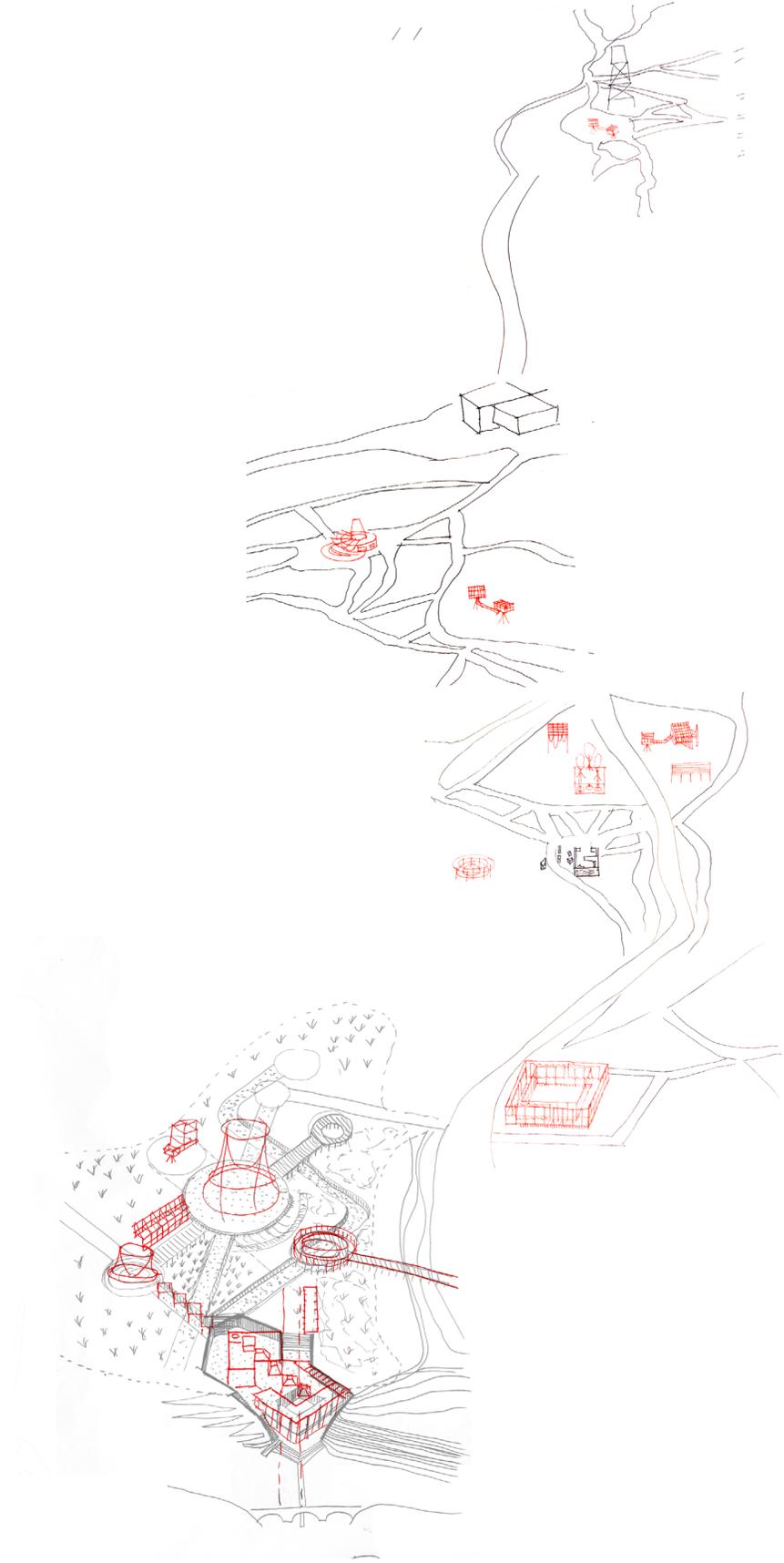


# Design Drawings and Graphics

Camilla McCormack  
ARCHITECTURAL DESIGN CROSSOVERS

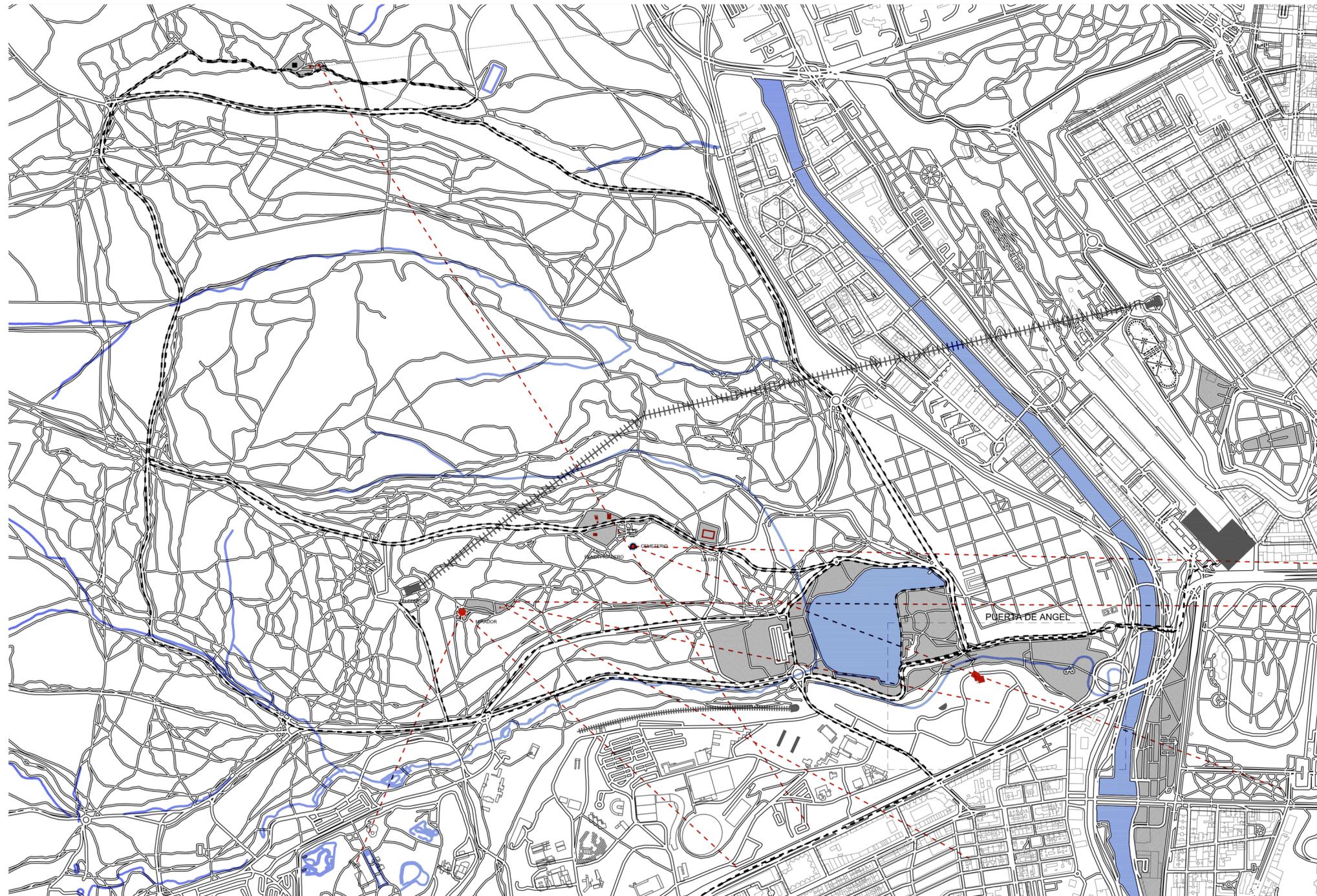


*Playing Fields*  
Casa de Campo, Madrid



## Urban Strategy

- revalorising existing elements
- accentuating the natural landscape
- visual connection to the skyline
- attracting different groups to the park



### Main Intervention

#### 1. Escenario Puerta de Angel:

This site will be converted from an asphalt field into a key entrance to the park featuring a museum visitor centre.

### Smaller Interventions

#### 2. La Era:

Former Threshing Ground

#### 3. Plaza Picadero:

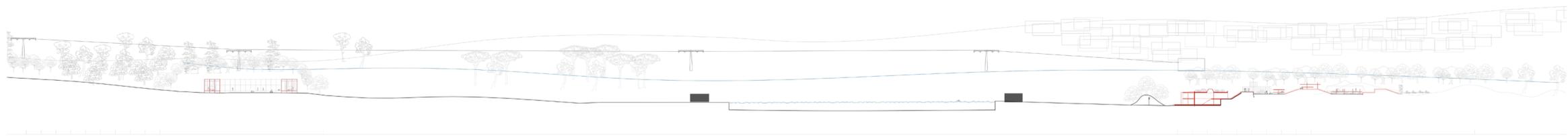
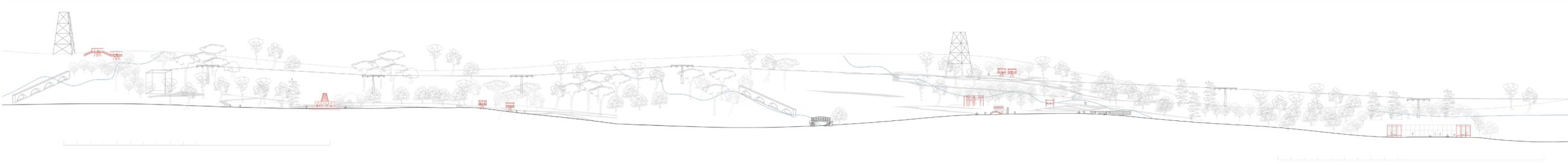
Resting area, currently with minimal shade and overgrown cemetery stones

#### 4. Miradors (6

Panoramicos, 3 trees, Garabitas Hill):  
Lookot points

# Urban Strategy

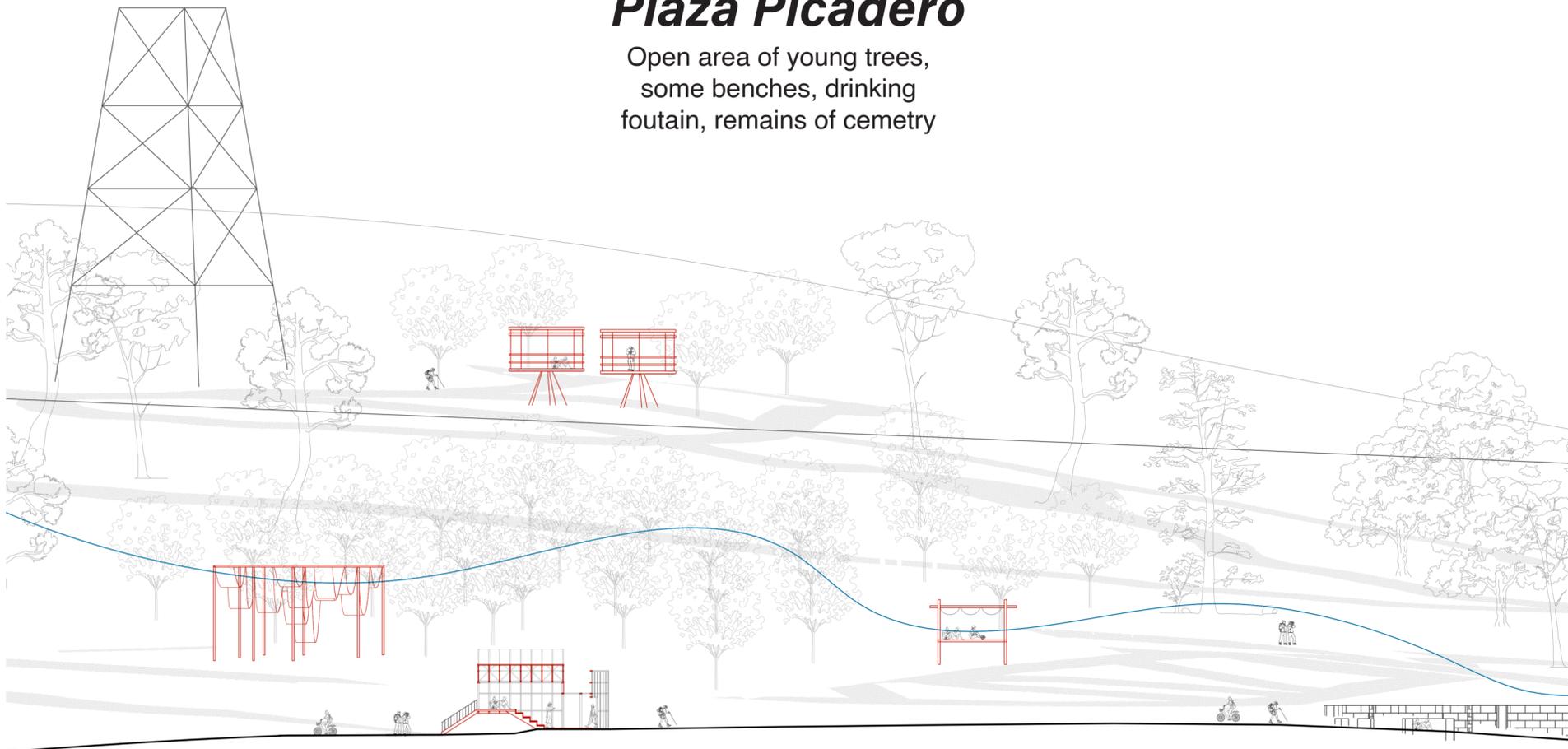
Accentuating trail





## ***Plaza Picadero***

Open area of young trees,  
some benches, drinking  
fountain, remains of cemetery



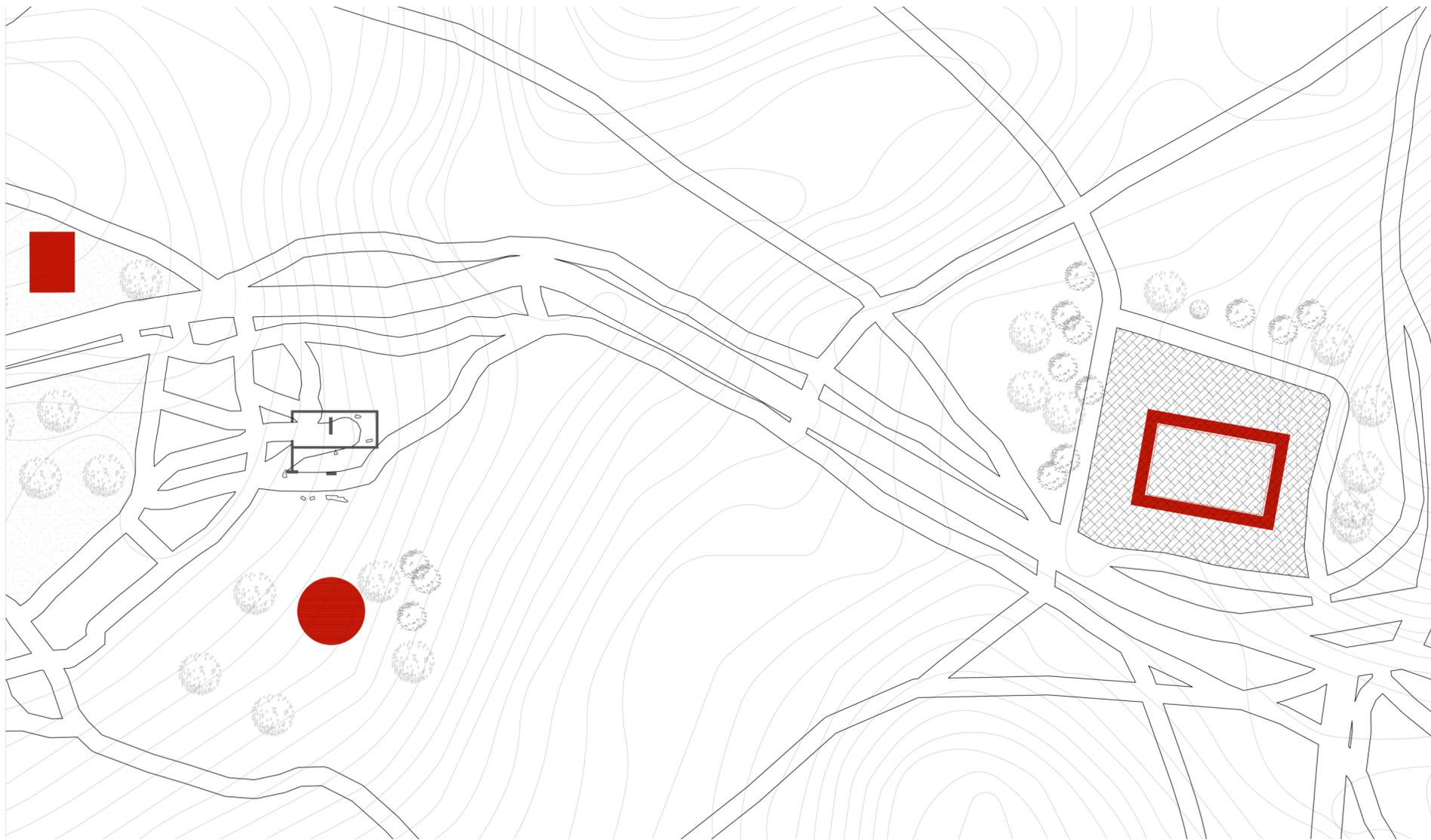
Plaza



Cemetry



Outlook



**La Era**  
old threshing ground



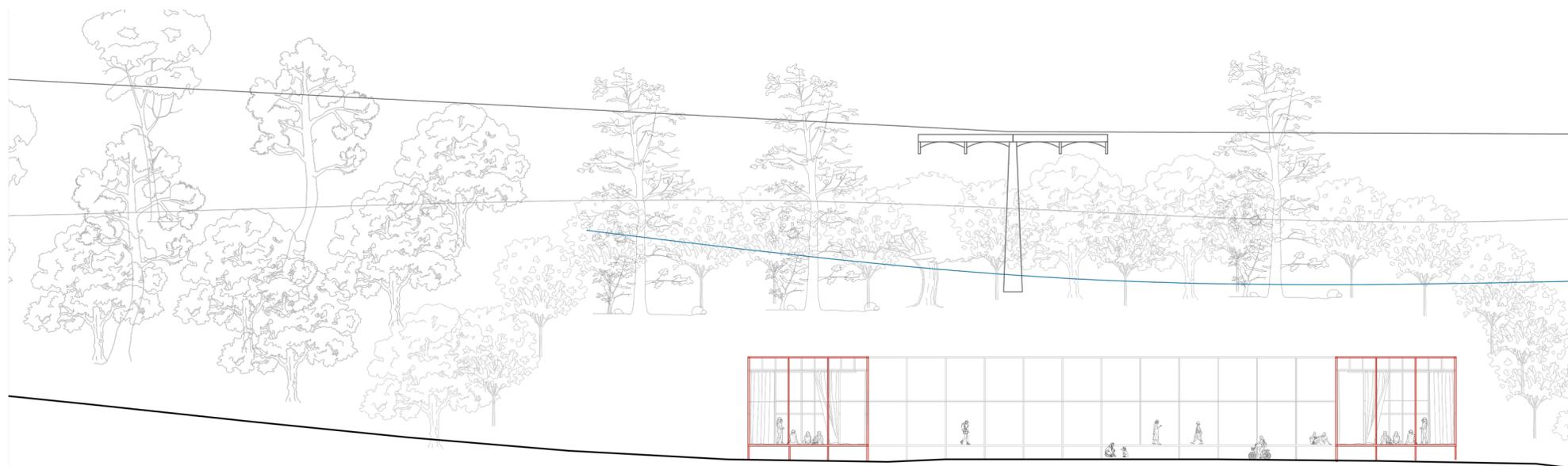
Threshing Floor



Cobble details



La Era





**Mirador 6 Panoramicos**  
**Mirador 3 Pinos**

privileged lookout points over  
the skyline of Madrid



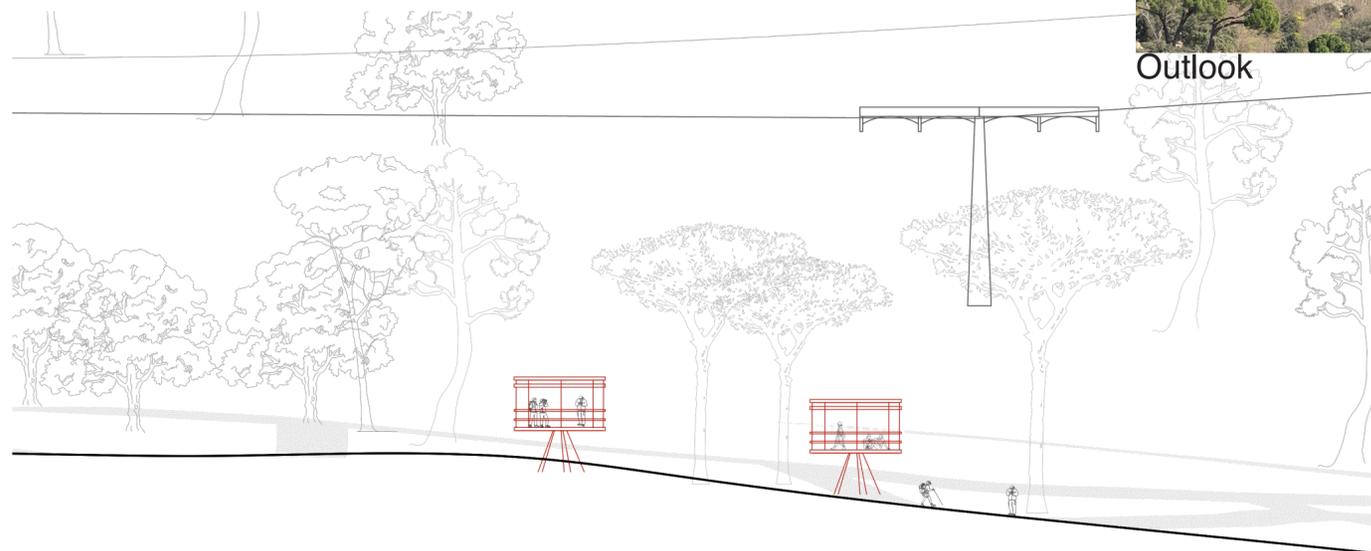
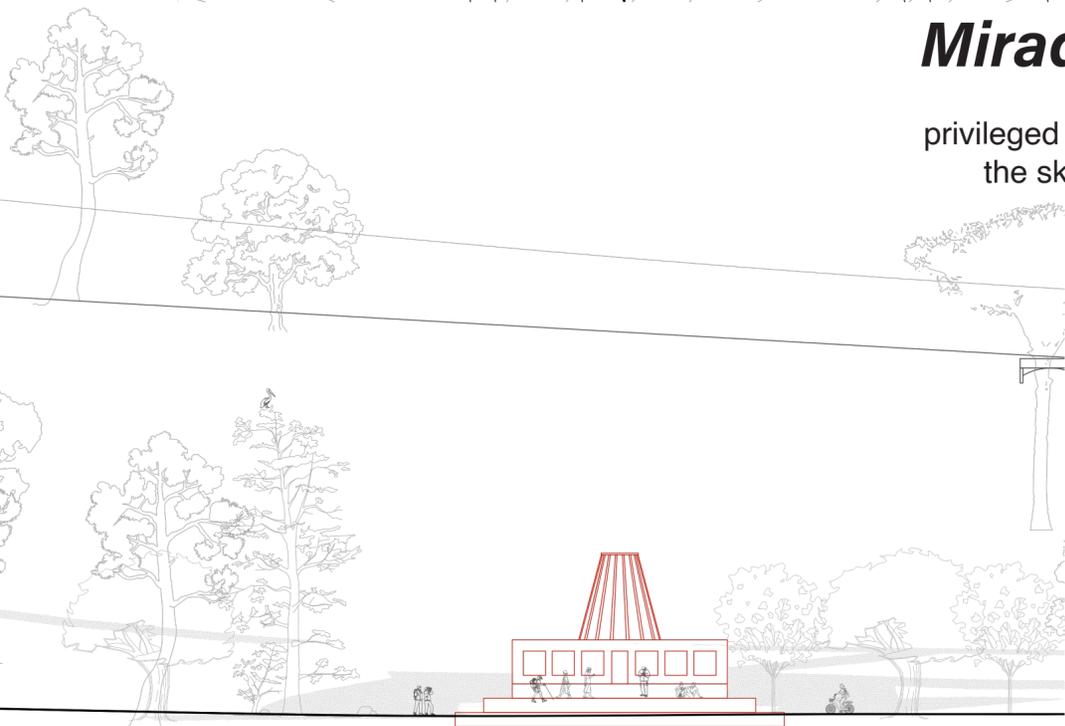
Mirador 6 Panoramicos



