

ZULOARK

Anarchitecture 2.1

2009



by www.zuloark.org

It seems important to explain the work process that has led to the development of the **ZULOARK project**, the office as a physical fact, as a working scene, as social gathering, as a project in itself.

Work process that has been characterized by the constant definition of the game, the rules, the scenes of work, the actors, their architectures...

It seems important to clarify the unique nature of the editor team. Unique because they are actors into the reality which they belong. From this reality, they are politicians for acting on it and redefining it, they are politicians on it.

...as each of us was several, we were a total of many...

The aim of **Zulo_ark** collective poses practical research on new areas of architecture, scenarios at all scales, the physical, social reality, the methodologies (rules, games (projects) ...

The **non-hierarchical and rhizomatic nature**, make **ZULOARK** become an open network of architects, organized by **juxtaposed scenes of work**. Allows a constant reformulation of what we are, it accepts without inertia or damage, the changes based on partial positions.

There is a constantly changing relationship between what it exists and what it wants exist. So determined as use value and not exchange. It is organized on scenes of work, which relate to produce multiple realities that make it sustainable. As **ZULOARK** collective, for growth and development, admits policies that are contrary.

The work is developing continuously, it is never completed, and it is only capitalized on specific times;

The point of coincidence and communicability of the work is in several common fields that will be filled in by information. These files of very different scales, they want to be ways of research proposal, opened and capable of development; that emphasizes the reality and understand the **architectural action** as a process in time. **This means not treating the work as an act of personal creation, but as a process of collective research.**

The competitive element will disappear in favor of a truly collective conception of the game. The creation of elected recreational environments.

WORK
scene

ATOCHA36



ZK036

Amposta *Friky town*

Project: Amposta Friky Town
Order: International Contest
Status: Winner (First Prize)
Location: Amposta, Spain
Scale: Master Plan
Program: Dwellings
Work Scene: Zulo_Atocha (despacho ZK)
Date: 2004

Team: ZK036 Celia García, Ramón Francos, Manuel Domínguez, Olga de Dios, Elena Gutiérrez, Alberto Sabater

WORK
scene

COLOMINA



ZK979

WORK
scene

REALEGO



ZK612

Project: G Building
Order: Private costumer
Status: Under construction
Location: Almeria, Spain
Scale: Urban Housing
Program: Block of 59 houses
Work Scene: Realego
Date: Project 2007
 Beginning of construction 2009

Team: Coordinators : Celia García, Ramón Francos in collaboration with Juan Francisco Torres Office. Model: Oscar Nieva.

Monteolmo *Office Building*WORK
scene

JP021



JP021

Project: Monteolmo Office Building
Order: Private Contest / CP promotora
Status: Winner (First Prize)
Location: Madrid, Spain
Scale: Building
Program: Offices + Comercial
Work Scene: Javier Pinilla Study
Date: 2006 / 2009

Team: Javier Pinilla, Fermín de Lucas, Enrique Martín de Vidales, Jesús García, Belén López, Mónica Hernández, Daniel Pérez, Jacobo López, José Ignacio Álvarez, Esther Carranza.

Common strategy: Javier Pinilla, Fermín de Lucas, Belén López, Mónica Hernández, Daniel Pérez, Esther Carranza.

Residential *Snipe*WORK
scene

HUMA



HU002

Project: Residential Snipe
Order: Private costumer
Status: Executed
Location: Cartagena, Spain
Scale: Urban Housing
Program: Housing Block
Work Scene: Huma
Date: 2005-2007

Team: Jose Alberto Amorós, Alberto Amorós, Eduardo José García 3d Model: Alvaro Lorente

WORK
scene

ELZULO



ZK001

*In this resume there is not every single ZULOARK Project, there is not every single ZULOARK Work Scene; it is a selection from the Coordinators of the Virtual Scene of Work **ZULOARK.ORG** answering to the suggestion by the journalist **David Cohn**;*

Sending to

*Clifford Pearson/Design Vanguard
 Architectural Record*

WORK
scene

ZULOPRAWA



ZK037

WORK
scene

CALZADILLA



ZK008

Atomish Garden

Project: Atomish Garden
Order: Installation for the exhibition Re-activate the EACC (Espai d'Art Contemporani de Castelló, Spain). Commissioned by Francesca Ferguson and Pepe Ballesteros.
Status: Executed
Location: Castelló, Spain
Scale: Urban
Program: Urban installation
Work Scene: Realego
Date: May / September 2008

Team: Celia García, Ramón Francos, María Navascues, Juan Antonio Tizón.

Published in:

Pasajes Architecture Magazine, November 2008.
Mundo digital, Digital Edition of Mundo Newspaper, Mayo 2008.
Las provincias Newspaper, Mayo 2008.
Canal 9, Channel 9, Mayo 2008.

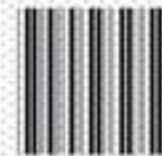
Atomish Park

Project: Atomish Park
Order: Rozas de Puerto Real City Council
Status: In project
Location: Madrid, Spain
Scale: Urban
Program: Urban Park
Work Scene: Realego
Date: July 2009
Beginning of construction 2009

Team: Coordinator: Javier Castillo Team: Celia García, Ramón Francos

WORK
scene

intensifying



ZK000

ICE project (Vejle Challenge)

Project: ICE project (Vejle Challenge)
Order: City of Vejle and Danish Architecture Center
Status: Project in process (First Stage)
Location: Vejle, Denmark
Scale: Urban planning
Program: Master Plan
Work Scene: Intensifying.eu
Date: 2009 (Develop of First Stage)

Team: Lundehej, Morten. Architect Danish. Del Ama, Fernando. Architect Spanish. Moreno, Belén. Architect Spanish. de la Peña, Eduardo. Architect Spanish. Lleyda, Antonio. Architect Spanish. Repo, Janne. Architect Finn. Aastrup, Julie. Architect Danish. Lybech, Trine. Castillo, Javier. Architect Spanish. Garcia, Celia. Architect Spanish. Francos, Ramón. Architect Spanish. Kold, Anette. Architect Danish. Bagella, Alessandro. Architect Italian. Luchéis, Alberto. Architect Italian. Stjernholm, Henrik. Head of The Development Department Architect maa, Vejle Kommune. Jørgensen Camilla, Department for City of Vejle development Urban Planner. Jørgensen, Danielle. Project manager, architect maa, European Denmark.

WORK
scene

zuloark.org



ZK006

Intensifying.eu

Project: Intensifying.eu (Work European Virtual Scene)
Order: Coomon strategy for European Competition.
Status: In development.
Location: 12 European Sites (Europe)
Scale: European Scale
Program: Third Enviroment research work
Work Scene: Zuloark.org
Date: July 2007

Team: Amorós, Alberto. Amorós, Jose. Barceló, Eduardo. Lorente, Álvaro. Castillo, Javier. Garcia, Celia. Francos, Ramón. Pinilla, Javier. Hernandez, Monica. Perez, Daniel. Carranza, Esther. Lopez, Belen. Chico, Jorge. de la Fuente, Julio. Gutierrez, Natalia. Martin, Alvaro. Ozaeta, Arantxa Cortázar. Gomez, Iker. Rubio, Fernando. Borsetti, Mateo. Gonzalez, Raul. Navascués, Maria.

WORK
scene

U+ADA



VC004

Thermal spa

Project: Thermal spa for ExpoZaragoza
Order: Private costumer
Status: Executed
Location: Zaragoza, Spain
Scale: Urban
Program: Hotel and thermal Spa
Work Scene: V+Ada
Date: 2008

Team: Luis Climent Soto, Fernando Meléndez Andrade, Luis Climent Rosillo. Collaborator: María Navascues Abad

WORK
scene

AKART.ES



AK021

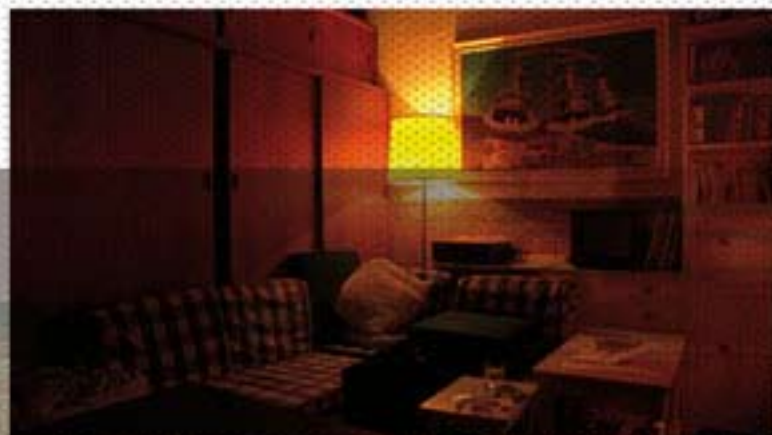
Collective Zuloark it is an anarchitectural netWORK of students, professionals, offices... it is a rizoma, it is not HIERARCHICAL and it is A free label TO be using.

WORK
scene

EL ZULO



ZK001



ZULOARK



+-----zulo_hortaleza-----

-----ZULOARK-----+

At the beginning of the 21st century, a group of students from *CEU University of Architecture College* begin to meet to talk, share, to think and produce safe architectural visions of the academic discipline.

The site chosen is a "**cell of programmatic implementation**" of the residence of *Francos* family, which appoints *Aritz Gonzalez* as **EL ZULO**. Name derived from the lack of natural light that happens in one of its plants which one is low floor level.

Located in the neighbourhood of **Hortaleza**, northeast of **Madrid** and at the farthest possible place from the university campus, many students for years have used this space as a meeting place, for creation and free exchange of ideas;

Ramón Francos, Javier Castillo, Maria Navascues, Celia García, Javier Pinilla, Marcos Francos, Aritz González, Alberto Amorós, Jorge López Conde, Manuel Domínguez, Luís de Prada, Ivonne Cachón, Zeltia González, Rafael Canneti, Lucia Alba, Luís Felipe Morcillo, Olga de Dios, Manuel Pascual, Juan Antonio Cachón, Rodrigo de la Fuente, Aurora Adalid, Adriana Cañada, Elisa Salvador, Amalia Gutiérrez, Andrés Francos, Roberto Martínez... and many others.

zulo_ark

cr/tribaldos 12 local 2º

28043

Enero 2004



Public exhibition of the work "**búsqueda del criador**" *, in the Faculty of Architecture of San Sebastian, accompanying the **GEP Grupo de Exploración Proyectual (ETSAM)**

* search of the breeder



It was located in an old building at number 36, of a traditional street of Madrid, called Atocha. In an emblematic place in the capital, and a 19th century manor house owned by Isabel Yebenes, we sited **Zulo_Atocha**.

It was a home game for more than 400 square meters and a corridor of about 20 meter, locked rooms and only one third of the rooms with electric light. For almost 2 years became in a **Opened Scene of Work for Students of Architecture**, and this time was enjoyed by many students; *Ivonne Cachón, Celia Garcia, Ramón Francos, Manuel Domínguez, Aurora Adalid, Elena Gutiérrez, Javier Castillo, Paula Montoya, Alberto Amorós, Maria Aracil, Luis de Prada, Manuel Pascual, Juan Antonio Cachón, Iñigo Montoya, Aritz González, Olga de Dios, Jorge López Conde, Adriana Cañada, Elisa Salvador, Javier Pinilla...* among many others.





ZK office
2004

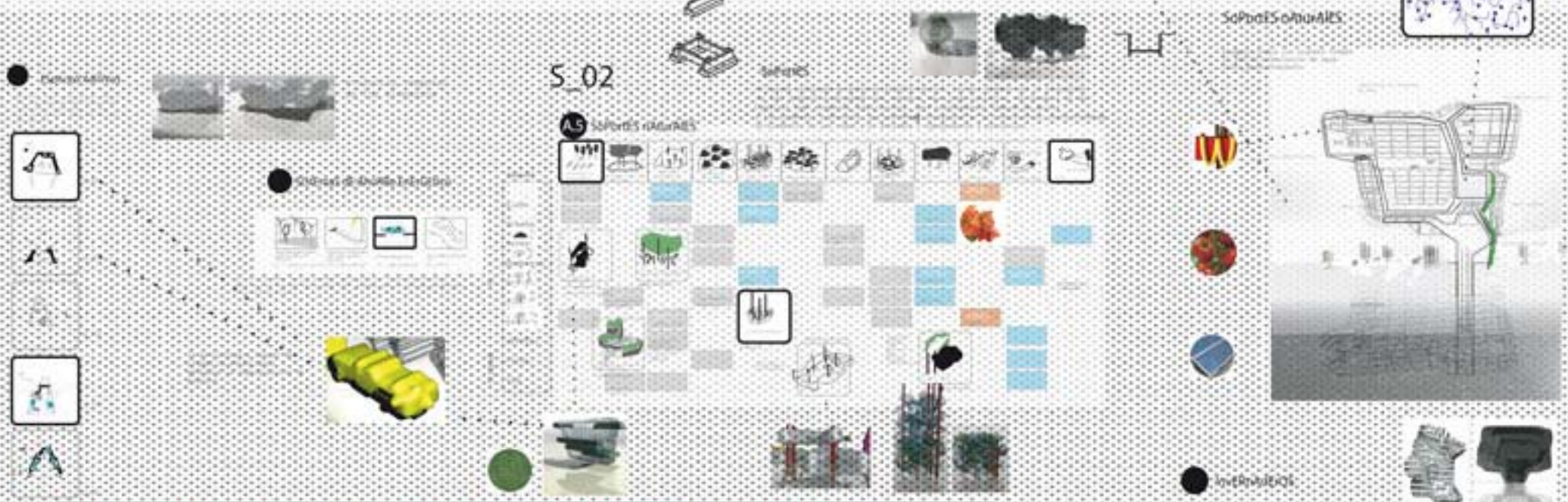


Amposta Friky town

Students First Prize

International Contest 400.000 Dwellings

(organised by **Quaderns** Magazine on contemporary architecture, urban planning and arts.)



CHANGING THE CONCEPT OF HOUSING IS A PRIORITY

It is time to finish with the housing concept associated to the property, using the idea of housing as a resort service in first order. It is also not about understanding the house as a space system; but an addition of habitats.

We think that there is a direct relationship in between the traditional academia method (established in some different architecture schools), and the actual concept of housing (Property).

This way, solving exercises from the disciplinary perspective known and worn out by all, it takes us with no doubt to obsolete models in its capacity to solve contemporary urban problems.

Only from a peripheral sight to the discipline we can find solutions to actual problems, for example, in the housing problem we forget that it is its own concept (associated to property) the one that disables in one first moment the proposition of new solutions. This way, if we don't break the relationship that exists in between the concepts of property and housing, and its connection with past architectural concepts, it will be impossible to solve, meaning, reinvent the housing concept.

That's why we propose architectures centered in time, in the aptitude of changing. Architectures able to generating a mutation and a new adaptation, thanks to the architectural structures developed through time. This takes us to reinvent the architectural documents, generating new solutions to problems that are not static, they are dynamic.



Red de alquiler inter-Municipal

rEnting Systems

SISTEMA DE ALQUILERES
01. WE UNDERSTAND AS A PRIORITY EVERY CITIZENS ACCESS TO THE HOUSE
01. ENTENDEMOS COMO PRIORIDAD EL ACCESO A LA VIVIENDA DE TODO CIUDADANO

ES PRIORITARIA LA NECESIDAD DE CAMBIAR EL CONCEPTO DE VIVIENDA
CHANGING THE CONCEPT OF HOUSING IS A PRIORITY

ES HORA DE ACABAR CON UN CONCEPTO DE VIVIENDA ASOCIADO AL DE PROPIEDAD
EN FAVOR DE LA IDEA DE VIVIENDA COMO RECURSO, SERVIDO DE PRIMER ORDEN.
ADENAS NO SE TRATA YA DE ENTENDER LA VIVIENDA COMO UN SISTEMA DE ESPACIOS,
SINO COMO UNA SUMA DE HABITATS.

IT IS TIME TO FINISH WITH THE HOUSING CONCEPT ASSOCIATED TO THE PROPERTY
USING THE IDEA OF HOUSING AS A RESOURCE, SERVED IN FIRST ORDER.
IT IS CALLED NOT ABOUT UNDERSTANDING THE HOUSE AS A SPACE SYSTEM,
IT IS AN ADDITION OF HABITATS

NO SE PARECE QUE EXISTE UNA RELACION DIRECTA ENTRE EL METODO PROYECTUAL ACADÉMICO
ESTABLECIDO EN LAS DIFERENTES ESCUELAS DE ARQUITECTURAL
Y EL CONCEPTO ACTUAL DE VIVIENDA, PROPIEDAD.

