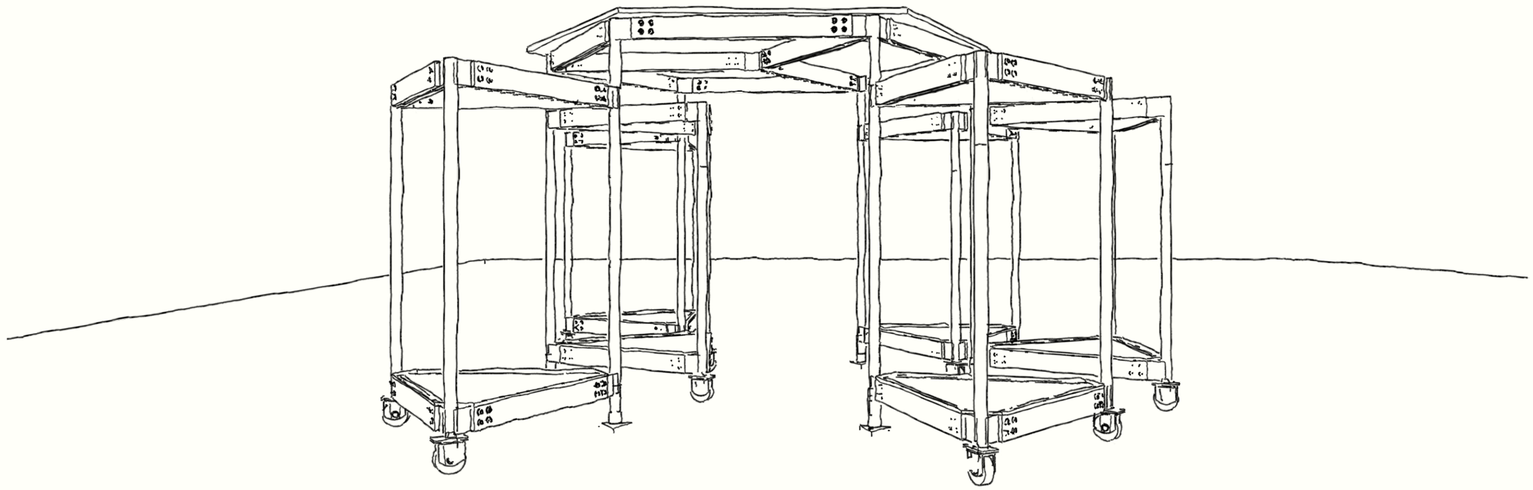
[WHERE CITY AND WILD COLLIDE]



UNIT PLAN TITLE	UNIT SYSTEM
U.P.01 DRAWING NUMBER	22.9.25 DATE
TOP DOWN, SINGLE DESCRIPTION	1:10 SCALE

[THE ANARCHISPHERE | ZOË HOLIDAY!]

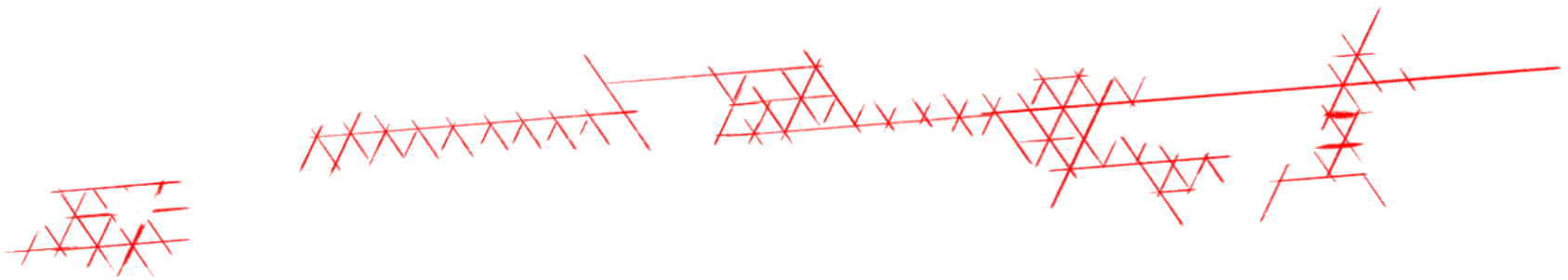
[WHERE CITY AND WILD COLLIDE]



UNIT PLAN TITLE	UNIT SYSTEM
U.P.01 DRAWING NUMBER	22.9.25 DATE
TOP DOWN, SINGLE DESCRIPTION	1:10 SCALE

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY|]

UNITS - AUTONOMY - ADAPTABILITY

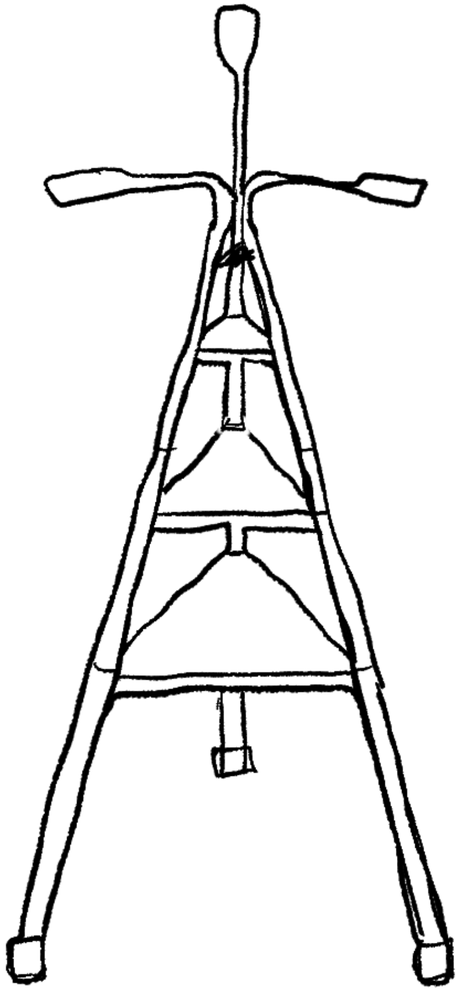
[WHERE CITY AND WILD COLLIDE]