Lookout at the 3 Trees



Outlook

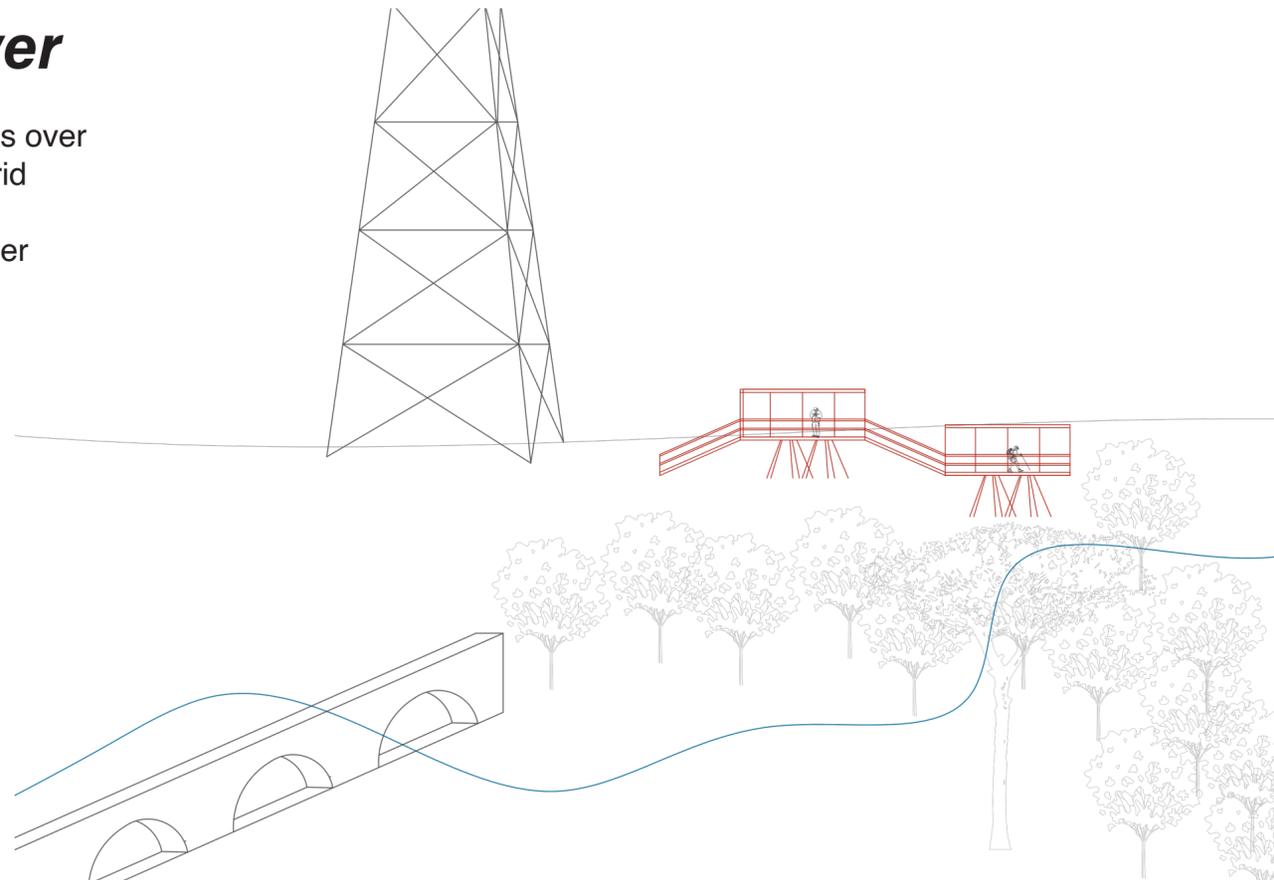




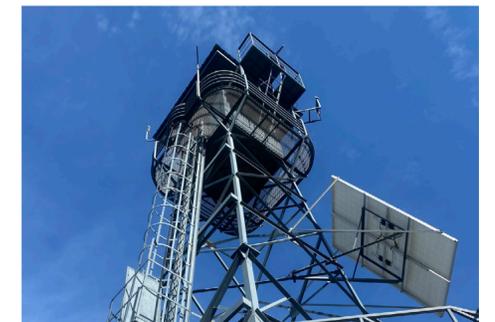
## ***Cerro Garabitas Watchtower***

privileged lookout points over  
the skyline of Madrid

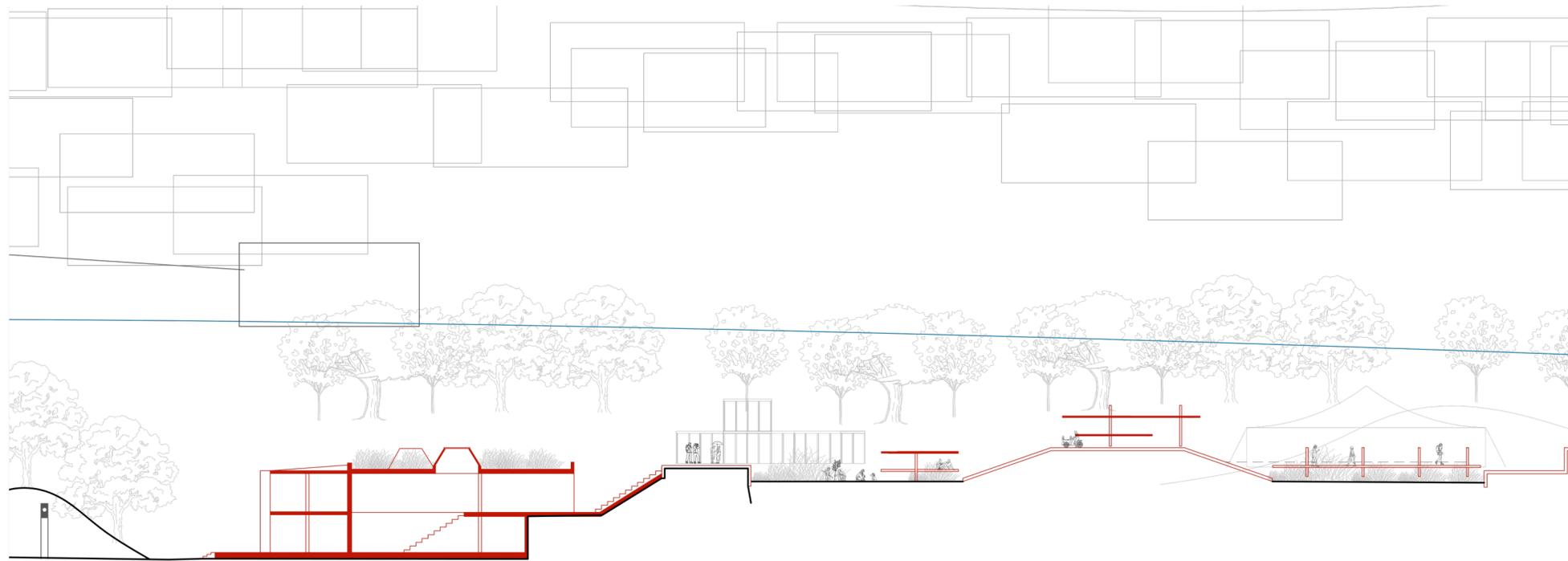
historical watchtower



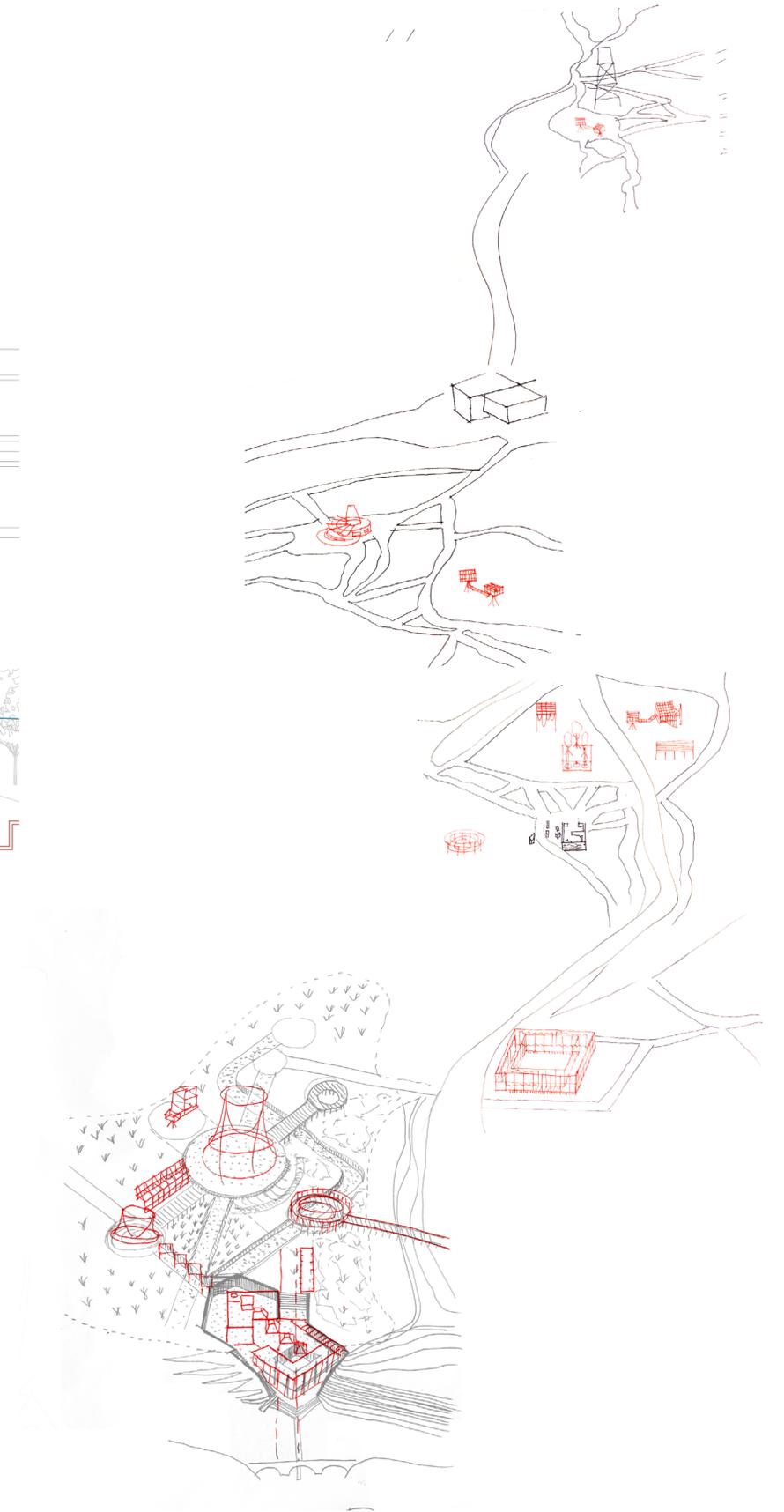
Cerro Garabitas Watchtower



Outlook 3 Towers



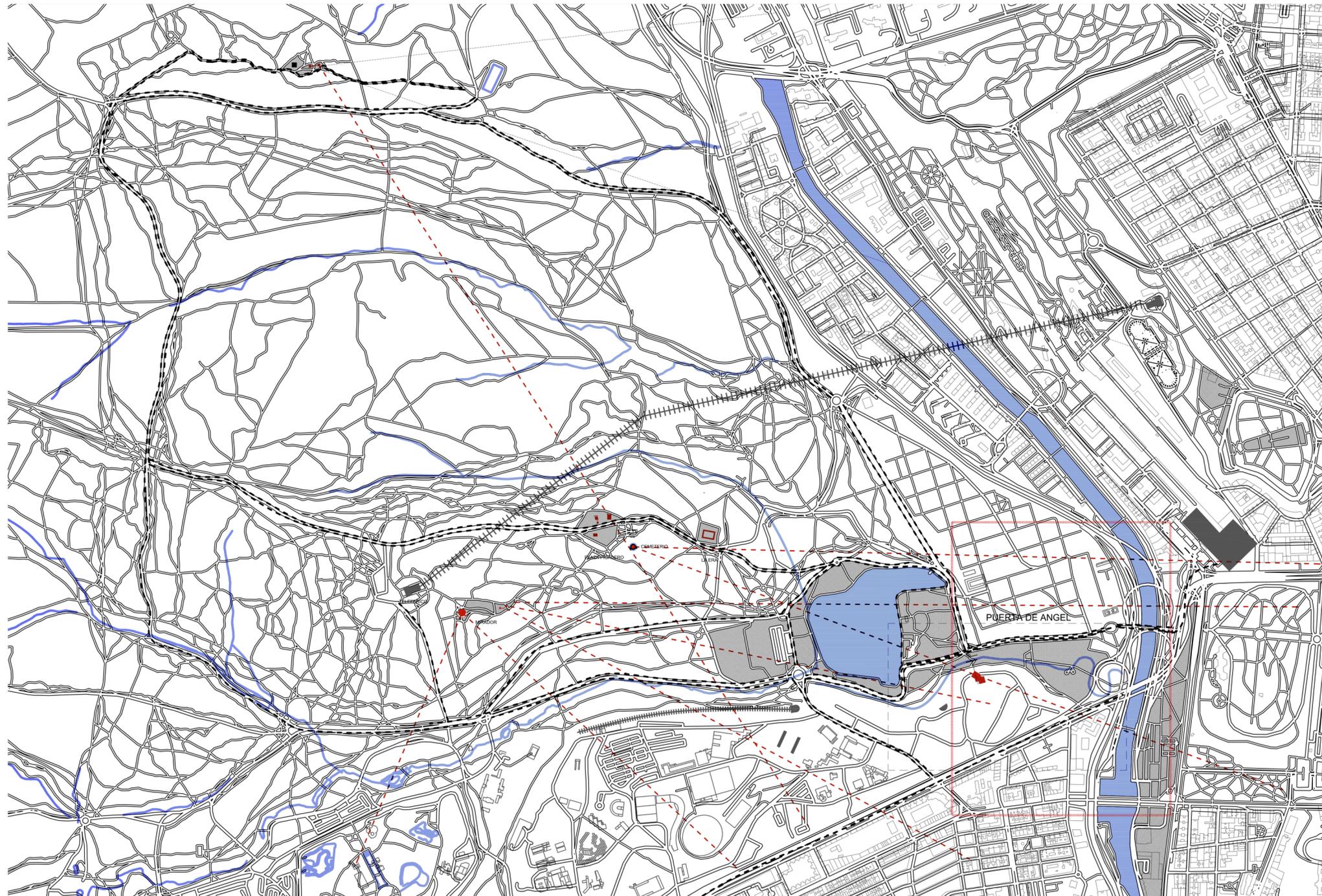
***Escenario Puerta de Angel***



# Architectural Proposal

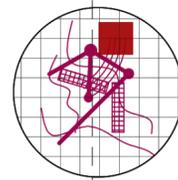
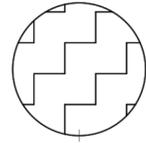
## Main Intervention

### Escenario Puerta de Angel

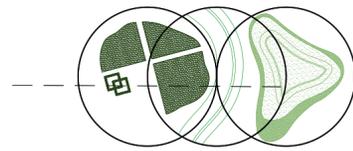


# *Design Process*

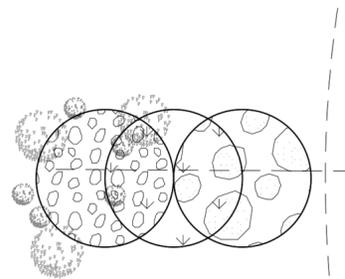
SURFACE  
TECTONICS



DESIGN ACTS

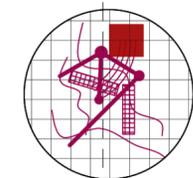
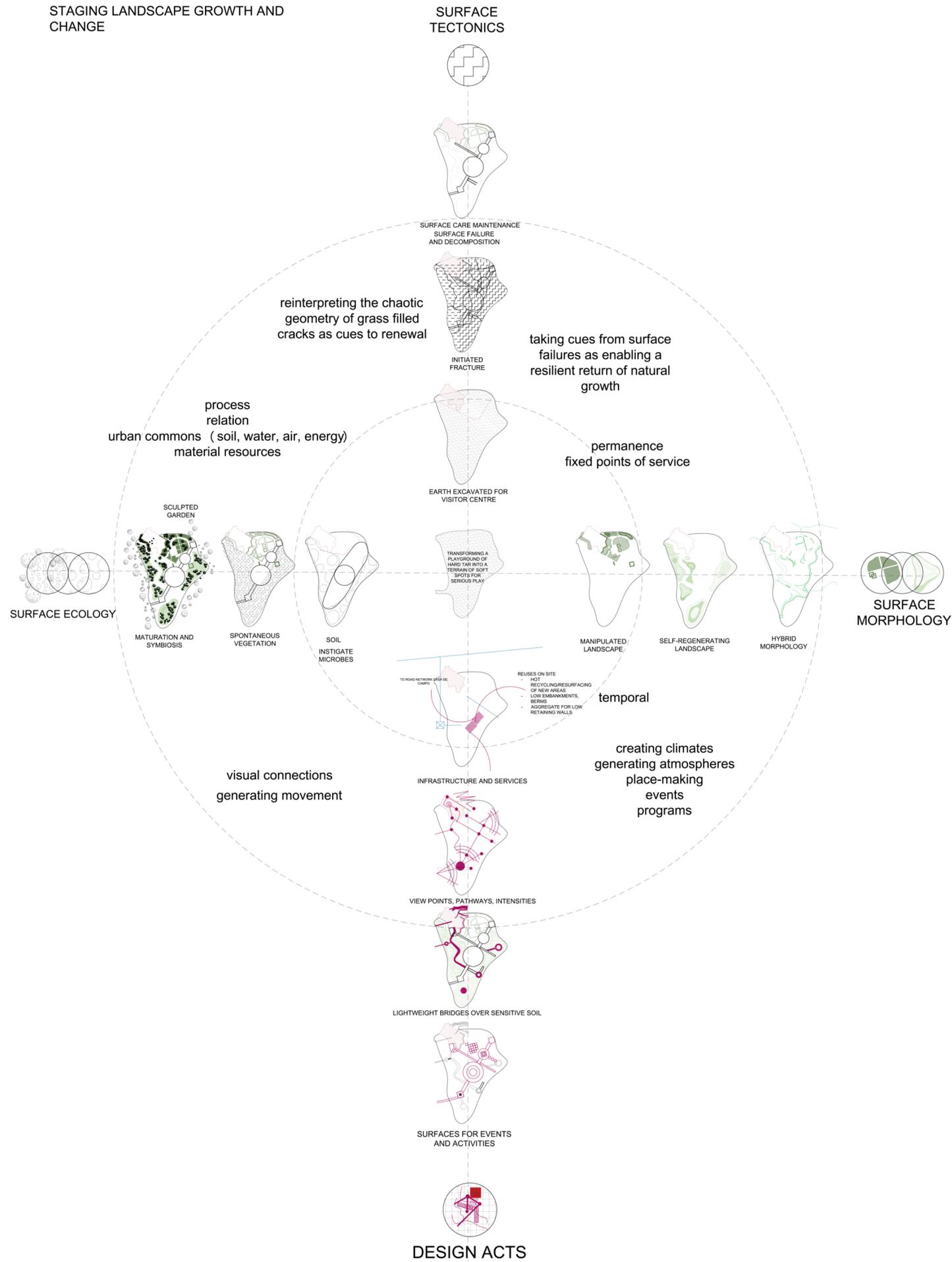


SURFACE  
MORPHOLOGY



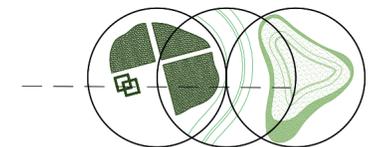
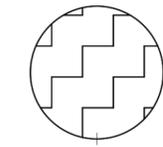
SURFACE ECOLOGY

STAGING LANDSCAPE GROWTH AND CHANGE

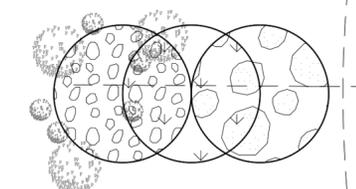


DESIGN ACTS

SURFACE TECTONICS

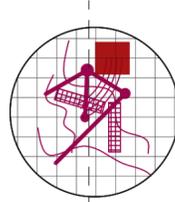


SURFACE MORPHOLOGY

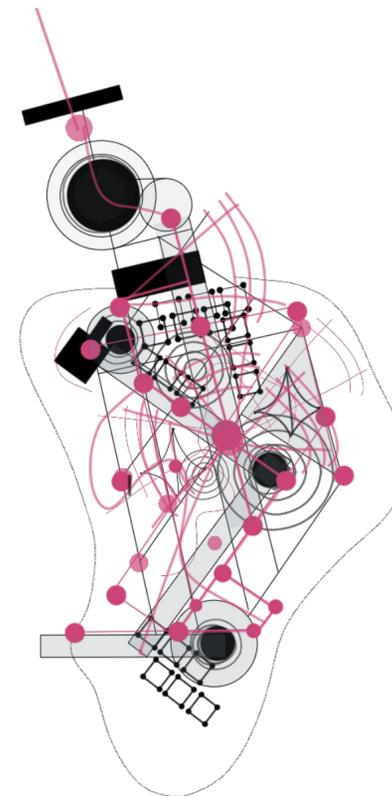
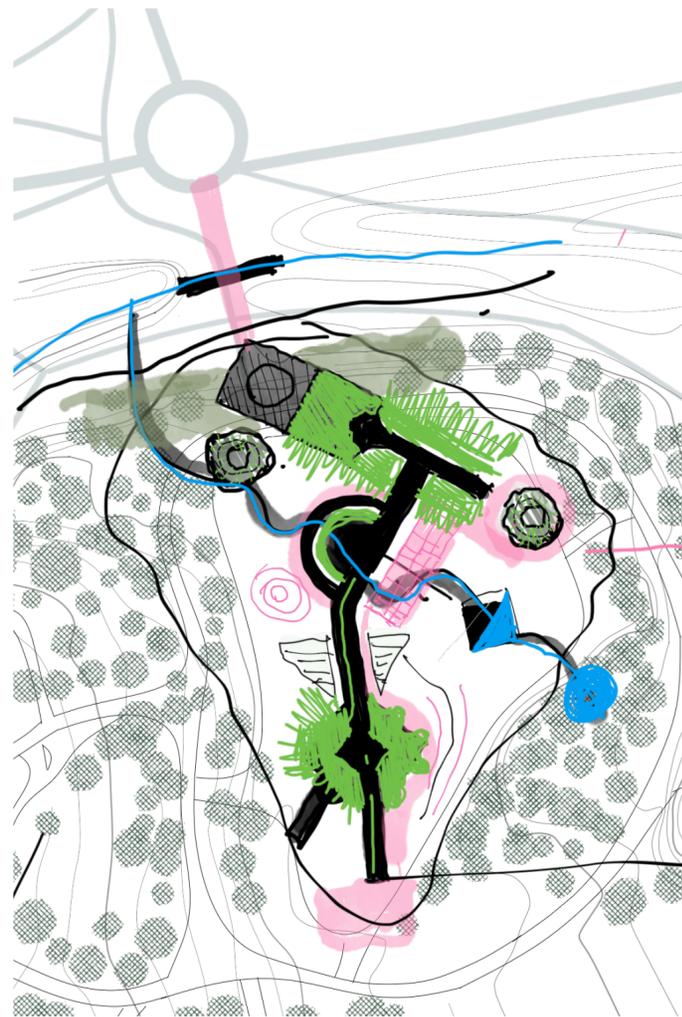


SURFACE ECOLOGY

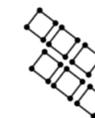
DESIGN ACTS



# DESIGN ACTS



soil from excavated  
excavated asphalt  
in pile



- Mat
- Mat
- Quan
- New
- Publi
- Equi
- Area
- Areas

Materials extracted  
Materials stored  
Quantity/area of asphalt &  
soil from excavated

STAGING LANDSCAPE GROWTH AND CHANGE

SURFACE TECTONICS

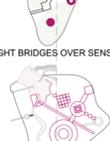


SURFACE CARE MAINTENANCE  
SURFACE FAILURE  
AND DECOMPOSITION



reinterpreting the chaotic  
geometry of grass filled  
cracks as cues to renewal

taking cues from surface  
failures as enabling a  
resilient return of natural  
growth

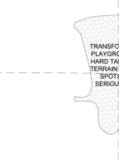
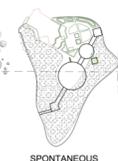


DESIGN ACTS

process  
relation  
urban commons (soil, water, air, energy)  
material resources

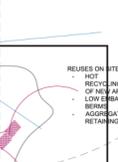
permanence  
fixed points of service

SCULPTED  
GARDEN

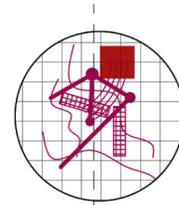


SURFACE  
MORPHOLOGY

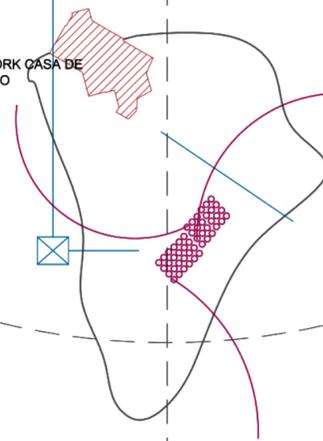
SURFACE ECOLOGY



DESIGN ACTS

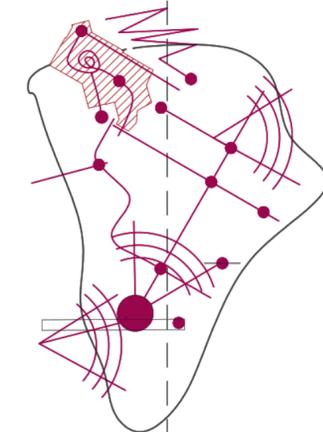


TO ROAD NETWORK CASA DE CAMPO

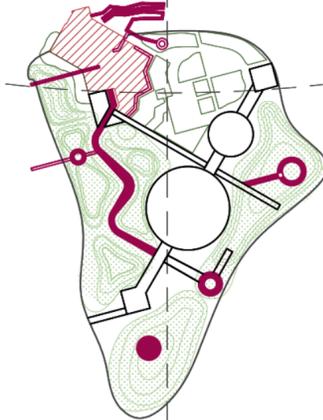


- REUSES ON SITE
- HOT
  - RECYCLING/RESURFACING OF NEW AREAS
  - LOW EMBANKMENTS, BERMS
  - AGGREGATE FOR LOW RETAINING WALLS

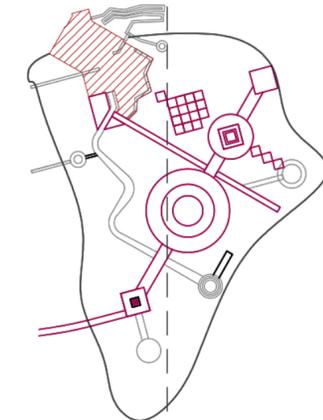
INFRASTRUCTURE AND SERVICES



VIEW POINTS, PATHWAYS, INTENSITIES

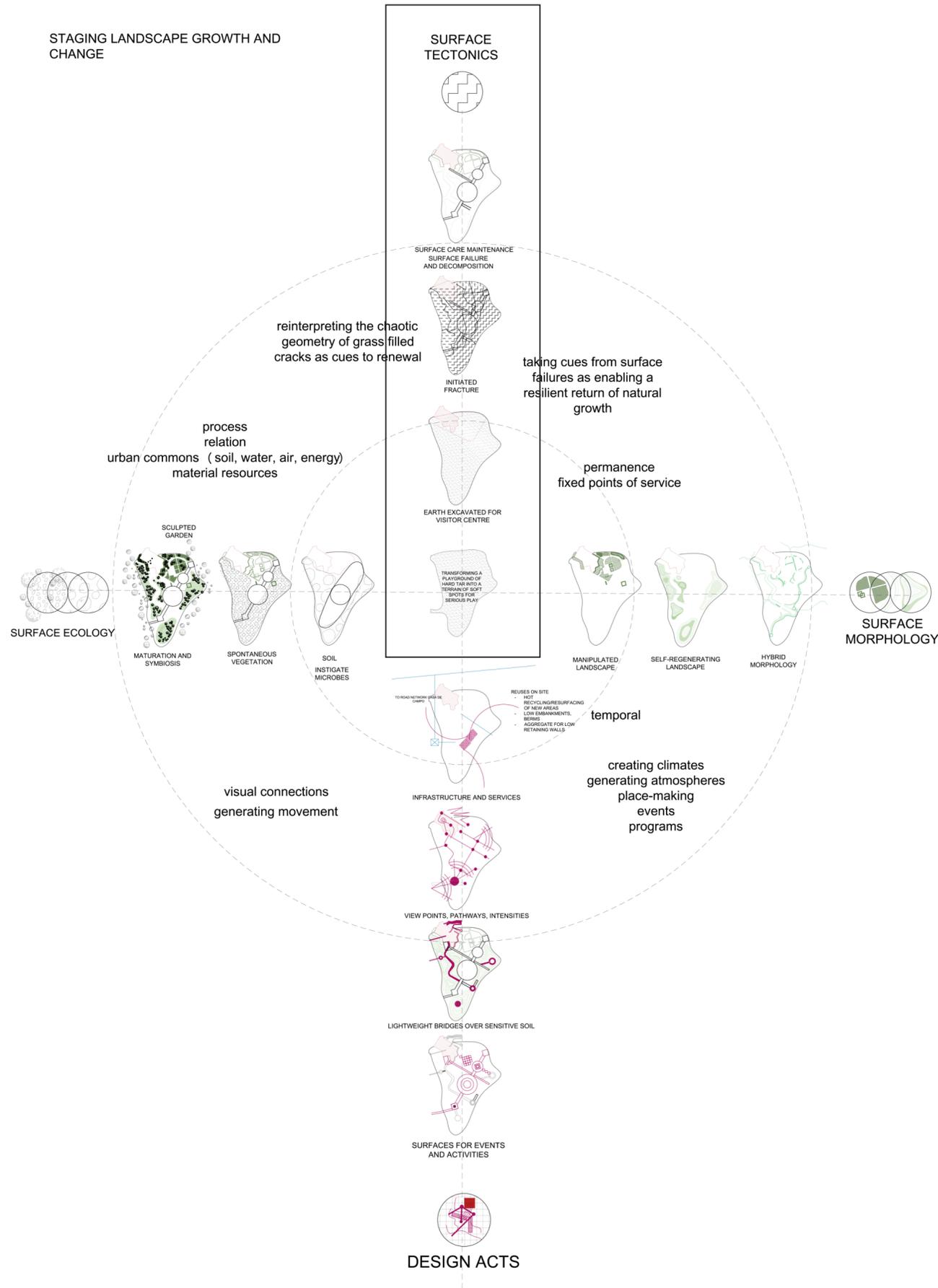


LIGHTWEIGHT BRIDGES OVER SENSITIVE SOIL

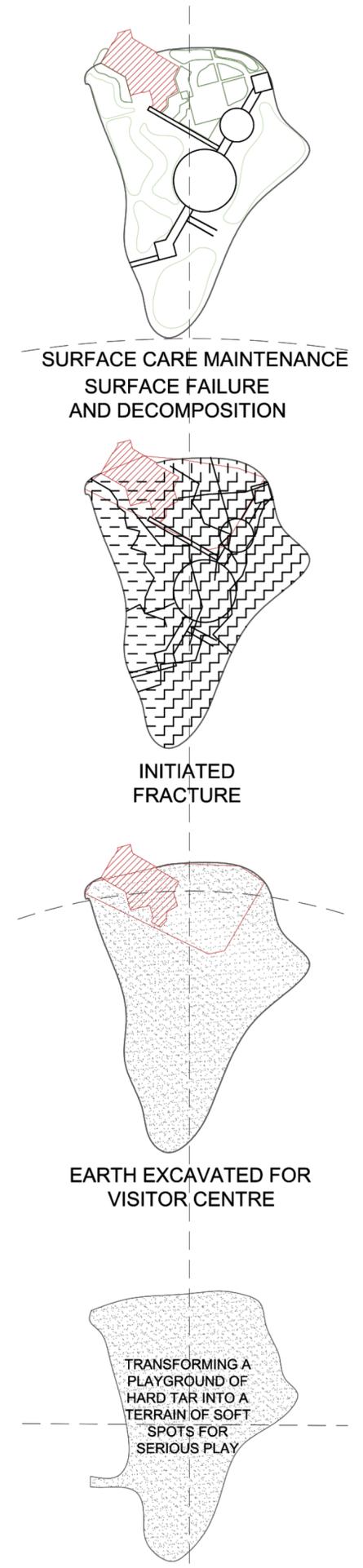
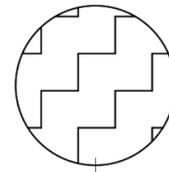