WE HAVE THAT THERE IS A DIRECT RELATIONSHIP IN BETWEEN THE PROJECTUAL ACADEMIC METHOD
ESTABLISHED IN THE DIFFERENT ARCHITECTURE SCHOOLS,
AND THE ACTUAL CONCEPT OF HOUSING (PROPERTY)

DE ESTA FORMA, RESOLVER EJERCICIOS DESDE LA PERSPECTIVA DISCIPLINAR
POR TODOS YA CONOCIDA Y DEBASTADA,
LLEVA SIN DUDA A MODELOS OBSOLETOS EN SU CAPACIDAD PARA RESOLVER PROBLEMAS URBANOS CONTEMPORÁNEOS.

THIS WAY, SOLVING EXERCISES FROM THE DISCIPLINARY PERSPECTIVE KNOWN AND WORN OUT BY ALL,
IT TAKES US WITH NO DOUBT TO OBSOLETE MODELS IN ITS CAPACITY TO SOLVE CONTEMPORARY URBAN PROBLEMS.

SÓLO DESDE UNA MIRADA PERIFÉRICA A LA DISCIPLINA SE ES CAPAZ DE ENCONTRAR SOLUCIONES A PROBLEMAS ACTUALES.
POR EJEMPLO, EN EL PROBLEMA DE LA VIVIENDA SE OLVIDA QUE ES SU PROPIO CONCEPTO QUE SE ASOCIA AL DE PROPIEDAD,
EL QUE IMPROBILITA EN UN PRIMER MOMENTO LA PROPOSICIÓN DE NUEVAS SOLUCIONES.
POR TANTO, SI NO ROMPEMOS LA RELACION EXISTENTE ENTRE LOS CONCEPTOS DE PROPIEDAD Y VIVIENDA,
Y SU VINCULACION CON LOS PROCESOS PROYECTUALES PARADOS,
SERÁ IMPOSIBLE, SOLUCIONAR, ES DECIR, RE-INVENTAR EL CONCEPTO VIVIENDA.

ONLY FROM A PERIPHERAL VIEW TO THE DISCIPLINE WE CAN FIND SOLUTIONS TO ACTUAL PROBLEMS.
FOR EXAMPLE, IN THE HOUSING PROBLEM WE FORGET THAT IT IS ITS OWN CONCEPT ASSOCIATED TO PROPERTY
THE ONE THAT DISABLES IN THE FIRST MOMENT THE PROPOSITION OF NEW SOLUTIONS. THIS WAY, IF WE DON'T BREAK THE RELATIONSHIP
THAT EXISTS IN BETWEEN THE CONCEPTS OF PROPERTY AND HOUSING,
AND THE CONNECTION WITH PAUSED PROJECTUAL CONCEPTS,
IT WILL BE IMPOSSIBLE TO SOLVE, HOUSING, RE-INVENT THE HOUSING CONCEPT.

PAR TODOS ESTO, COMO DISEÑO PROYECTUAL ARQUITECTÓNICO PROPONEMOS LA PROPIEDAD PÚBLICA DE TODOS LOS ESPACIOS,
INCLUYENDO LOS ESPACIOS DE CARÁCTER PRIVADO, DE ESTA FORMA ROMPEMOS LA VINCULACION VIVIENDA, PROPIEDAD,
ENTONCES, EL PROYECTO ARQUITECTÓNICO ES AHORA EL DISEÑO DE UN SISTEMA GESTION PARA ESTOS ESPACIOS
Y NO EL DISEÑO DE UNO DE ÉSTOS, SIN OLVIDAR QUE LO QUE ESTE SISTEMA DEBE GESTIONAR NO SON YA ESPACIOS SINO HABITATS.

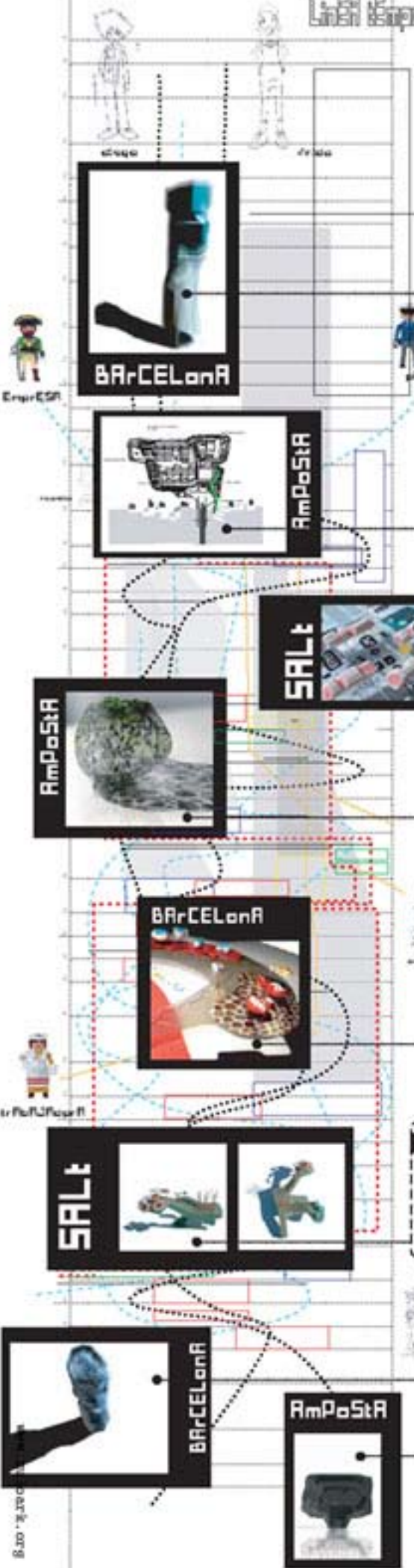
FOR ALL THIS, AS AN ARCHITECTURAL PROJECTUAL PROPOSAL WE PROPOSE ALL PRIVATE SPACES (PROPERTY),
INCLUDING PRIVATE CHARACTER SPACES. THIS WAY WE BREAK THROUGH THE CONNECTION HOUSING, PROPERTY.
THEN, THE ARCHITECTURAL PROJECT IS NOW THE DESIGN OF ONE HANDLING SYSTEM FOR THESE SPACES,
AND NOT THE DESIGN OF ONE, WITH OUT FORGETTING THAT WHAT THIS SYSTEM SHOULD MANAGE IS NOT SPACES IT IS HABITATS.

NUESTRA PROPIEDAD CONSISTE EN LA OFERTA DE TIEMPO, HABITAT, Y NO DE ESPACIOS.
PORQUE EL ESPACIO ES PROPIEDAD DE UNOS POCOS, Y EL TIEMPO EN CAMBIO ES DE TODOS.
POR ÉSTO PROPONEMOS UNA ARQUITECTURA CENTRADA EN EL TIEMPO, EN LA CAPACIDAD
DE CAMBIO, MUTACION Y ADAPTACION DE LAS ESTRUCTURAS ARQUITECTÓNICAS A TRAVÉS DEL TIEMPO.
ÉSTO NOS LLEVA A RE-VIVENTAR LOS DOCUMENTOS ARQUITECTÓNICOS, GENERAR NUEVAS SOLUCIONES
A PROBLEMAS QUE YA NO SON ESTÁTICOS, SINO DINÁMICOS.

OUR PROPERTY CONSISTS OF THE OFFER OF TIME, HABITAT, AND NOT SPACES.
BECAUSE SPACE IS THE PROPERTY OF SOME, AND TIME IS OF ALL INSTEAD.
THAT'S WHY WE PROPOSE ONE ARCHITECTURE CENTRED IN TIME, IN THE APPEAL OF
CHANGING, MUTATION AND ADAPTATION TO THE ARCHITECTURAL STRUCTURES THROUGH TIME.
THIS TAKES US TO RE-VIVENT THE ARCHITECTURAL DOCUMENTS, GENERATING NEW SOLUTIONS TO
PROBLEMS THAT ARE NOT STATIC, THEY ARE CHANGING.

1. ENTENDEMOS LAS ESPERANZAS NATURALES COMO UN ESPORTE ARQUITECTÓNICO MUTABLE EN EL TIEMPO

AmPoStA_036



EfrCCLeRf

Deep and Felix is a young couple who are looking for a house in Barcelona.

The project is 2,32. They will build their house in a modern way.

AmPoStA

Deep and Felix are not a young couple anymore. They are looking for a house in Barcelona.

The project is 2,32. They will build their house in a modern way.

SALT

Deep and Felix are not a young couple anymore. They are looking for a house in Barcelona.

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BARCELONA

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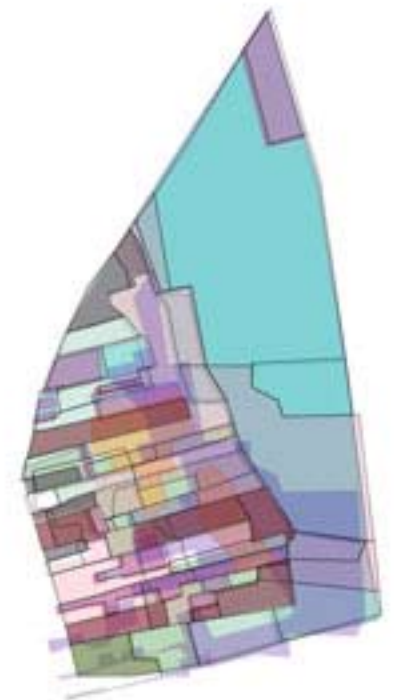
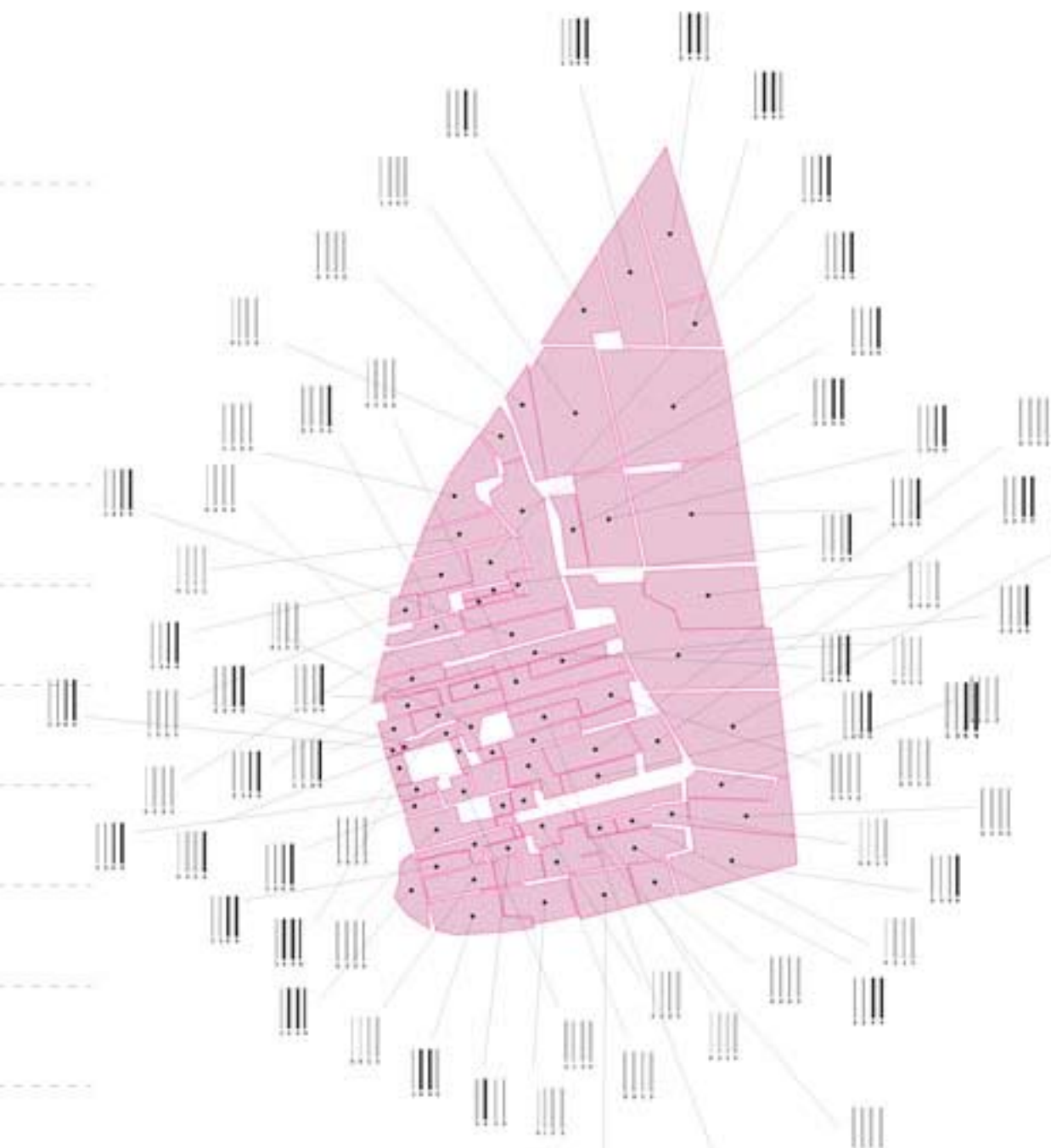
BARCELONA

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The project is 2,32. They will build their house in a modern way.

04_Inundabilidad

se consideran con nivel 1 aquellas parcelas potencialmente inundables.



panel_01 T

the study of the different parcels in the plot, takes us to divide in what we have each one of these tessels in bar code that describes the

From this study we have assigned one natural species and a Under these premises, the territory by the implant of different architectures that will shelter the

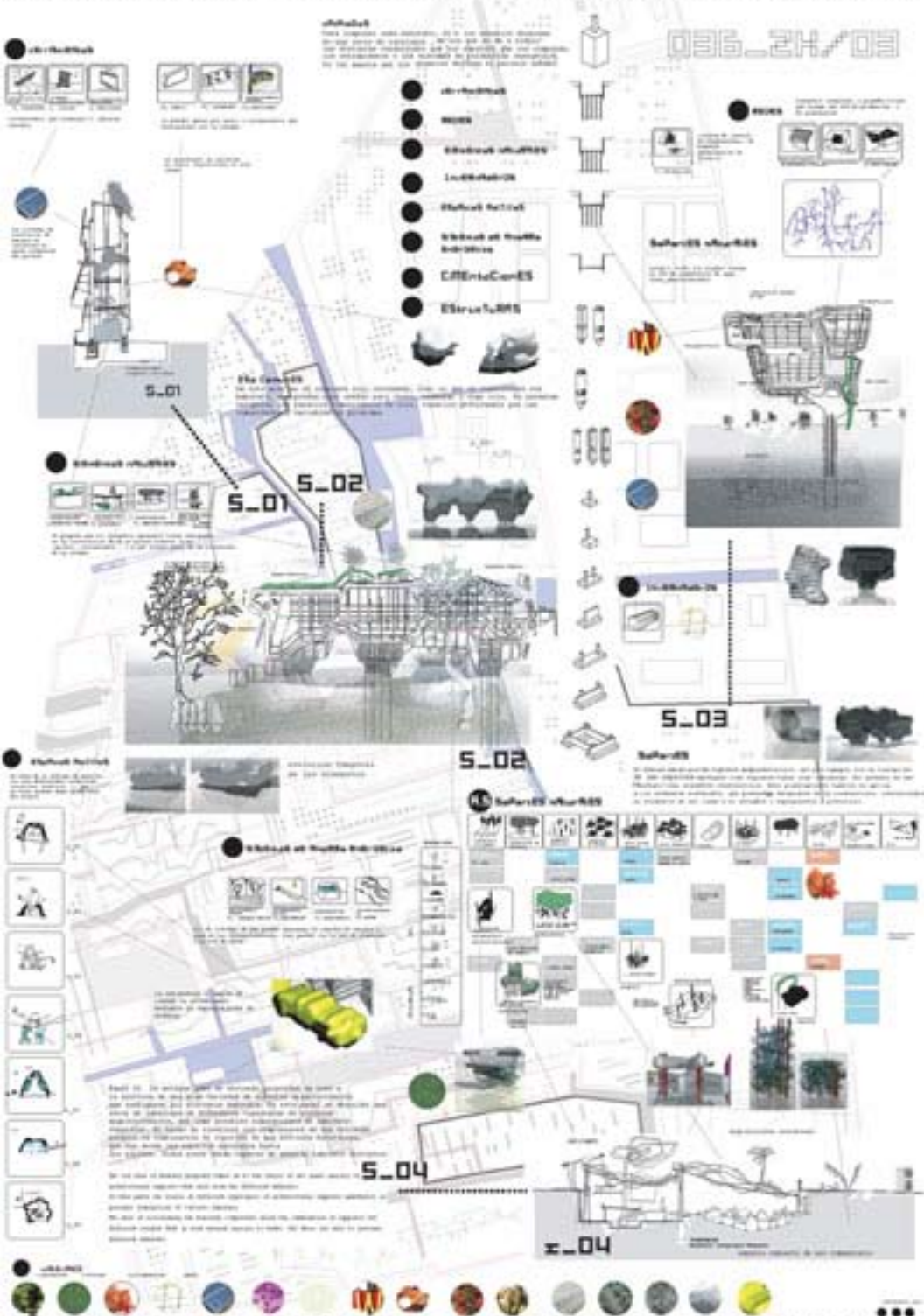
panel_01 T

el estudio de los distintos parcelas en el solar nos lleva a dividir y en lo que hemos