structures for unstructured play



UNITS - AUTONOMY - ADAPTABILITY

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

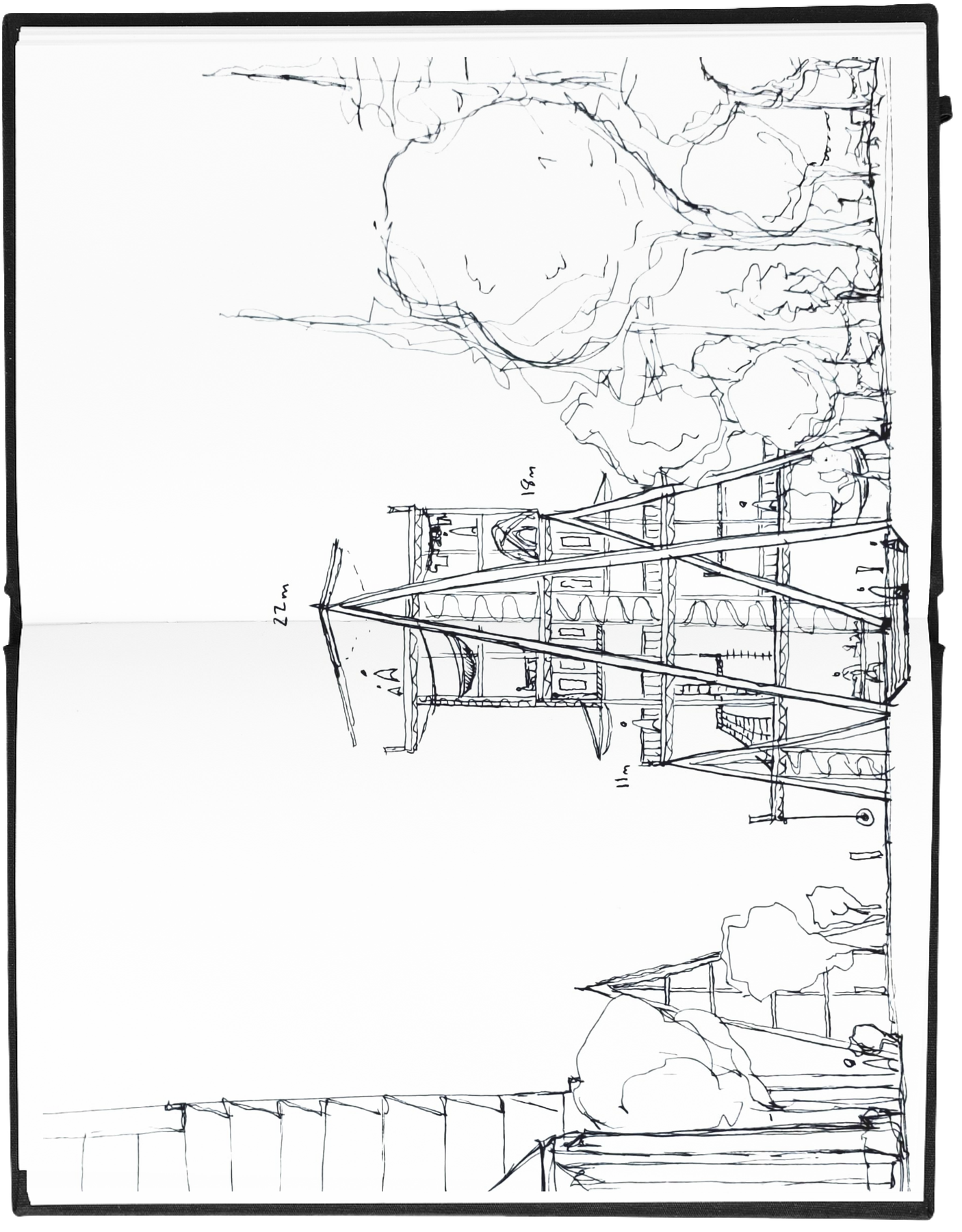


TOWERS

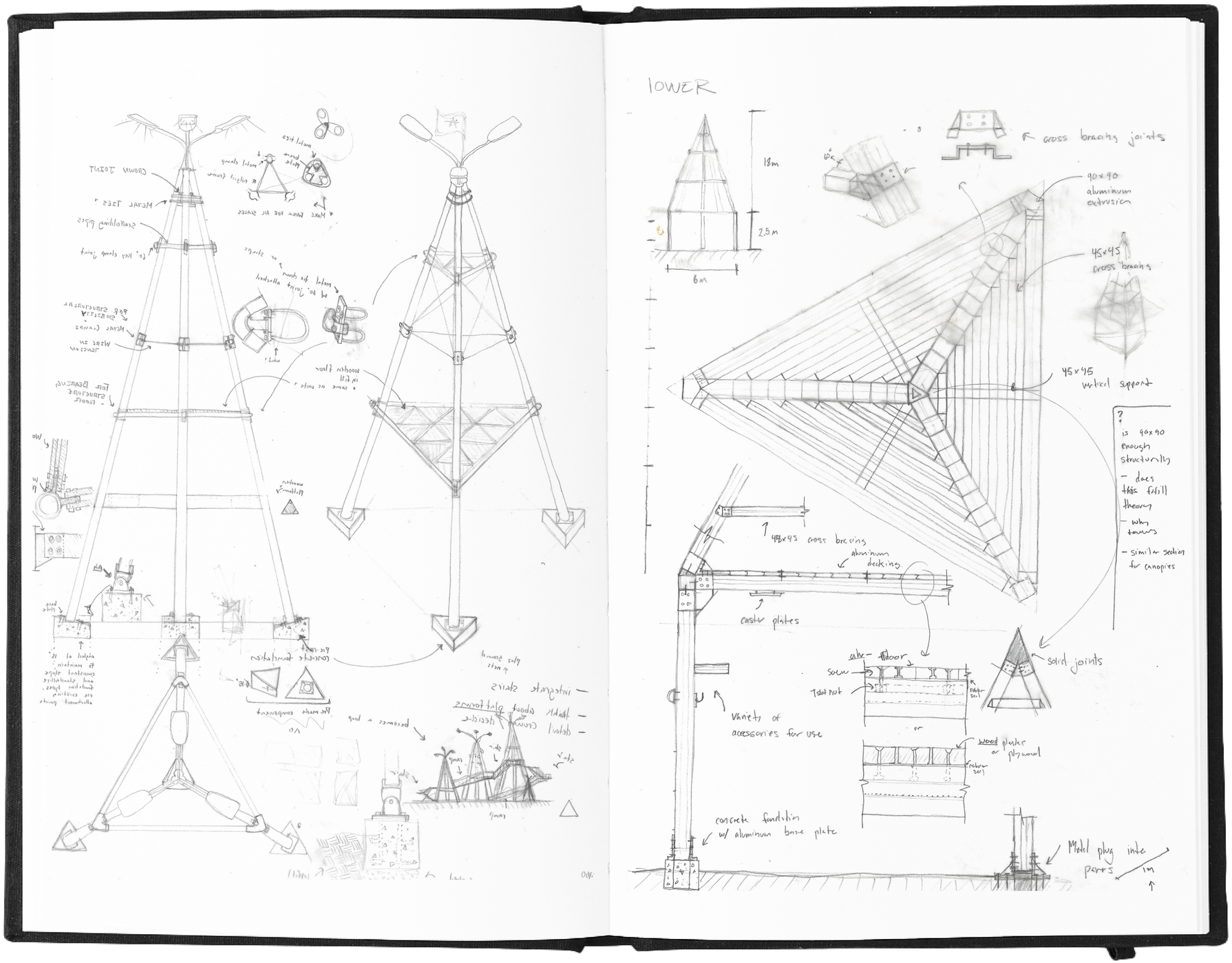
[INFRASTUCTURE FOR THE ANARCHISPHERE]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

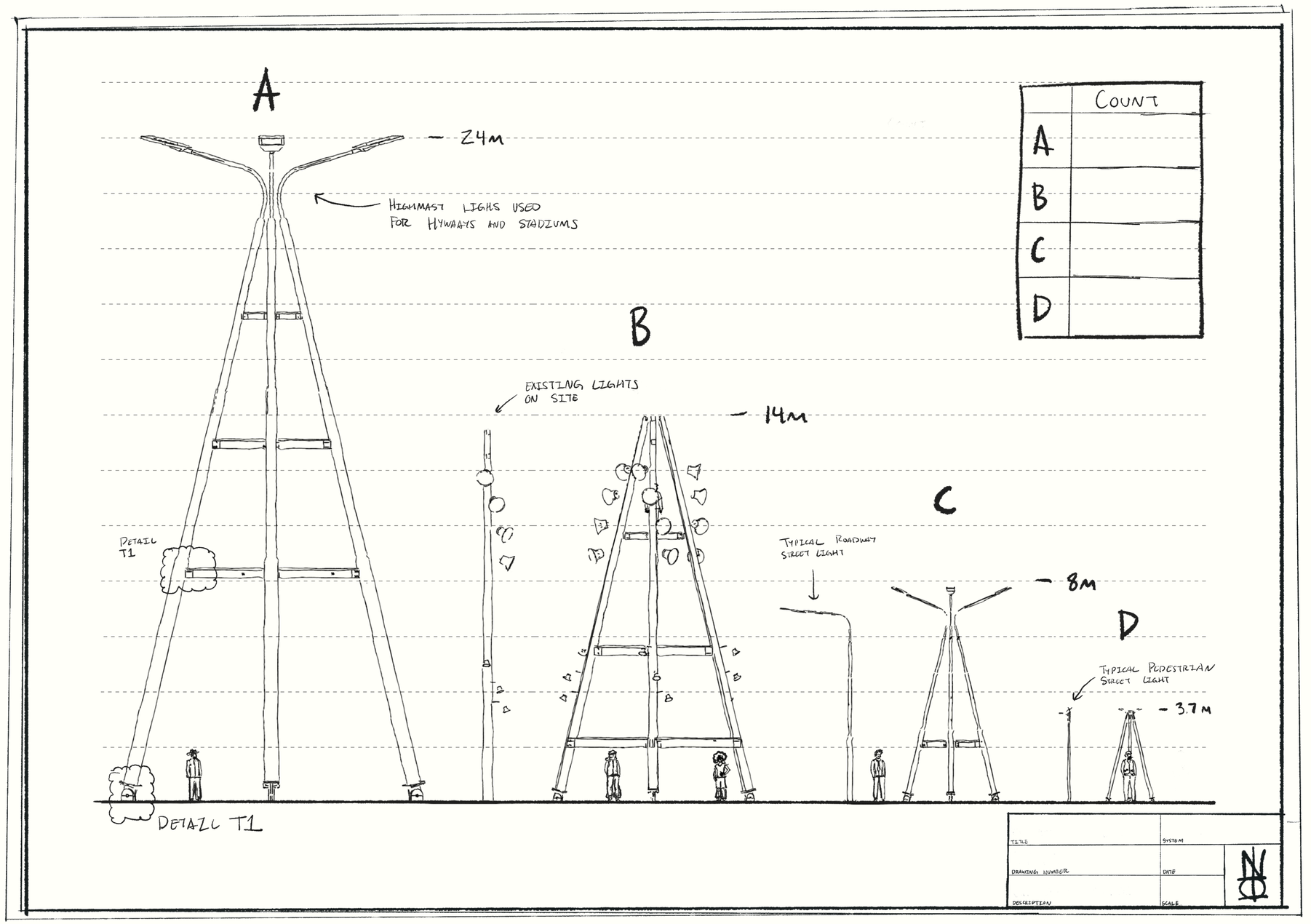

19m
22m
11m

[WHERE CITY AND WILD COLLIDE]



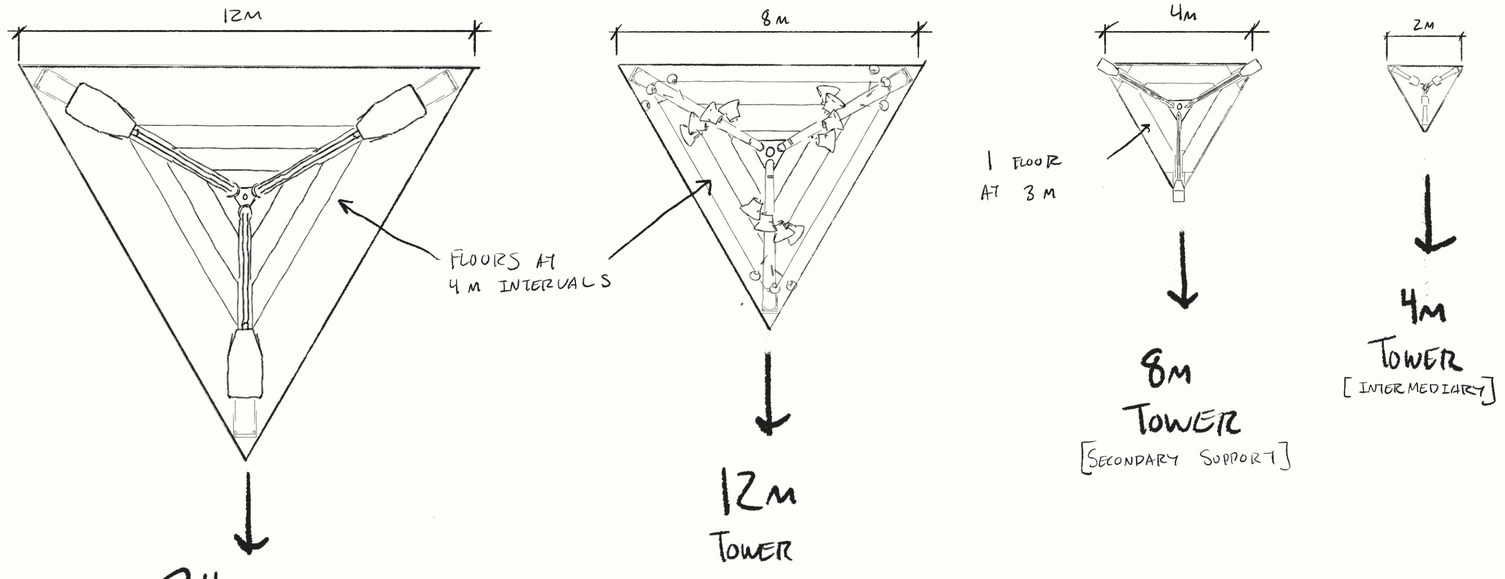
[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOÉ HOLIDAY!]