SURFACES FOR EVENTS AND ACTIVITIES

STAGING LANDSCAPE GROWTH AND CHANGE



# SURFACE TECTONICS



STAGING LANDSCAPE GROWTH AND CHANGE

SURFACE TECTONICS



SURFACE CARE MAINTENANCE  
SURFACE FAILURE  
AND DECOMPOSITION



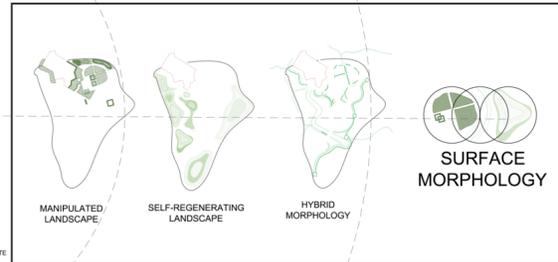
reinterpreting the chaotic  
geometry of grass filled  
cracks as cues to renewal

taking cues from surface  
failures as enabling a  
resilient return of natural  
growth



process  
relation  
urban commons (soil, water, air, energy)  
material resources

permanence  
fixed points of service

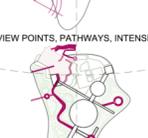


REUSES ON SITE  
- HOT  
- RECYCLING/RESURFACING  
OF NEW AREAS  
- LOW EMBANKMENTS,  
BERMS  
- AGGREGATE FOR LOW  
RETAINING WALLS

temporal

creating climates  
generating atmospheres  
place-making  
events  
programs

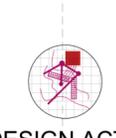
visual connections  
generating movement



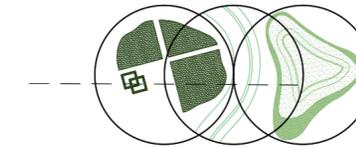
LIGHTWEIGHT BRIDGES OVER SENSITIVE SOIL



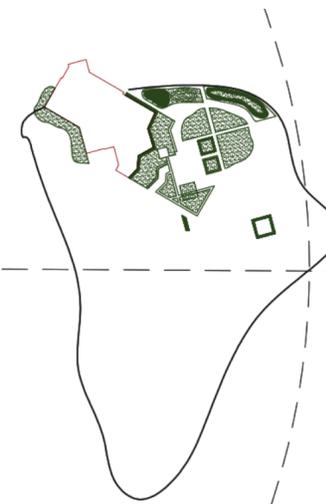
SURFACES FOR EVENTS  
AND ACTIVITIES



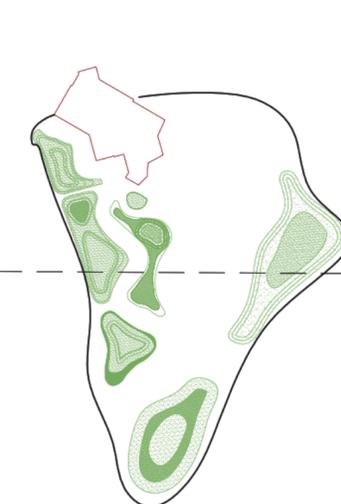
DESIGN ACTS



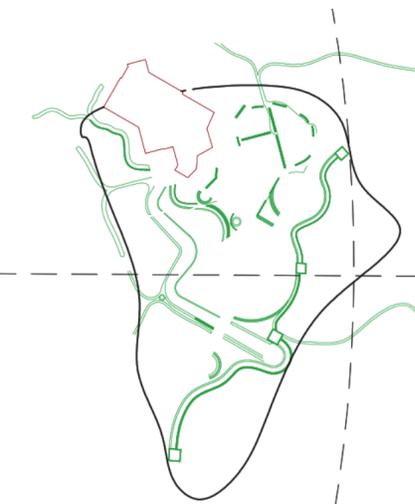
SURFACE MORPHOLOGY



MANIPULATED  
LANDSCAPE



SELF-REGENERATING  
LANDSCAPE



HYBRID  
MORPHOLOGY

STAGING LANDSCAPE GROWTH AND CHANGE

SURFACE TECTONICS

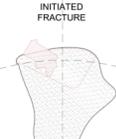


SURFACE CARE MAINTENANCE  
SURFACE FAILURE  
AND DECOMPOSITION



reinterpreting the chaotic  
geometry of grass filled  
cracks as cues to renewal

taking cues from surface  
failures as enabling a  
resilient return of natural  
growth



DESIGN ACTS

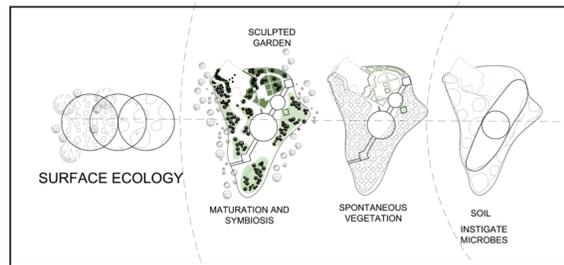
process  
relation  
urban commons (soil, water, air, energy)  
material resources

permanence  
fixed points of service

temporal

visual connections  
generating movement

creating climates  
generating atmospheres  
place-making  
events  
programs



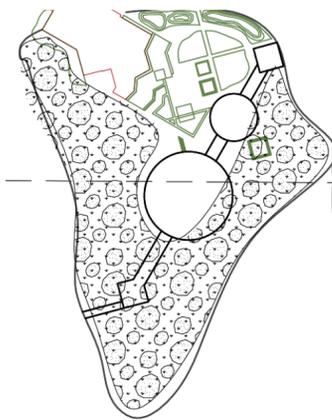
- REUSES ON SITE
- NOT RECYCLING/SURFACING OF NEW AREAS
- LOW EMBANKMENTS, BERMS
- AGGREGATE FOR LOW RETAINING WALLS



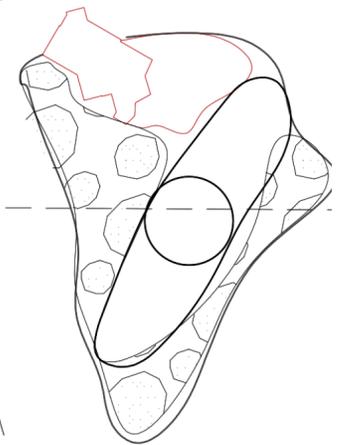
SURFACE MORPHOLOGY



MATURATION AND SYMBIOSIS

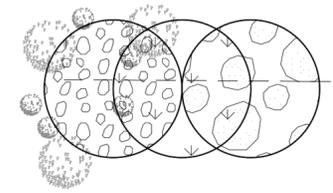


SPONTANEOUS VEGETATION

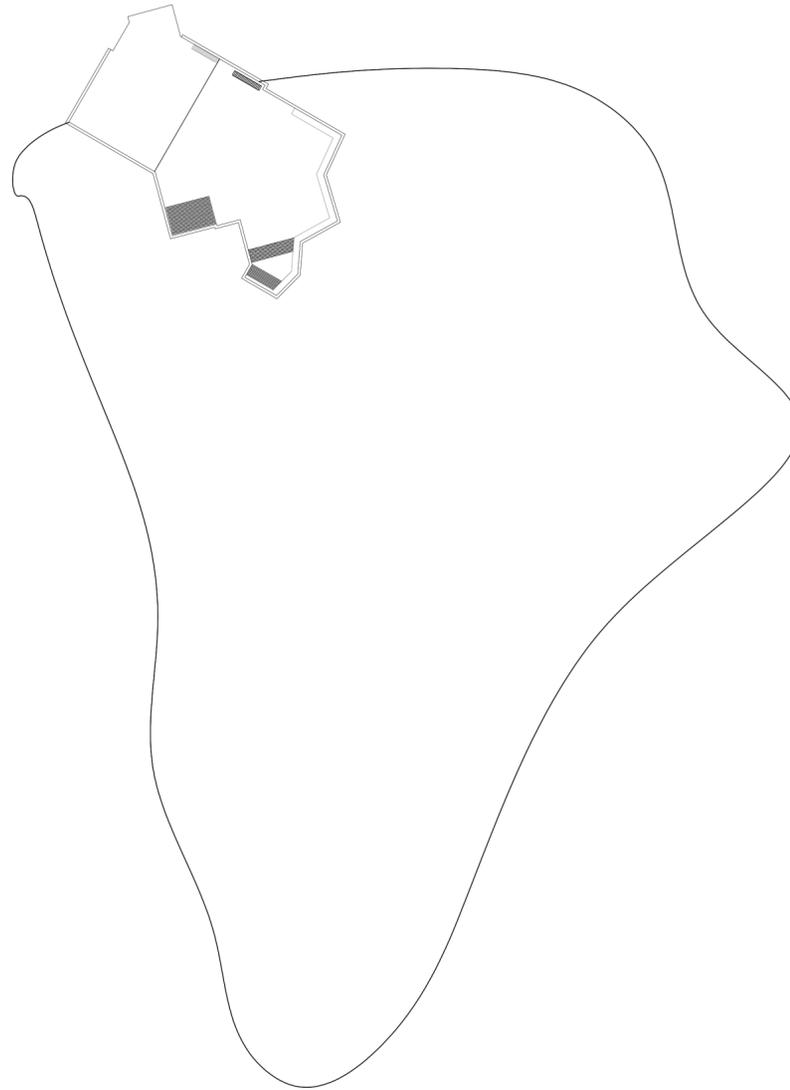


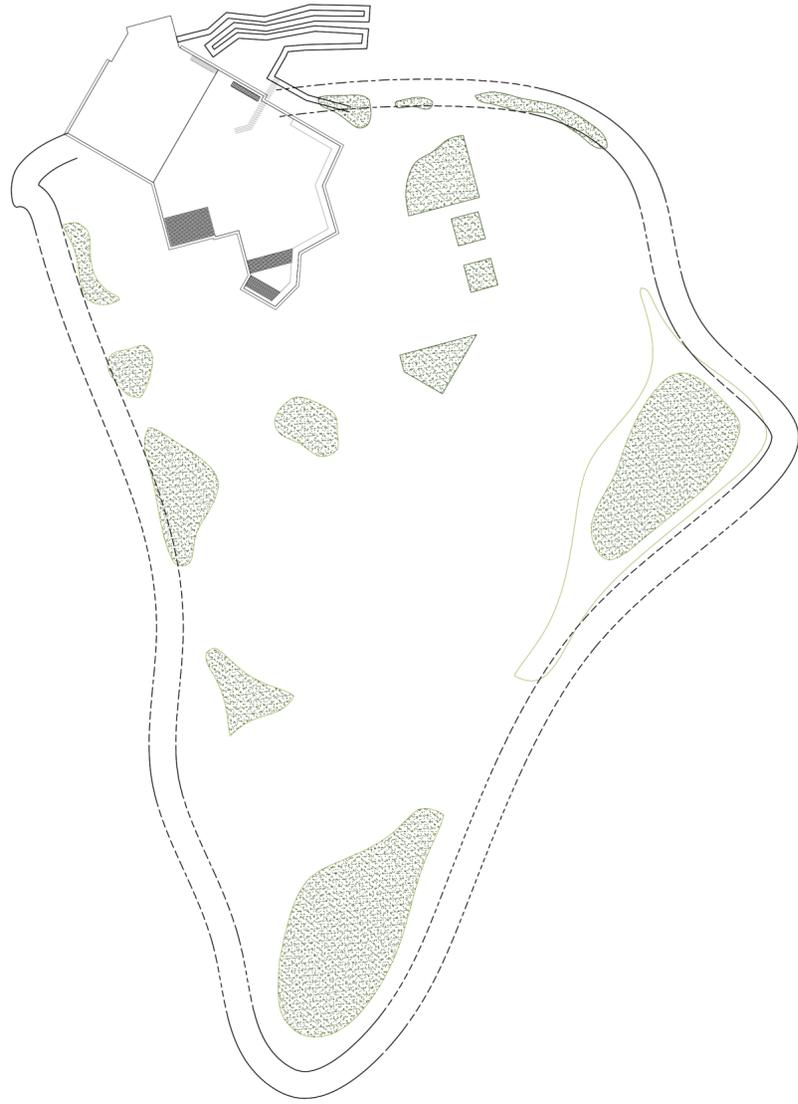
SOIL INSTIGATE MICROBES

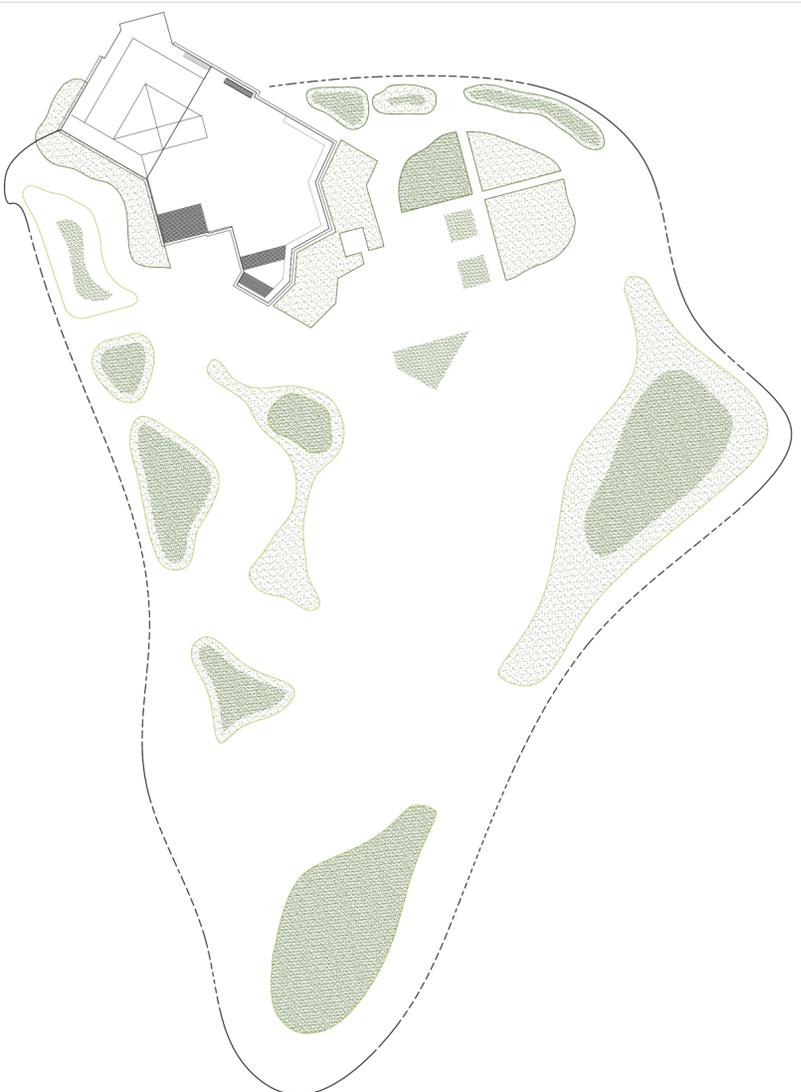
SURFACE ECOLOGY

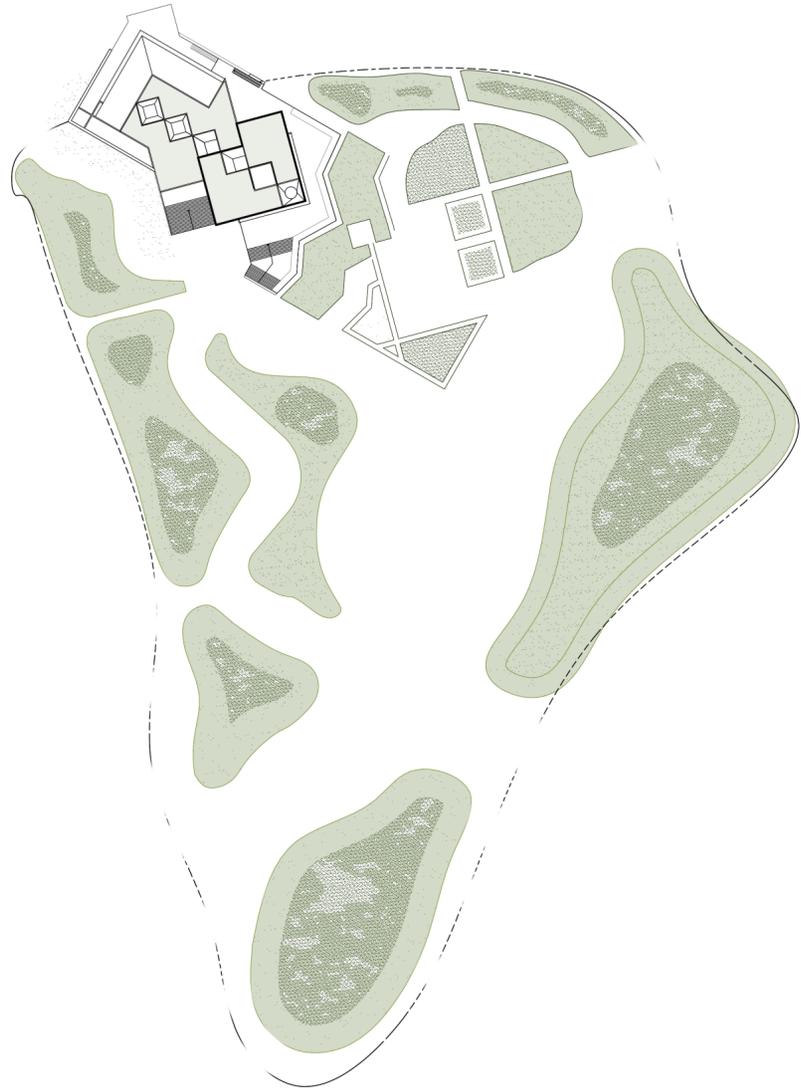


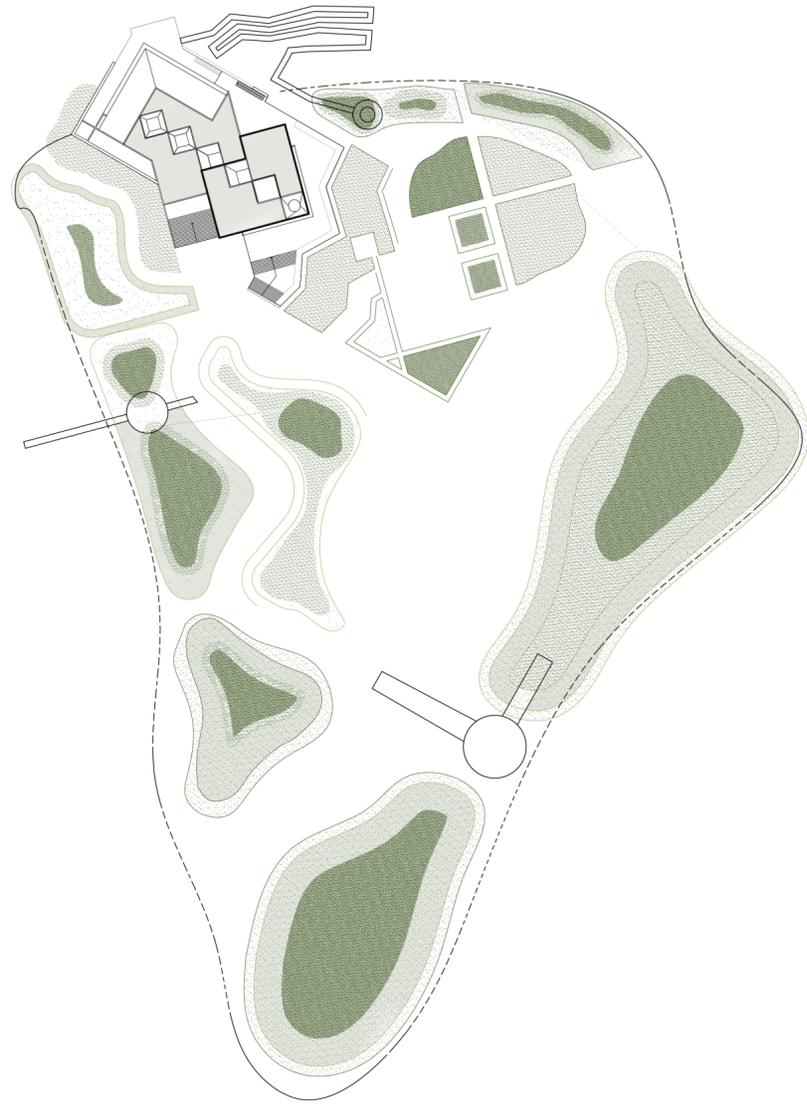
# *staging growth*

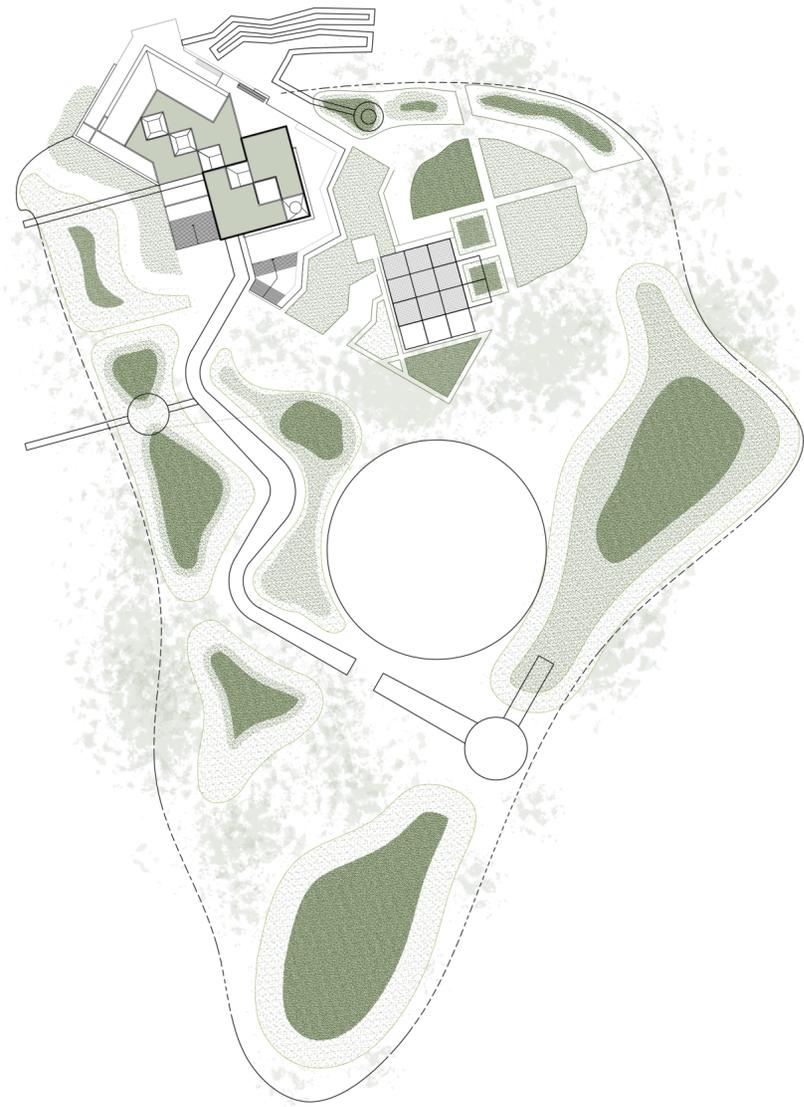










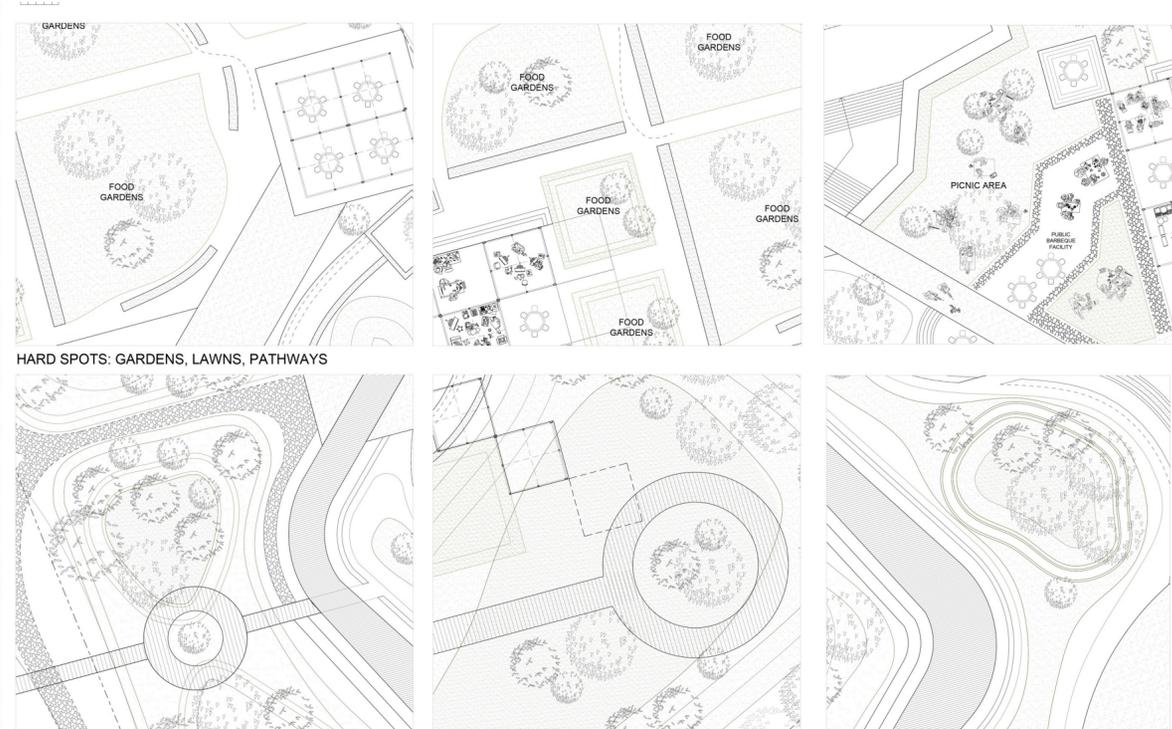






- 
RESURFACED ASPHALT FOR  
LARGE EVENTS AND VEHICLES
- 
MAINTENANCE LANDSCAPES FOR  
PUBLIC USE, LAWNS, FOOD GARDENS
- 
REGENERATIVE, ORGANIC, WILD.  
SENSITIVE BIOMES AND ECOLOGIES
- 
HYBRID PATHWAYS
- 
ELEVATED BOARDWALKS