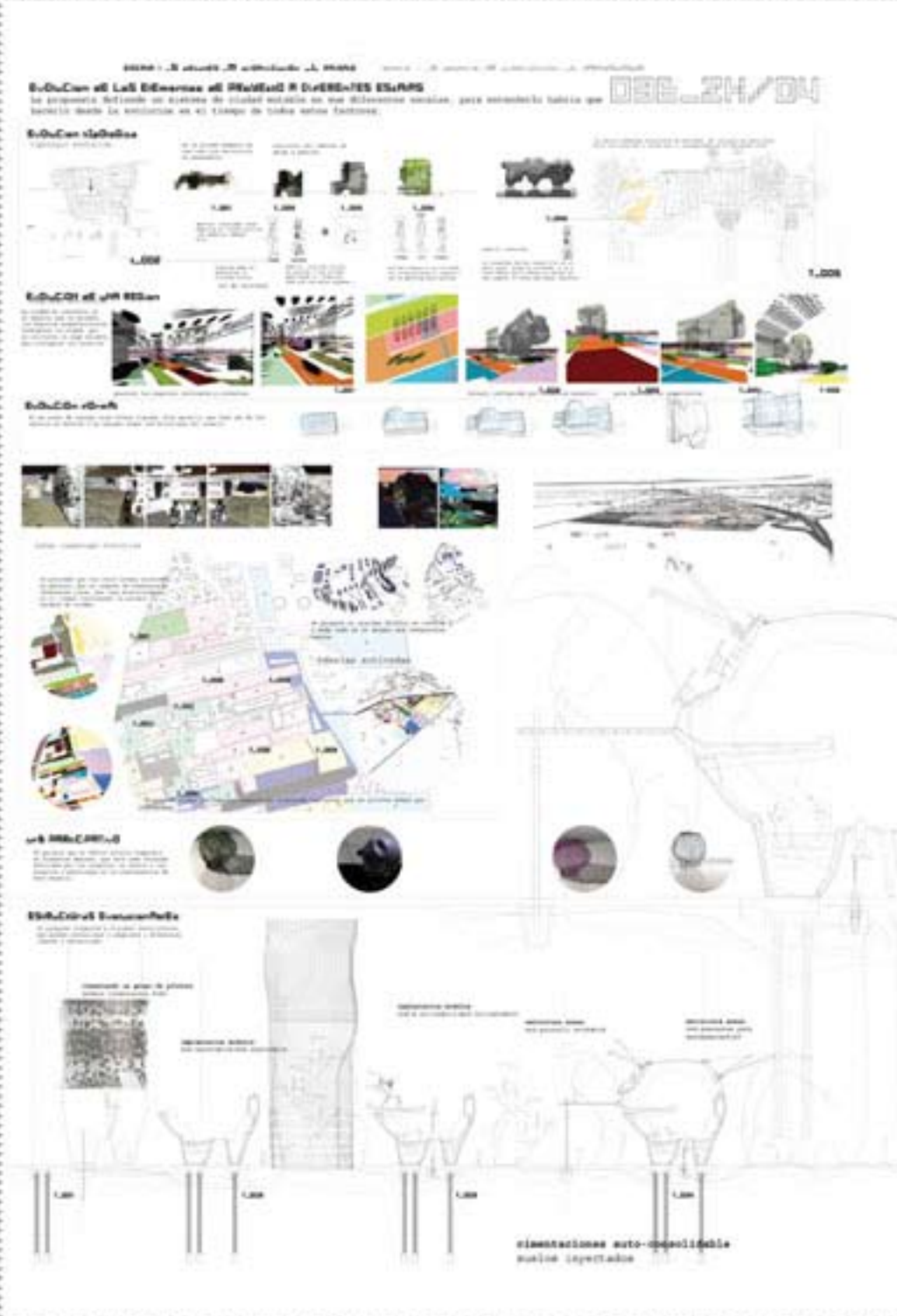


Amposta Friky town

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architectural supports



development in the time

en un primer momento se usa como una estructura no permanente

evolucion del habitat de diego y paulina



T_001

T_002

T_003

T_004

gestion: comunidad, estos espacios se forman parte de los espacios comunes . S-04



diego



paulina

+



diego



xan



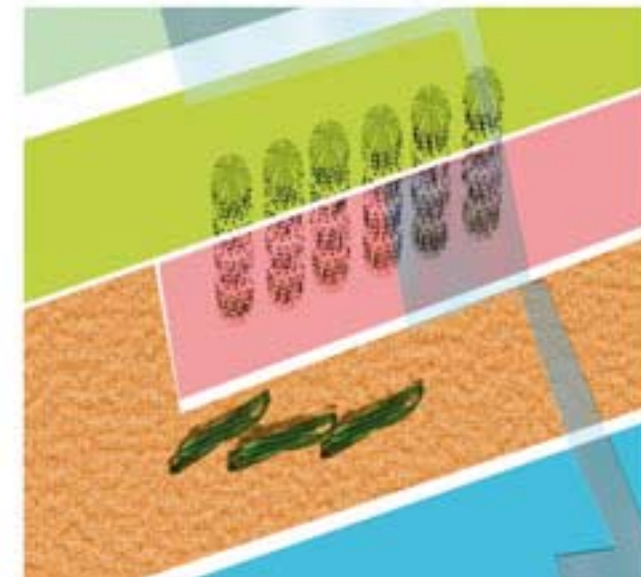
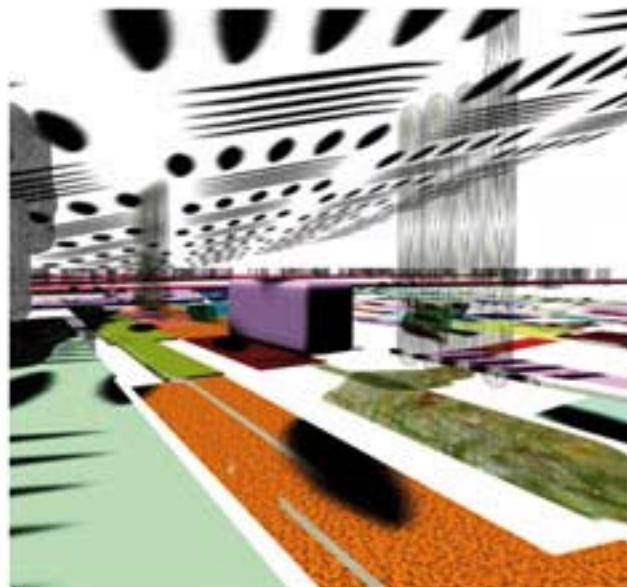
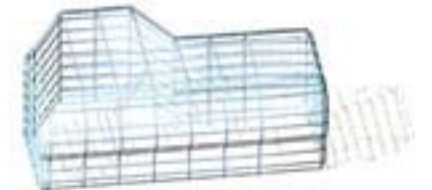
trosky

alquilan unos m3, establecen la vivienda minima uso de catalogos

gestion: alquiler minimo, se apuntan a los metodos para bajar el alquiler como son los muros algibes...

deciden compartir su vivienda con otras personas y compartir las hb publicas para ahorrar

t_002



Typological evolution

Amposta Friky town

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International Contest 400.000 Dwellings

(organised by **Quaderns** Magazine on contemporary architecture, urban planning and arts.)

EL PAÍS

EL PERIÓDICO GLOBAL EN ESPAÑOL

www.elpais.com

14/04/09

Madrid 12/04/09

<< When five years ago the result of the contest for students spread who the *Quaderns* magazine summoned for the design of 400,000 houses in three locations of Catalonia, many became the same question: **who are that Zuloark** that have won two of the three sites? >>

ANDRÉS JAQUE

The architect is not a solitary creator

EL PAÍS

25/04/2009

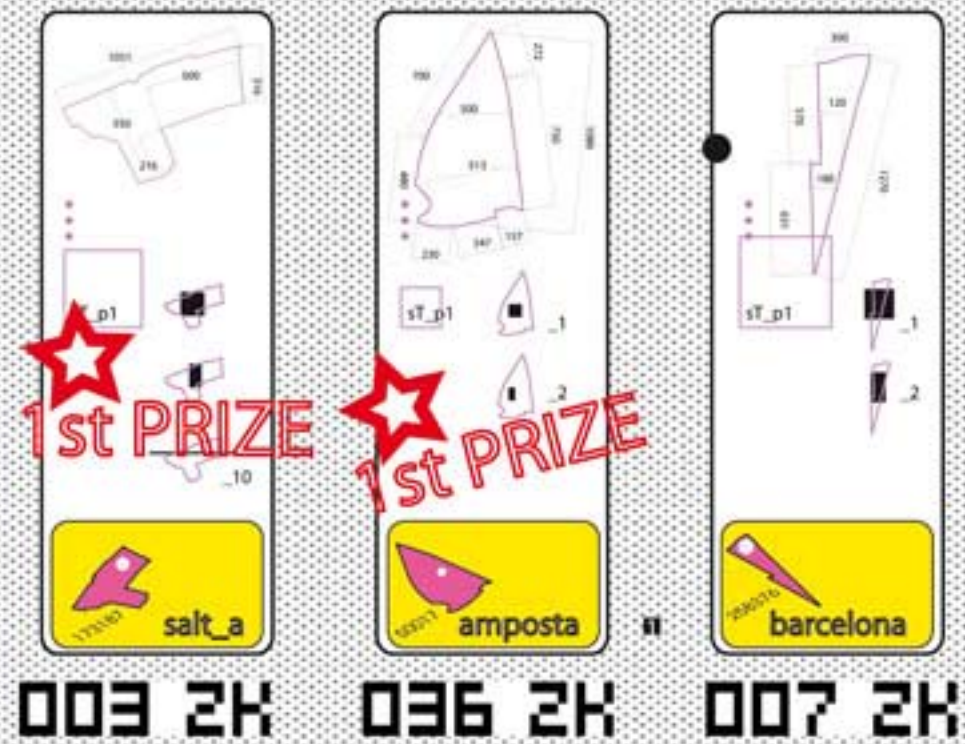
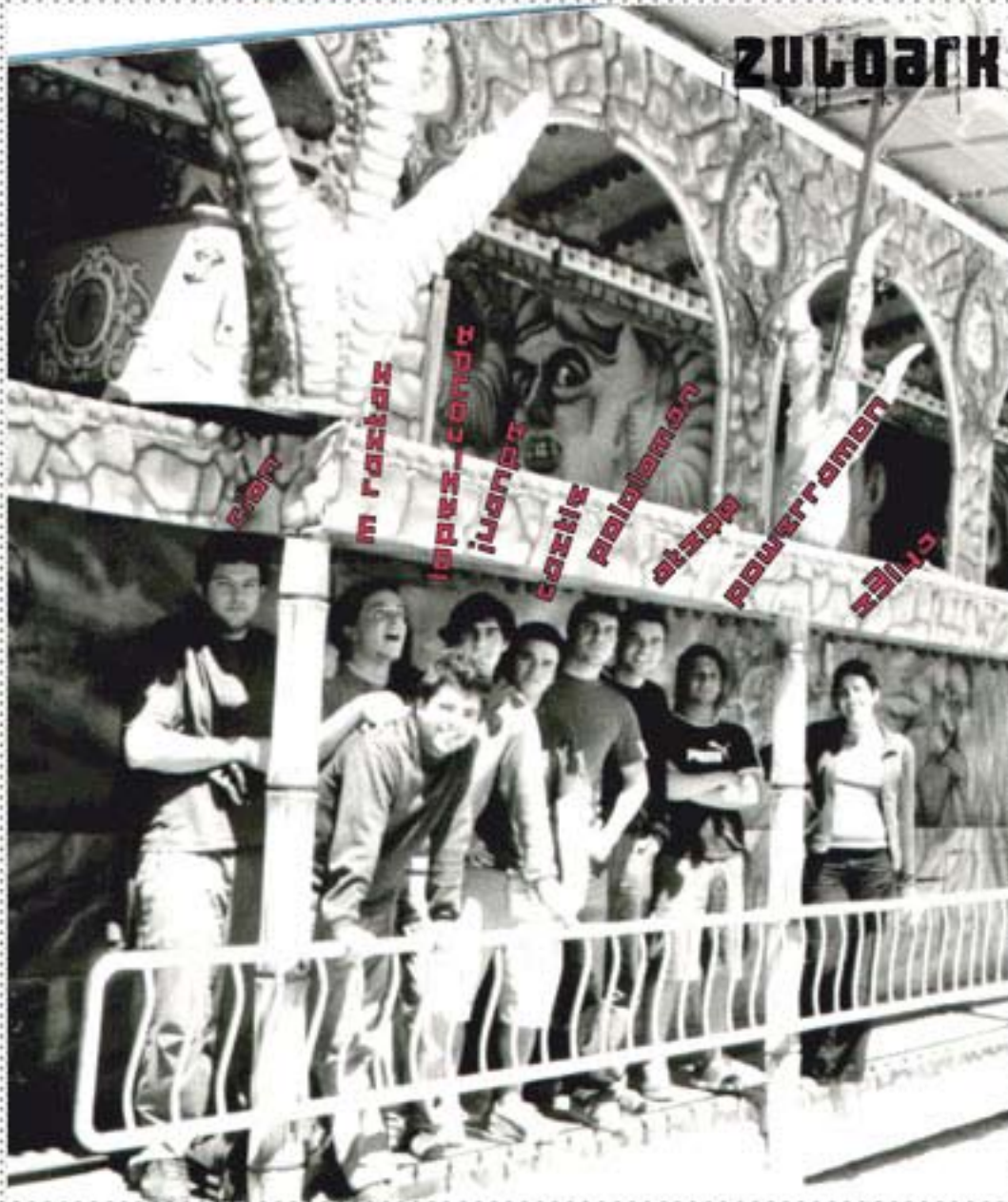


TEAM STRATEGY

Quaderns propose an international ideas contest to think about the dwelling problem for the next years. In our state, **housing access** is one of the most important problems for all Spanish, indeed construction is our main industry. Specially if we think that **housing access** is the right contained in *Spanish Constitution*.

They propose three locations to define new dwelling ideas. Places site on Catalonia really different between. **Salt**, it is a village in special relation with the landscape. A new big area for housing use, it is site in a small city, which calls **Amposta**. And an urban consolidates area in side of **Barcelona**, a capital city.

Thinking that **the problem is not a particular site problem**, we answer to three locations at time with a team strategy. Our strategy was based in two main ideas, the **necessity to change the concept of housing and its management** by a new **renting system**. Finally we define one way to develop this strategy for every location.



International Contest 400.000 Dwellings
 (organised by **Quaderns** Magazine on contemporary architecture, urban planning and arts.)