[WHERE CITY AND WILD COLLIDE]



TITLE	SYSTEM
DRAWING NUMBER	DATE
DESCRIPTION	SCALE

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY|]

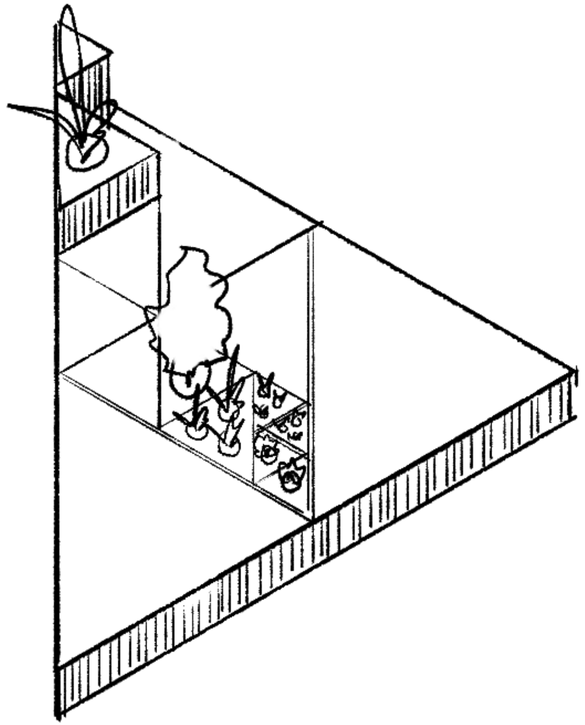
TOWERS - STATIC - STRUCTURE

[WHERE CITY AND WILD COLLIDE]

TOWERS MARK THE AXIS

[THE ANARCHISPHERE | ZOË HOLIDAY|]

TOWERS - STATIC - STRUCTURE

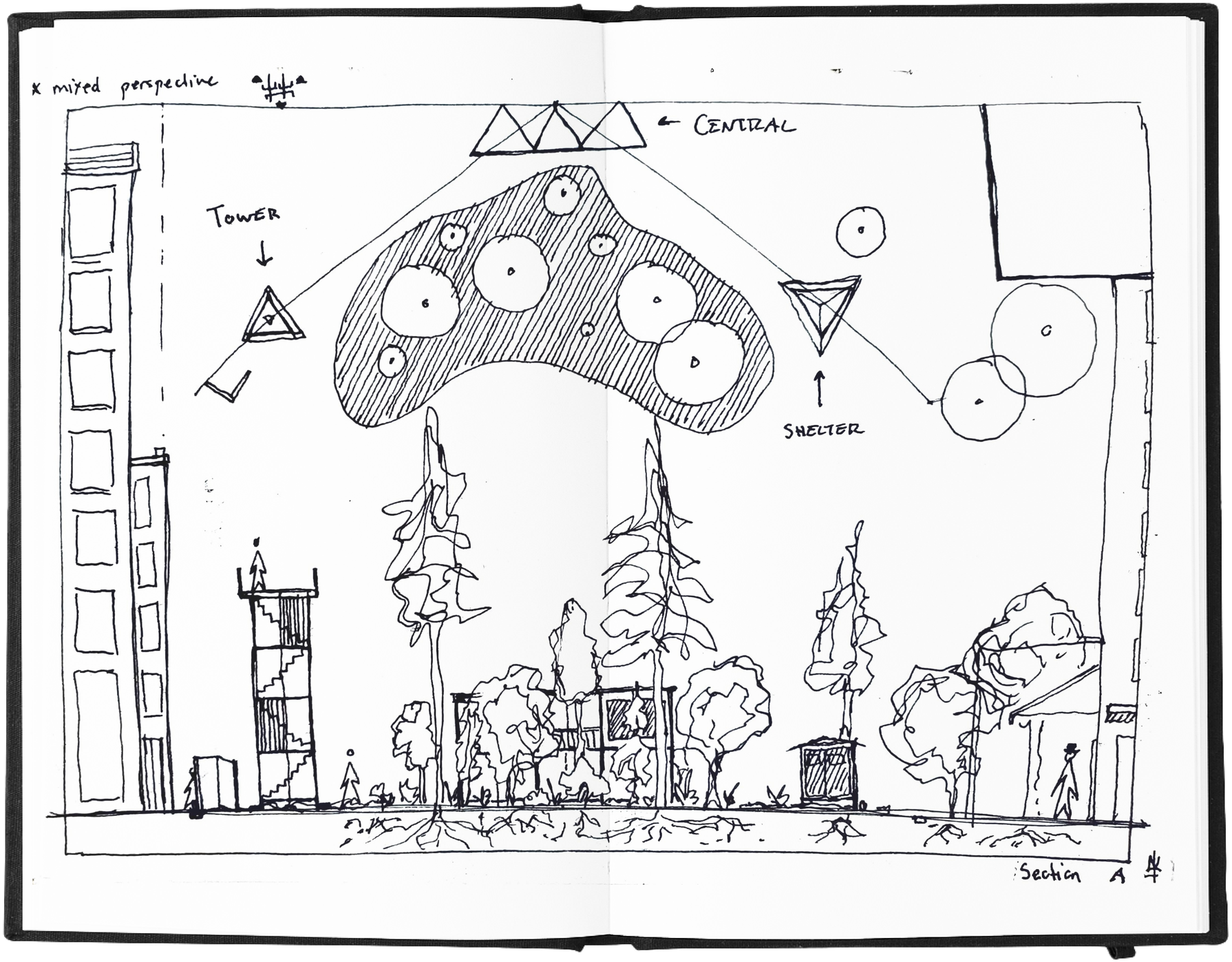


WILD

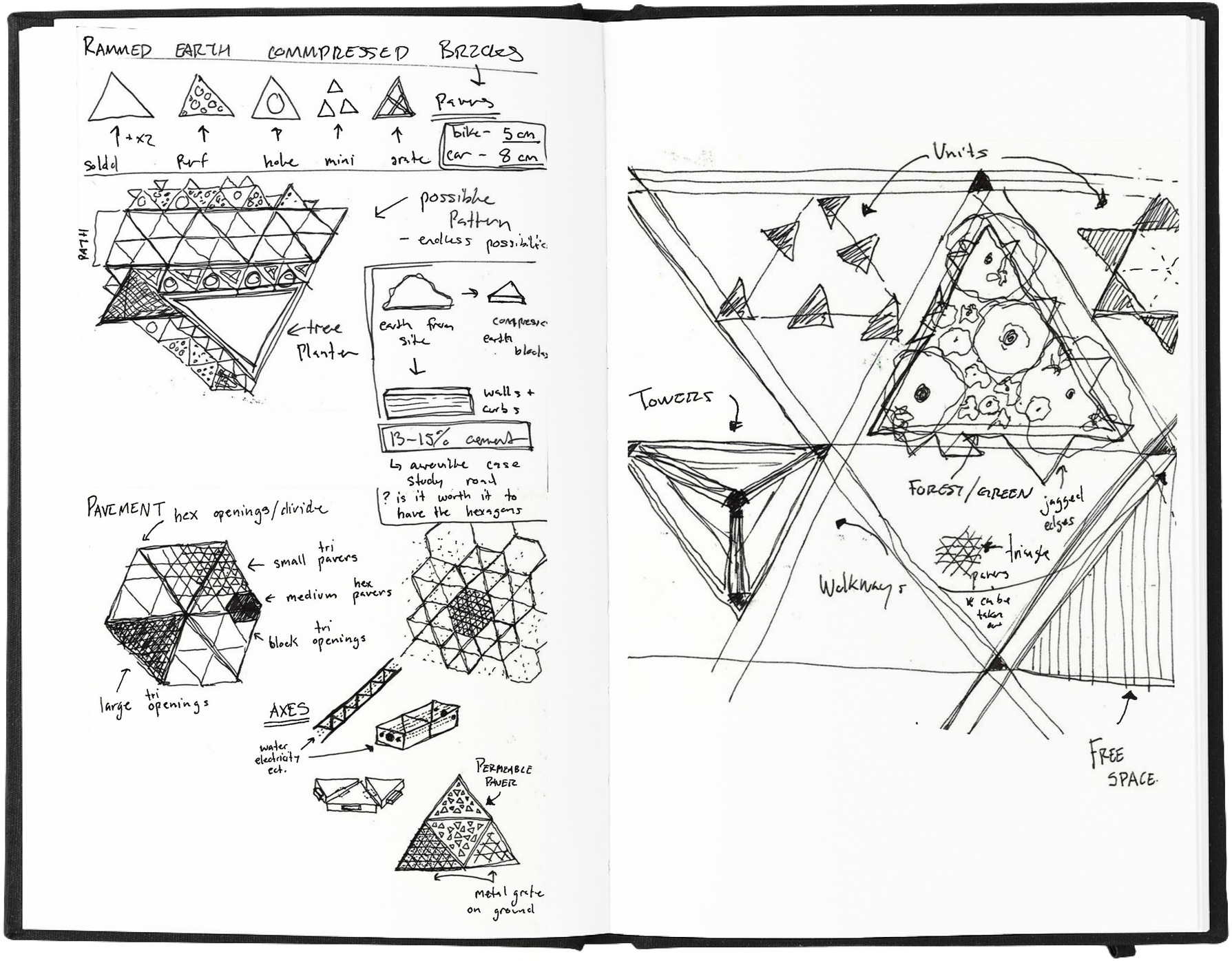
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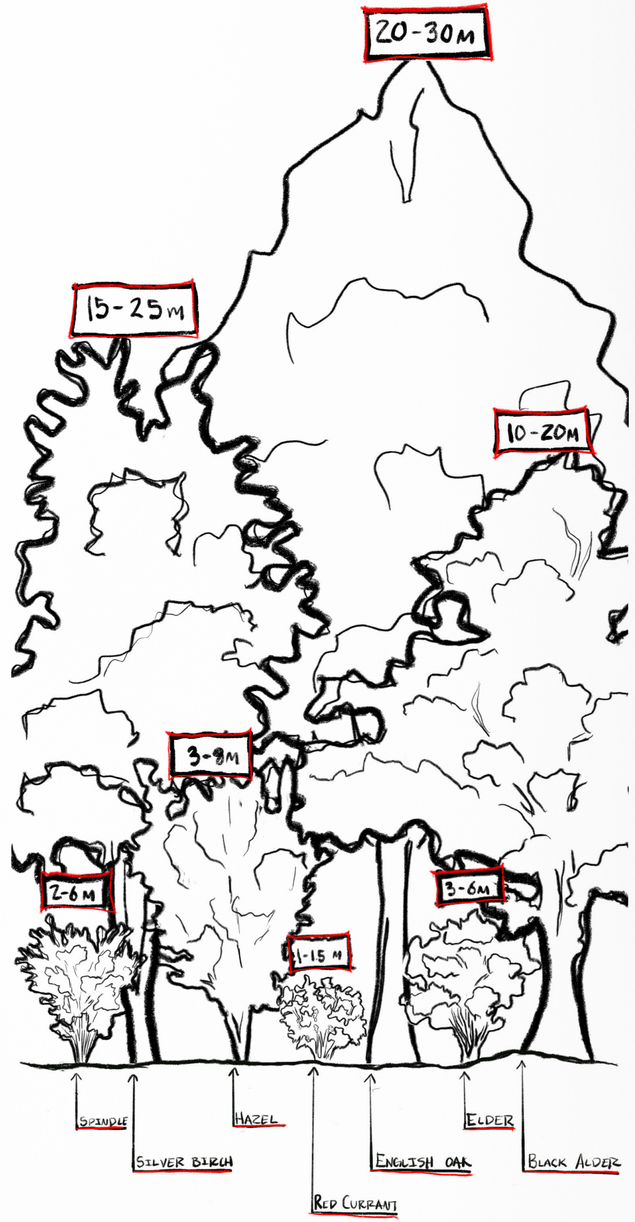
[THE ANARCHISPHERE | ZOÉ HOLIDAY]