-  RESURFACED ASPHALT FOR LARGE EVENTS AND VEHICLES
-  MAINTENANCE LANDSCAPES FOR PUBLIC USE, LAWNS, FOOD GARDENS
-  REGENERATIVE, ORGANIC, WILD. SENSITIVE BIOMES AND ECOLOGIES
-  HYBRID PATHWAYS
-  ELEVATED BOARDWALKS



HARD SPOTS: GARDENS, LAWNS, PATHWAYS

SOFT SPOTS: RE-WILDING AREAS AND REGENERATIVE LANDSCAPES

*landscape type and morphology*



# Architectural Proposal

## Main Intervention

### Escenario Puerta de Angel

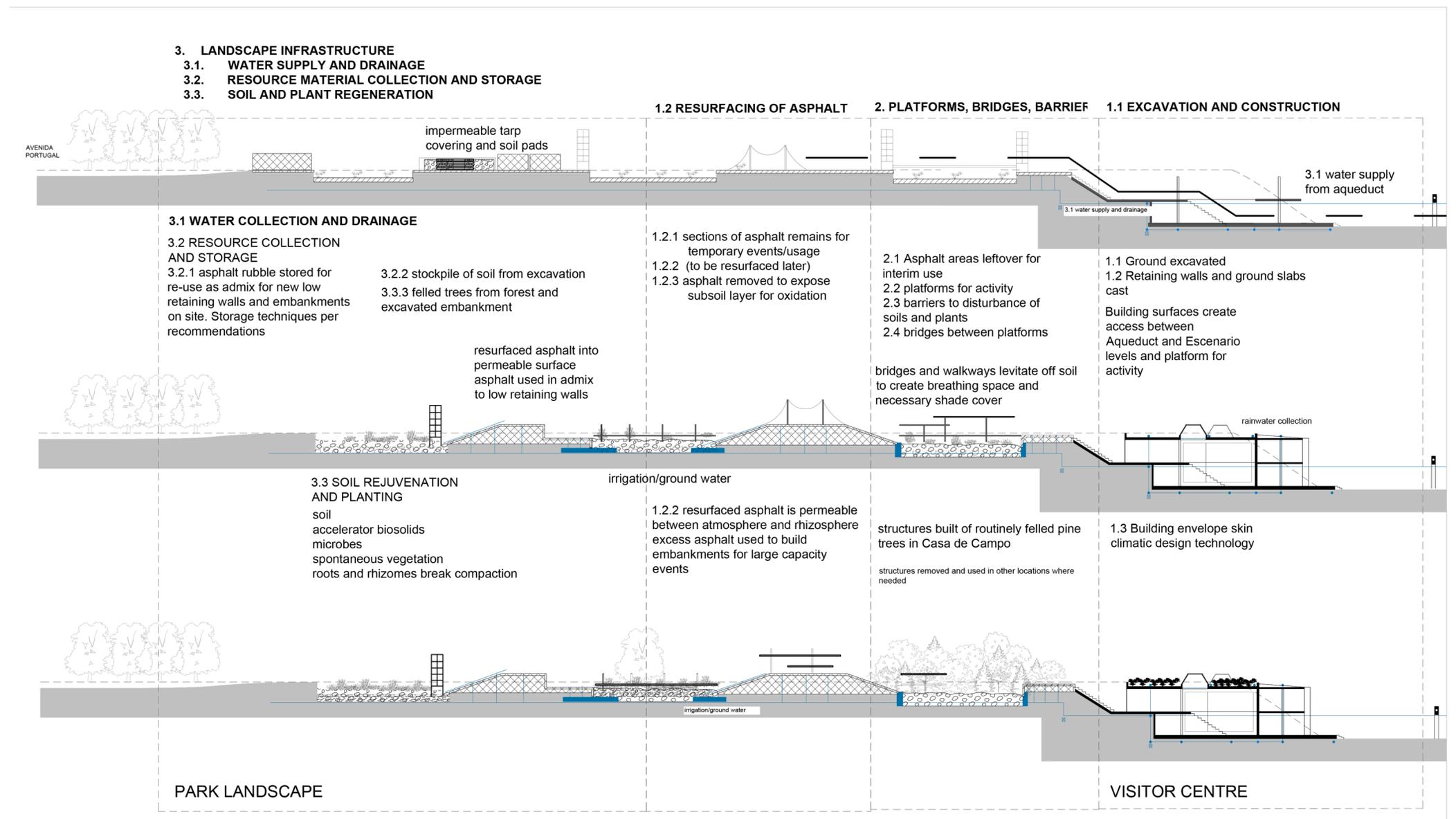
Removal of asphalt occurs in phases and variations of treatment, with different scenarios anticipated in between.

First removal follows vegetative heat cracks as cues to nutrient presence.

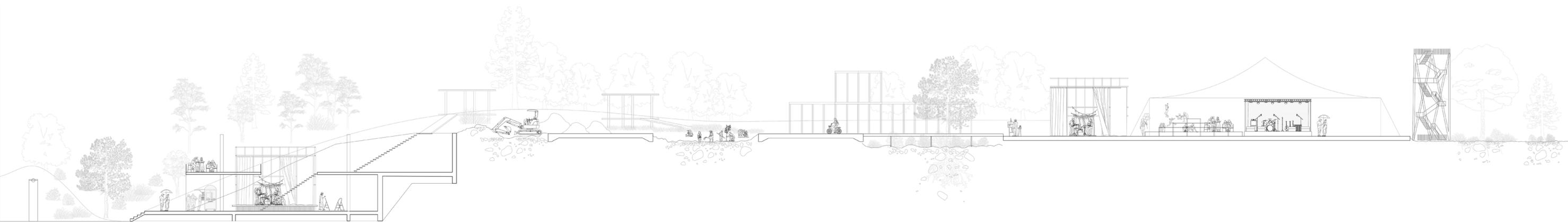
Sections are resurfaced to become impervious and appropriate for interim use.

Some rubble is used as admix for low-lying retaining walls, some redistributed across the existing network of roads in Casa de Campo

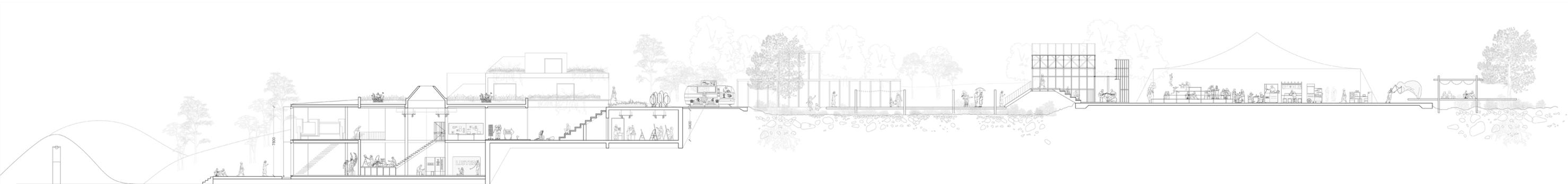
Routinely felled pine trees are used as construction materials for interim building structures.



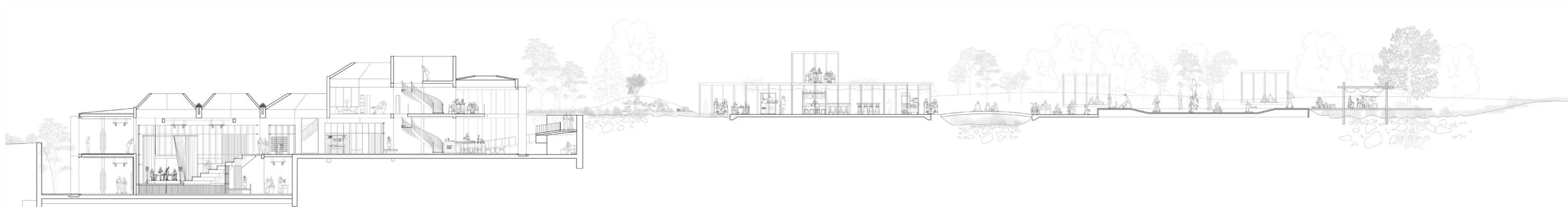
## Staging Transformation: Ecologies



scenario 1

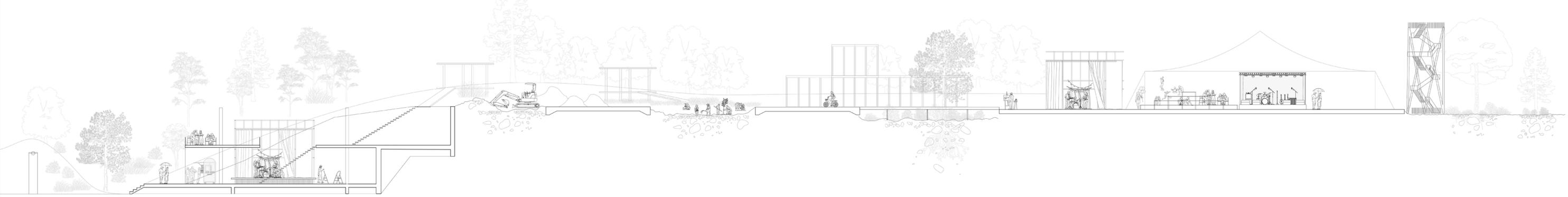


scenario 2

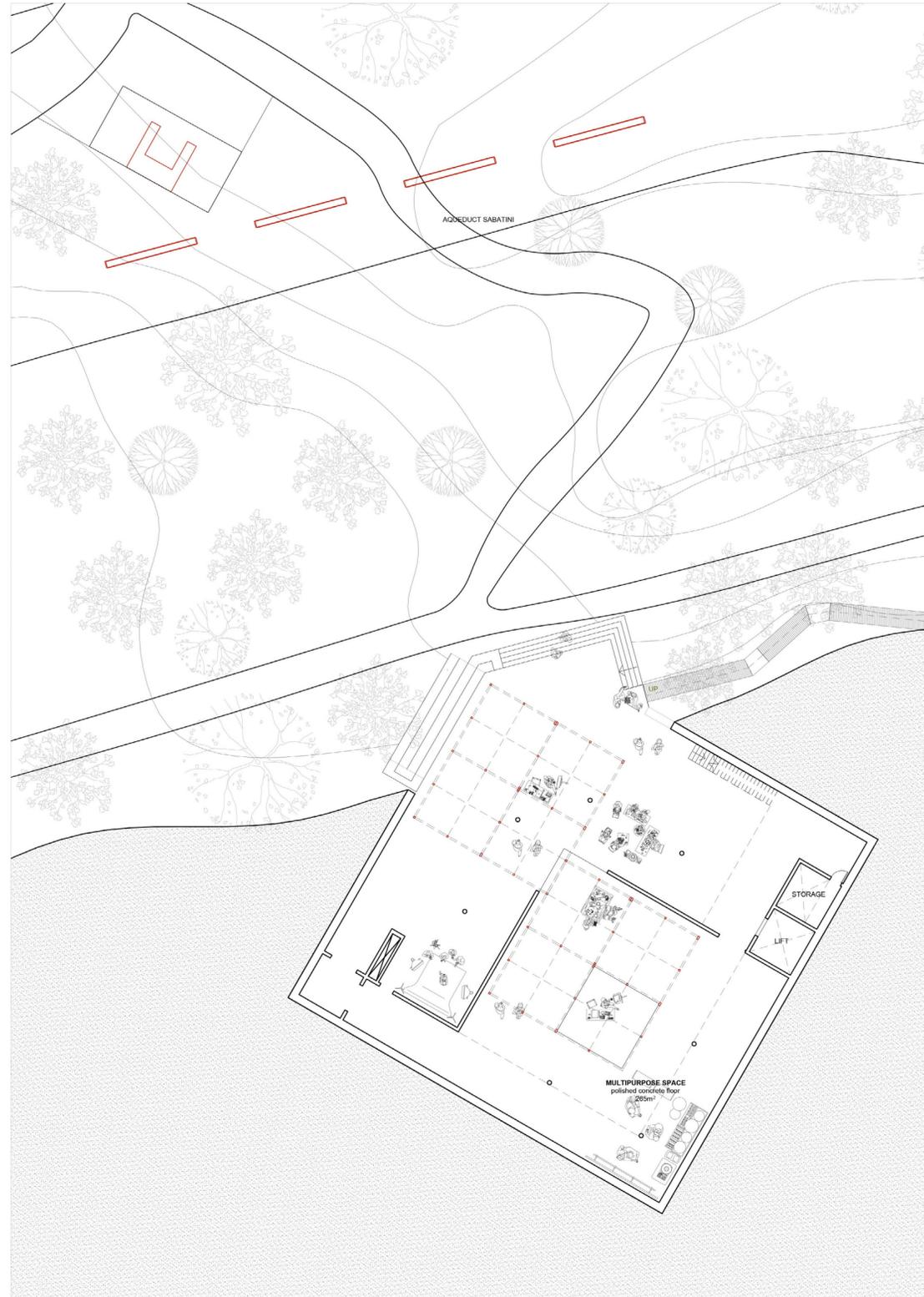


scenario 3

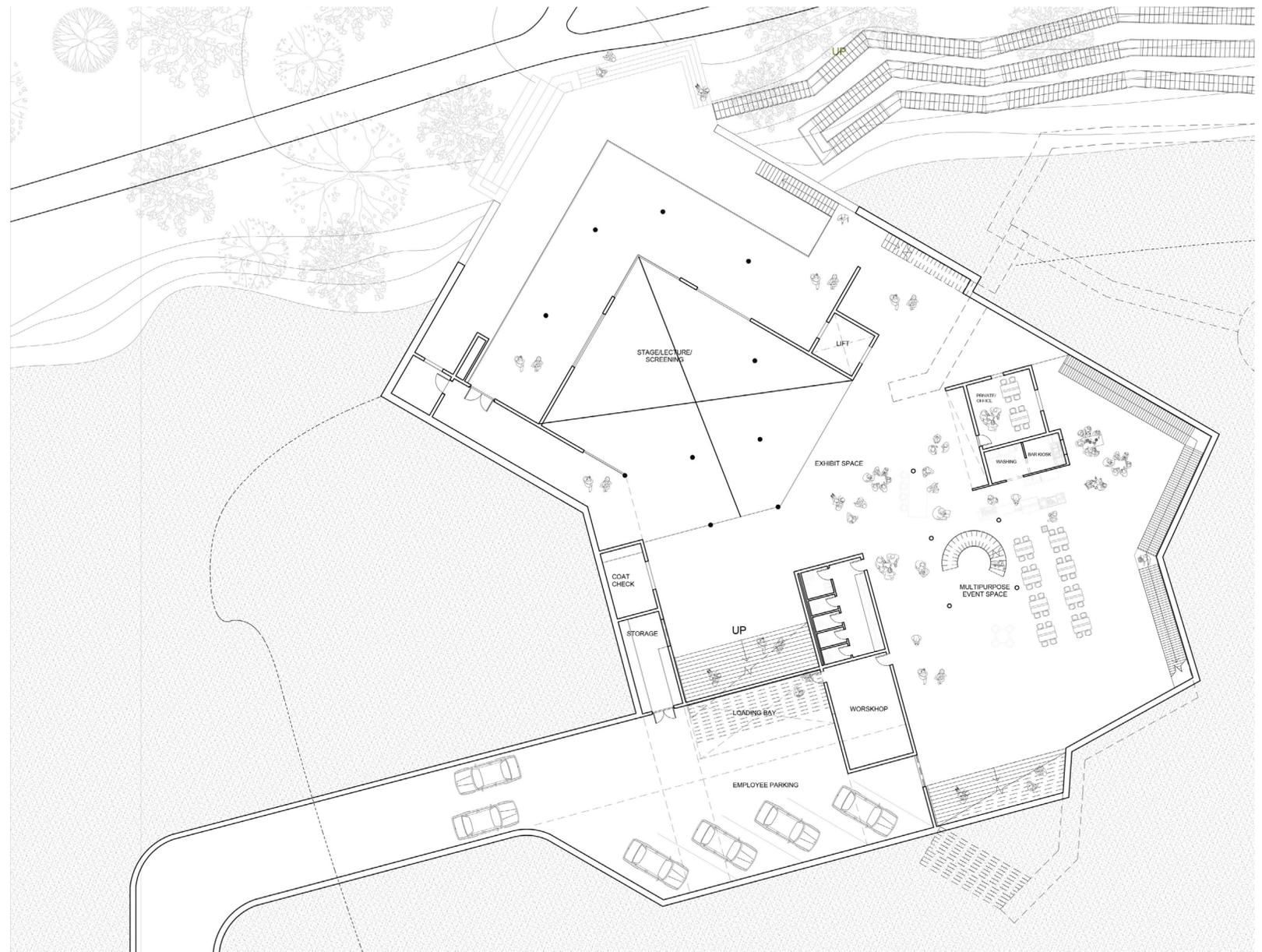
*Staging Transformation: Events and Building Phases*

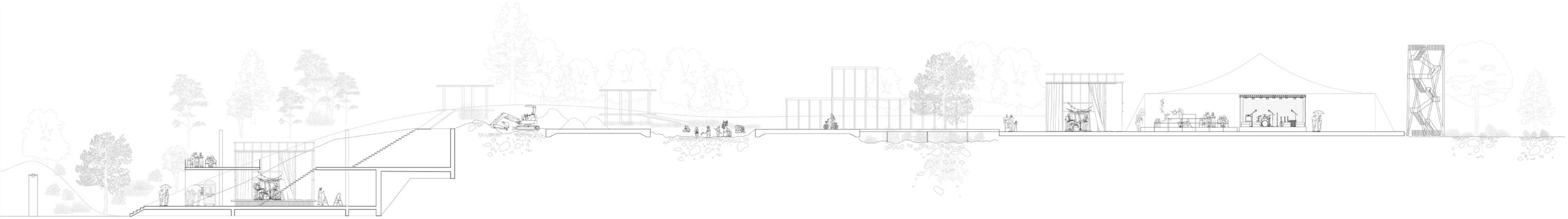


scenario 1



surfaces as a platform for events and activities  
open structures for multiple scenarios





**scenario 1: building in progress**

*Asphalt broken through, like traps doors  
in a stage floor*

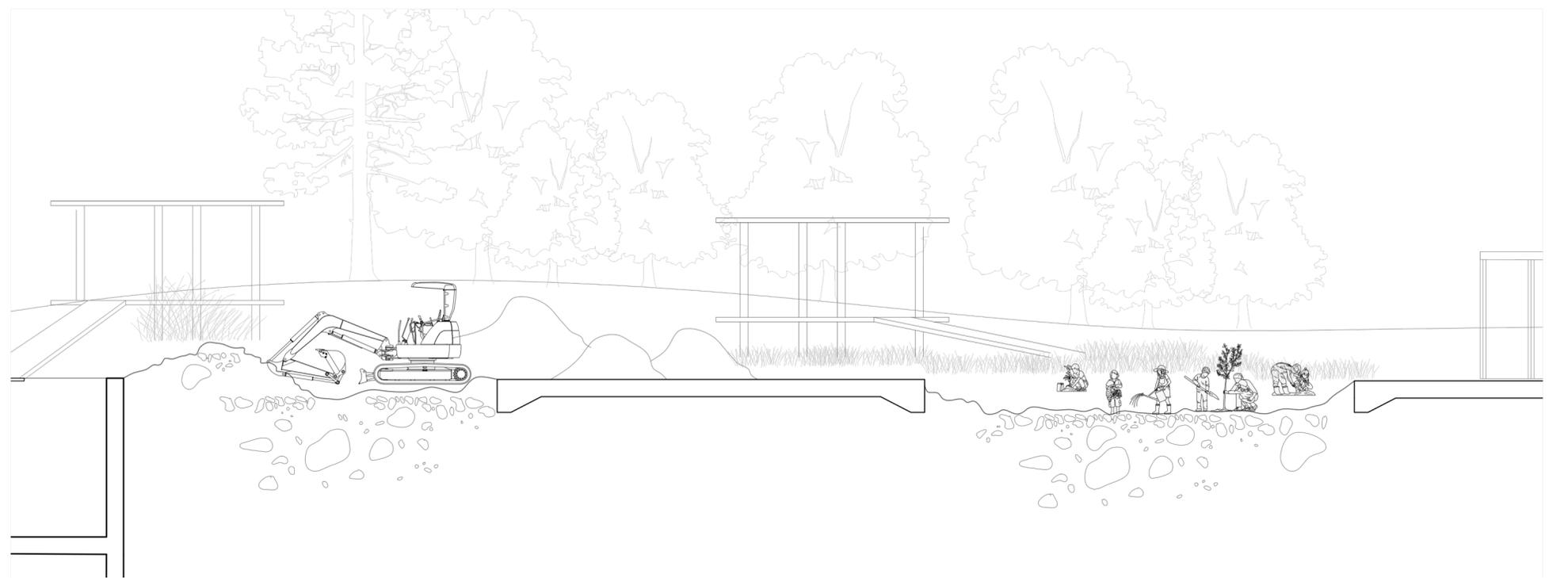
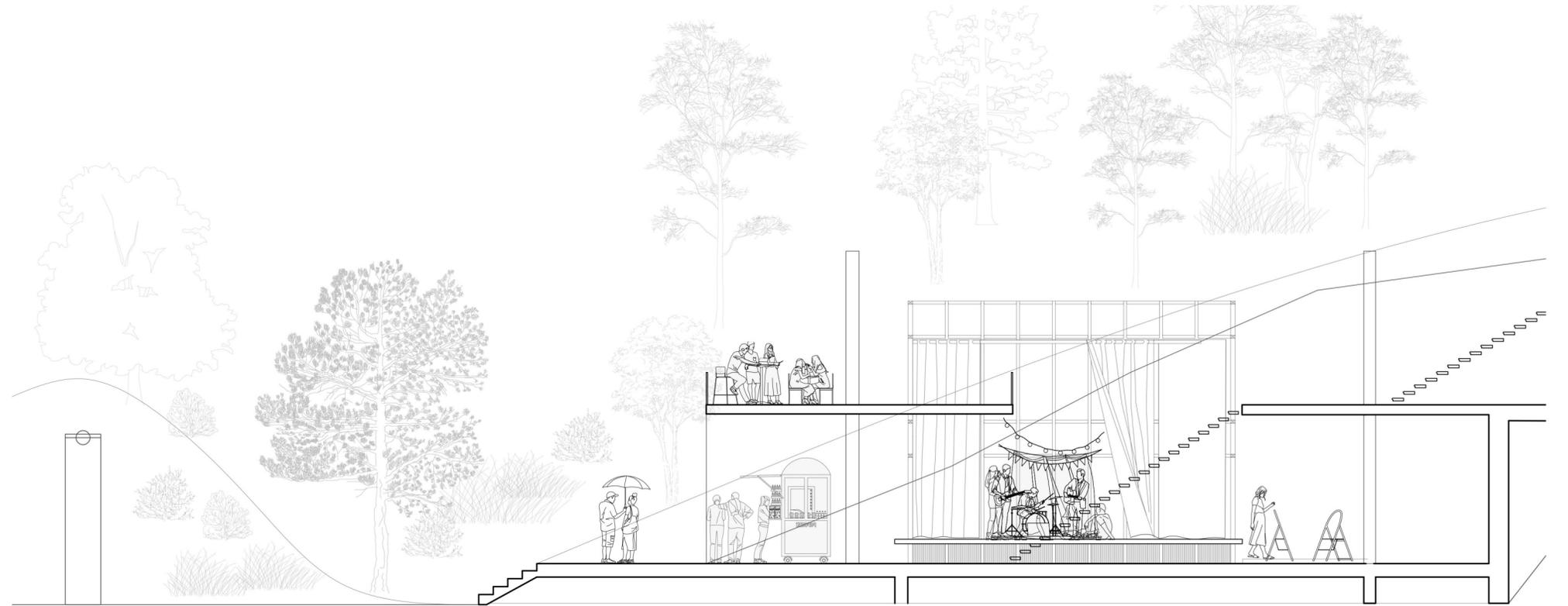
*Lower and upper worlds meet*

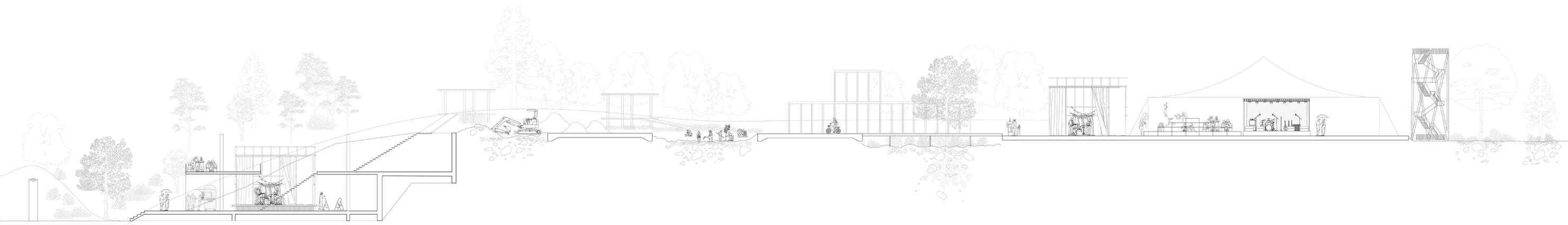
*Ground is broken,  
Walls retained  
Slabs cast*

*New arrivals to the stage floor*

*Crowds assemble around the  
new structure*

*Children play in the new soil,  
scattering seeds while the bulldozers  
graze on the asphalt*