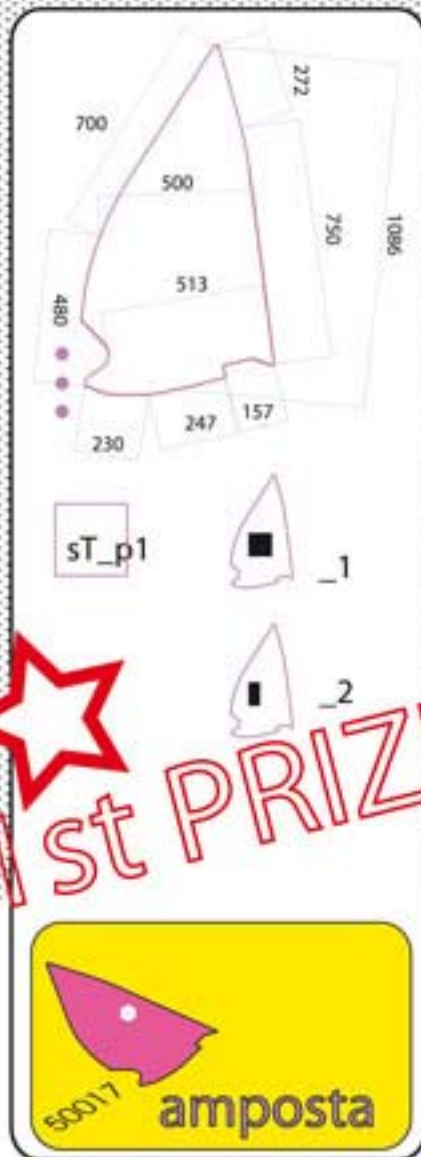
Common strategy: Celia García, Ramón Francos, Manuel Domínguez, Olga de Dios, Elena Gutiérrez, Alberto Sabater, Ana Herruzo, Ana Peñalba, Juan Chacón, Manuel Pascual, Javier Castillo, Alberto Amorós, Luís de Prada, Aritz González, Juan Pedro Sanz y Jorge López Conde.

Amposta Friky town

Students First Prize

International Contest 400.000 Dwellings

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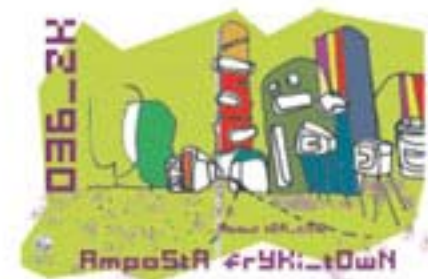
Amposta 036_24#01

Jury: Stan Allen, Alejandro Zaera, Herzog...

Publish in **Quaderns d'arquitectura i urbanisme**
Barcelona 2005

Exposed in **Fòrum Universal de les Cultures**
Barcelona 2004

Exposed in **ETSAM** (Escuela Técnica Superior de Arquitectura de Madrid)
Madrid 2005



rEntinG SyStEmS

01_ WE UNDERSTAND AS A PRIORITY EVERY CITIZENS ACCESS TO THE HOUSE

CHANGING THE CONCEPT OF HOUSING IS A PRIORITY

IT IS TIME TO FINISH WITH THE HOUSING CONCEPT ASSOCIATED TO THE PROPERTY
USING THE IDEA OF HOUSING AS A RESORT_SERVICE IN FIRST ORDER.
IT IS ALSO NOT ABOUT UNDERSTANDING THE HOUSE AS A SPACE SYSTEM;
IT IS AN ADDITION OF HABITATS

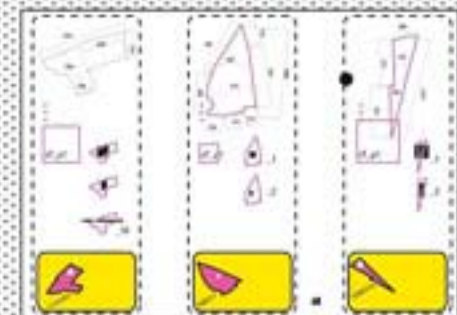
WE THINK THAT THERE IS A DIRECT RELATIONSHIP IN BETWEEN THE PROJECTUAL ACADEMIA METHOD
(ESTABLISHED IN THE DIFFERENT ARCHITECTURE SCHOOLS),
AND THE ACTUAL CONCEPT OF HOUSING (PROPERTY)

THIS WAY, SOLVING EXERCISES FROM THE DISCIPLINARY PERSPECTIVE KNOWN AND WORN OUT BY ALL,
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THAT EXISTS IN BETWEEN THE CONCEPTS OF PROPERTY AND HOUSING,
AND ITS CONNECTION WITH PAST PROJECTUAL CONCEPTS,
IT WILL BE IMPOSSIBLE TO SOLVE, MEANING, RE_INVENT THE HOUSING CONCEPT.

FOR ALL THIS, AS AN ARCHITECTURAL PROJECTUAL OPTION WE PROPOSE ALL PRIVATE SPACES PROPERTIES,
INCLUDING PRIVATE CHARACTER SPACES. THIS WAY WE BREAK THROUGH THE CONNECTION HOUSING_PROPERTY.
THEN, THE ARCHITECTURAL PROJECT IS NOW THE DESIGN OF ONE MANAGING SYSTEM FOR THESE SPACES
AND NOT THE DESIGN OF ONE. WITH OUT FORGETTING THAT WHAT THIS SYSTEM SHOULD MANAGE IS NOT SPACES IT IS HABITATS.

OUR PROPOSAL CONSISTS OF THE OFFER OF TIME_HABITAT. AND NOT SPACES.
BECAUSE SPACE IS THE PROPERTY OFF SOME, AND TIME IS OFF ALL INSTEAD.
THAT'S WHY WE PROPOSE ONE ARCHITECTURE CENTRED IN TIME, IN THE APTITUDE OF
CHANGING. MUTATION AND ADAPTATION TO THE ARCHITECTURAL STRUCTURES THROUGH TIME.
THIS TAKES US TO REINVENT THE ARCHITECTURAL DOCUMENTS, GENERATING NEW SOLUTIONS TO
PROBLEMS THAT ARE NOT STATICS, THEY ARE DYNAMIC.



WORK
scene
ZULO Praha



Zulopraha was the first *Erasmus Zuloark Scene of Work*, it was opening on *September 2004*, the first scene was sited in *Horomerice*, was a studio house where students of architecture from different countries, inside *Erasmus Program*; we work together; prepare exhibitions, parties, cultural barbecues or tennis table contests.

ZULO PRAHA a.com

not too much love
spring time 2009

Zulopraha.com as homepage

Google Custom Search
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ISC
CTU PRAGUE

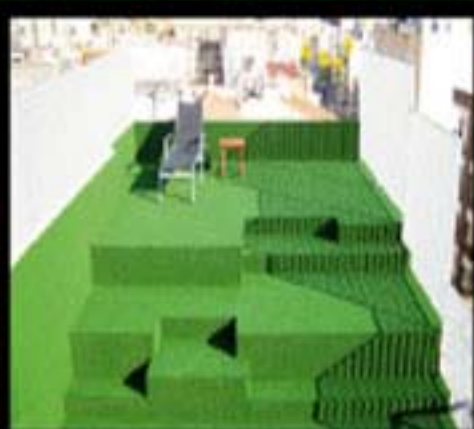
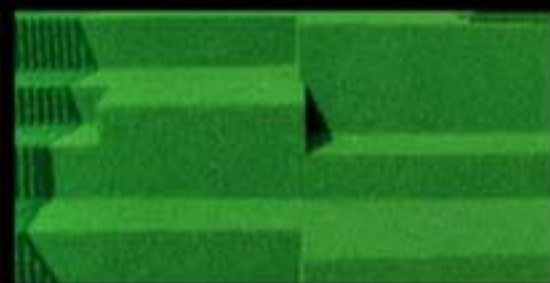
Javier Zaratiegui
Silvan Mamie
Florian Monka
Ramón Francos
Roberto Martinez
Jose Antonio Tizón
Aurora Adalid
Mónica Nakao
David Borchá
Beata Steck
Manuel Coloma...

Zulopraha



Tovarna was a house rented by **Javier Zaratiegui**, **Florian Monka**, **Silvan Mamie** and **Ramón Francos**, was full of Spanish furniture designer of the decade of the 50s, a present from the Spanish architect **Aurora Herrera**.

Zulopraha.com was a particular website in relation with a define work scene, from this idea, other different scenes start to appear, zulo_Berlin, zulo_Paris, zulo_Lisbon...



WORK
scene
HUMA



HU002

RESIDENTIAL SNIPE

Huma [José Alberto Amorós Amorós Martínez-Martínez] 2005-2007

PARTNERS: - Eduardo José García Barceló (Architect) - Alvaro Lorente Balibrea (Computer-3d)

The city is filling, the people migrated to the periphery, leaving the old town was imminent, the young people seeking new horizons, where the city is blurred. Neighborhoods widen its folds in fabric blends that make the city somewhat permeable, extensible, and there are no limits to the fabric is continuous, the neighborhood becomes city so gives the economic wheel. Immersed in one of the neighborhoods surrounding the city of Cartagena is the residential building Snipe, conceived a priori as a neutral box; a deeply closed shell, an introverted building that is isolated from the outside to turn his life inside a community, homes where they breathe. Outside the building becomes a neutral veils of white ceramic placated stonker type, U-glass and wood, with a touch of pure eclectic environment that surrounds it, the design space of the building of the baby of the principle of isolating outside noise to listen the throb of his inner life, the order through the architectural purity, a solid white body with small openings to the outside. The interior space is filled with expression through the color and the experience of color, the exterior becomes seriously happy inside, a nice light spectrum, the wave and corpuscle, the sensation of color depends on the wavelength perceived, the Color is a conscious sensation resulting from the interaction of our senses with light stimulation in this area we are interested in the process of color coding which are responsible for transforming a physical code, in terms of conscious experience of color, the green , orange, blue and yellow fill the glass windows of the houses, each color is identified with a social role, the blue symbolizes to be solitary, independent, nomadic, and the green to be outgoing, loving outside of sport; Yellow symbolizes the worker to be creative and orange, to heat the home through the family, taking care of the basic attributes of color, the hue through its wavelength, and saturation through the purity of color and understood as luminance perceived brightness, make this area a world-changing depending on time of day and season in which we find ourselves, an intimate and unique feeling for each user. Housing in their spatial distribution in the plant are equipped with a wet core on which to freely rotate the other stays, looking timidly at the outside, mainly through small oblong windows and flowing interior space, enhancing the continuity space between interior and patio, through the colored glass curtain commented before, it draws into a magical world of colored lights. The tread on the interior space is diverse, grass green, lpe wood, ceramic tile flooring, a central staircase that rises flown to the top level, a pool, a barbecue, all the elements included are designed to ensure the inner life of the users of housing ; generating a corridor kaleidoscopic sensations. The upper level houses, look at the sun through staircases, moved to draw the skyline of roofs of the building, through its deployed towers. Our boat is quiet stranded abroad, camouflaged in its geometry, neat and neutral color is the life of users that qualifies the interior space, offering a new style of living and social relationship between users, the houses look themselves, and the result of introspection as a result of being given the chromatic experiences, feelings, a dynamic, full of events, fun, shared, full of nuances, so many beings, as many souls.





05

06

07

08

04

RAMPA DI ACCESSO 10%

WORK
scene
HUMA



HU002

Autore: [unreadable]



WORK
scene
HUMA



HU002



WORK
scene
HUMA



HU002



WORK
scene
HUMA



HU002

The Office of Architecture "Architect Javier Pinilla" in Madrid, brings together 40 years of experience of "CP Estudio Tecnico de Arquitectura - the professional and technical study of architecture" under the direction of D. Carlos Pinilla Utrilla, together with the innovative spirit of a young team led by Architect Javier Pinilla Costa, that is today expanding with great success.

Our team's vibrancy and enthusiasm has enabled us to complete projects of great complexity, in form, program and structure.

Our work is defined by rigor, high standards, and our ongoing effort to provide the best in contemporary formal expression, along with innovative ways of meeting the challenges of each architectural project at each stage.



The study is an architecture exercise itself, that makes use of a outdated storage room, self-buried, located among a offices floor at street level and a sloping garden at the rear of the building, linked to a cars access ramp.

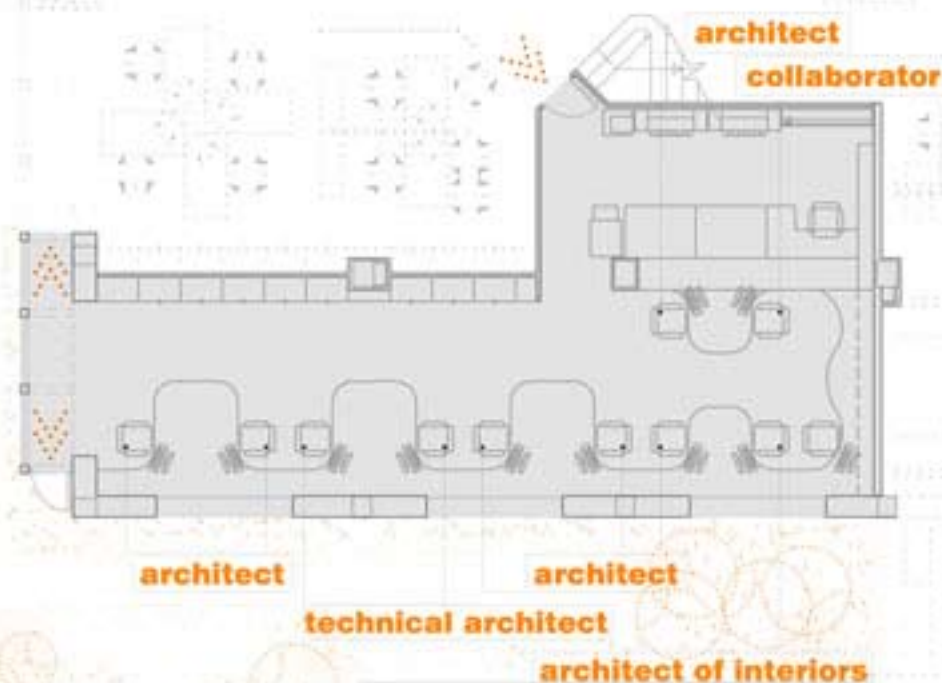
The division into two levels makes easier the of private and public uses separation.

The whole levels communicates using a projecting stairs placed perpendicularly to the main access. This action, turning 90 degrees, is repeated over the entire floor for the differentiation of various uses collecting areas, removing the needing for vertical separations, except if privacy is needed. This solution provides fluid space, routes, visuals and natural lighting.

The lower level is divided from the starter of the stair, one interior side buried that collects the functions of services; confronted with an outward-facing area, organized in programmatic linear bands, independently organized, solving the particular needs of each working area.

These bands ends into a glass façade that communicates, both visually and physically, with the garden.

The functional organization of the study (project workshop) is composed by an axial space, that runs transverse to the glass facade and runs parallel to a streetside front. Right next and throughout to this façade is set a continuous table that adapts to the opposite front. Fixed to the last table section is a static logistics use area. The result is an "L" shape plan, which shorter section connects to the stairs that connects with the main entry.





The office building, Monteolmo, stands on a plot of 2,000 square meters, located near a new residential area development in Madrid, between M-40 and M-30, main routes that direct the road traffic of the capital city.

The building volume can be understood as a lying free prism, with four storeys-high for offices, access and ground floor offices, self-buried lower floor with commercial premises and garages and two underground floors for parking. La superficie total construida es de 8.726,40 m². The total constructed area is 8726.40 square meters. The building is wrapped by two north and south opaque membranes and two east-west glazed surfaces that defines the interior space and connect it with the outside.

The building formal structure has a clearly opening intention, taking advantage of the city panoramic views, with the aim to see and be seen. Its privileged position, due to different scales among residential typologies that surrounds the building and itself, make it a symbol and reference point in the area.

The interior is made up of clear offices trays linked by a multifunctional space (kernel), which concentrates the human traffic, facilities and services. Besides it serves as a point of connection of different elements with the solid building enclosure.

The building structure is solved mostly with reinforced concrete pillars and framework.