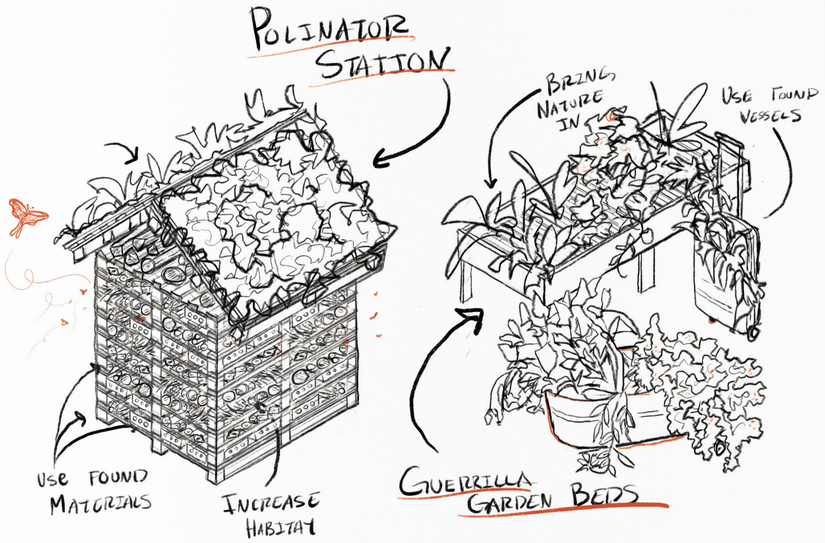

x mixed perspective
CENTRAL
TOWER
SHELTER
Section A

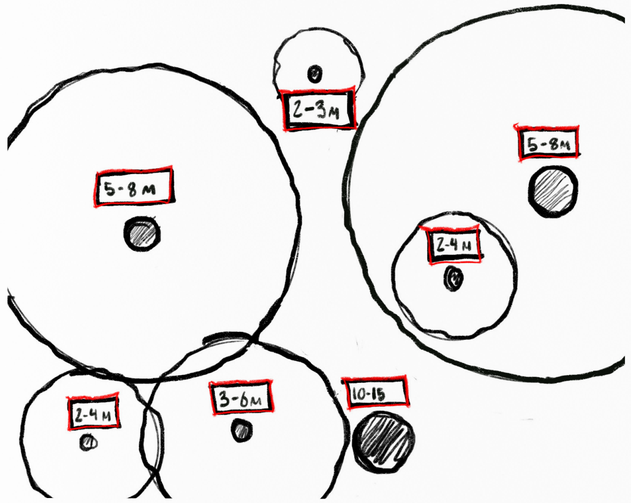
[WHERE CITY AND WILD COLLIDE]



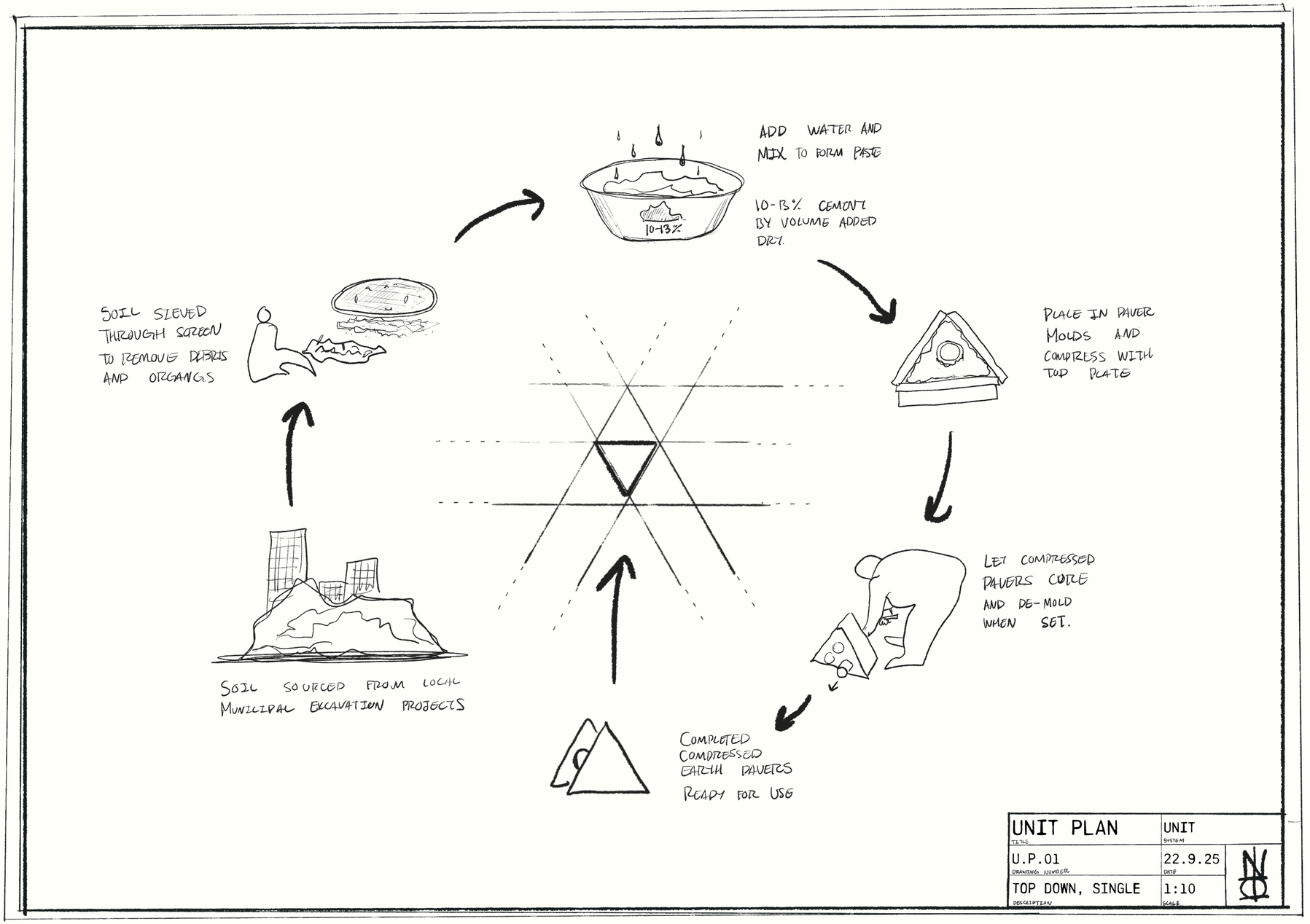
[THE ANARCHISPHERE | ZOË HOLIDAY|]


20-30M
15-25M
10-20M
3-8M
2-6M
1-15M
3-6M
SPINDLE
SILVER BIRCH
HAZEL
RED CURRANT
ENGLISH OAK
ELDER
BLACK ALDER


POLINATOR STATION
USE FOUND MATERIALS
INCREASE HABITAT
BRING NATURE IN
USE FOUND VESSELS
GUERRILLA GARDEN BEDS


2-3M
5-8M
5-8M
2-4M
2-4M
3-6M
10-15

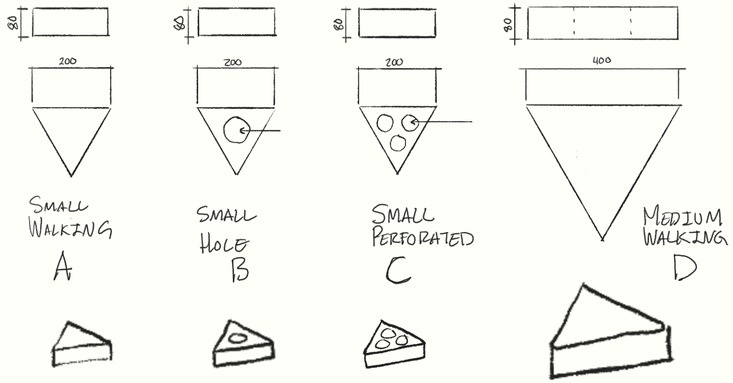
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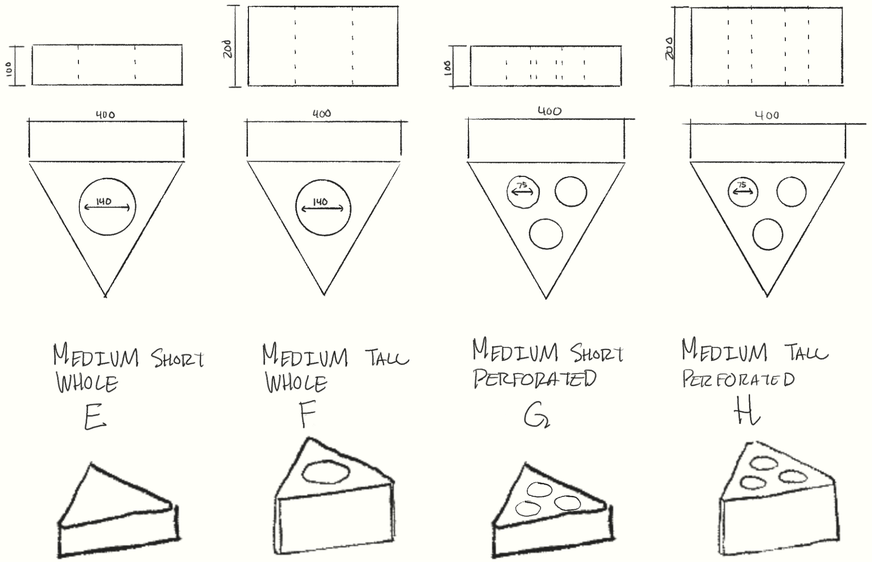