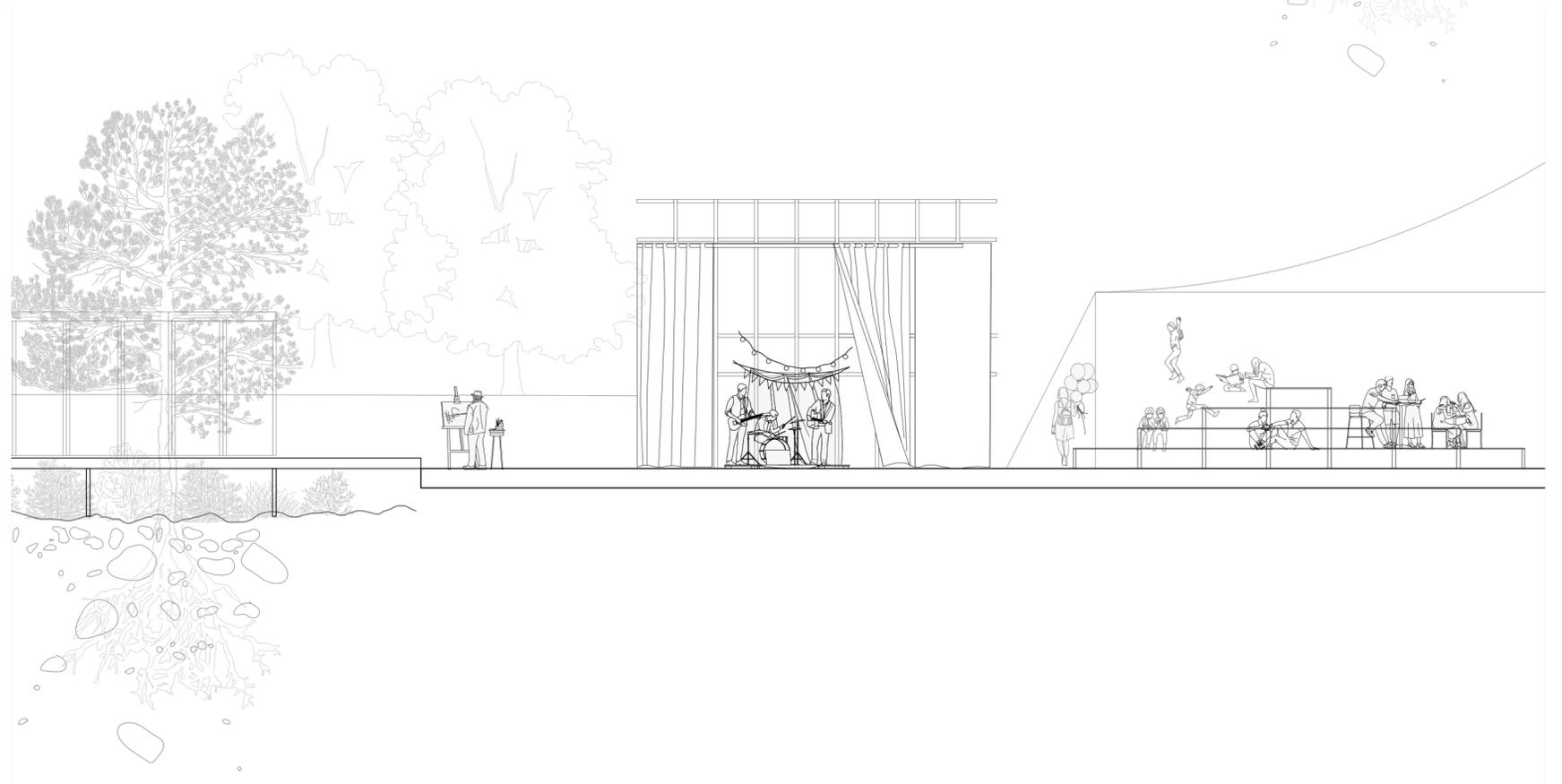
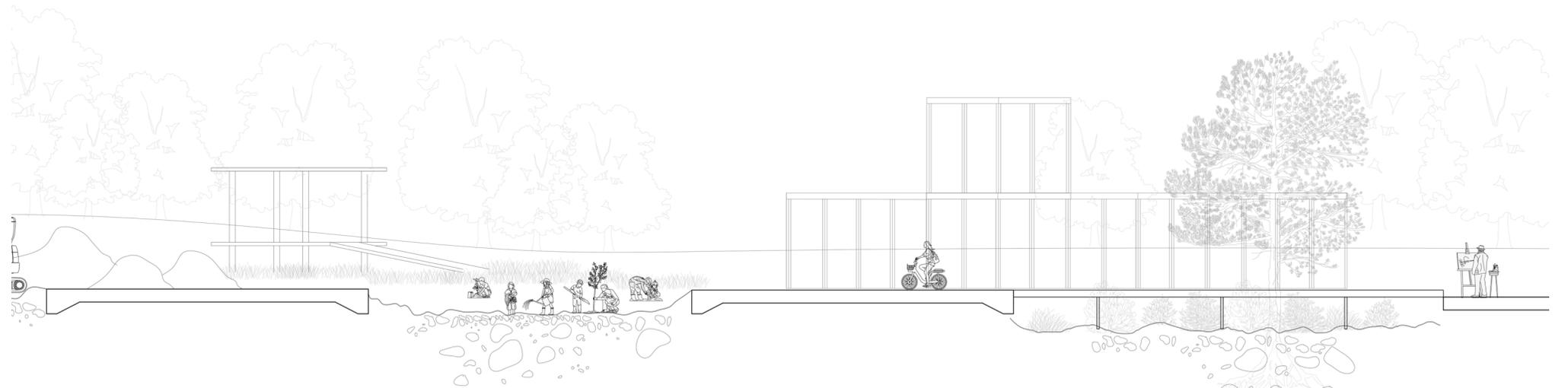
scenario1:landscapeinprogress

*the show goes on*

*events occur*

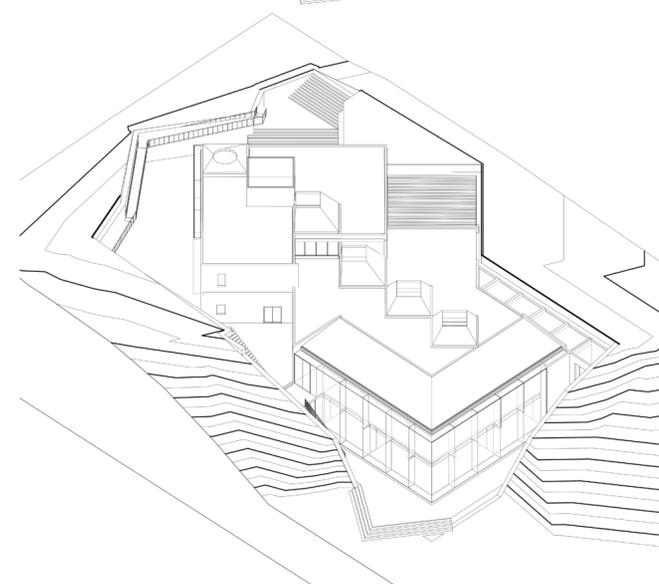
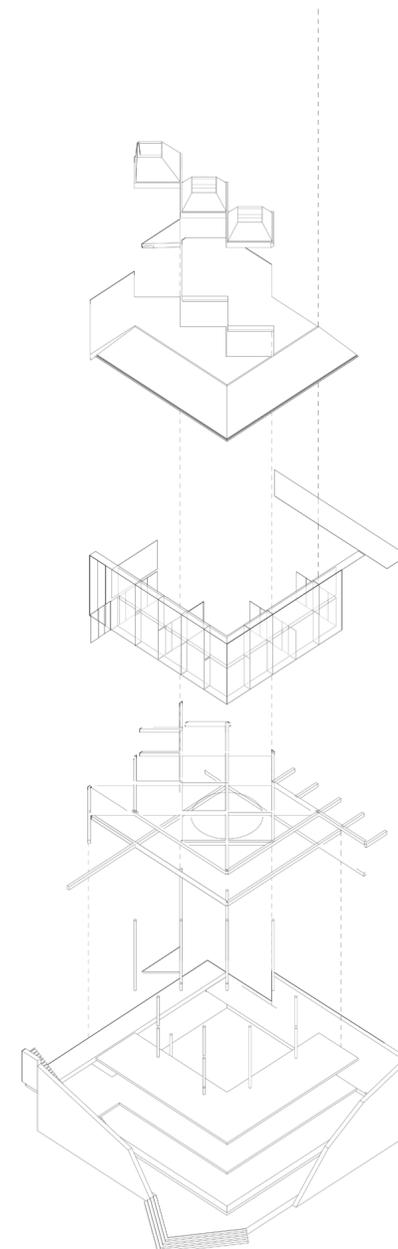
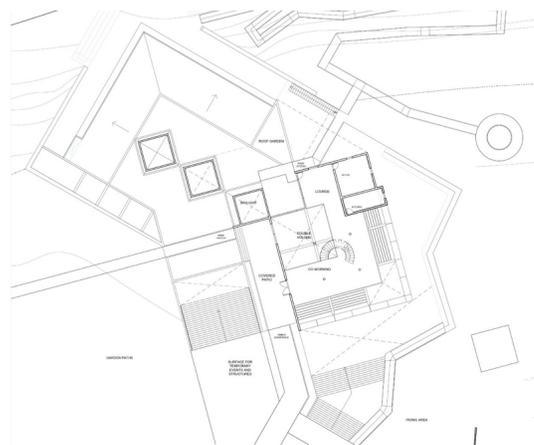
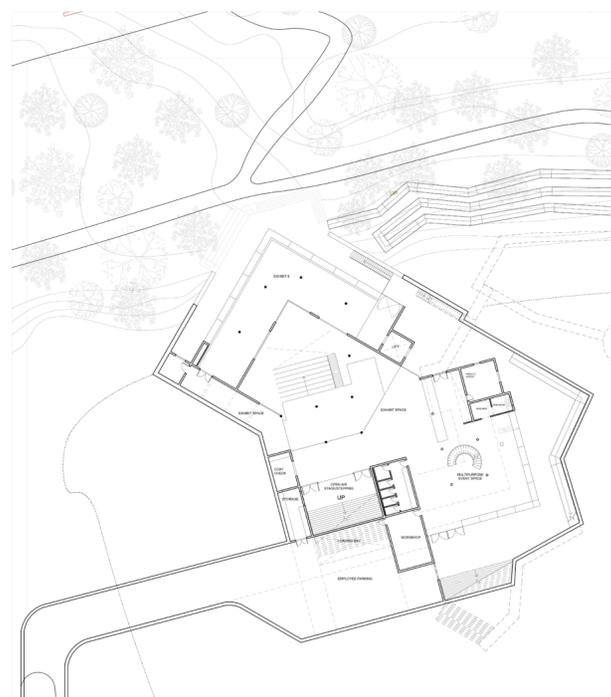
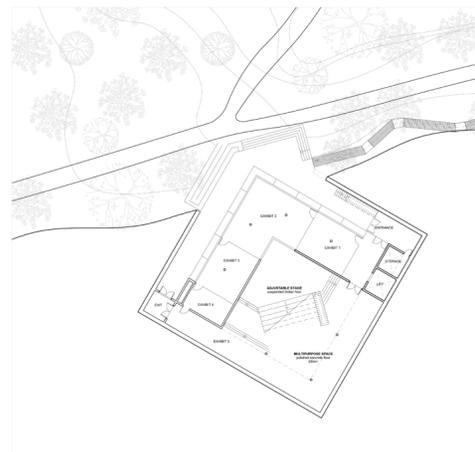
*critters and characters arrive*

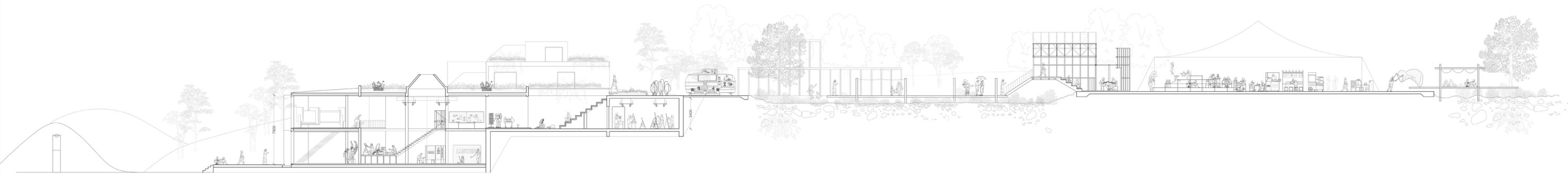
*making do, anything can  
represent anything*



scenario 2: facade and new climate

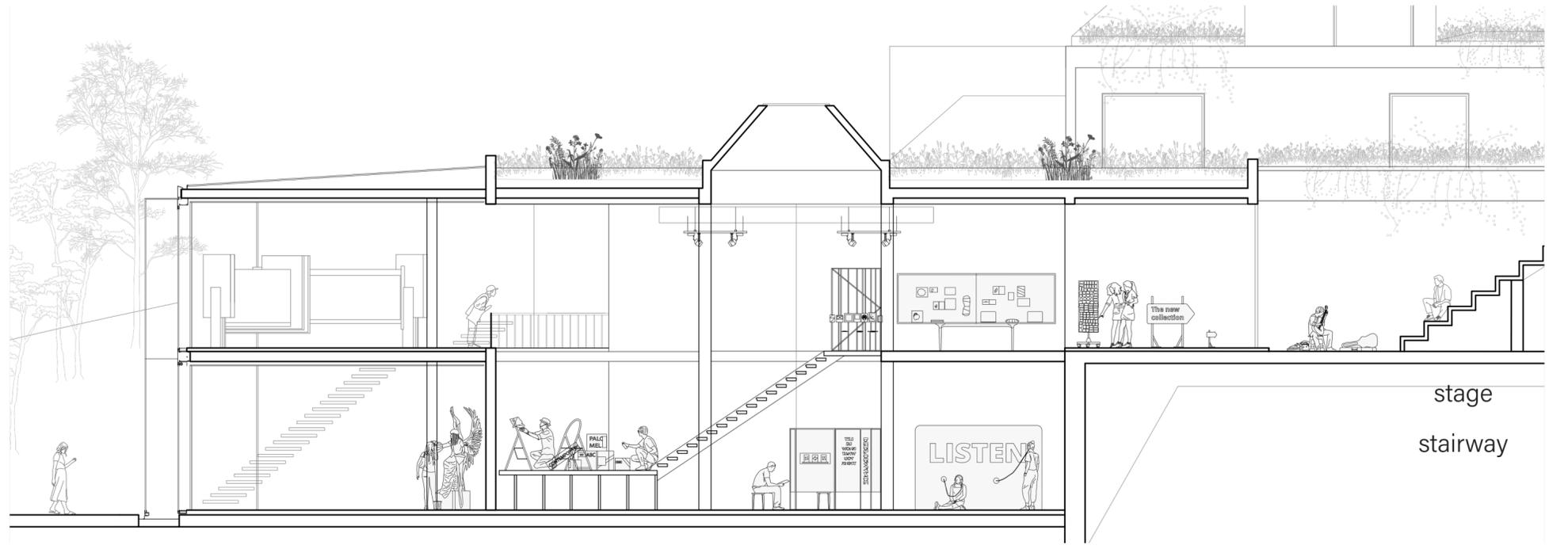
the building has a new skin, all the precious artefacts and relics can be stored in a predictable environment





scenario 2: facade and new climate

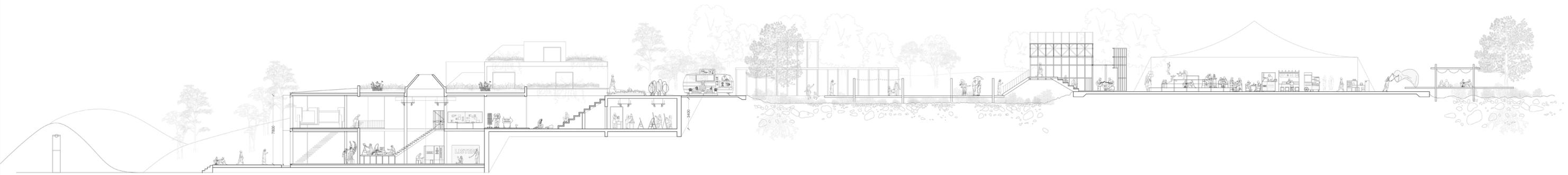
the building has a new skin, all the precious artefacts and relics can be stored in a predictable environment



Casa de Campo  
collection

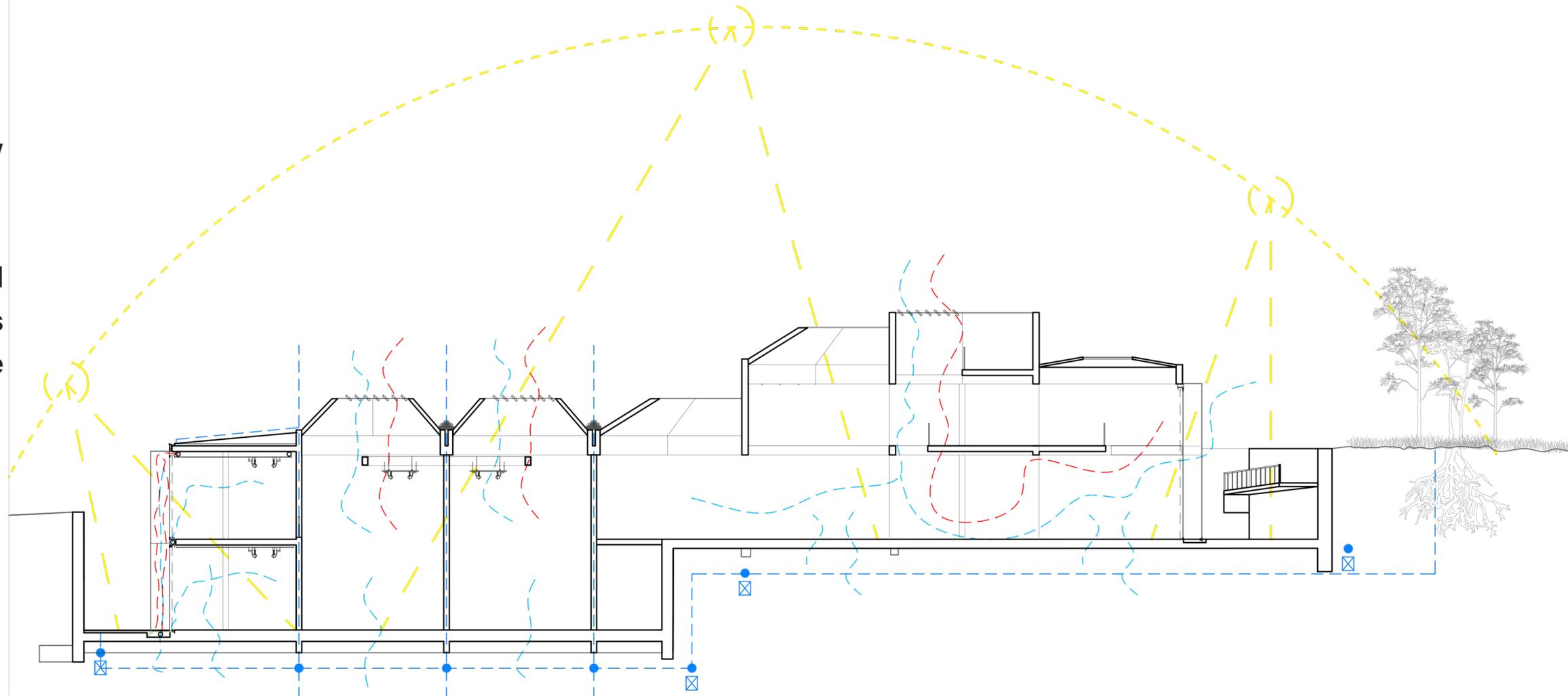
flexible stage  
hall

stage  
stairway



scenario 2: facade and new climate

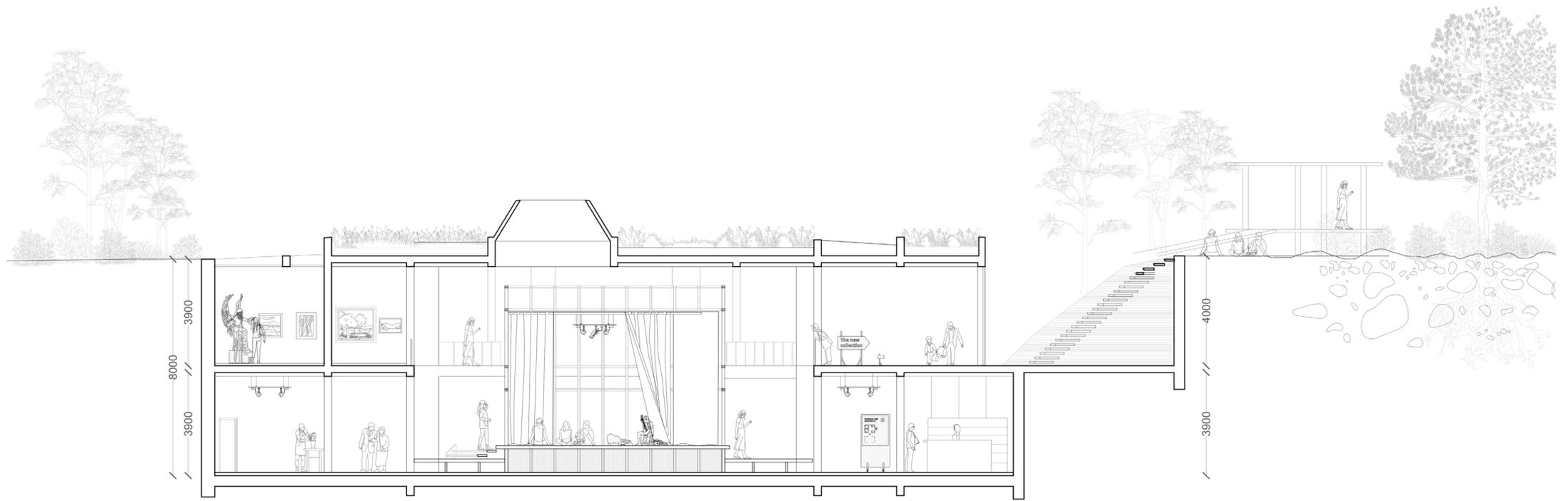
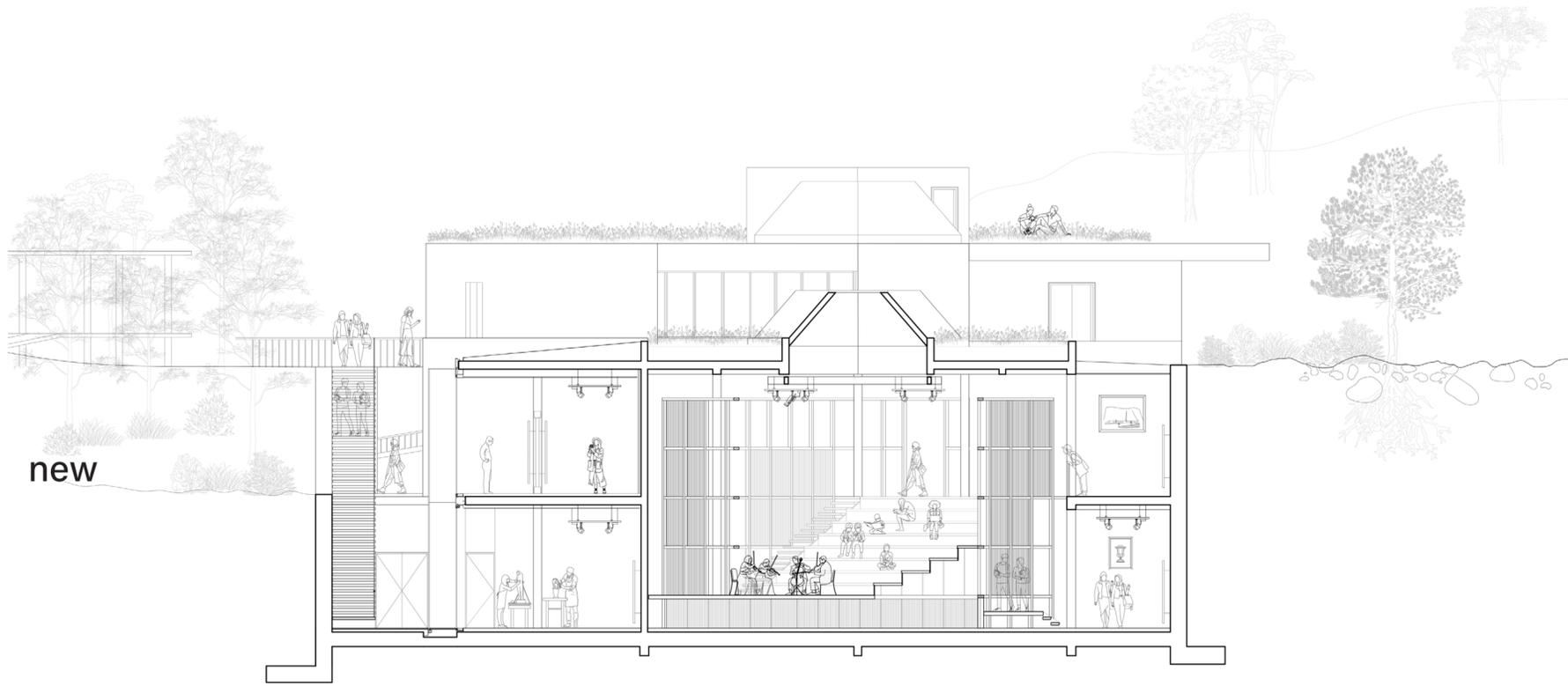
the building has a new skin, all the precious artefacts and relics can be stored in a predictable environment