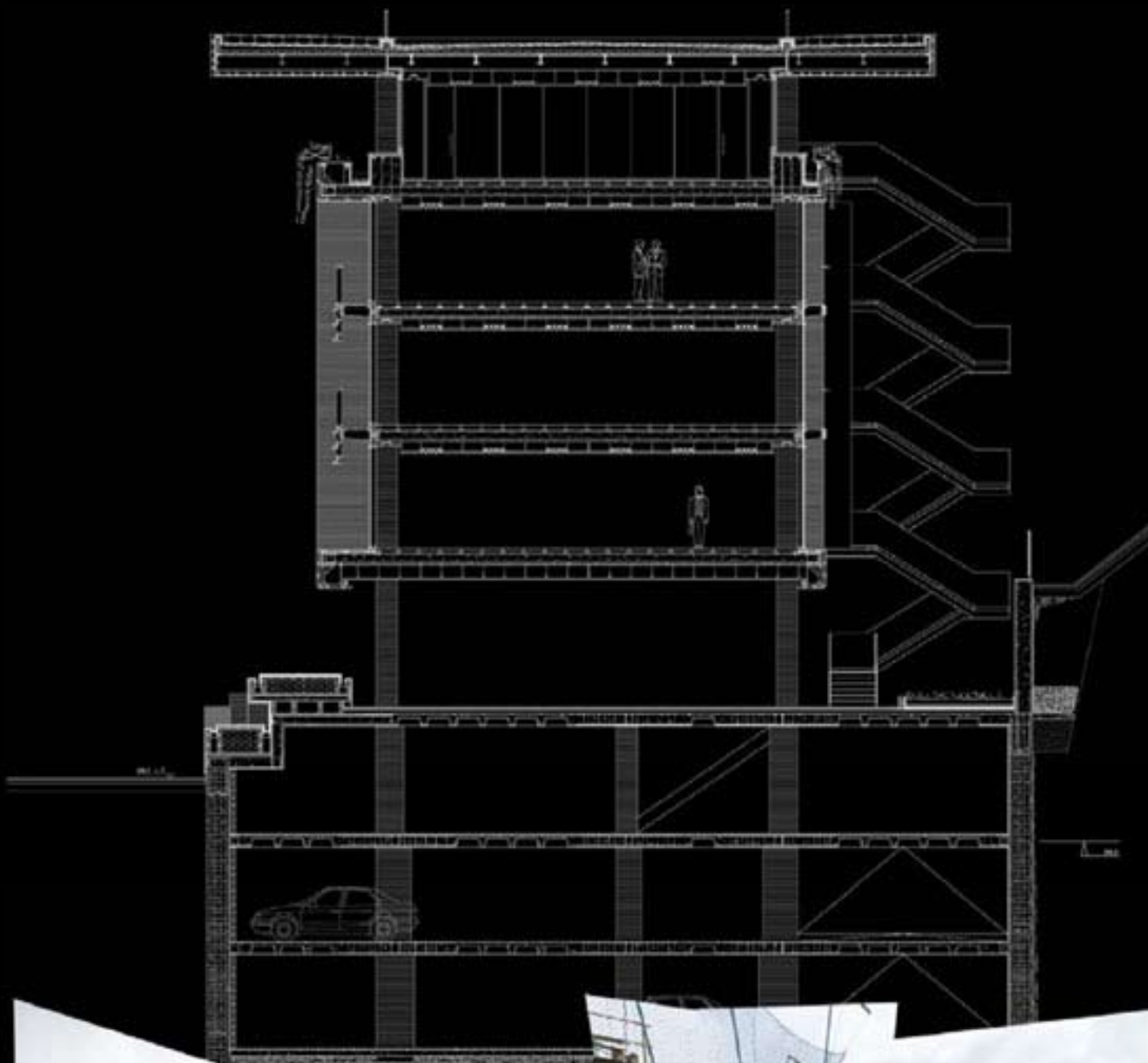
Floors above ground one are solved with massive post-tensioned concrete slabs, 32 cm wide. On the first and fourth floors are some concrete projecting structures connected by a concrete wall. These one is supported by post-tensioned beams in both plants, first floor beams 75 cm wide and fourth floor beams 120 cm wide.

The roof is made up of metallic structure covered with black stone sheets, that surrounds the building from one side to the ground level.

Regarding the building envelope, a clear distinction is made depending on the situation of different facing. The North façade is made of a ceramic based panels enclosure supported on a light steel structure, and the south facade has been made of white prefabricated GRC pieces installed on a concrete wall.

There is a curtain-wall system, completed with tramex platforms, that allows conservation and maintenance works, and aluminum slats, that offers sun protection, in both east and west facades.

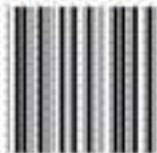






WORK
scene

colomina



ZK979



la arquitectura
es el juego!

pues a mi
la arquitectura
me la pona
dura...



ZULO SAN_BERNARDO

Colomina Building
SAN BERNARDO street
between 97 and 99
MADRID

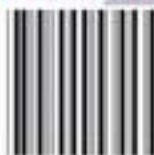
ZULOARK.COM
ZULOARK.ORG

2006/2008

- Maria Aracil
- Olga de Dios
- Celia Garcia
- Paula Montoya
- Ana Herruzo
- Aurora Adalid
- Luis de Prada
- Manuel Pascual
- Juan Chacon
- Ramon Francos
- Luis Gris Morcillo
- Jorge Santander



WORK
scene
realego



Z K 6 1 2

www.realego.es
creative practice

Coordination:

**Celia García
Ramón Francos**

Javier Castillo
Marcos Francos
Maria Navascues
Javier Zaratiegui
Roberto Martínez
Andrés Francos
Elisa Salvador
Sergio Martín
Laura González
Isabel Díaz
David García
Alicia Ámate
Andrea de Juan



ZK2009

REALLEGO.ES

WORK
scene
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ZK612



GRANADA *spain*

www.realego.es

G Building

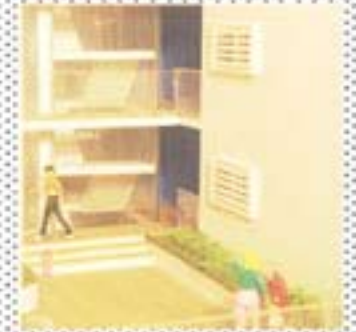
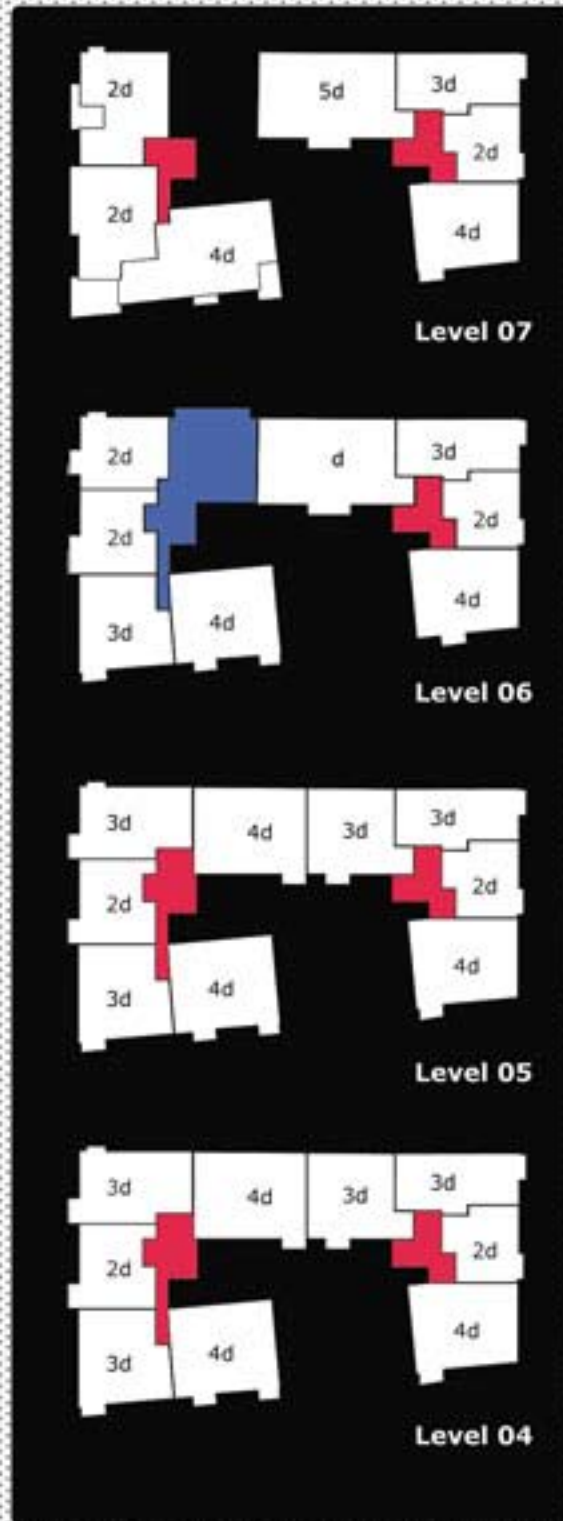
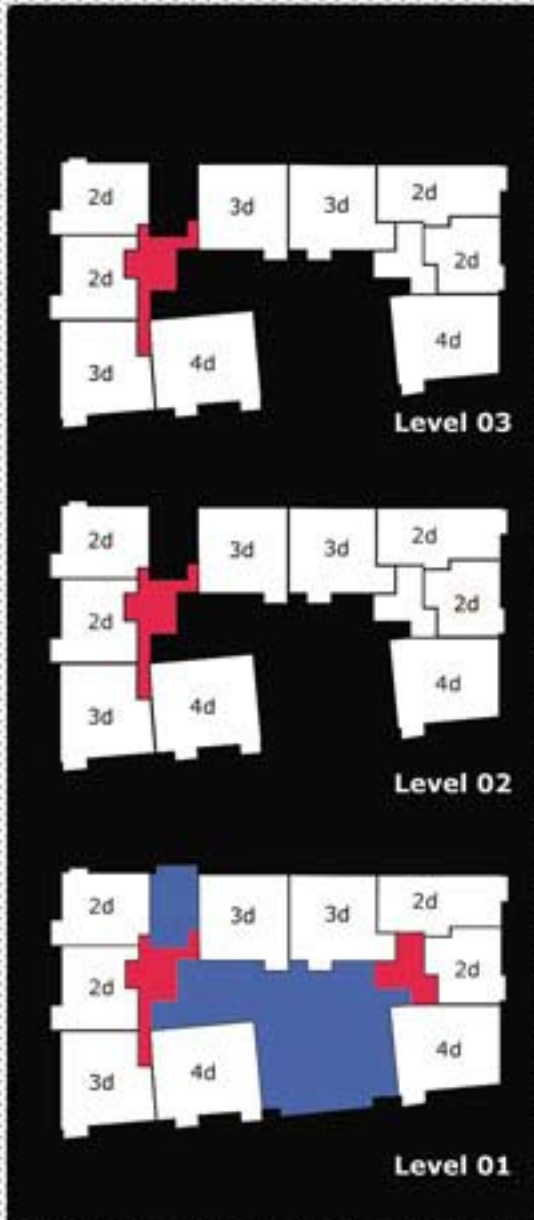


Project: G Building
Order: Private customer
Status: Under construction
Location: Almeria, Spain
Scale: Urban Housing
Program: Block of 59 houses
Work Scene: Realego
Date: Project 2007
Beginning of construction 2009

Team: Coordinators : Celia García, Ramón Francos in collaboration with Juan Francisco Torres Office. Model: Oscar Nieva.







The common spaces are located at different levels of the building. The goal of these spaces is to improve relations between neighbors, and these spaces become a support where the neighbors can do several activities for their leisure time.

G Building

G Building

G is a building located in the city of Almeria (Spain). The main concepts for the development of this project are:

1 - The orientation to the south for get the maximum brightness and take advantage of sea views, which are open to the south.

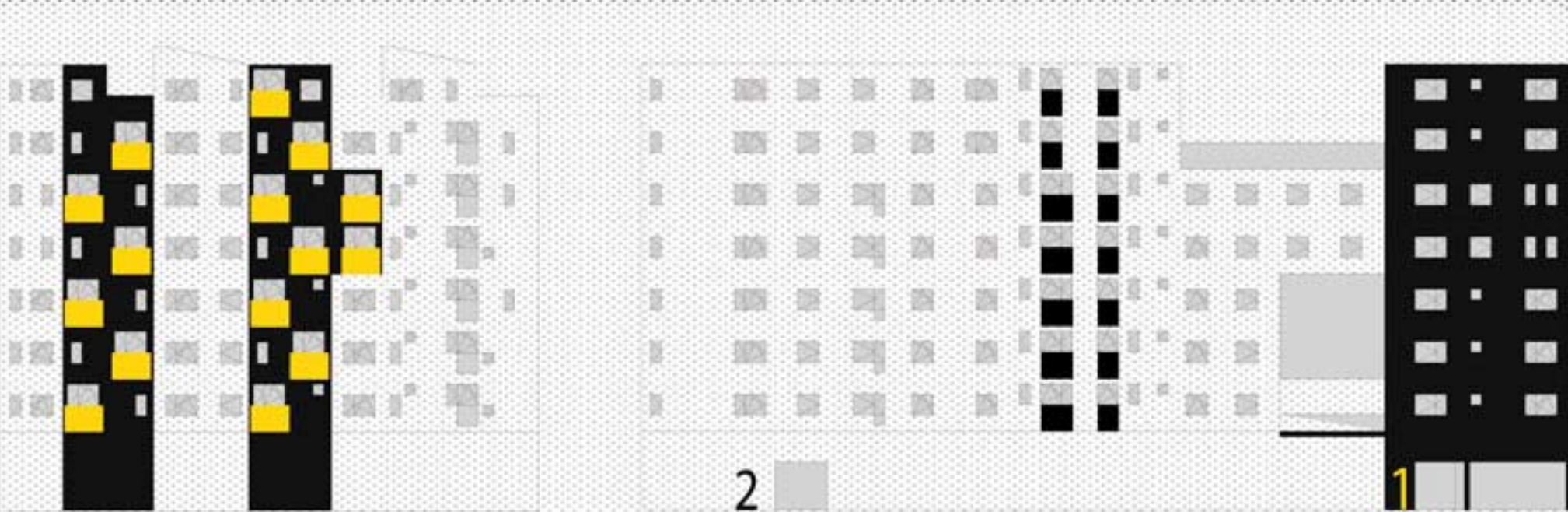
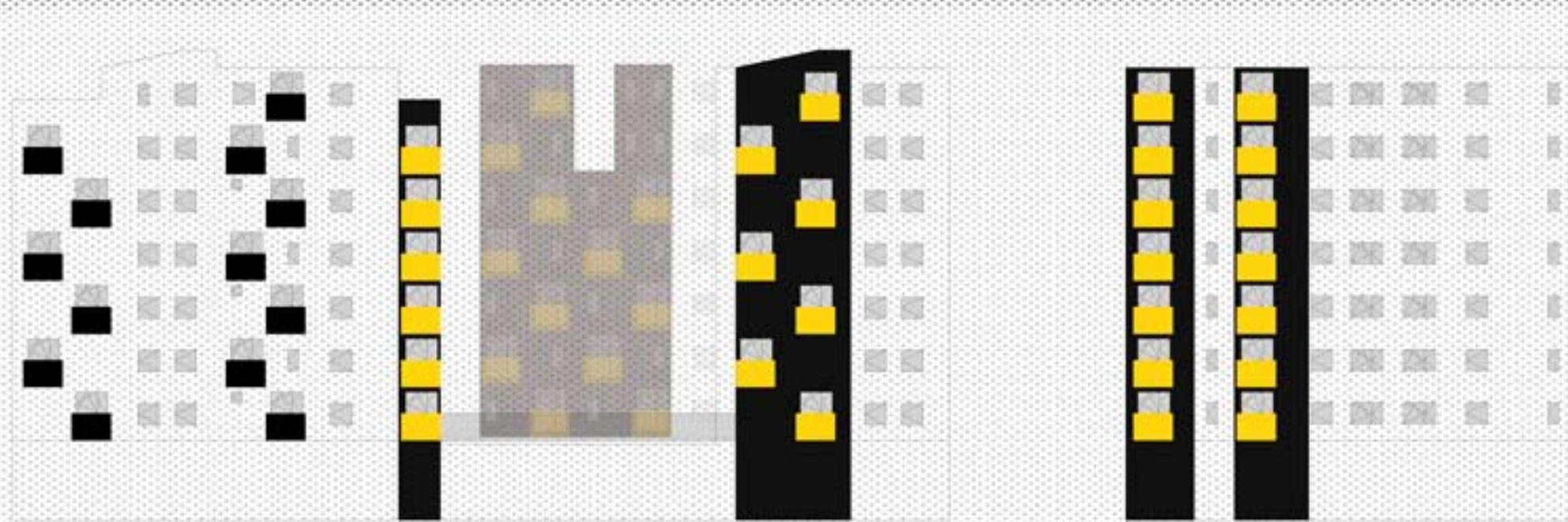
2 - Use techniques for improve **natural ventilation** as all homes have cross-ventilation and several holes are open in the building that function as solar chimney that force the ventilation.

3 - The use of sustainable and local materials, as the ventilated façade, natural wood or recycled tyre flooring.



Level D1 : Housing and Community Square

3 - Develop **community spaces** on several levels, they become places of neighborly relations. These include the square on the first level, consisting of green areas and an area with a recycled tyre flooring, which becomes the node of this neighborhood.



Atomish Garden

A domestic garden for Castelló (Spain)

Atomized Garden

The installation consisted of building a garden in the EACC Square. Garden compound of a collection of **Pet Gardens**. During the opening of the exhibition **Reactivate!**, caregivers adopted all the Pet Gardens units so that the garden was scattered over the **city of Castelló**.