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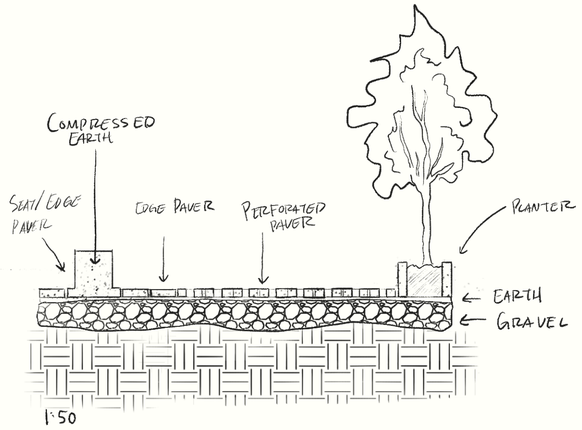
[THE ANARCHISPHERE | ZOË HOLIDAY]

[WHERE CITY AND WILD COLLIDE]

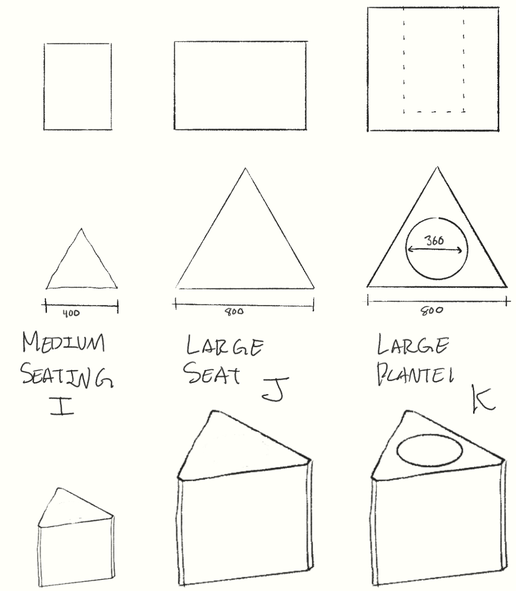




1:10



1:50



1:20

UNIT PLAN	UNIT
TITLE	SYSTEM
U.P.01	22.9.25
DRAWING NUMBER	DATE
TOP DOWN, SINGLE	1:10
DESCRIPTION	SCALE

[THE ANARCHISPHERE | ZOÉ HOLIDAY!]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]

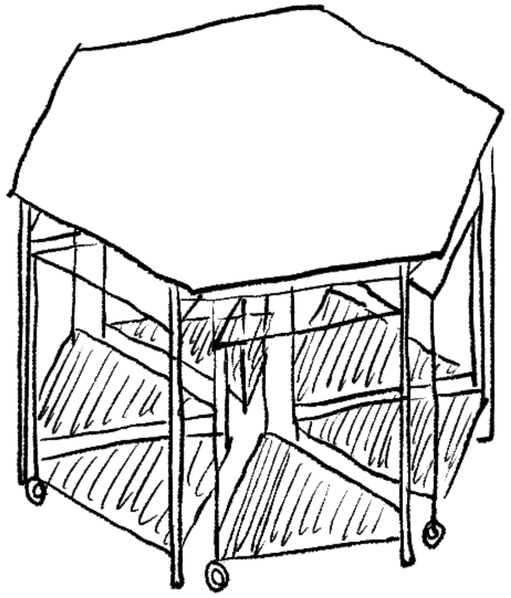
WILD - NATURE - ECOLOGY

[WHERE CITY AND WILD COLLIDE]

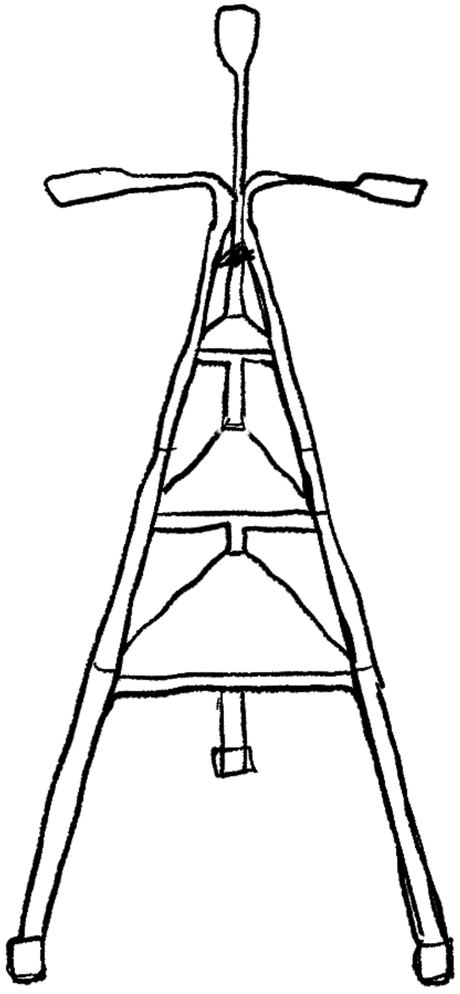
INTEGRATING WILD INTO THE MUNDANE

[THE ANARCHISPHERE | ZOË HOLIDAY|]

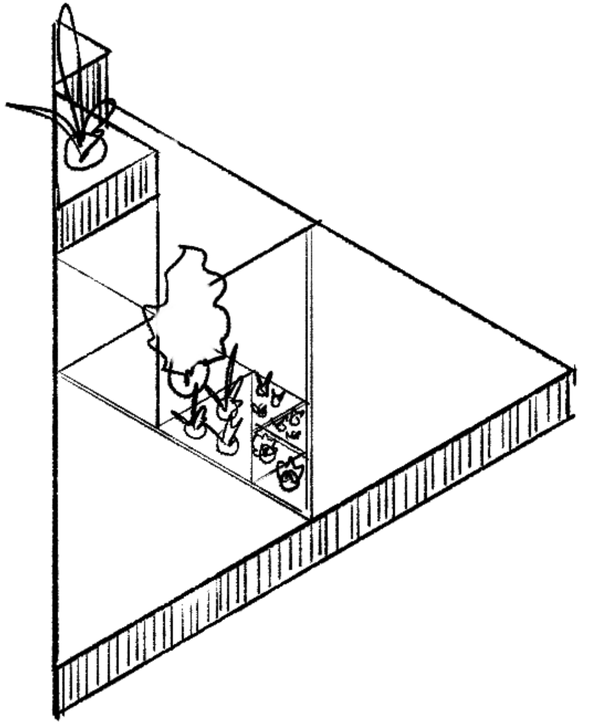
WILD - NATURE - ECOLOGY



UNITS



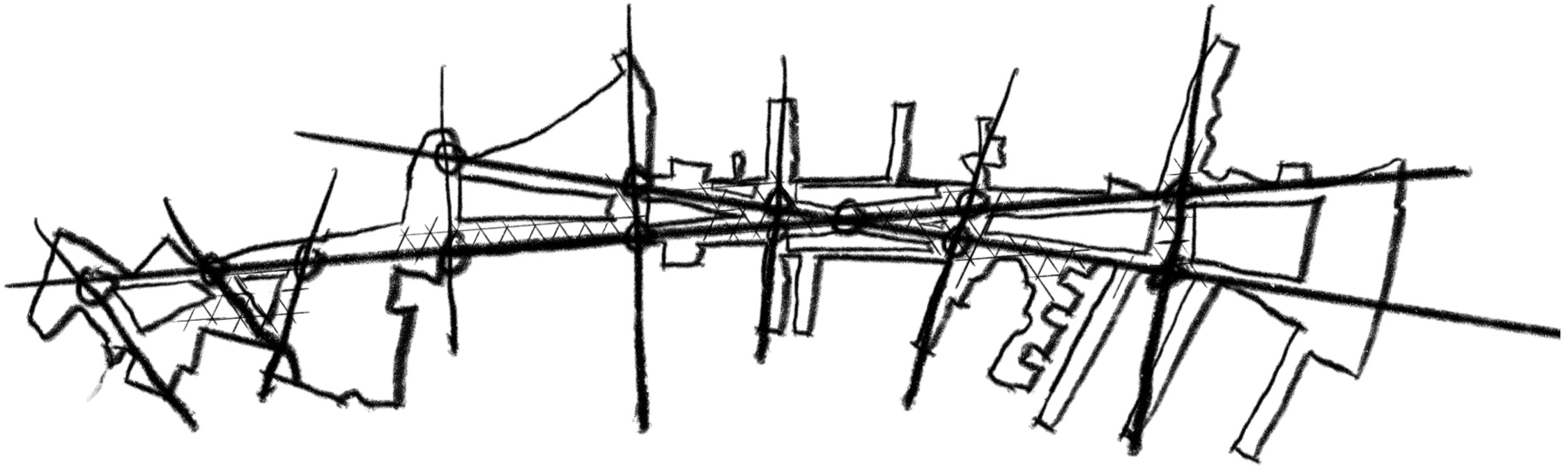
TOWERS



WILD

[INFRASTUCTURE FOR THE ANARCHISPHERE]