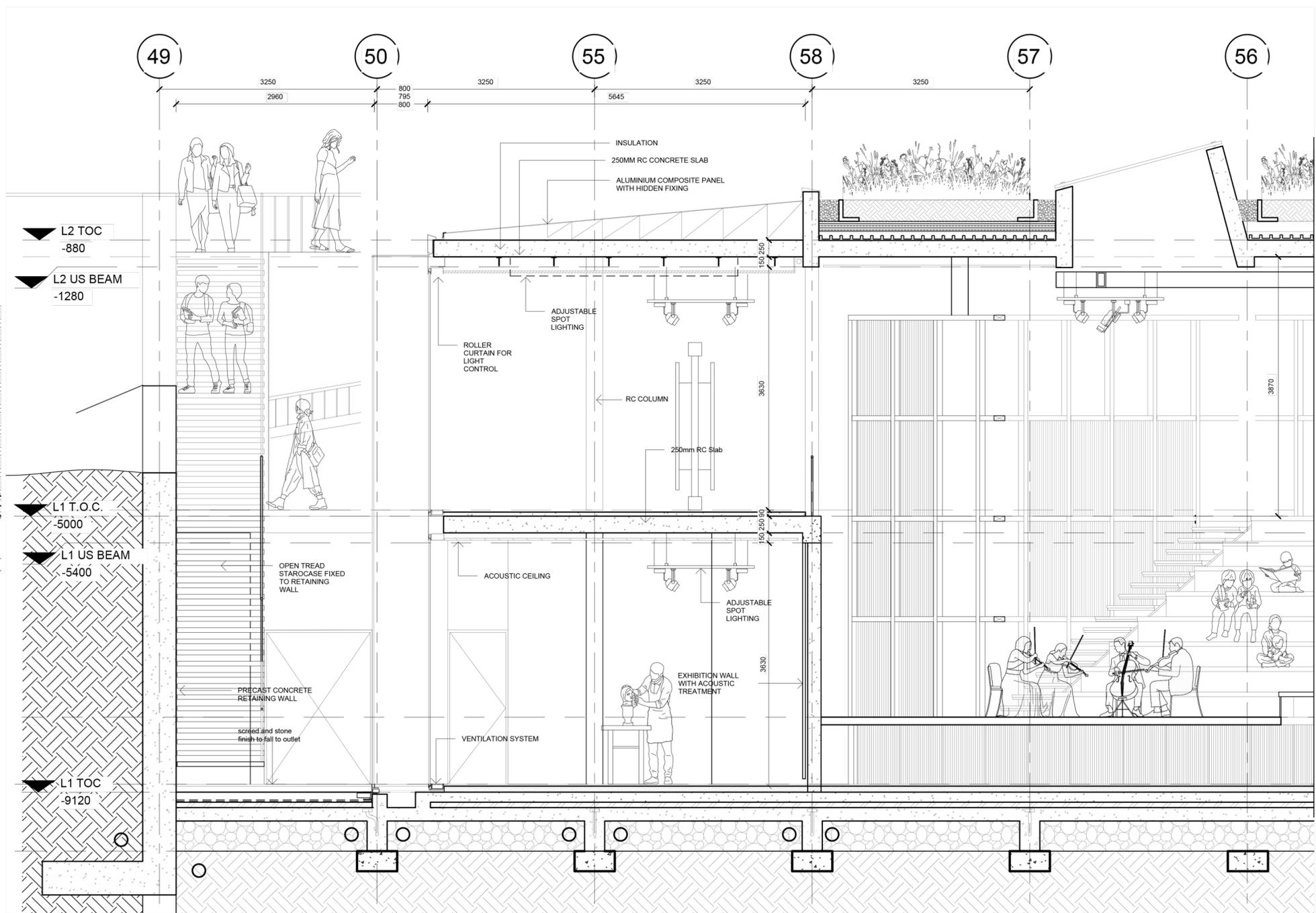
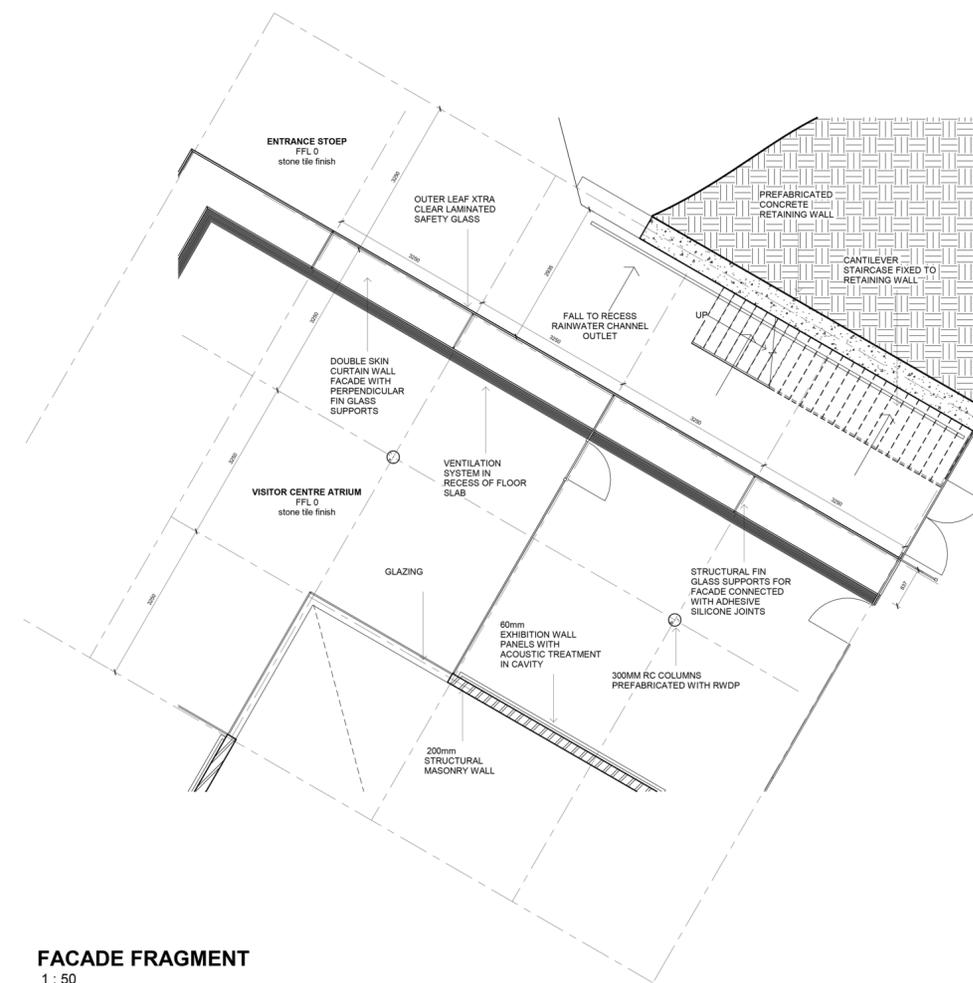


scenario 2: facade and new  
climate

retaining wall  
skylights

transparent glass facade

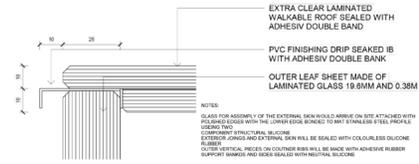




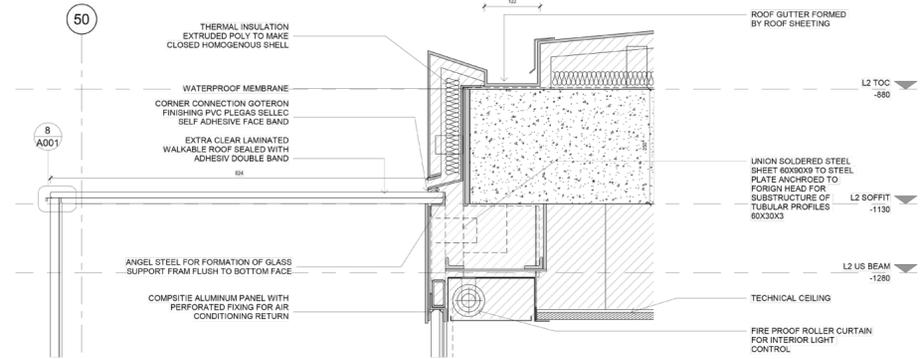
FACADE FRAGMENT

1:50

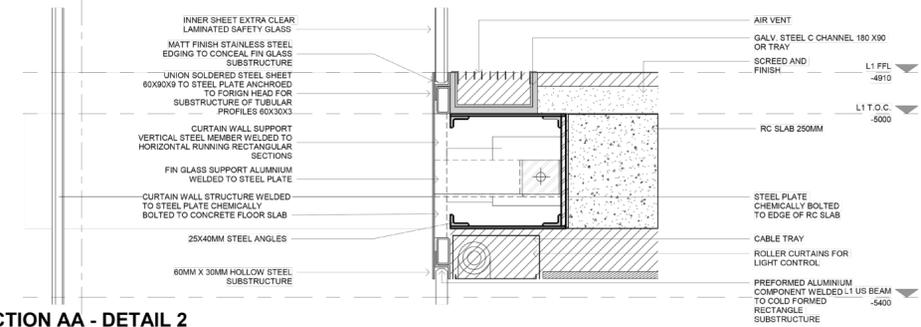
facade fragment



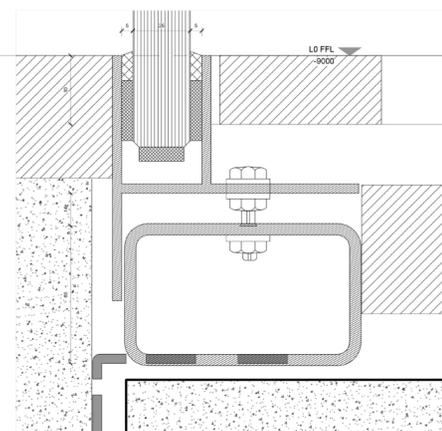
**SECTION AA - DETAIL 1 - A**  
1:1



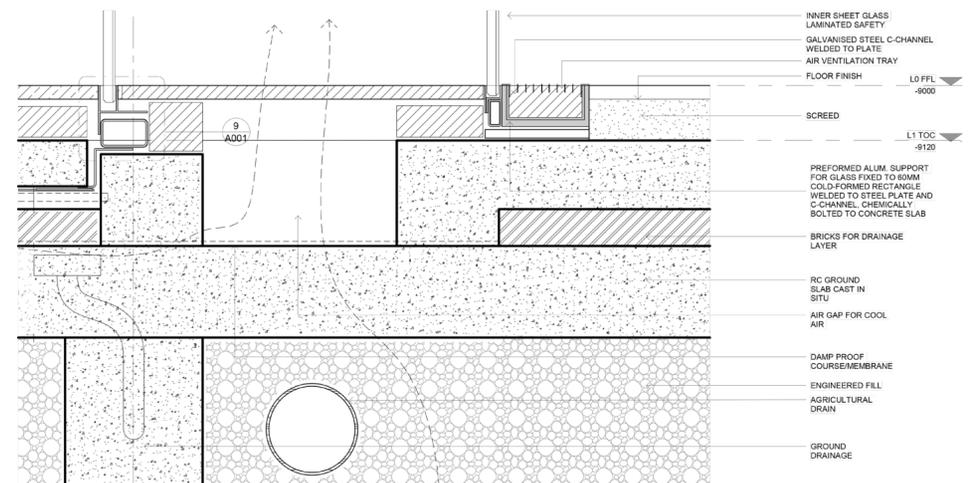
**SECTION AA - DETAIL 1**  
1:5



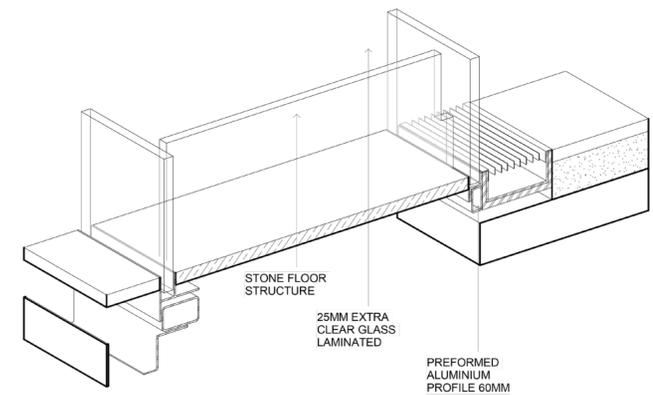
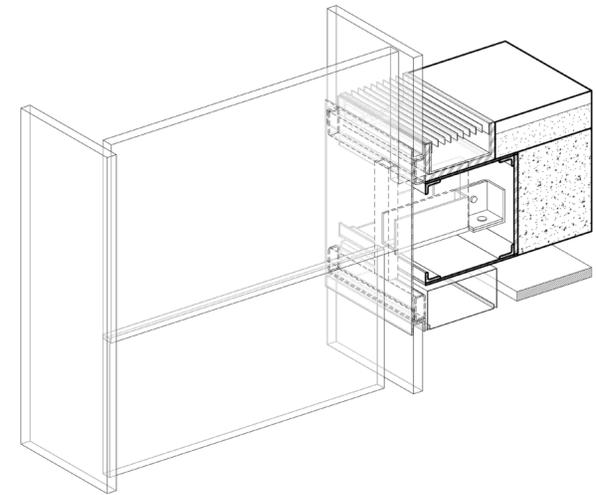
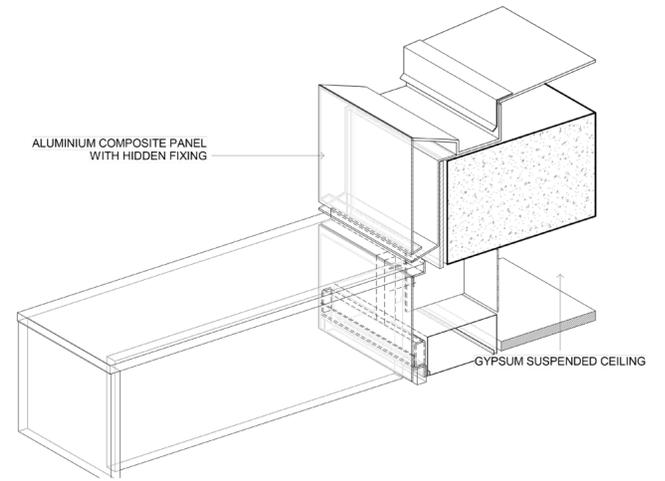
**SECTION AA - DETAIL 2**  
1:5



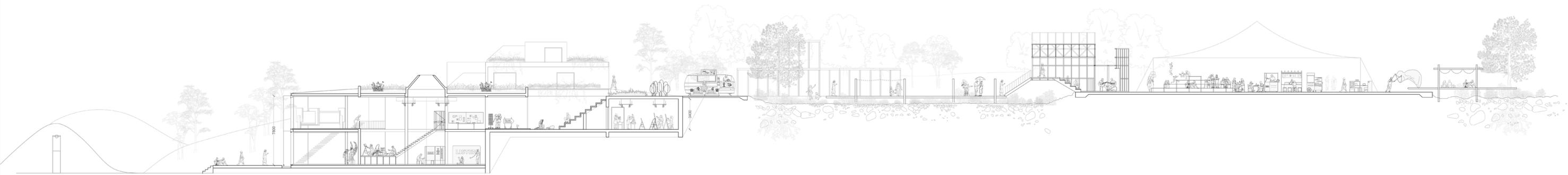
**SECTION AA - DETAIL 3A**  
1:1



**SECTION AA - DETAIL 3**  
1:5



*facade fragment*

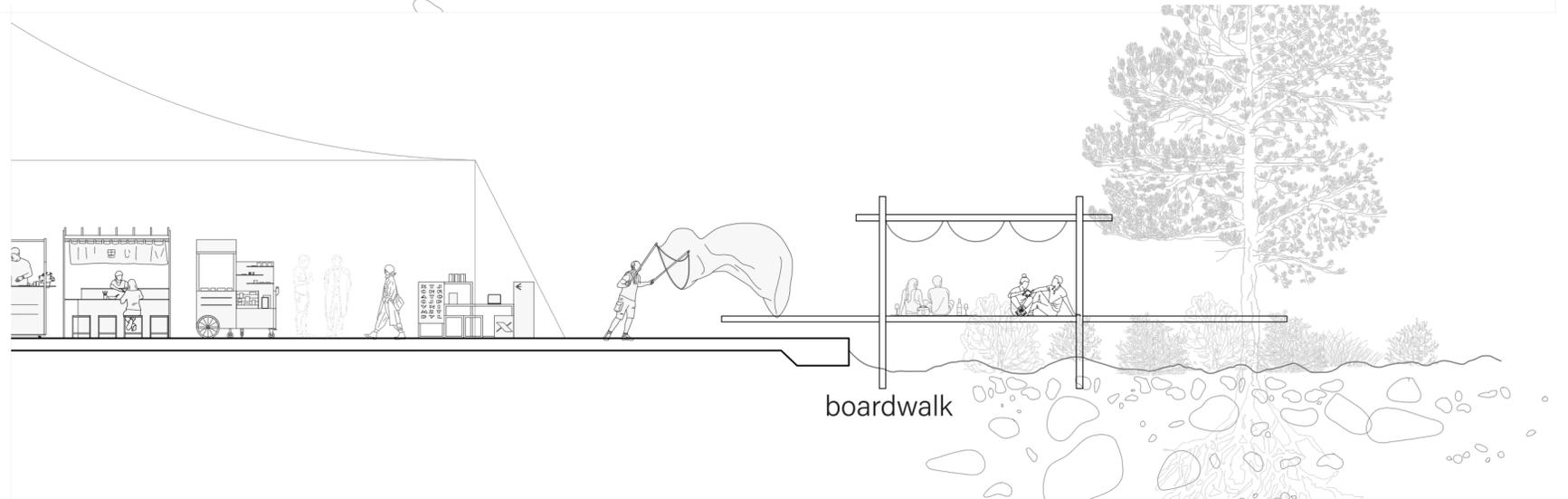
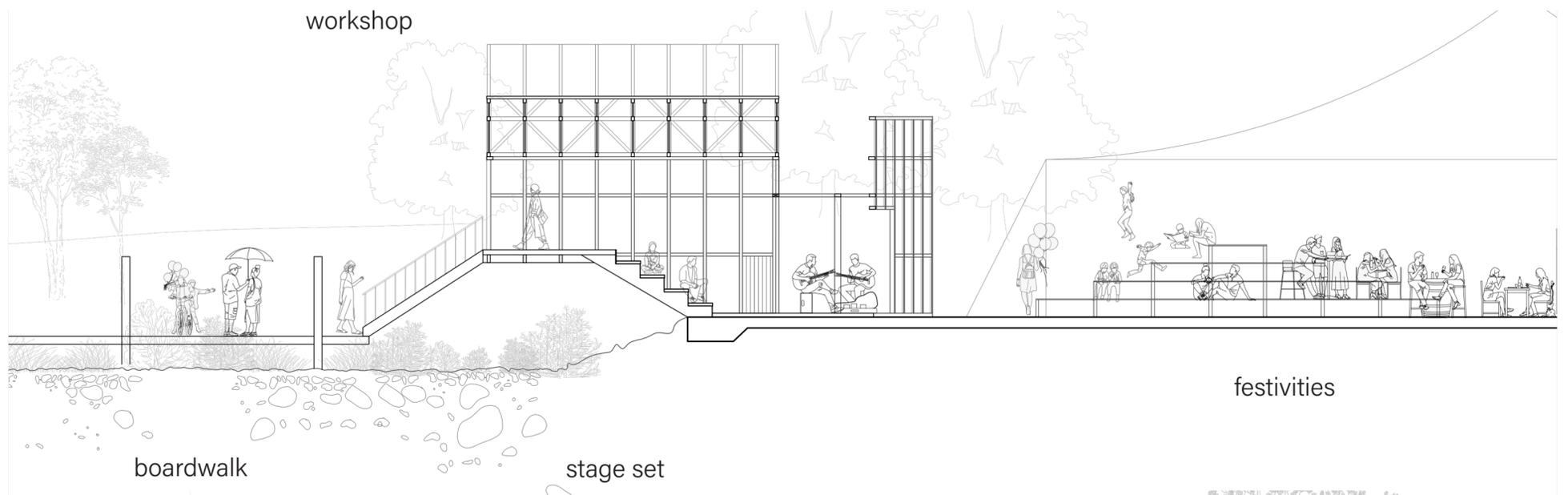
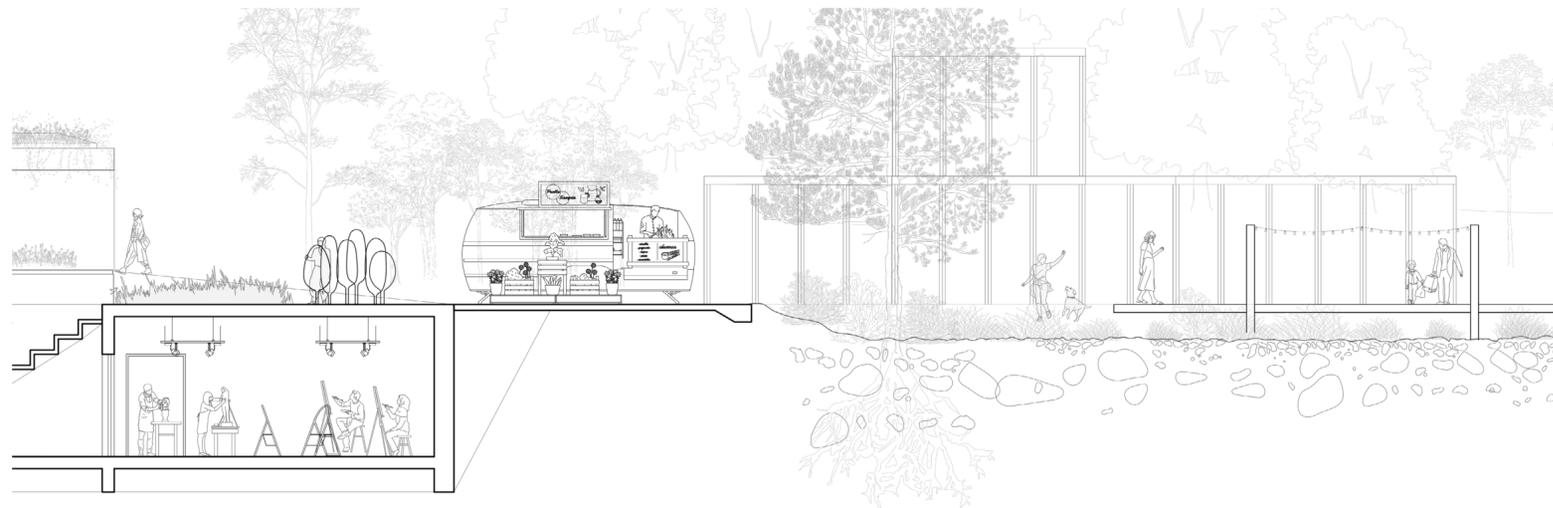


scenario 3: events and activities on the stage ground

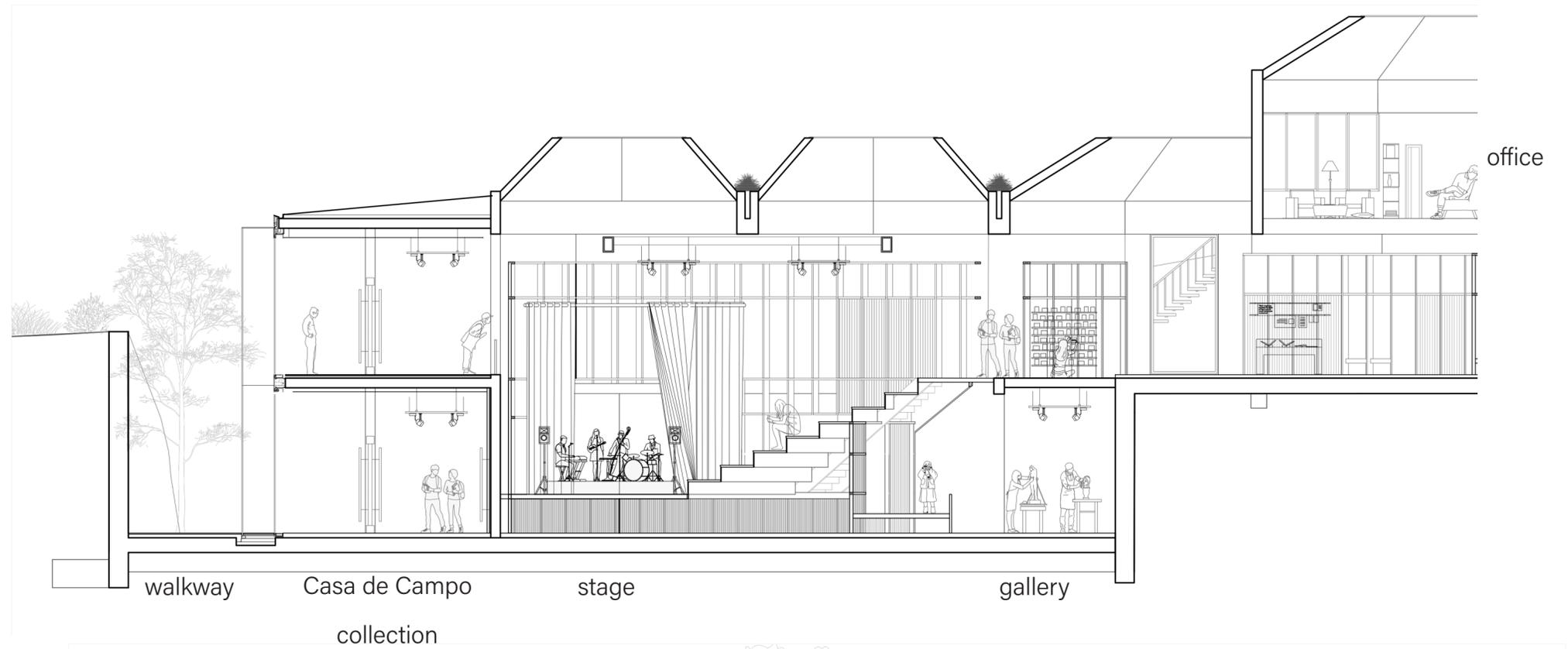
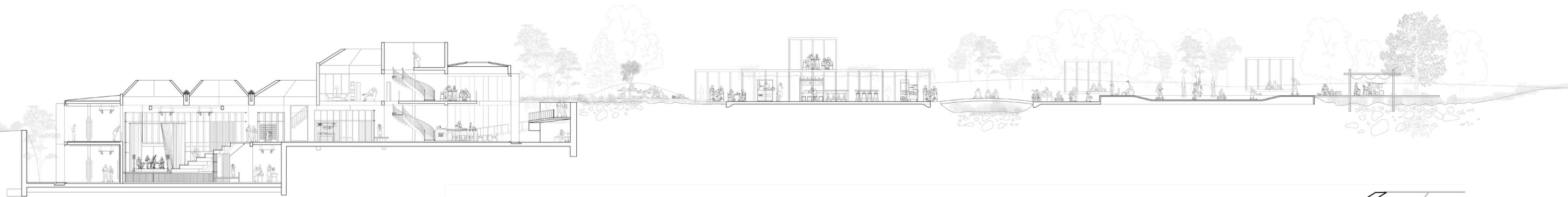
everyone is busy setting up a new event inside the atrium

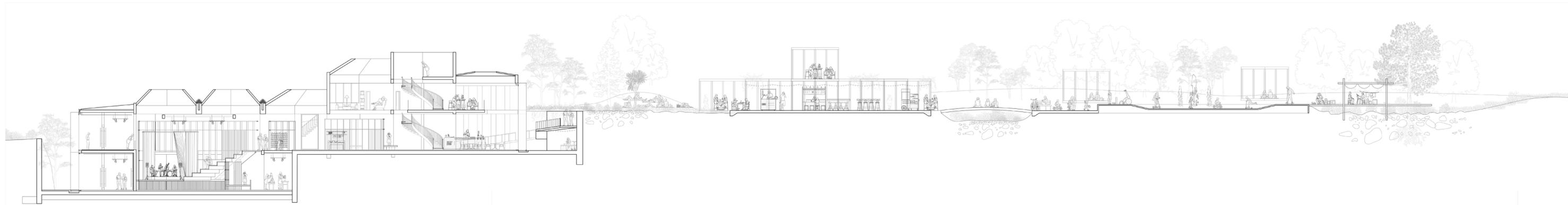
the workshop is full of action

crowds gather, with pathways and boardwalks designed to protect parts of soil and