Pet Gardens, Domestic Gardens

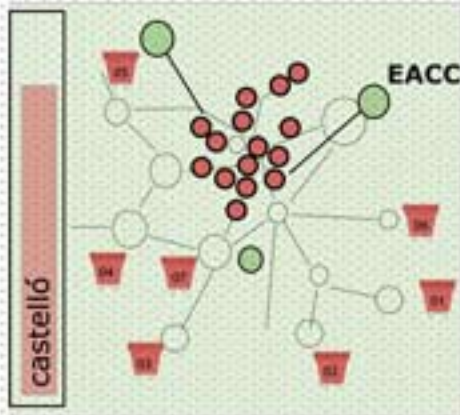
Pet Gardens are domestic **plant pots** which contain plants of different species. Traditional ceramic pots, used as chassis, have been implemented with various **devices** that allow from mobility since access to information above the unit or the instructions for use. These devices are susceptible to be customized for caregivers and because of that these devices allow these plants pots get the **status of Pet**.

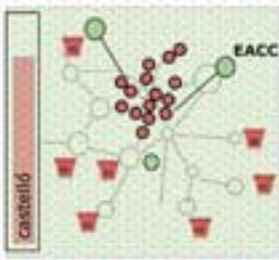
Connected Garden

Using the inscribed code of each ceramic pot, the Pet Gardens caretakers can access to the site www.petgarden.zuloark.org where they can find the instructions for use of their Pet Garden and they can take part of a **blog** to share different aspects of their **Pet Garden development**. In this way the garden that has been scattered over the city, continues working as a unit, beyond the physical distance thanks to **technology** that allows the social participation to realized the installation . For the duration of exhibition in the EACC, and after that, by accessing the **website**, visitors can check the evolution of the garden.

The Garden appears in the City

During the exhibition, Pet Gardens caretakers were called for several **meetings** in different **squares of Castelló** to join again the garden. So the garden became a sporadic element for the City public space. These first meetings established the first steps for this new **public/domestic space** for Castelló and had the objective of make aware to caretakers, that besides they had a new pet, the ultimate interest of the installation was a urban interest which consists in the creation of new public space that works under new rules and its main characteristic is its techno-social self-management





Atomized Garden

23-05-2008

Opening of the exhibition.
The garden appears for first time.
Caregivers are called to adopt
theirs petgarden.





During the opening of the exhibition **Reactivate!**, caregivers adopted all the **Pet Gardens** units so that the garden is scattered over the city of Castelló.

23 - 05 - 2008







Connected Garden

The website www.petgarden.zuloark.org worked as a meeting point for caretakers to share their experiences with their **Pet Gardens**, and a site where visitors can follow the garden development. So beyond physical distance, thanks to new technologies, the garden worked as a unit.

EACC
www.zuloark.org
presentan

pet garden

JARDINES DOMESTICOS

www.petgarden.zuloark.org



[petgarden](#)

Just another ZULOARK proposal

Archive for 'EACC33'

June 15, 2008

Vinila Dro



Vinila Dro és una supervivent... es va criar a la sala de màquines del vell vaixell mercantil ucraïnà *El Gran Capità*. Després de molt de temps en alta mar va arribar al port de Castelló i gràcies al projecte *Adopta un cossiòl* ara té una germana, Alqueria, i una casa on créixer sana.

<http://www.pawerramon.es/betogarden/?o=234>

• [_ATOMISH GARDEN](#)



• [_Enlaces](#)



Blog: Petgarden called Vinila Dro information.



atomish garden



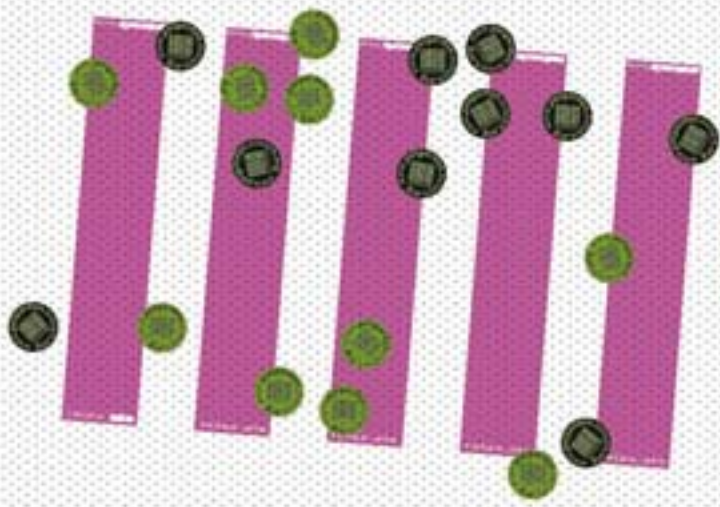
[July 2008](#)
[June 2008](#)
[May 2008](#)

categories

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- [EACC35](#)
- [EACC36](#)
- [EACC37](#)
- [EACC38](#)
- [EACC39](#)

Blog: Petgarden called Lolo information.



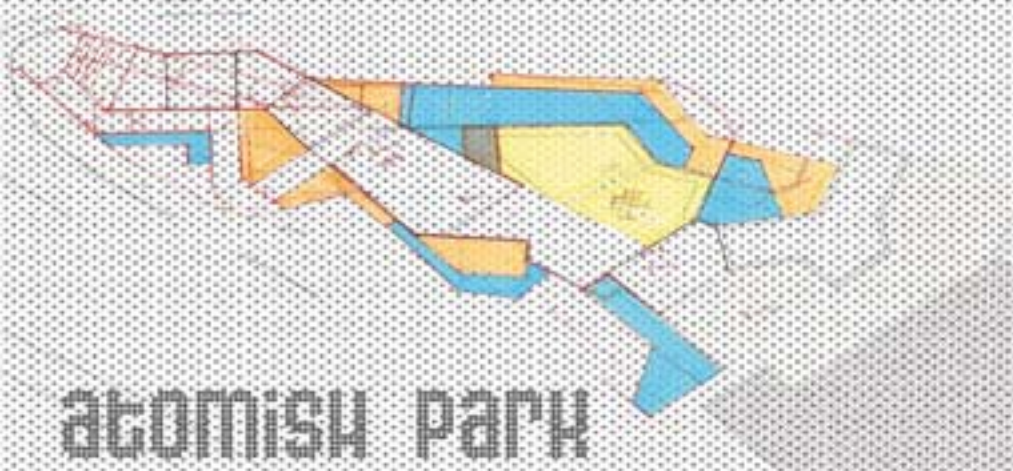


www.petgarden.zuloark.org



The Garden appears in the City.

Atomish Garden became a sporadic element for the City Public Space, that appears when and where caretakers organized a meeting. These meetings established the first steps for this new Public/Domestic Space.



Project: Atomish Park
Order: Rozas de Puerto Real City Council
Status: In project
Location: Madrid, Spain
Scale: Urban
Program: Urban Park
Work Scene: Realego
Date: July 2009
 Beginning of construction 2009

Team: Coordinator: Javier Castillo Team:
 Celia García, Ramón Francos

Atomish Park will be the Village Park for Rozas de Puerto Real (Madrid), this park, as well as it will support sports and entertainment activities, must accommodate events of different scales such as concerts, conferences and so on. The park is divided into three components: area sports, Stage and **Atomish Park esplanade**.

The esplanade is composed of different floor areas that are programatic areas. To be used for events the vegetation of the esplanade is not fixed but the esplanade is the node of an **Atomish Garden**. So the villagers are able to adopt a Pet Garden and join into the **Atomish Garden Community of Rozas de Puerto Real**. This initiative promotes a **participatory activity** involving all the people in shaping their public space.

This activity will enable a **website** that also function as a meeting and opinion point.

Atomish Park reviews the concept of Atomish Garden and brings it to another level of intervencion, defined in a fixed location and with an indefinite duration.



atomish park



**WORK
SCENE
V+ADA**



VC004

www.ventilacioncruzada.com

V+ADA arises from the need to unite means and to exchange ideas in a direct way, giving place to a new work and experimentation scene.

Our interests centre on the architecture and the landscape, but not understood necessarily as a beginning of action, if not sometimes as an purpose. That is to say, as result of forcing without complexes the metaphors that other disciplines traditionally untied from the architecture can offer us, obtaining new architectural equations.

This way the time, the trips, the cuisine, etc. turn often into the beginning of our projects and in the ingredients of an architecture that tries to check the most daily thing from a different look.

V+ADA it is composed by five young architects who reconcile the practice in other professional studies with the teaching and researching in the Architecture School of Madrid.





Centro Termal en ExpoZaragoza, 2008

auge arquitectura y urbanismo_ Luis Climent Soto-Fernando Meléndez Andrade-Luis Climent Rosillo

Colaboradora: María Navascués Abad
www.ventilacioncruzada.com



WORK
scene
U+ADA



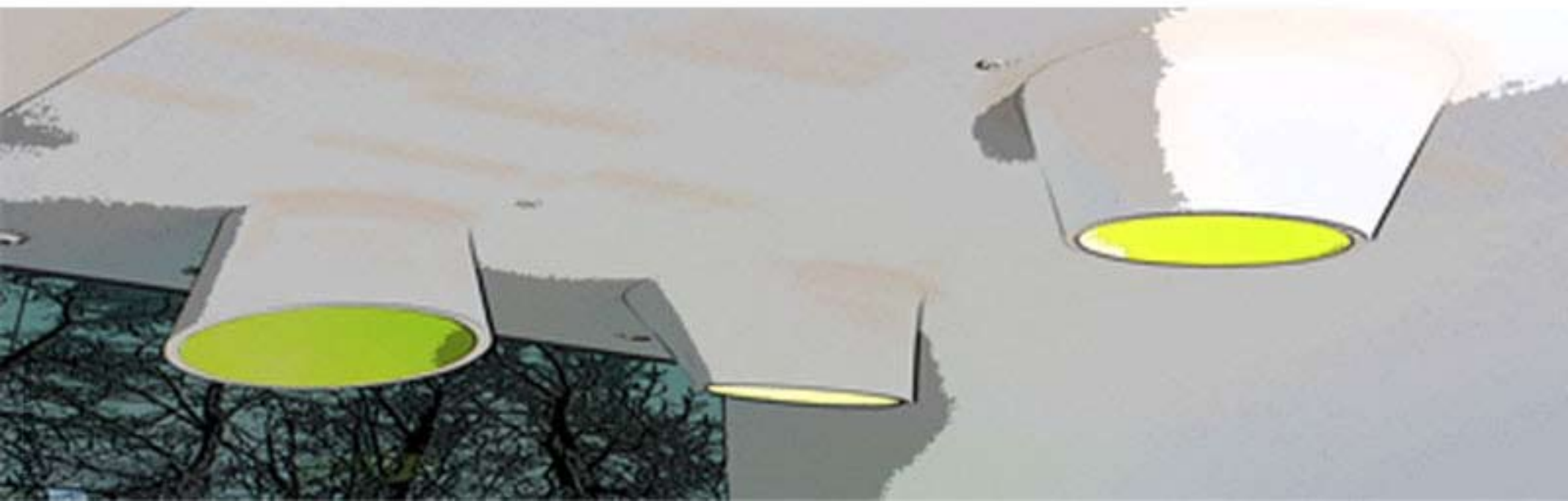
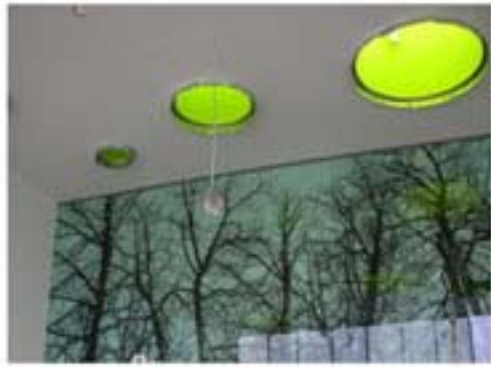
VC004







V+ADA are Luis Climent, Antonio Cobo, Javier García Benítez, Elena Garicano and María Navascués.

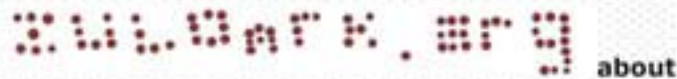




www.zuloark.org

virtual scene of work / escenario virtual de trabajo

collective zulo_ark / colectivo zuloark



+ Add me to your network

contact@zuloark.org

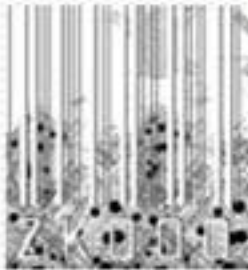
zuloark.org
sugar summer 2009

CURRENT INITIATIVES
INICIATIVAS EN CURSO

- zuloark.tumblr
- colectivos arquitectura
- intensifying.eu
- zuloark.org
- zulopraha.com
- zuloark.delicious



Zuloark.org as homepage



contact@zuloark.org

*The Virtual Scene of Work **zuloark.ORG**, born on 5/04/06 as a laboratory network for zuloark scenes of work, as a virtual scene that allows us to work in common, and which involve new players, regardless of location. Thus was born as a tool for development and common participatory projects.*

In this context, since zuloark.org and the coordinator of the stage formed by *Maria Navascués, Celia García, Javier Castillo, Ramón Francos*, it is proposed to create a *Virtual Scene* for specific research on how new technologies have been incorporated the architectural processes over the last decades. This scenario is called **INTENSIFYING.EU**

This is a scene that allows us to widen the scope of architecture, focusing on the creation of an artificial second nature, where the senses, through a *flood-the-art contemporary architecture* is characterized more by the possibility of producing scenes by **techno-social processes** than spaces and places.

The things that come to mind were not presented by its root, but for any point located towards the middle. Therefore, retain , try to keep that blade of grass begins to grow by only half of the stem, and not let go.

Deleuze+Guattari

www.zuloark.org

Intensifying.eu

Project: Intensifying.eu (*Work European Virtual Scene*)

Order: Coomon strategy for European Competition.

Status: In development.

Location: 12 European Sites (*Europe*)

Scale: European Scale

Program: Third Enviroment research work

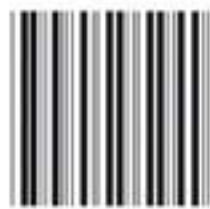
Work Scene: Zuloark.org

Date: July 2007

Team: Amorós, Alberto. Amorós, Jose. Barceló, Eduardo. Lorente, Álvaro. Castillo, Javier. Garcia, Celia. Francos, Ramón. Pinilla, Javier. Hernandez, Monica. Perez, Daniel. Carranza, Esther. Lopez, Belen. Chico, Jorge. de la Fuente, Julio. Gutierrez, Natalia. Martin, Alvaro. Ozaeta, Arantxa Cortázar. Gomez, Iker. Rubio, Fernando. Borsetti, Mateo. Gonzalez, Raul. Navascués, Maria.

WORK
SCENE

ZULOARK.ORG



ZK006

Intensifying 1.0
www.intensifying.EUROPAN9.eu

On the occasion of the contest **EUROPAN9 Sustainable city and new public spaces** and in response to one of the topics proposed for study by the organization; **Local Mutations Local; Intensifying**, we decided to partner different architects, students and professional offices in order to organize a common strategy which would reply to the topic at all proposed sites. We chose to work in the **Virtual Scene of Work ZULOARK.ORG**, the strategy was coordinated by the architects *Celia García, Javier Castillo and Ramón Francos*.