[WHERE CITY AND WILD COLLIDE]



[THE ANARCHISPHERE | ZOË HOLIDAY|]

INTERACTION - CONNECT - COLLECTIVE

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOË HOLIDAY|]

[FREEDOM WITHIN]



- THE PUBLIC -

APPROPRIATE - INTERACTION - CONNECT

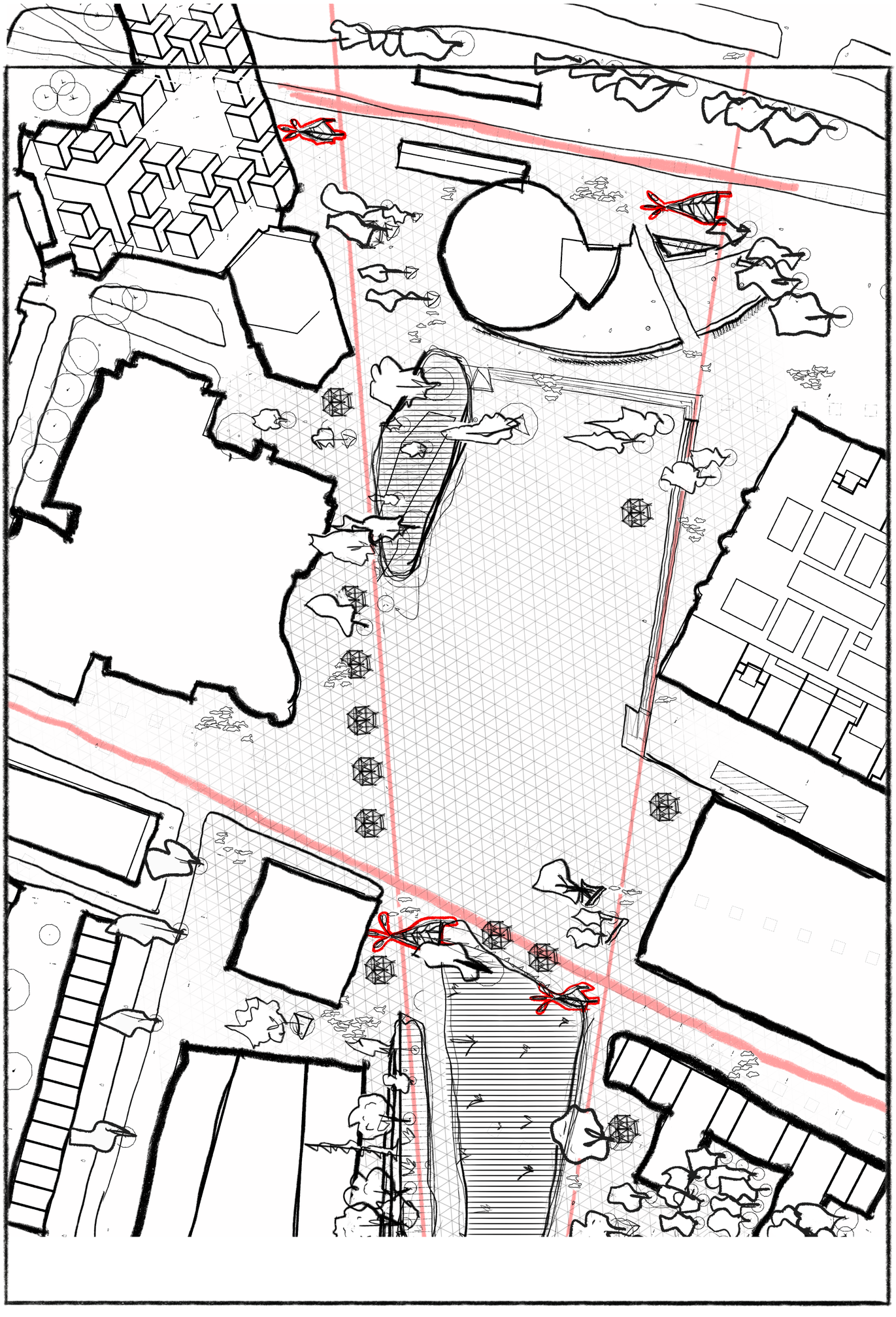
[WHERE CITY AND WILD COLLIDE]

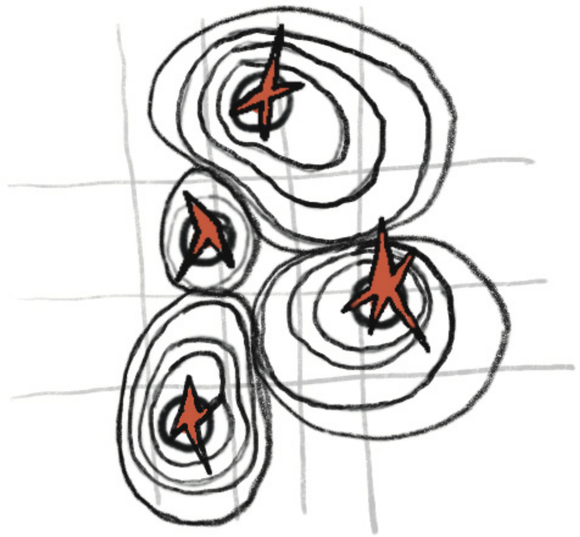


[THE ANARCHISPHERE | ZOË HOLIDAY]





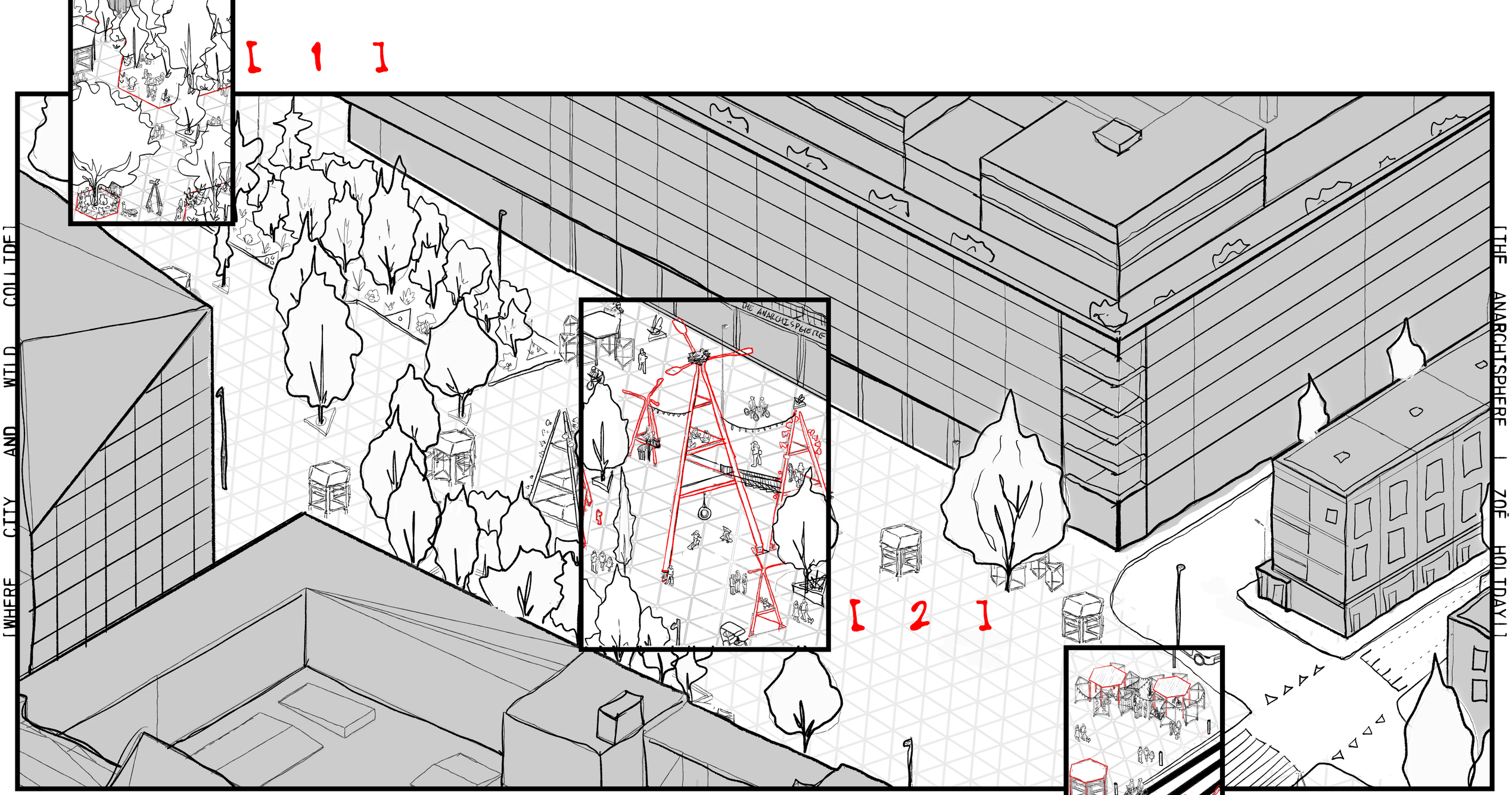




STEP 5

EVOLVE

[1]



[2]

[3]

[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | 70É HOLIDAY]