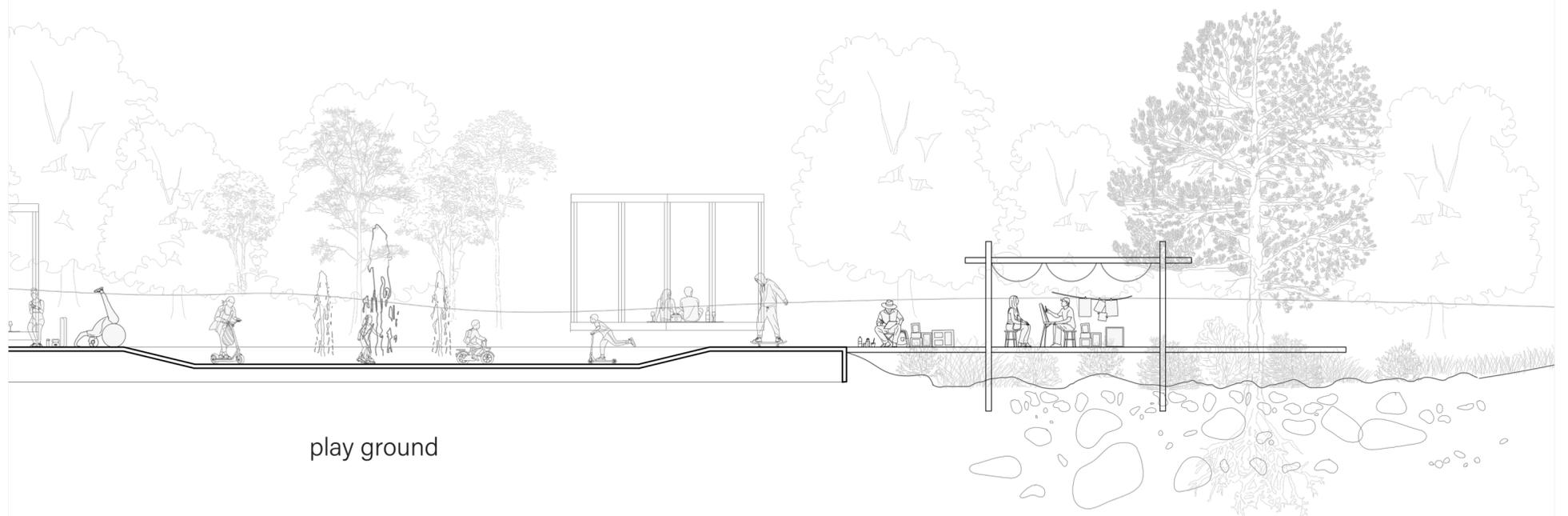
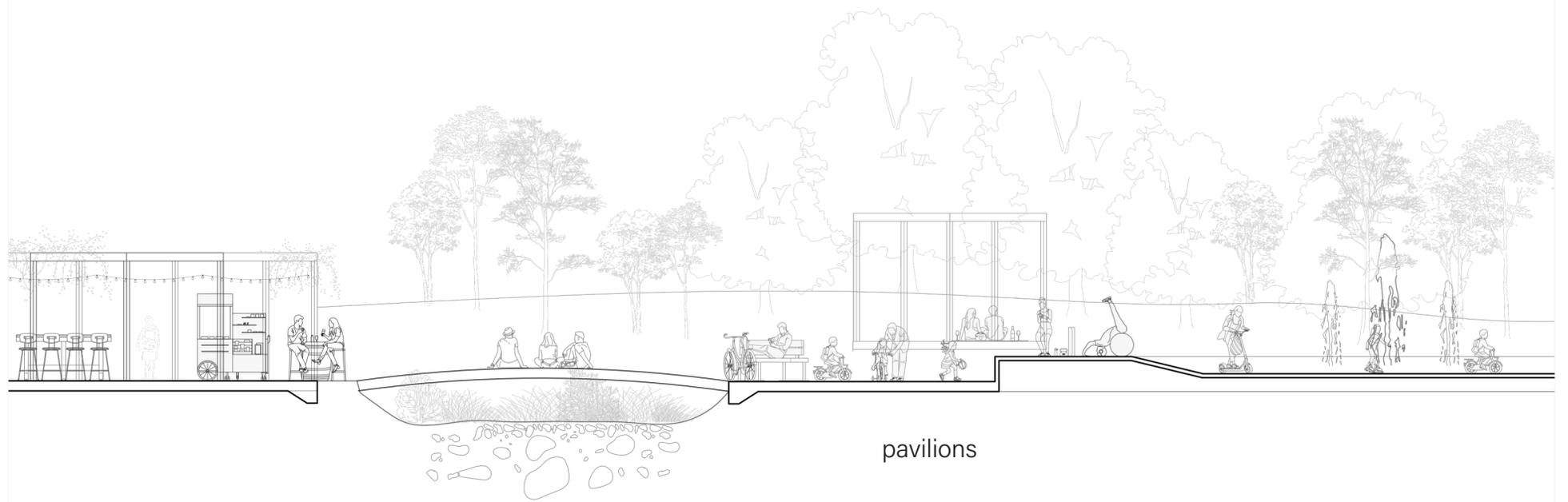


scenario 3: events and activities  
inside and around the visitor  
centre

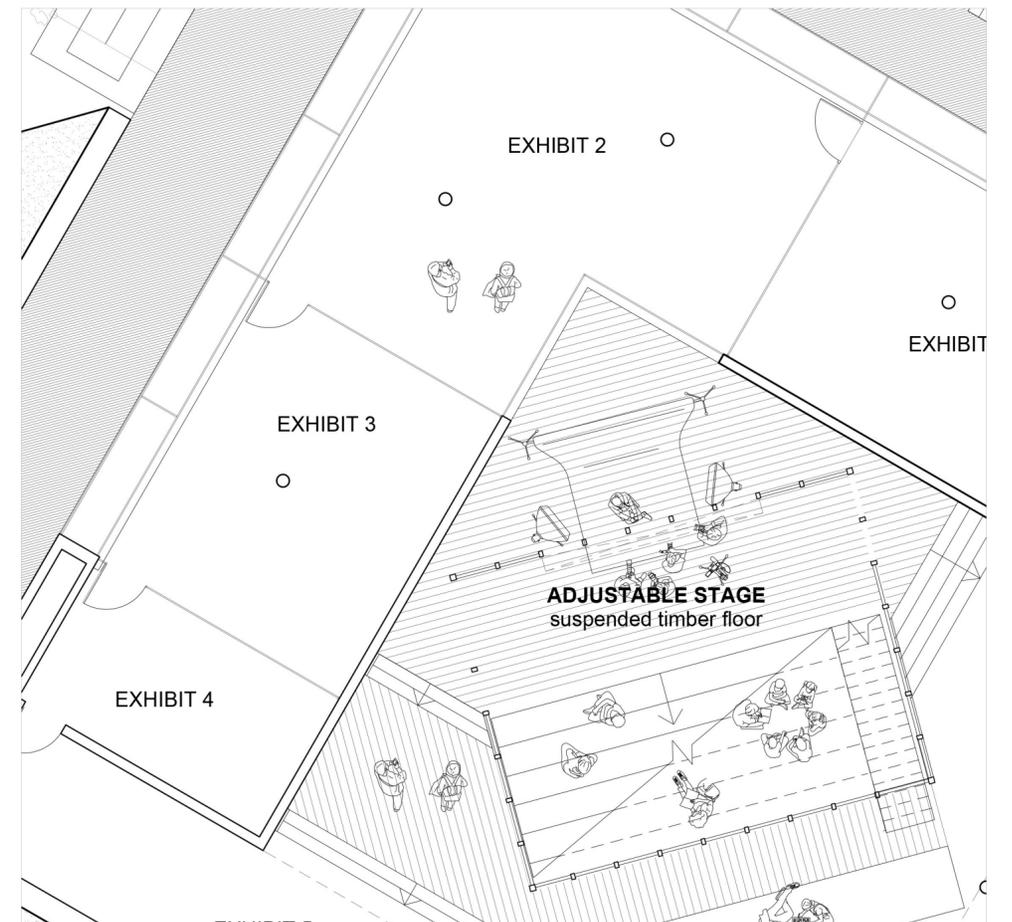
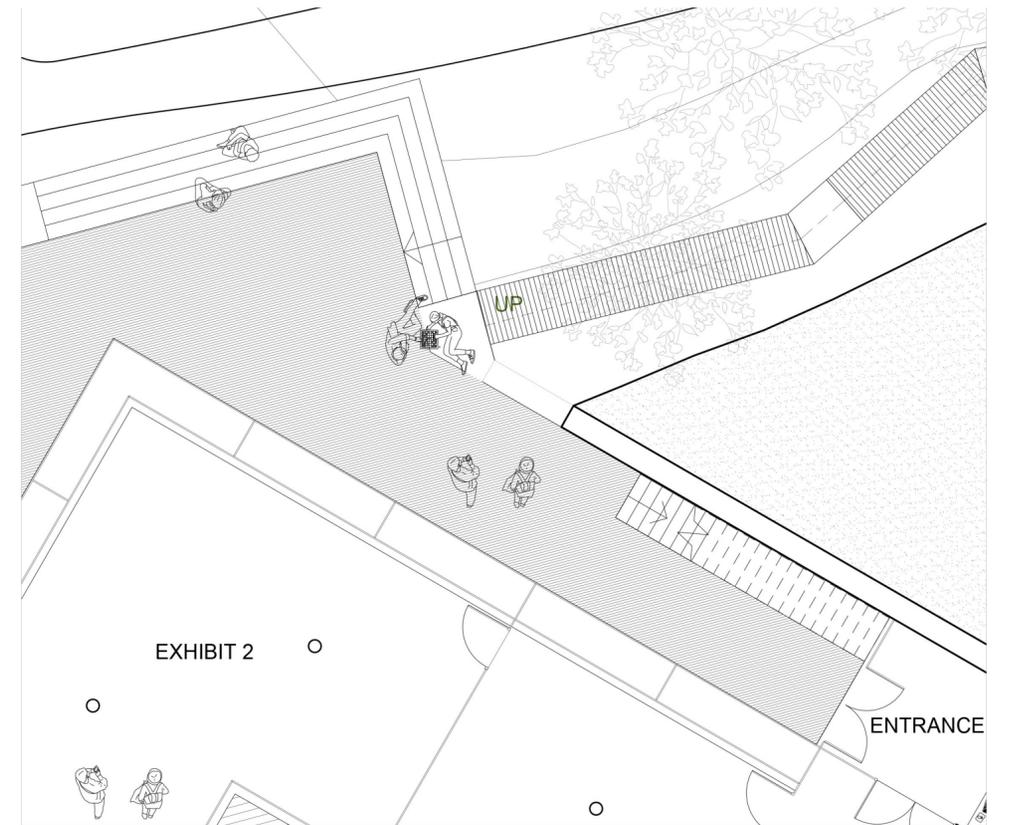
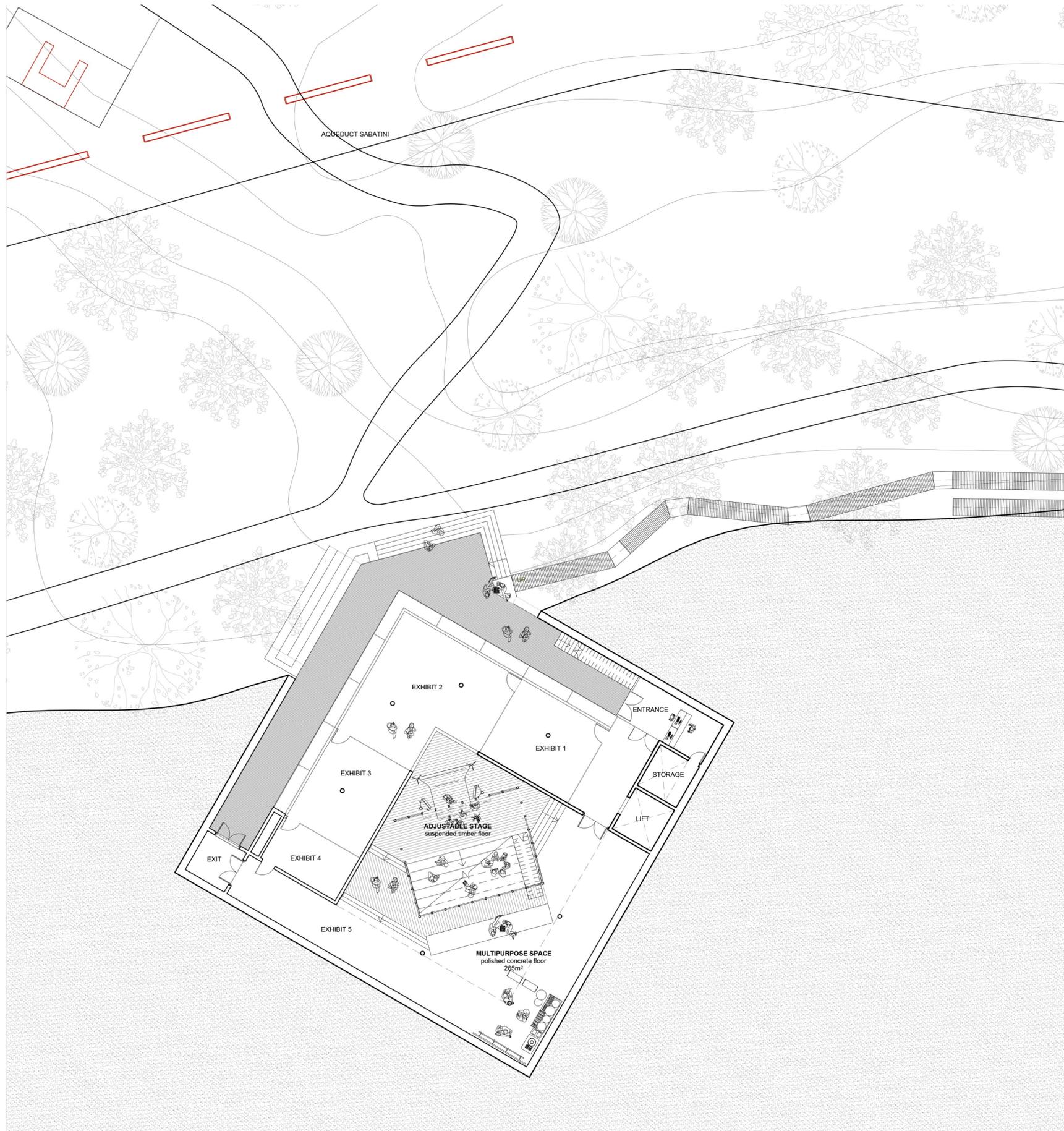




scenario 3: events and activities  
around the landscape



# plans and spaces



GROUND FLOOR PLAN

*plans and spaces*



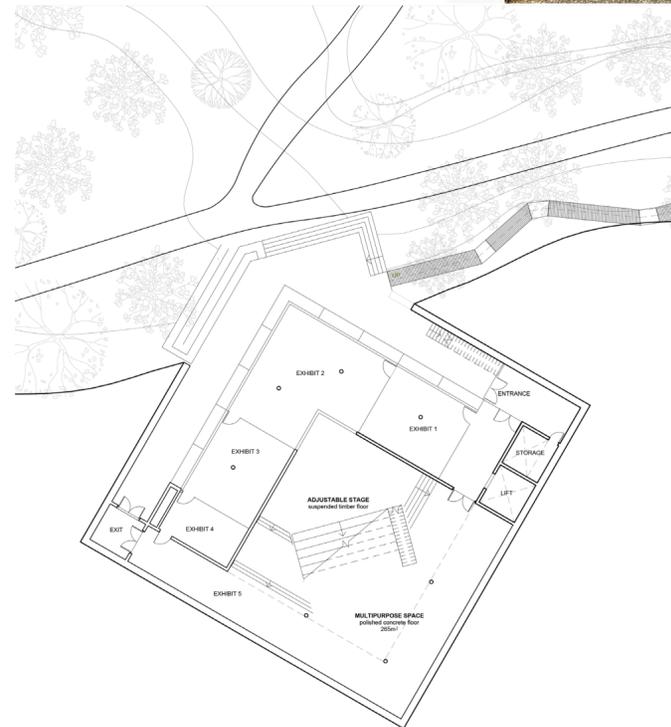
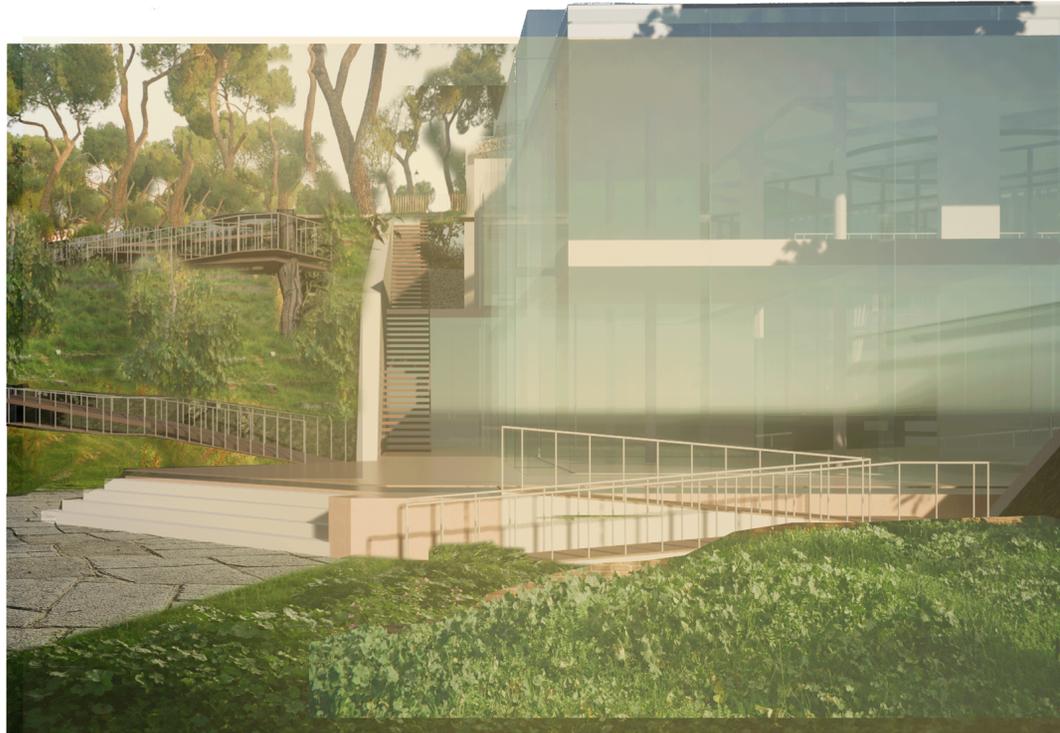
GROUND FLOOR ACCESS FROM AQUEDUCT SABATINI

*plans and spaces*



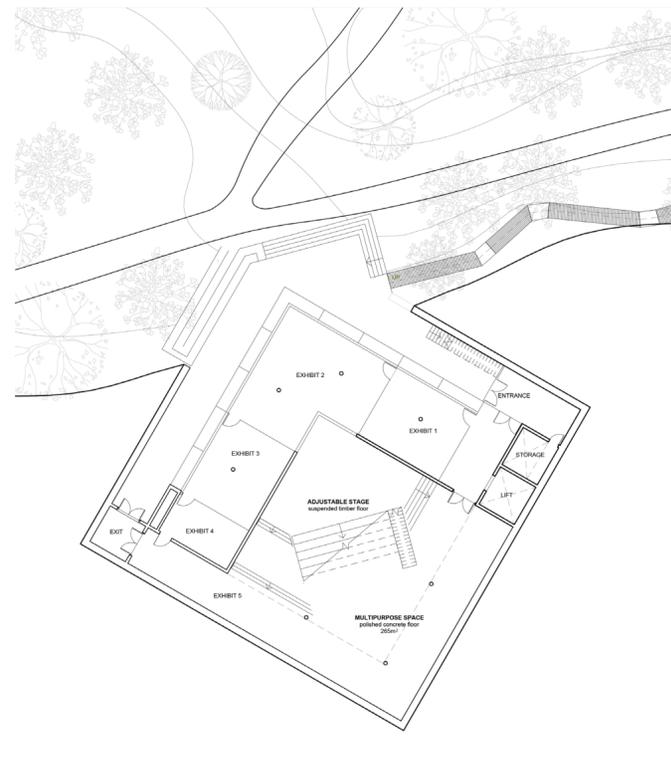
GROUND FLOOR ACCESS FROM AQUEDUCT SABATINI

*plans and spaces*



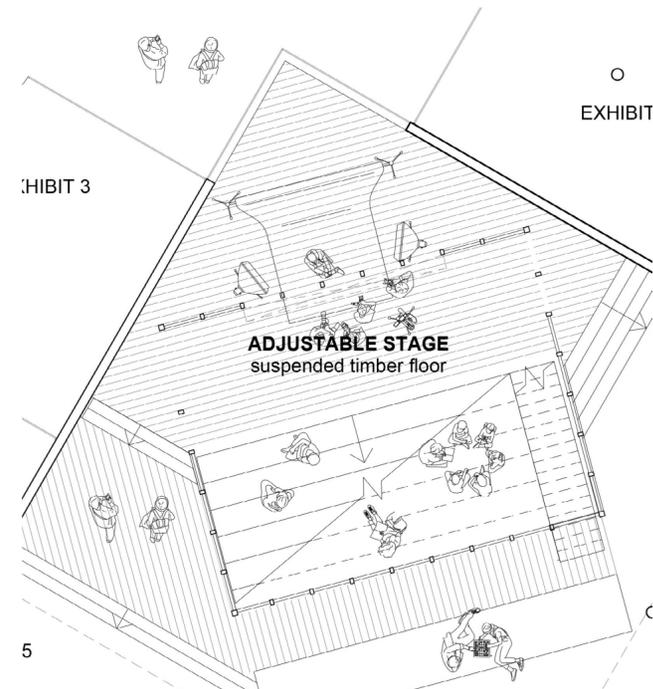
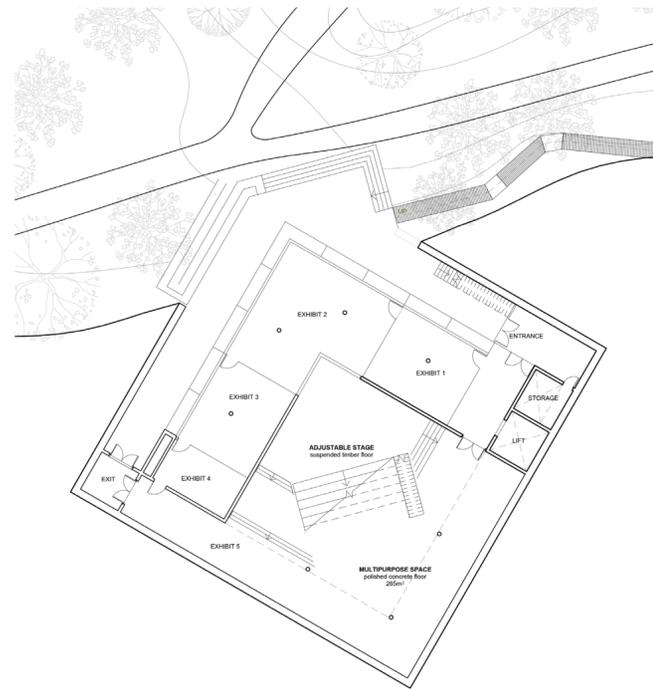
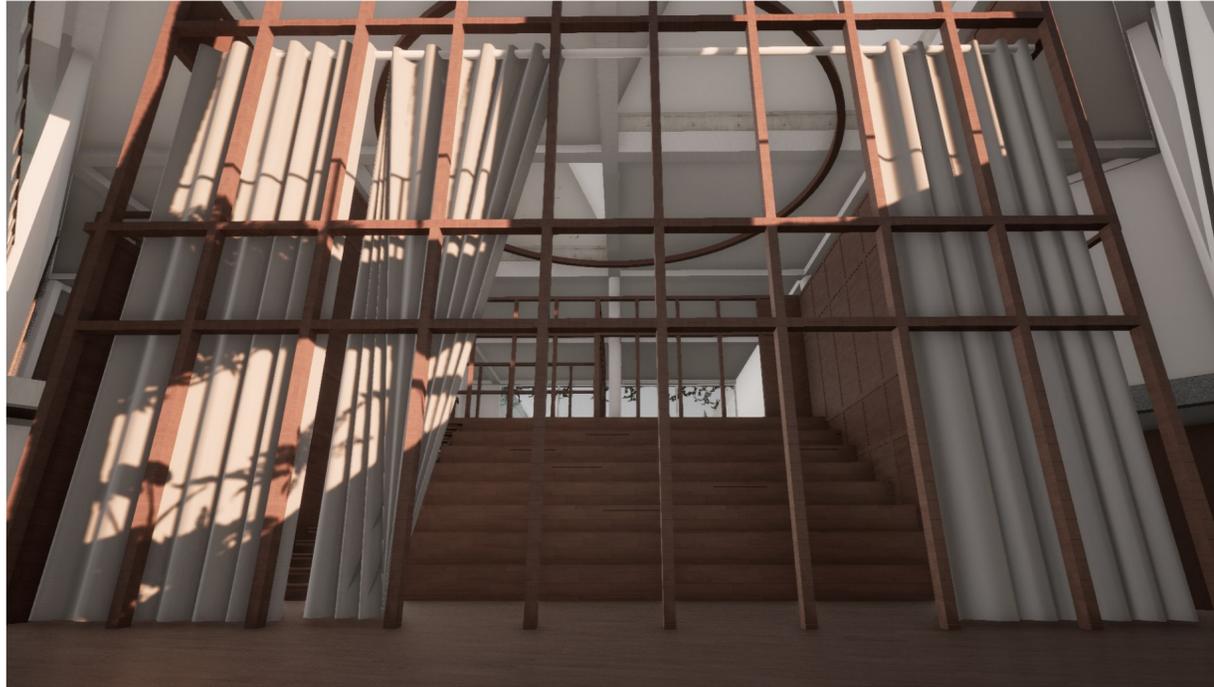
DAY TIME APPROACH