Blogs Zuloark

Zuloark Blogs

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- >> [Links/ Blogroll](#)

EUROPAN 9

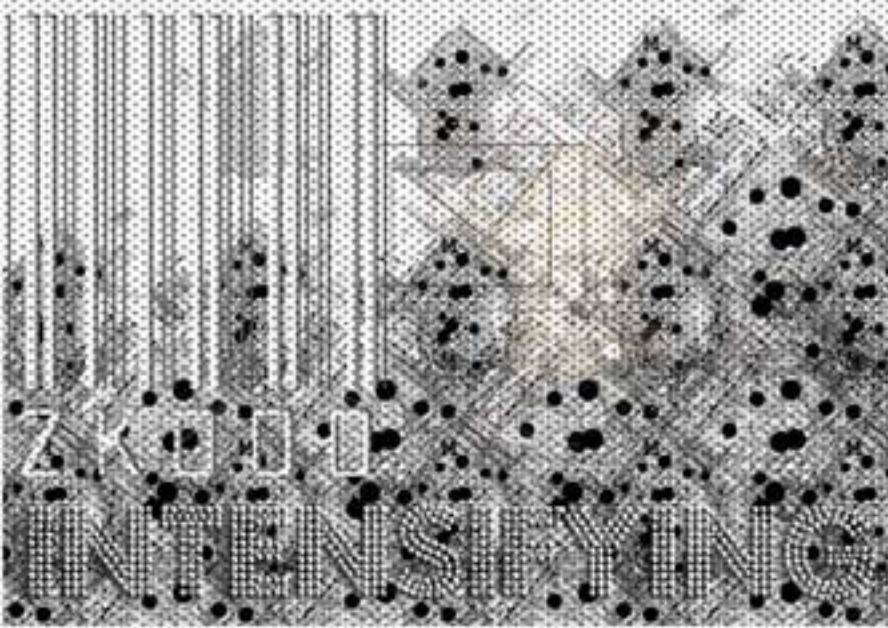
22.01.08 @ 06:32:05, Categories: [general](#), 0 words



[Permalink](#)

Intensifying _____ EMPLAZAMIENTOS DE INTERES

22.01.08 @ 06:31:29, Categories: [general](#), 18 words



MULHOUSE

Population 110,000

Study site 20 (ha)

Site of project 9 (ha)

3rd Environment 12,600,000 (0.19 €)

ZK953

VEJLE

Population 122,000 (University 22,000) (Hospitals)

Study site 49 (ha)

Site of project 6 (ha)

3rd Environment 6,150,000 (0.13 €)

ZK997

POIO

Population 15,000

Study site 9.50 (ha)

Site of project 2.23 (ha)

3rd Environment 763,000 (0.19 €)

ZK971

SELB

Population 7,500

Study site 25 (ha)

Site of project 2.3 (ha)

3rd Environment 1,945,000 (0.12 €)

ZK977

GRAZ

Population 250,000

Study site 37 (ha)

Site of project 2.6 (ha)

3rd Environment 23,800,000 (0.20 €)

ZK919

DUBLIN

Population 305,000

Study site 9 (ha)

Site of project 0.7 (ha)

3rd Environment 75,600,000 (0.19 €)

ZK929

STOKE ON TRENT

Population 240,000

Study site 8 (ha)

Site of project 2.29 (ha)

3rd Environment 1,445,000 (0.18 €)

ZK961

ERICE

Population 29,000

Study site 70 (ha)

Site of project 30 (ha)

3rd Environment 2,570,000 (0.13 €)

ZK937

GRONINGEN

Population 100,000

Study site 15 (ha)

Site of project 3 (ha)

3rd Environment 35,400,000 (0.13 €)

ZK947

PISTOIA

Population 60,000

Study site 40 (ha)

Site of project 33 (ha)

3rd Environment 15,900,000 (0.14 €)

ZK967

SHEFFIELD

Population 320,000 (University 8,000)

Study site 30 (ha)

Site of project 0.9273 (ha)

3rd Environment 42,500,000 (0.13 €)

ZK983

LE HAVRE

Population 191,000

Study site 20 (ha)

Site of project 9 (ha)

3rd Environment 3,400,000 (0.12 €)

ZK947

<http://www.intensifying.eu>
 Adding urban diversity in existing neighbourhoods and generating new dynamics.

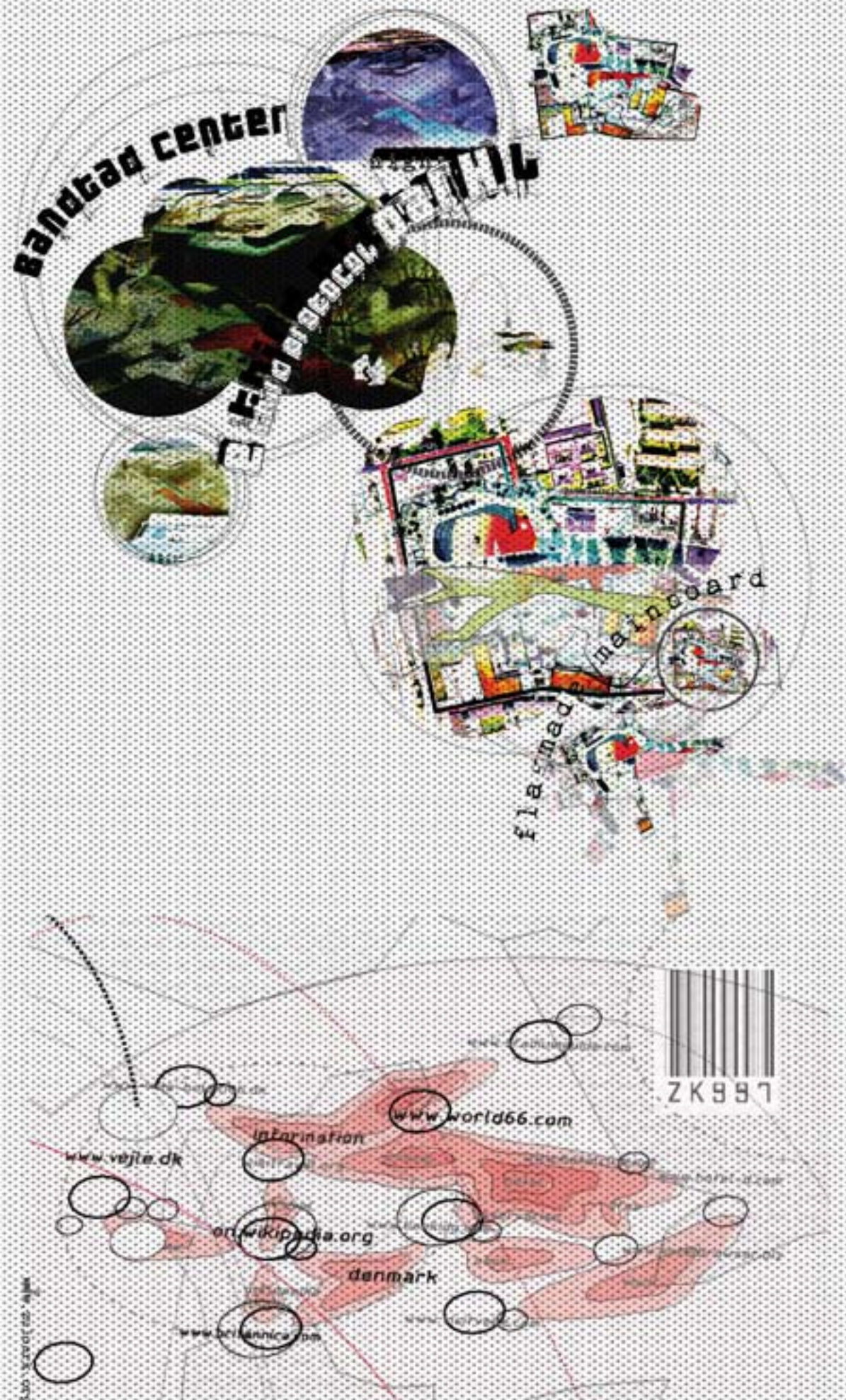
LOCAL MUTATIONS
 What kind of urban projects can be proposed to *"build the city over the city"* in obsolete areas as well as in living districts in order to transform them into multifunctional neighbourhoods?

12 work teams from different countries thinking simultaneously on common topics, objectives and global proposals. We have joined ourselves to think for new ideas on a European scale from all Europe.

12 independent teams meeting in order to work on new urban scales based on technology.

12 teams throughout all Europe, from different places that can create different views, define new documents and propose new ideas, indeed work together thanks to technological advances.

Building the city over the city, by us, means building Europe over every single European site.



How to think new public spaces rather than traditional streets and places in suburban cities?

Our global purpose consists in working through very different views about how the technological scales appear into urban design and architecture during these last years. In short, scales which help by serious management could have provided the different sites **innovative architectural and urban solutions.**

A new social global environment is emerging. New space based on new technologies that build our everyday life.

We introduce new social dynamics over traditional scales of urban design and architecture by a seriously techno_social scale management. **Intensifying** every single site and working in a common scale: **European scale.** This scale is in continuously progressive, and we think that the people views and proposals should take part in its development with an active role.

Indeed, a **new global-local european space for each site**, a plural space created by people of all condition and origin that lend social, cultural and political interconnections. New open spaces, public and private, are provided with technological support that translates running information into *possible activities.*

Our project objective is **helping cities and developers**, which have provided sites to find **innovative architectural and urban solutions** for the transformation of urban locations, by Urban management over techno-social scale, planned activities, digital running contents, infrastructures for spatial information in Europe, cultural contents, long term sustainability...

Creating a smart community
A new Europe is under construction

Open spaces, new public spaces

- *European urbanity, sustainable city and new public spaces* -

About the interface

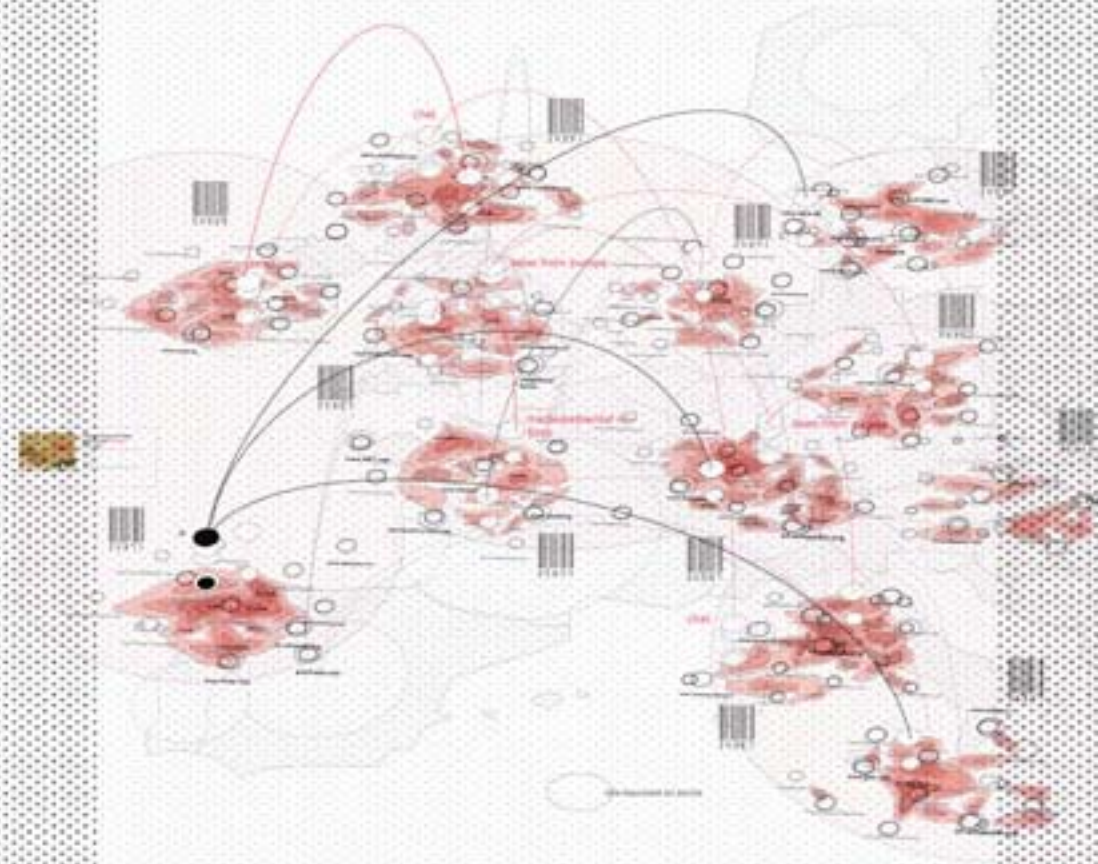
Based on the infrastructure for spatial information, established and operated by the different study sites, we have created a **map over the 3rd environment** in order to develop strategic information which would allow connecting sites, people, events, running initiatives...

The interface translates **the information from different urban layers**: (cultural, political, social ...) from different sites and taking advantage of running initiatives and intensifies by mean of new dynamics based on interconnectivity.

The interface is also advocated to make the digital running **contents more accessible, usable and exploitable**, in order to reduce barriers. In this sense, the interface enables multilingual and multicultural access.

Indeed the interoperative interfaces that allow the different **users taking part in the management of its own public space**, with an active role. It is possible to operate into this system from public, domestic or common support, breaking the existing wall between public and private spaces.

The interface is supported by very imperative technological option, such as *open source, semantic web, konnex, net working, clustering activities, existing metadata*...



Developing new spaces on a European scale.

Indeed, the ultimate aim of the European vision of the city is to make society, in other words to bring together people from all condition and origin. However, the dominant trend towards individualisation, the quest for autonomy, cannot be ignored.

This is precisely the spirit of **Intensifying** for European sites: on one hand wanting the city - i.e animation, communal life, people; on the other hand wanting intimacy, privacy, home and the immediate circle. Undoubtedly our proposal is a local and global, public and private project.

Building the city over the city, by us, means building Europe over every single European site.

About the interface
Creating a smart community

The interface translates the information from different urban layers: (cultural, political, social...) from different sites and taking advantage of running initiatives and intensifying by mean of new dynamics based on interconnectivity.

The interface is also advocated to make the digital running content more accessible, usable and exploitable in order to reduce barriers. In this sense, the interface enables multilingual and multicultural access.

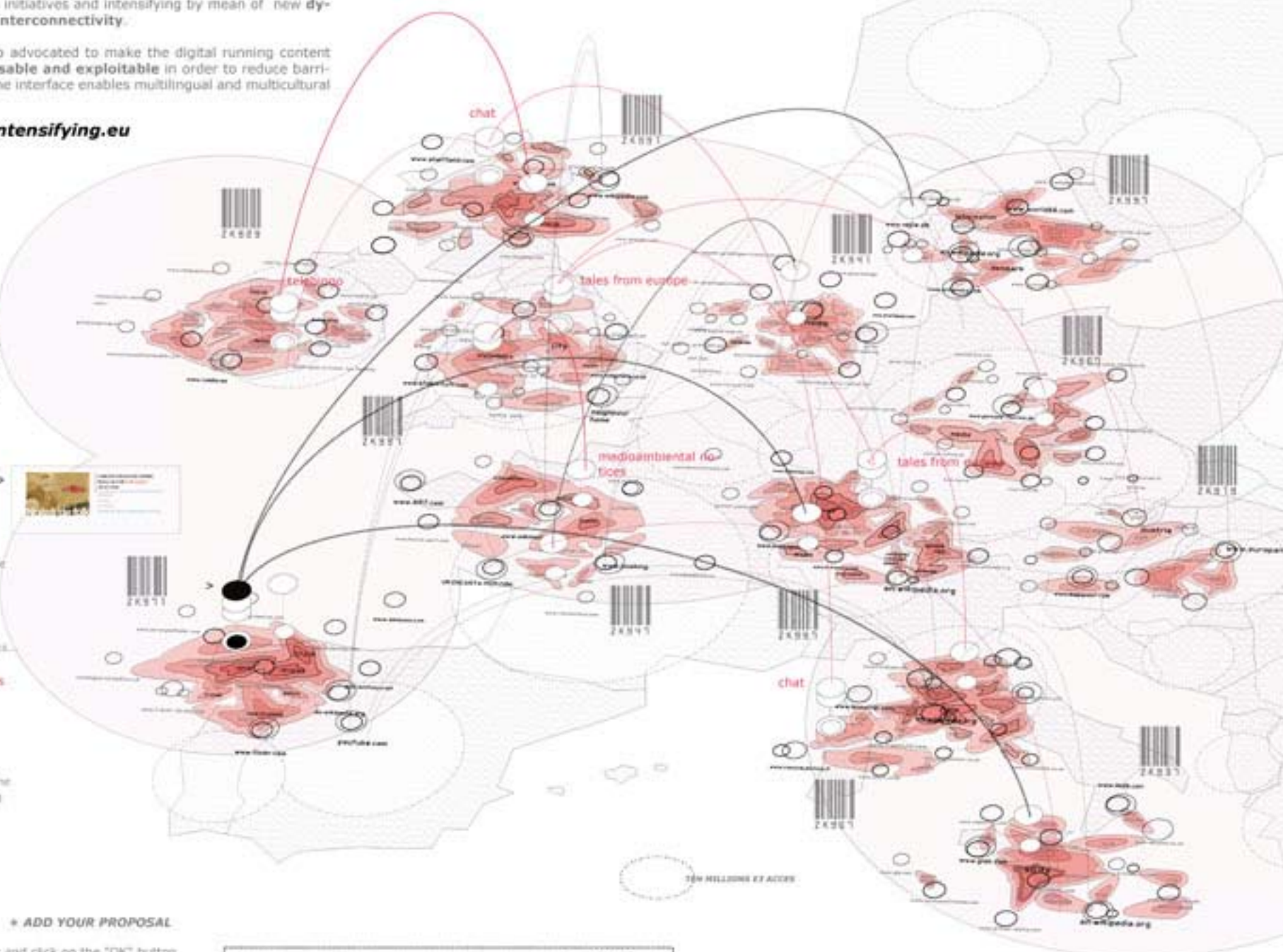
<http://www.intensifying.eu>

search by date
January, 2008
 m t w t f s s su
 01 02 03 04 05 06
 07 08 09 10 11 12 13
 14 15 16 17 **18** 19 20
 21 22 23 24 25 26 27
 28 29 30 31