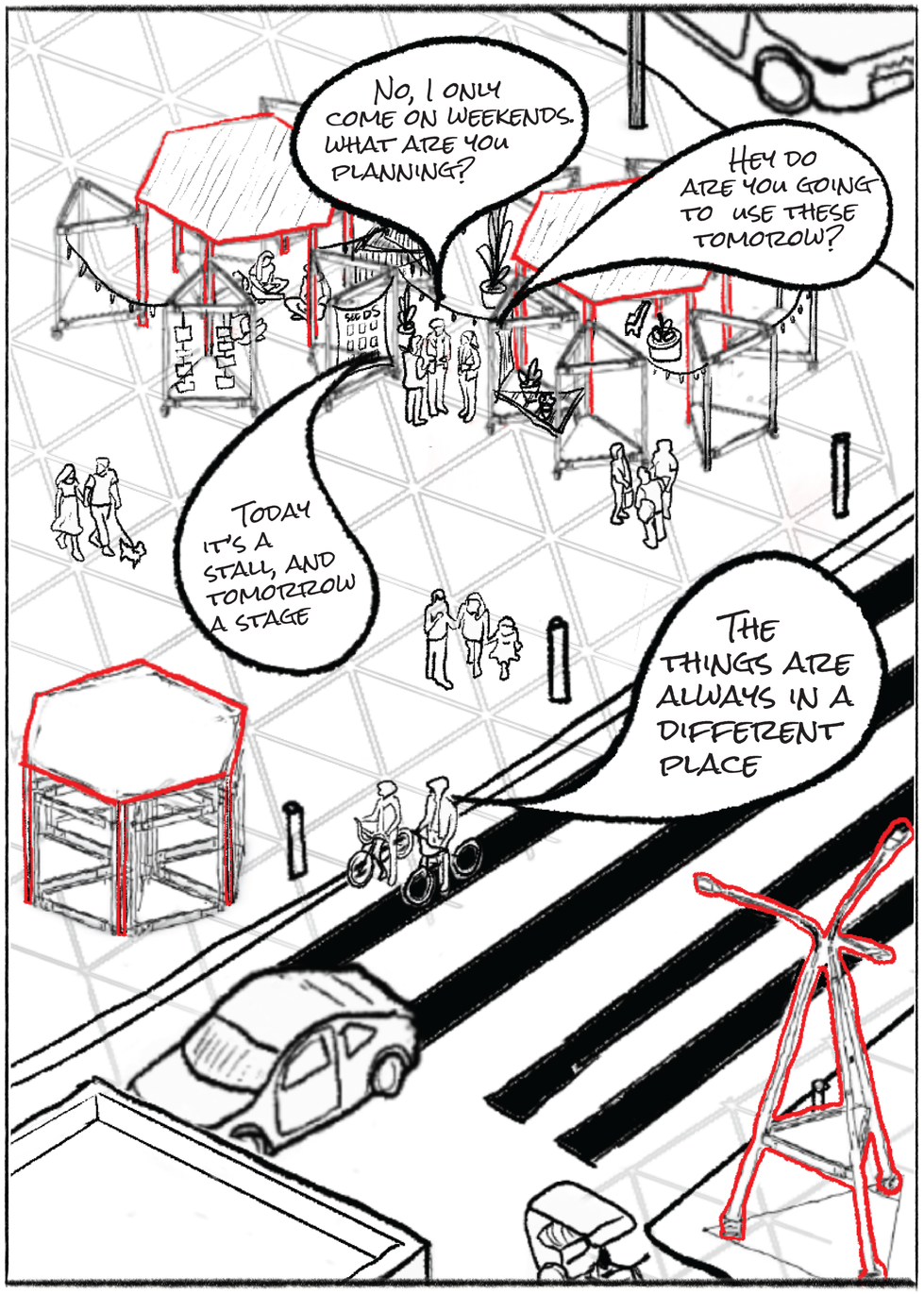
[WHERE CITY AND WILD COLLIDE]

[THE ANARCHISPHERE | ZOÉ HOLIDAY]

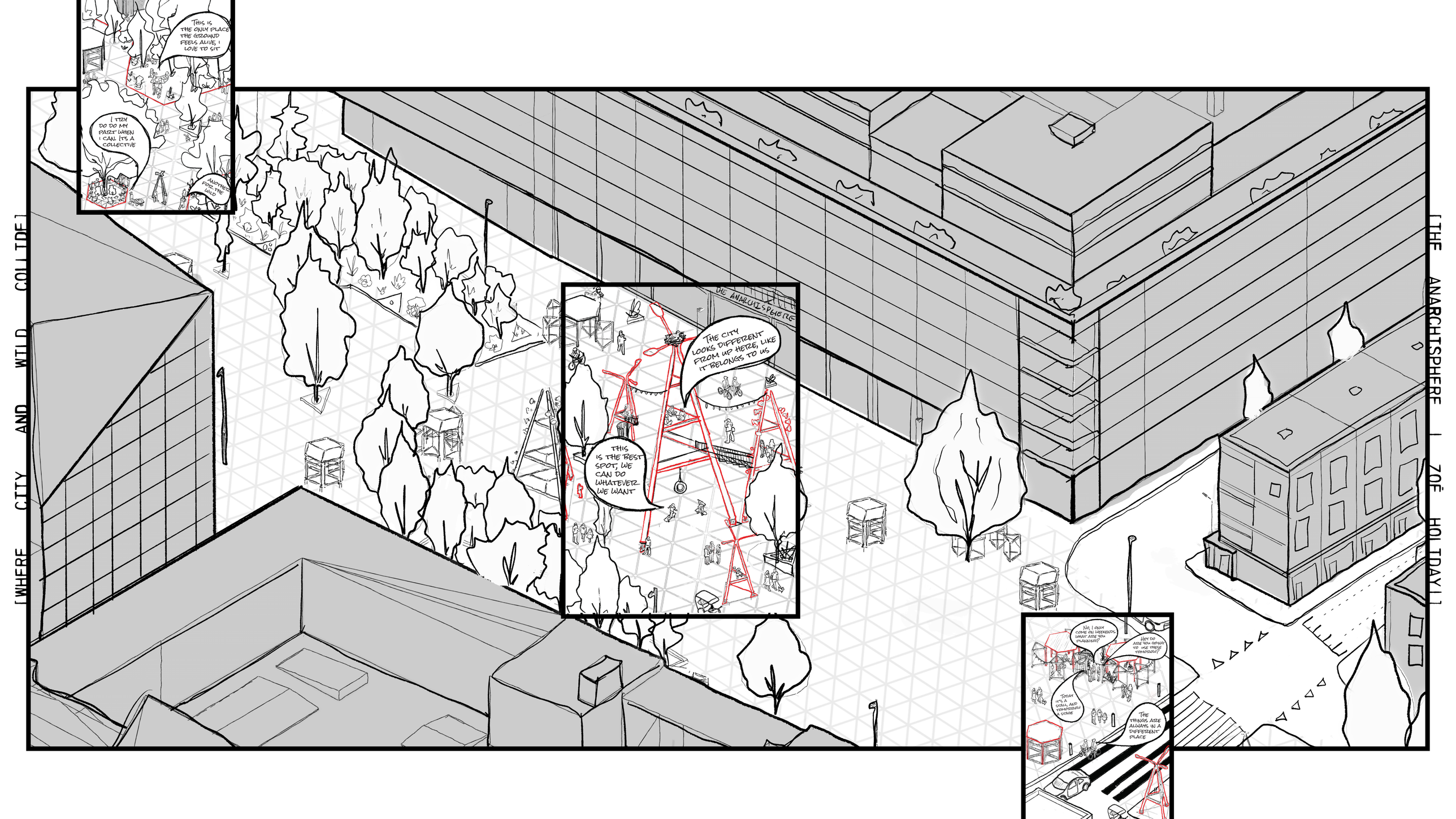
[WHERE CITY AND WILD COLLIDE]

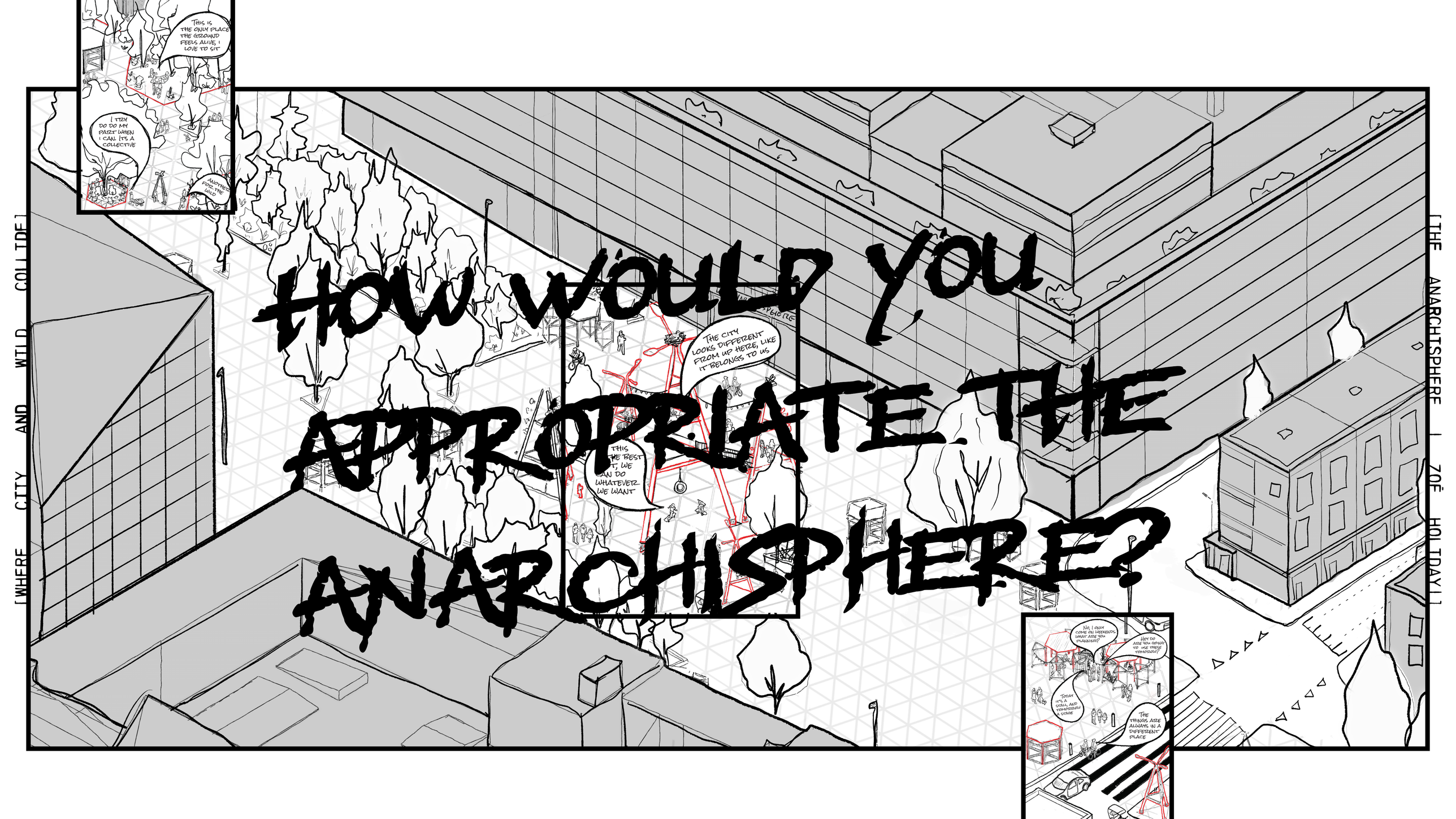
[THE ANARCHISPHERE | ZOÉ HOLIDAY]