*plans and spaces*



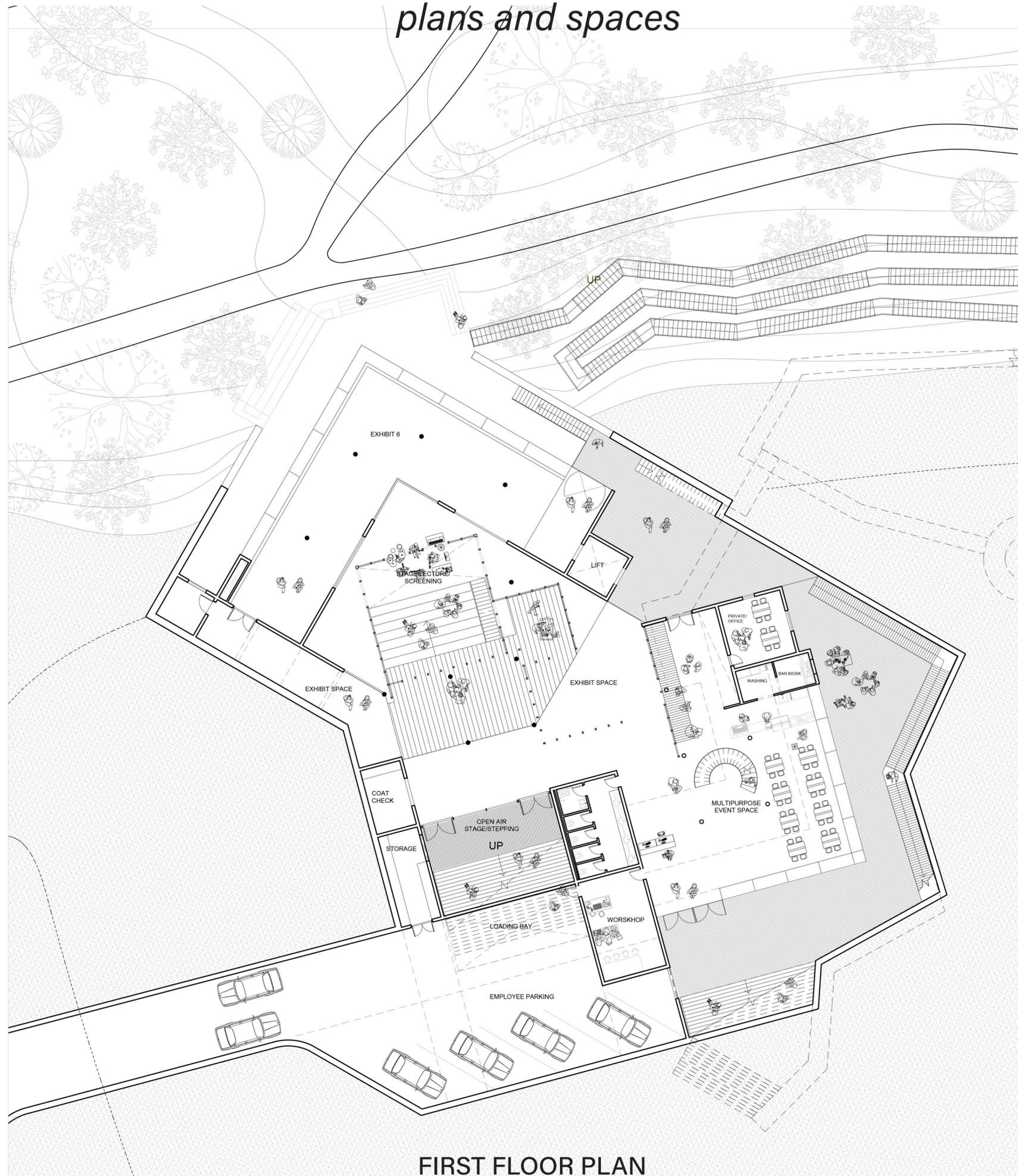
**NIGHT TIME APPROACH**

*plans and spaces*



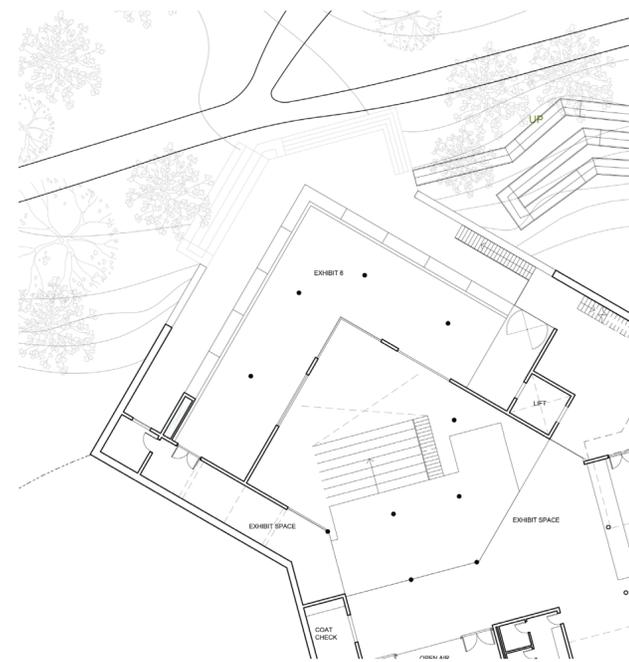
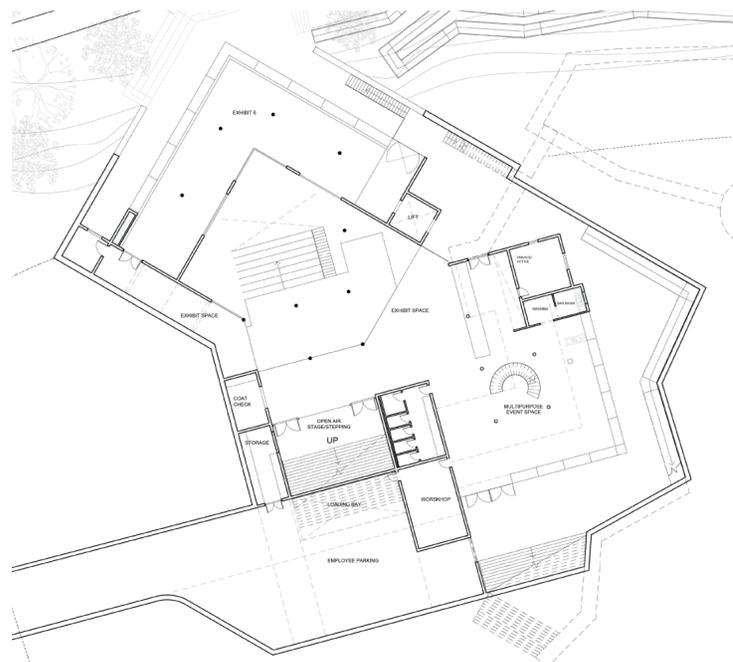
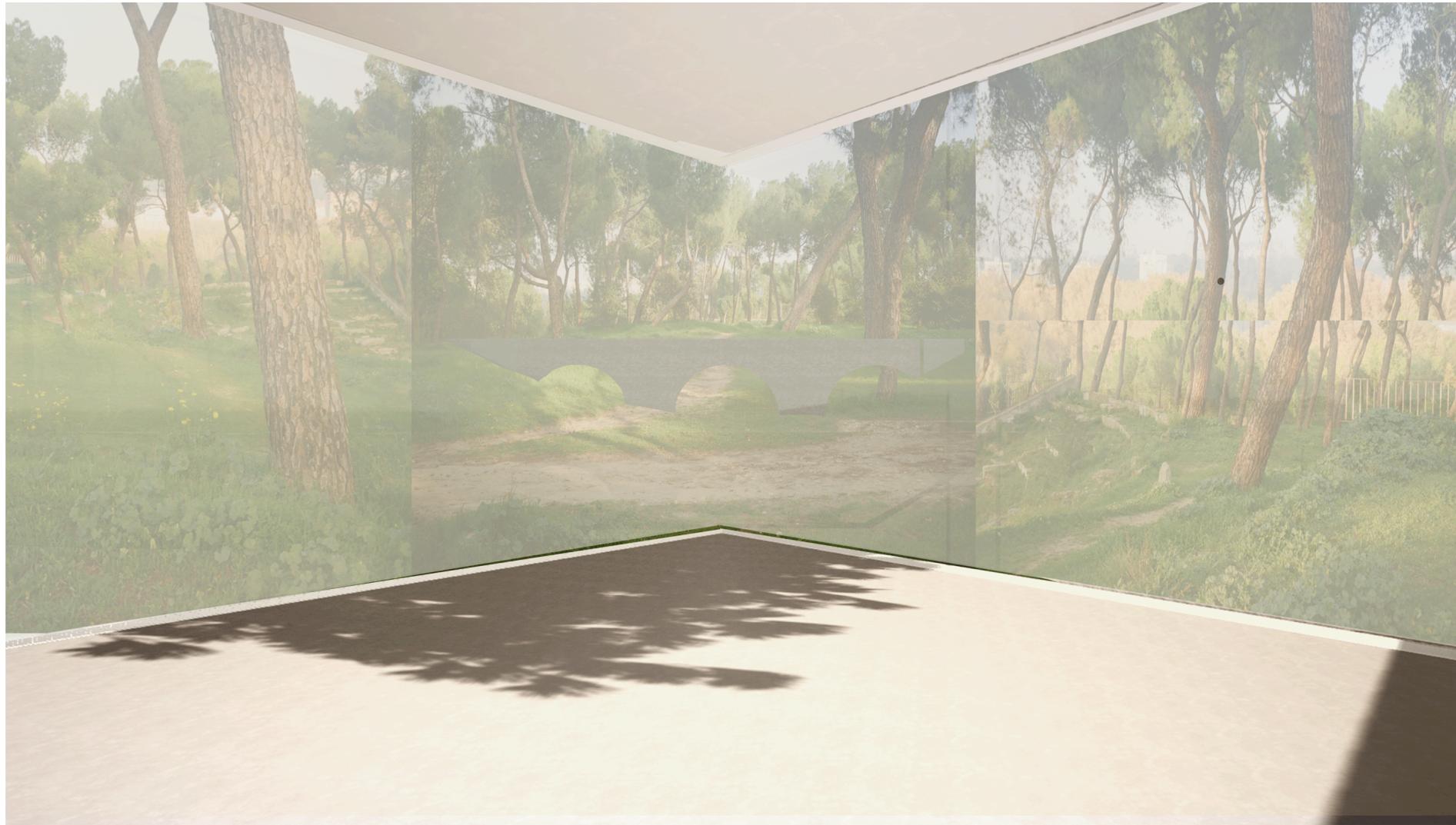
PERMANENT AND FLEXIBLE RELATIONSHIPS

*plans and spaces*



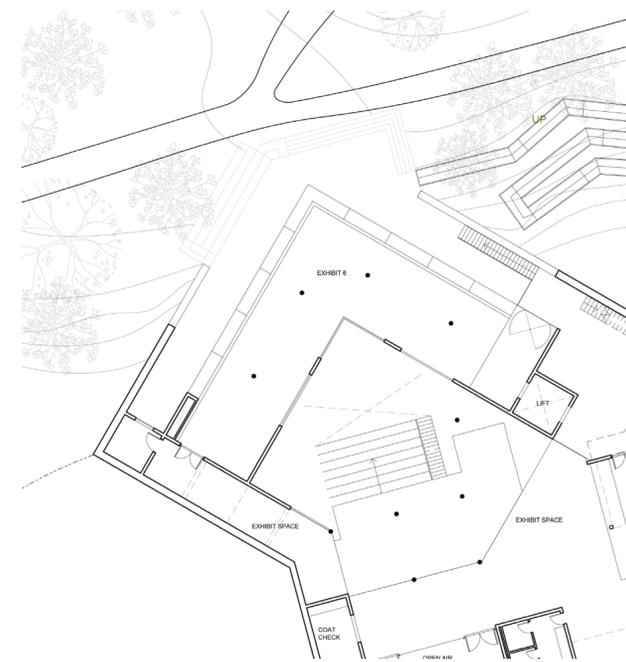
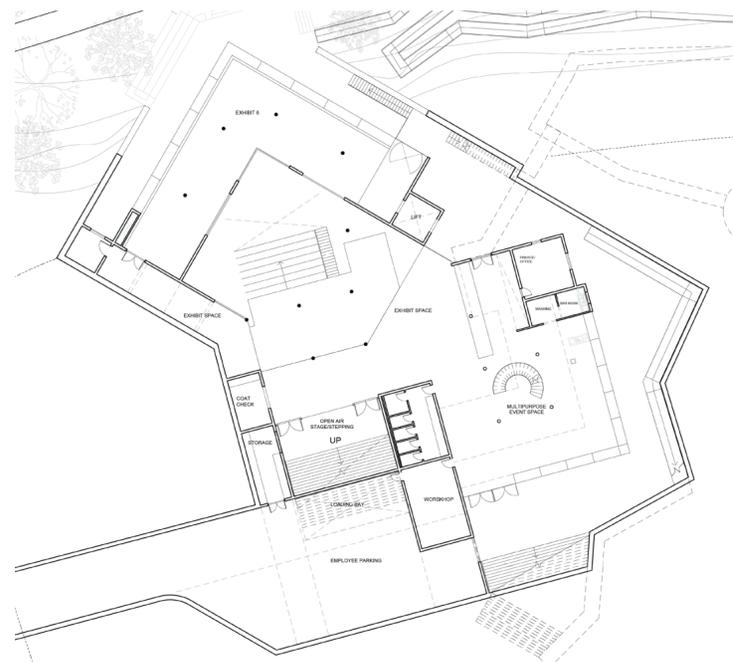
**FIRST FLOOR PLAN**

*plans and spaces*



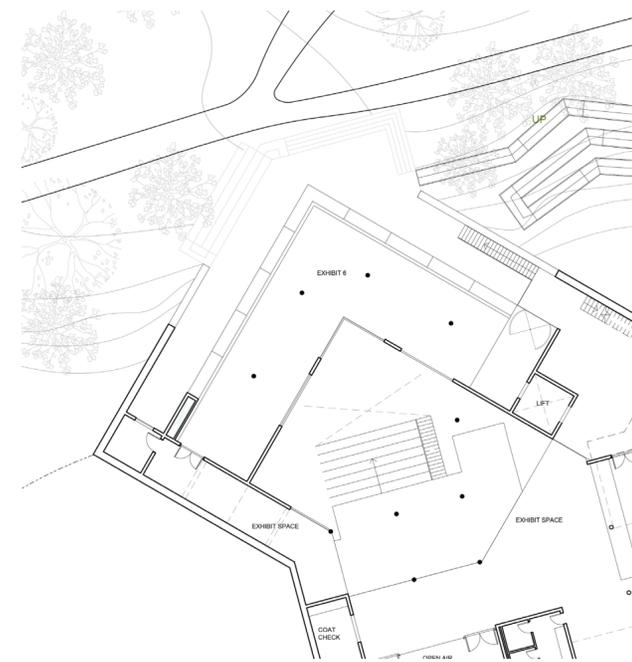
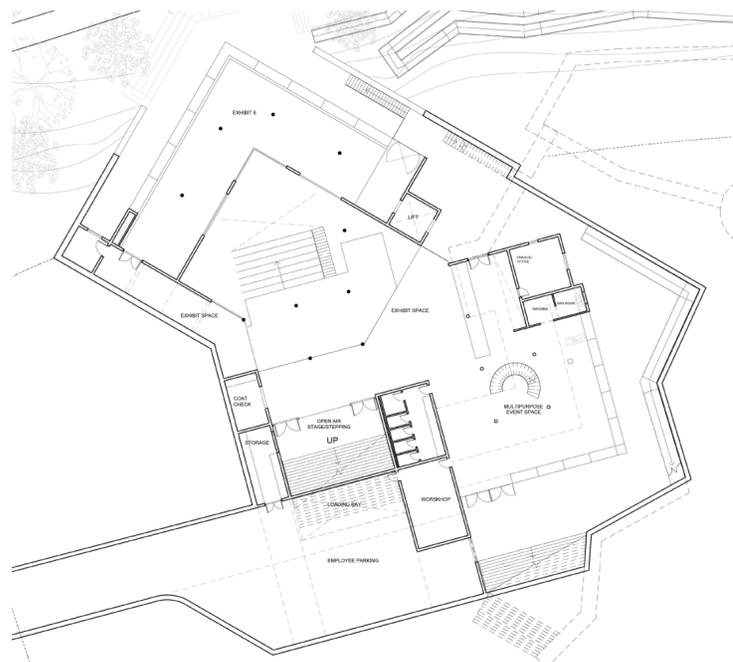
**BUILDING AS FRAME TO THE LANDSCAPE**

*plans and spaces*



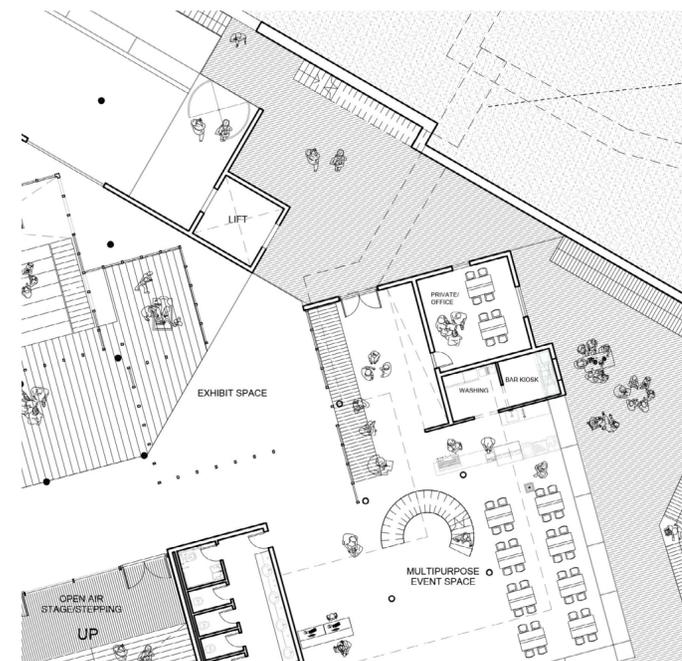
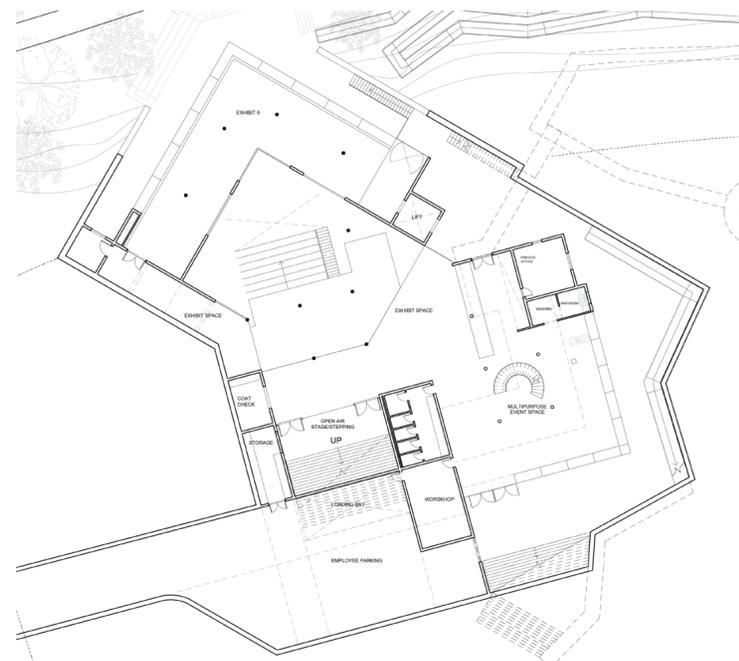
**BUILDING AS FRAME TO THE LANDSCAPE**

*plans and spaces*



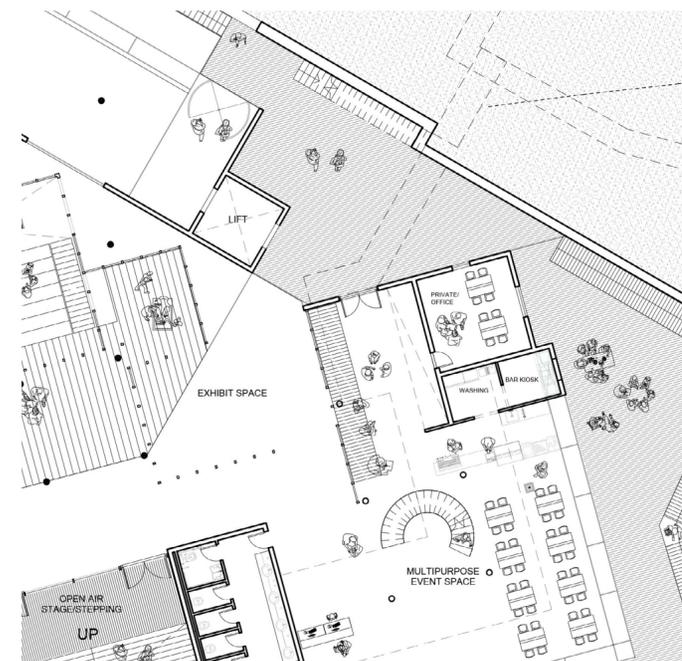
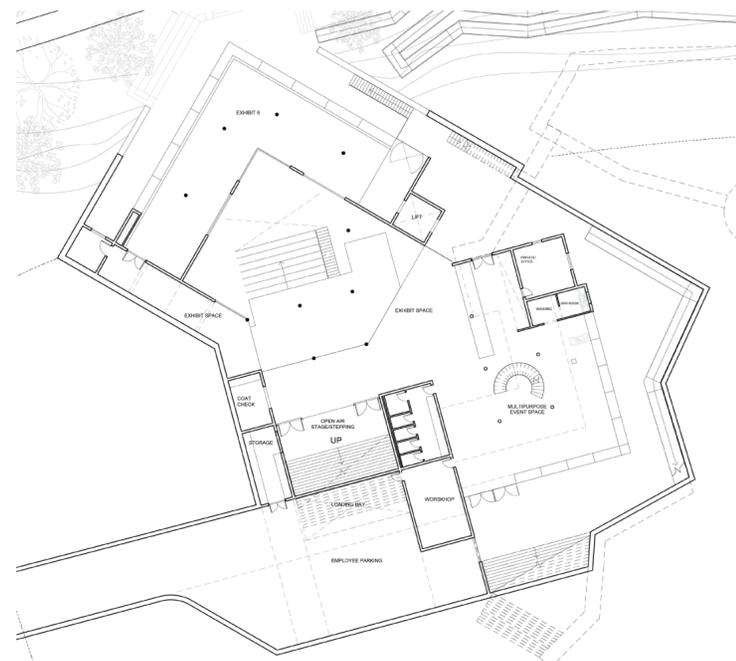
EXHIBITION AND GALLERY

*plans and spaces*



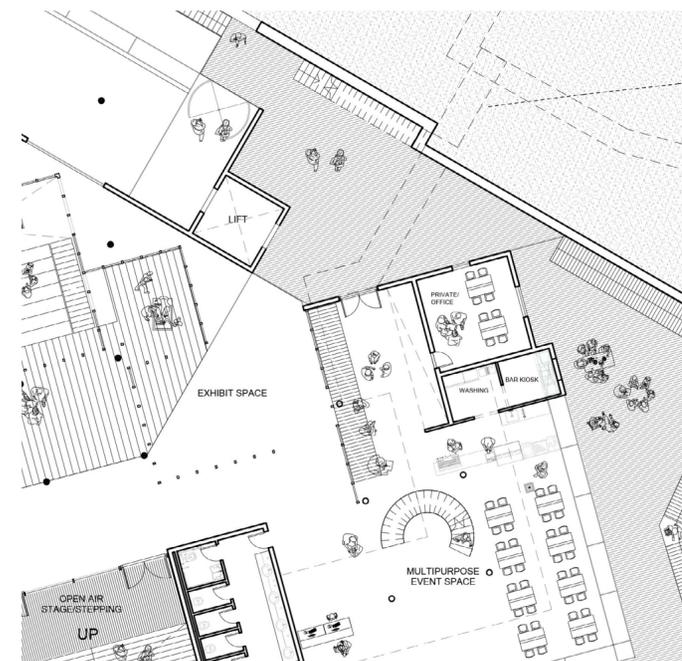
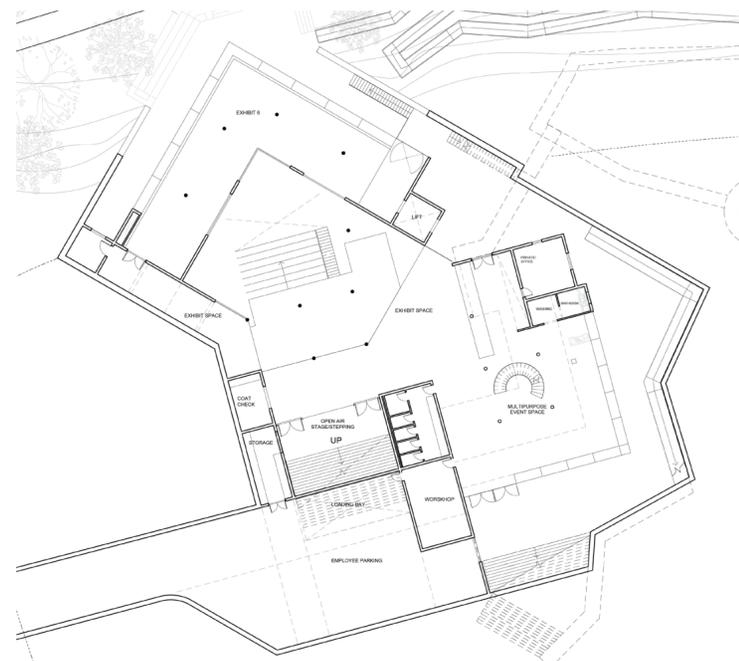
CASA DE CAMPO INFORMATION EXHIBIT

*plans and spaces*



INDOOR OUTDOOR

*plans and spaces*



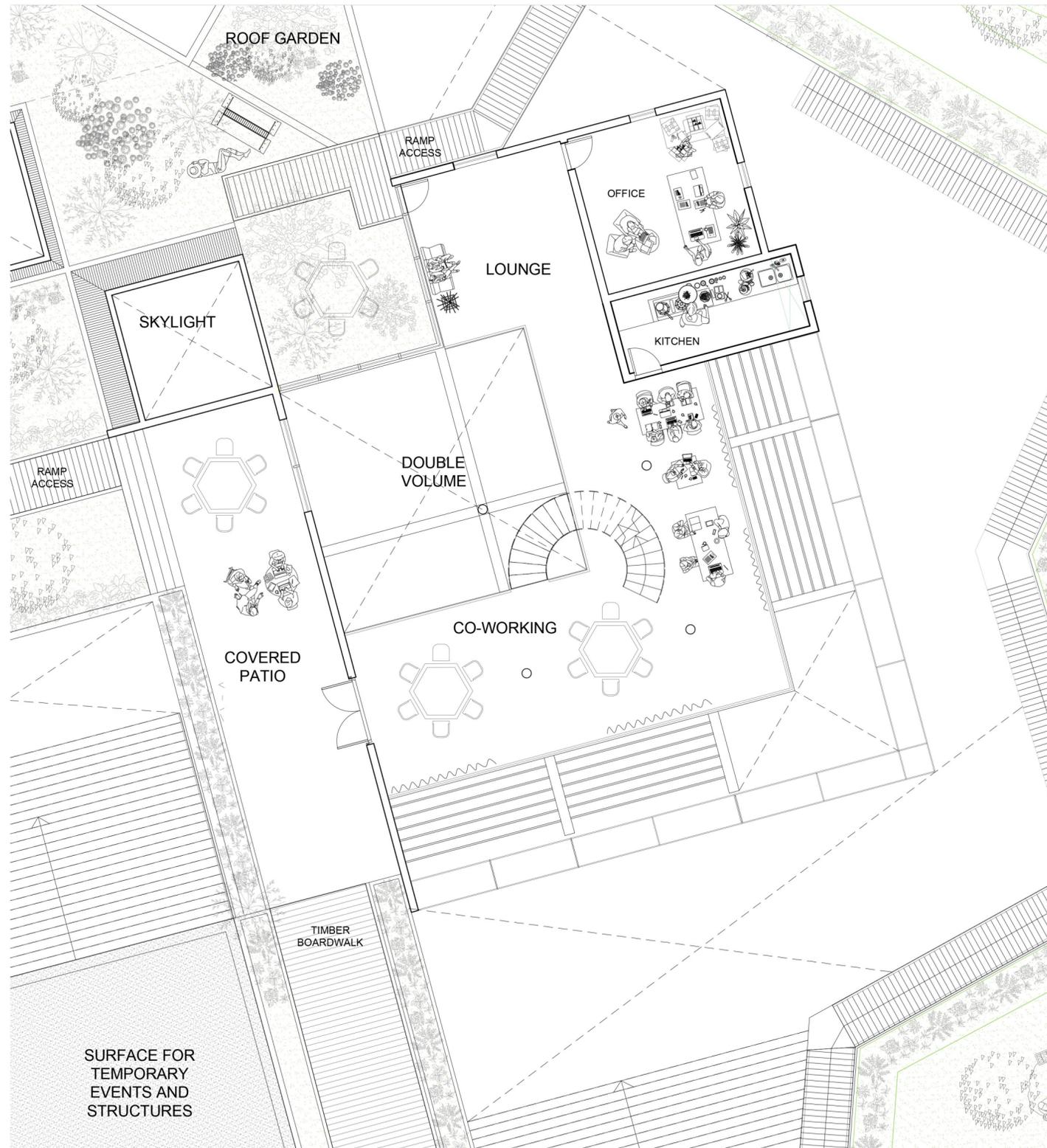
INDOOR OUTDOOR: NIGHT TIME

*plans and spaces*



**SECOND FLOOR PLAN**

*plans and spaces*



GROUND FLOOR PLAN  
1:200



**BUILDING FRAMES THE LANDSCAPE**

*plans and spaces*



ROOF AND SITE PLAN OF PARK LANDSCAPE

*plans and spaces*



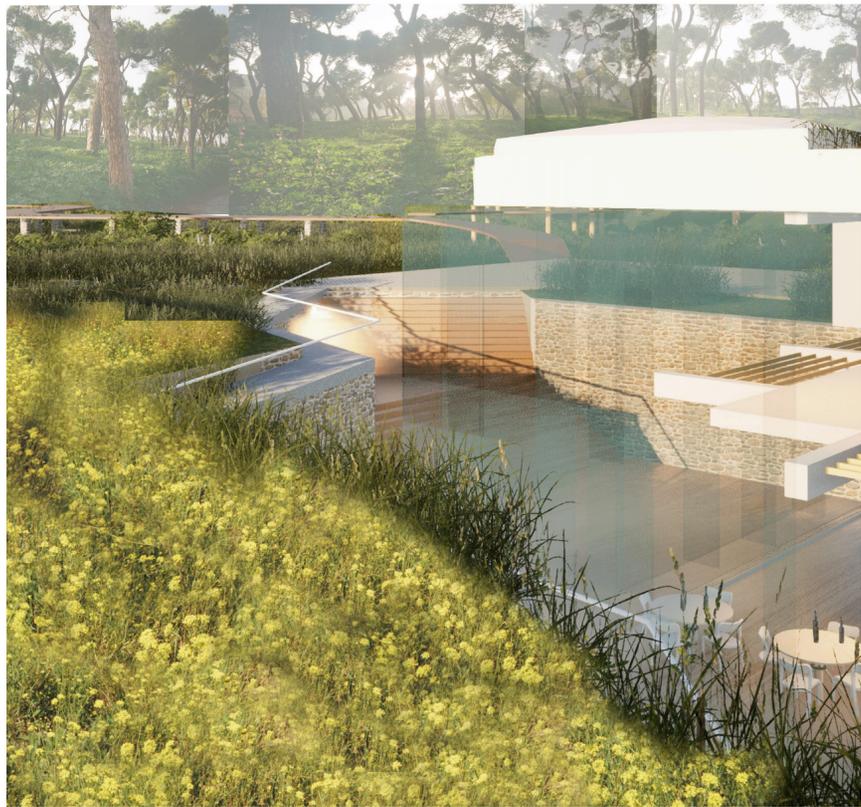
**CEILING AND ROOF**

*plans and spaces*



PARK LANDSCAPE

*plans and spaces*



VIEW OF BUILDING FROM LANDSCAPE



SUNSET ON THE ESCENARIO PUERTA DE ANGEL

***Architectural Proposal***  
Main Intervention  
Escenario Puerta de Angel