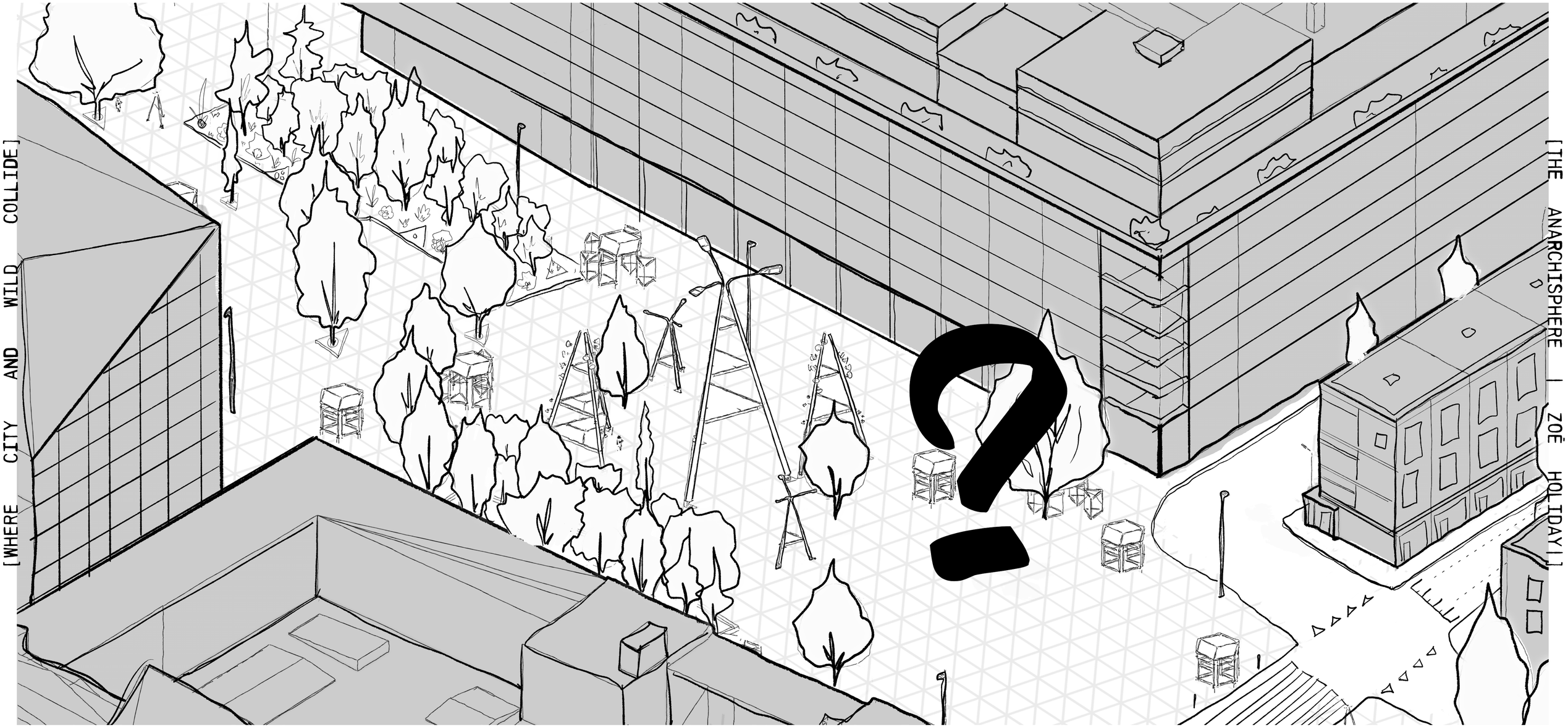
[WHERE CITY AND WILD COLLIDE]

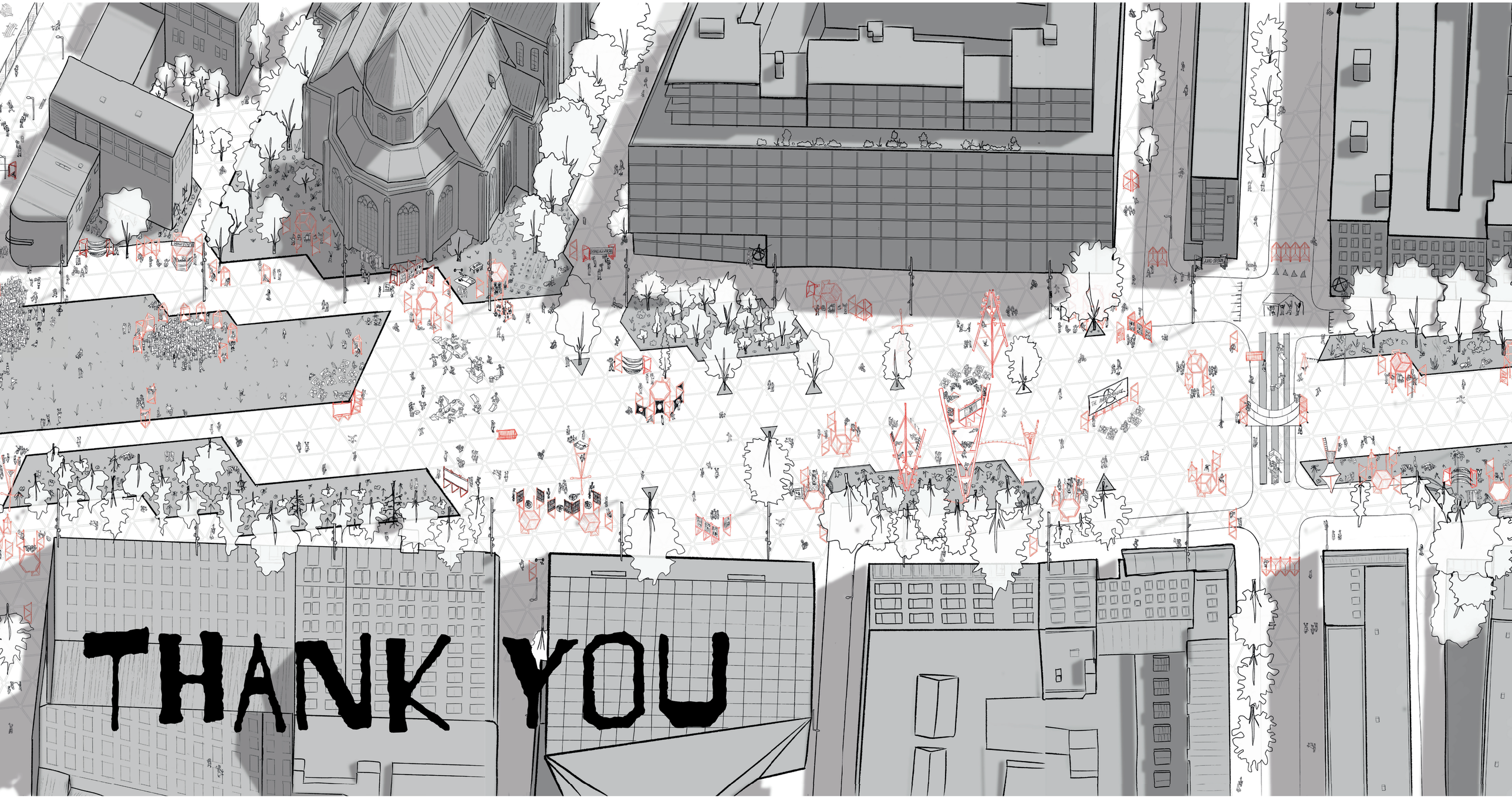


[THE ANARCHISPHERE | ZOÉ HOLIDAY]


[WHERE CITY AND WILD COLLIDE]
[THE ANARCHISPHERE | 70É HOLIDAY]
THE ANARCHISPHERE
THIS IS THE ONLY PLACE THE GROUND FEELS ALIVE. I LOVE TO SIT
I TRY DO DO MY PART WHEN I CAN. IT'S A COLLECTIVE
ANOTHER FOR THE PILE
THE CITY LOOKS DIFFERENT FROM UP HERE, LIKE IT BELONGS TO US
THIS IS THE BEST SPOT, WE CAN DO WHATEVER WE WANT
NO, I CAN COME ON WEEKENDS. WHAT ARE YOU PLANNING?
HEY DO ARE YOU GOING TO ME THESE TOMORROW?
TODAY IT'S A STILL, AND TOMORROW A STONE
THE THINGS ARE ALWAYS IN A DIFFERENT PLACE


[WHERE CITY AND WILD COLLIDE]
[THE ANARCHISPHERE | 70É HOLIDAY]
HOW WOULD YOU APPROPRIATE THE ANARCHISPHERE?
THIS IS THE ONLY PLACE THE GROUND FEELS ALIVE. I LOVE TO SIT
I TRY DO DO MY PART WHEN I CAN. IT'S A COLLECTIVE
ANOTHER FOR THE PILE
THE CITY LOOKS DIFFERENT FROM UP HERE, LIKE IT BELONGS TO US
THIS THE BEST T, WE N DO WHATEVER WE WANT
NO, I CAN'T COME ON WEEKENDS. WHAT ARE YOU PLANNING?
HEY DO ASE YOU GOING TO ME THESE TOMORROW?
TODAY IT'S A STILL AND TOMORROW A CRIME
THE THINGS ARE ALWAYS IN A DIFFERENT PLACE


[WHERE CITY AND WILD COLLIDE]
[THE ANARCHISPHERE | ZOË HOLIDAY|]


THANK YOU