- telebingo
 concerts
- traditional cuisine
 - computer lessons
 - tales from europe
 - cooking trough distance
 - surfing tips
 - growing your meal

- interesting
 webs/books/films/works
 newborn baby's tips
 medioambiental notices

- chat
- traditional sports
 - recycling workshop
 - exchange market on-line
 - exhibition of local artist



*** ADD YOUR PROPOSAL**

Enter your request and click on the "OK" button
 Select the language of the interface
 (the words and menus are specific to each language)

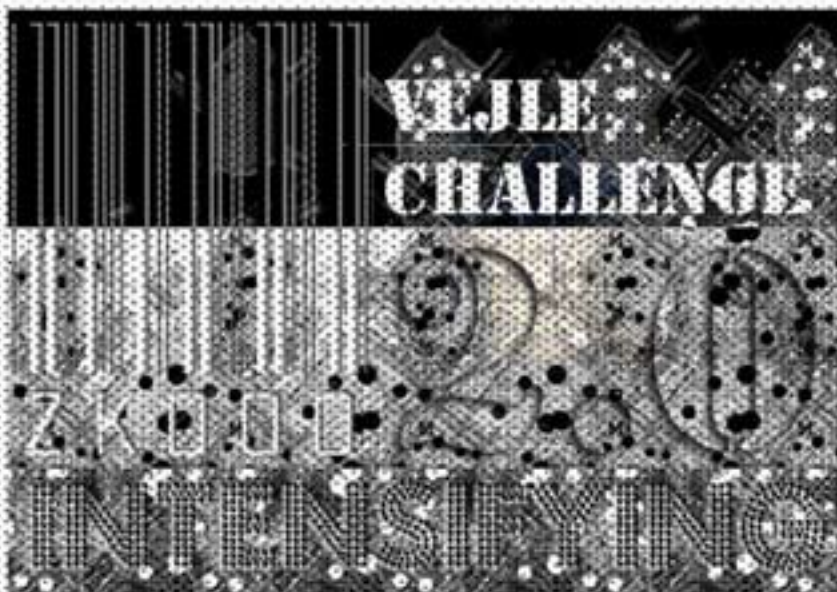
SEND



Kartoo map
 Kartoo visual meta search engine
 Kartoo is a meta search engine which presents its results on a map.
 Kartoo is a meta-search engine with visual display interface. When you click on OK, Kartoo launches the query to a set of search engines, gathers the results, compares them and represents them in a series of interactive maps through a proprietary algorithm.
 © Kartoo Information (www.kartoo.com)

ICE project (Vejle Challenge)

Project: ICE project (Vejle Challenge)
Order: City of Vejle and Danish Architecture Center
Status: Project in process (First Stage)
Location: Vejle, Denmark
Scale: Urban planning
Program: Master Plan
Work Scene: Intensifying.eu
Date: 2009 (Develop of First Stage)



Team: Lundehøj, Morten. Architect Danish. Del Ama, Fernando. Architect Spanish. Moreno, Belén. Architect Spanish. de la Peña, Eduardo. Architect Spanish. Lleyda, Antonio. Architect Spanish. Repo, Janne. Architect Finn. Aastrup, Julie. Architect Danish. Lybech, Trine. Castillo, Javier. Architect Spanish. Garcia, Celia. Architect Spanish. Francos, Ramón. Architect Spanish. Kold, Anette. Architect Danish. Bagella, Alessandro. Architect Italian. Luchéis, Alberto. Architect Italian. Stjernholm, Henrik. Head of The Development Department Architect maa, Vejle Kommune. Jørgensen Camilla, Department for City of Vejle development Urban Planner. Jørgensen, Danielle. Project manager, architect maa, European Denmark.

internet
collaborative
experience



intensifying 2.0



intensifying 2.0

www.VejleChallenge.intensifying.eu



MARK BUREAU
zuloark.org

EUROPAN
DENMARK



VEJLE CHALLENGE

Vejle Challenge is an initiative of the **City Council of Vejle**. The Department for the development of the municipality of Vejle submit a site for competitions in EUROPLAN 9 under item INTENSIFYING. After declaring prize was not awarded at the site, decided to organize a workshop with offices that have been submitted in competition were interested in participating.



7 workteams from different countries thinking simultaneously on common topics, objectives and global proposals. We have joined ourselves to think for new ideas on a urban scale from Vejle, Denmark.

7 independent teams meeting in order to work on new urban scales based on technology.

7 teams throughout all Europe, from different places that can create different views, define new documents and propose new ideas, indeed work together thanks to technological advances.

WORK
scene

intensifying



ZK000



vejle workshop

march 2008



Following the workshop held in March 2008, and having shared the different proposals; we are making a charge similar to the 1.0 Intensifying designed to create a **European Virtual Scene of Work** in order to define an Urban Plan for the area contest. This structure involves 7 professional architectural firms from different countries in Europe: Finland, Denmark, Spain and Italy, the city of Vejle and European Denmark.



Several offices investigating the same time on common themes in search of goals and proposed. We have joined ourselves to think of new ideas on a European scale. Independent scenes together to work on the new scale urban based on a technology management and its application in the urban environment, creating points of view, defining new documents and proposing new ideas, in short, working together, thanks to technological advances in a **Virtual Scene of Work**.

Establishing a network of teams above Europe, a network in Vejele Challenge is an **open network**, so the process for drafting **Master Plan** is a transparent process, which can be shared by local architects, residents of Vejele or any interested person. In this technological structure is recorded throughout the process of drafting the plan, chronologically ordered, categorized and always ready to make free use of it.

The work process of **Vejele Challenge** began in December 2008 and will be developed to August 2009 in its first phase. This first phase aims to lay the groundwork for a **Master Plan** for **Flegmade**, bases that are being generated by the network of participating teams. And they propose to turn the neighborhood into a Flegmade hybrid and heterogeneous, that like the work process, building on new technologies to offer a new urbanism and changeable to suit the needs of the 21st century. An urbanism that is no longer interested in talking only of places to understand, the action and the urban architecture, in terms of processes.

Popular Posts

- Blog planning is starting (4)
- Vejele blog (4)
- Vejele Blog planning (4)
- Vejele blog planning (4)
- Test mail (3)
- State of the planning process (3)
- A monkey pushing some buttons (2)
- Probably a problem (2)
- the blog (2)
- comments
- team7100.pdf (2)

Recent Comments

- VK: Hello Antonio Eduardo team Thank you ...
- ID713: Hello all, Nice work from Celia and ...
- VK: Hello Celia and Ramón Very fine as fa...
- SM010: Hello there. Only three points at thi...
- VK: Hi Celia and Ramón Thank you very muc...
- admin: Hi Henrik According to your comment i...
- VK: Dear Celia and Ramón Thank you very m...

Links

- Development Blog
- Documentation
- intensifying 1.0

ICE Project (*Internet Collaborative Experience*) for the **Master Plan** of Flegmade (Vejle, Denmark), is the result of the work done by Vejle Challenge teams working in **Vejle Challenge Virtual Scene** with the City of Vejle, and the Danish Architecture Center, through the web www.intensifying.eu.

ICE proposes a development for this neighborhood of Vejle based on the treatment of the different scales of public space. The general outline of the project is defined by two platforms at different levels:

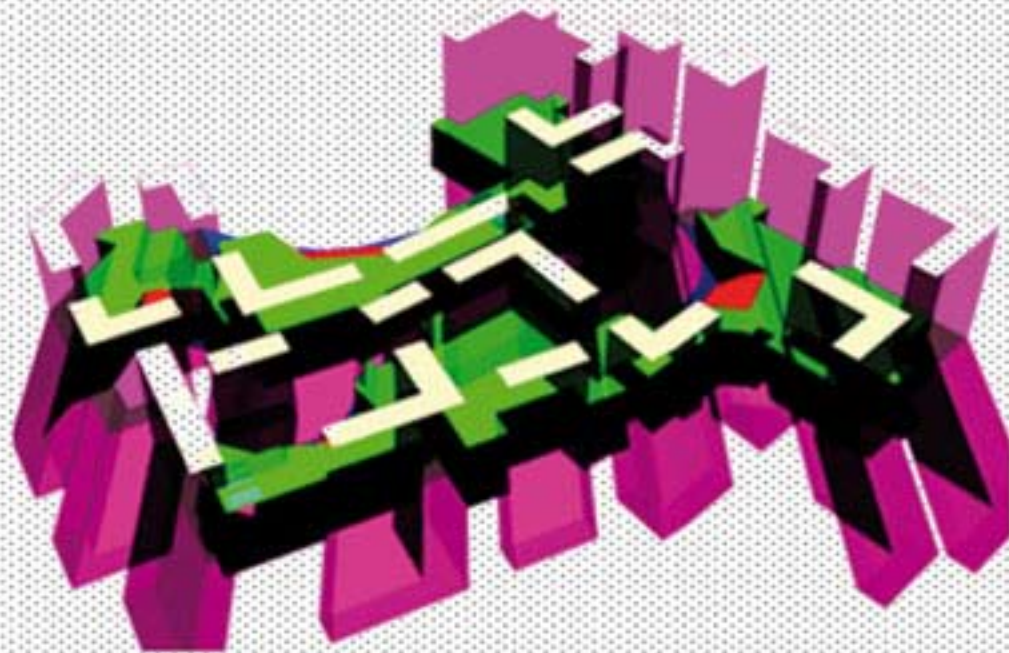
Ground Platform has more public character, and it supports the commercial and leisure life of this new development. **Level 1 Platform**, a platform that is more private, which defines common green areas for housing. The transition between these two platforms are the **Dunes**, which are terraced and used to connection and stay.

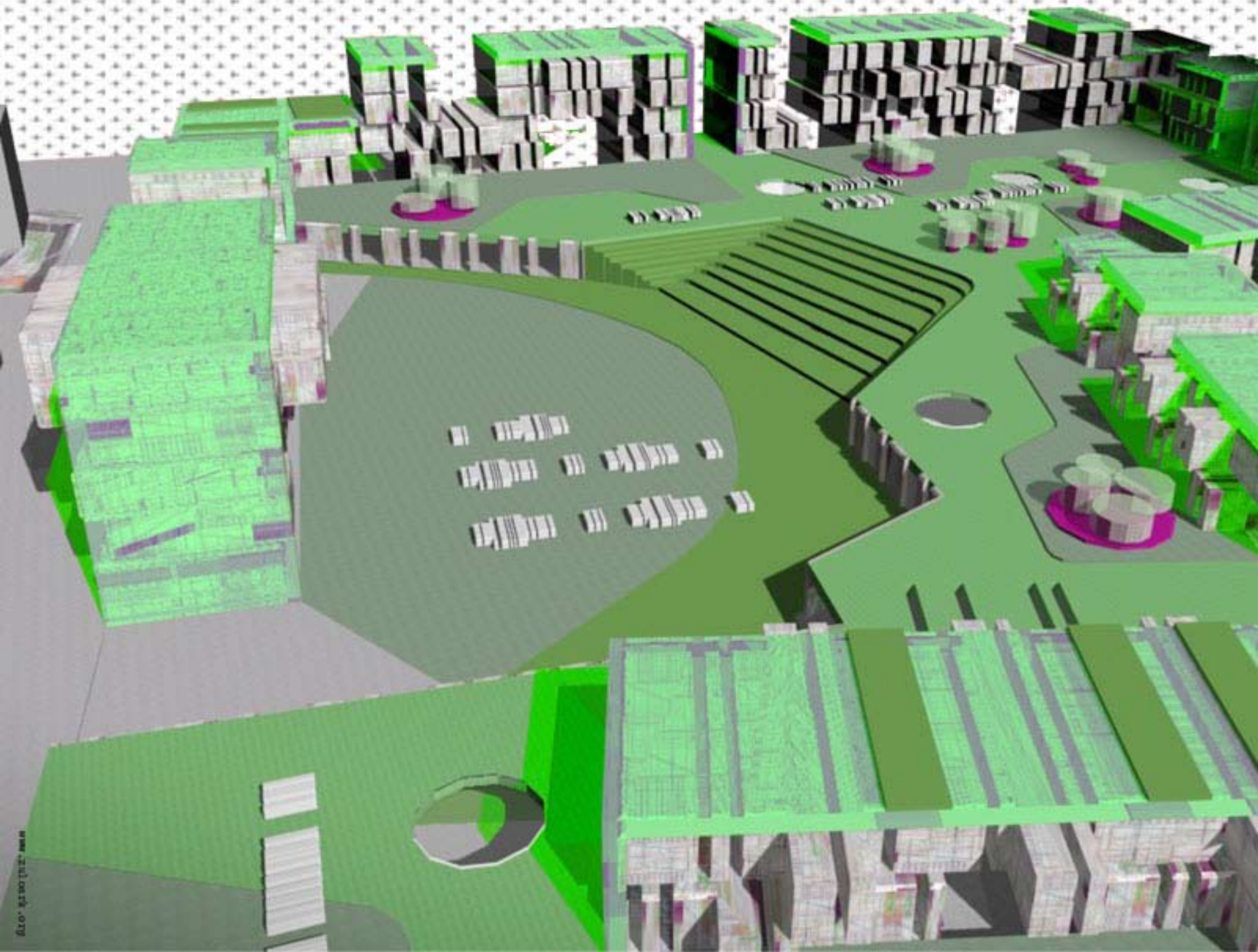
INTERNET COLLABORATIVE EXPERIENCE

The project aims to identify and treat differently the project elements according to their **privacy degree** and propose a development that support different uses.

EUROPAN
DENMARK

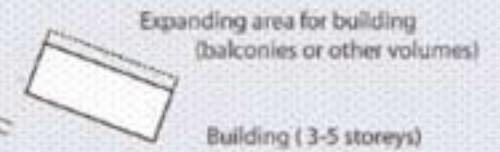
intensifying 2.0









Detailed plan

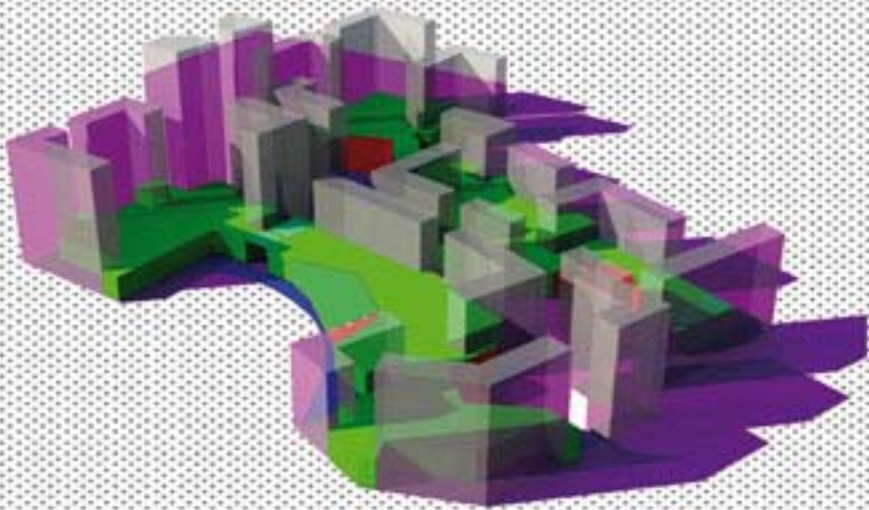
Housing sites on the **Level 1 Platform** defined by blocks of between 3 and 5 floors. On the **ground floor** is situated the main Axis of the **ICE Project** for commercial and workshops use, from which you access to the squares where Dunes are situated.



-  Ground level. Level 1
Commercial area along Flegmade
-  Ground level.
Pedestrian and slow traffic
-  Ground level.
Transitional surface between dune and square. Only Pedestrian.
-  Level 2. Semipublic area.
Green area

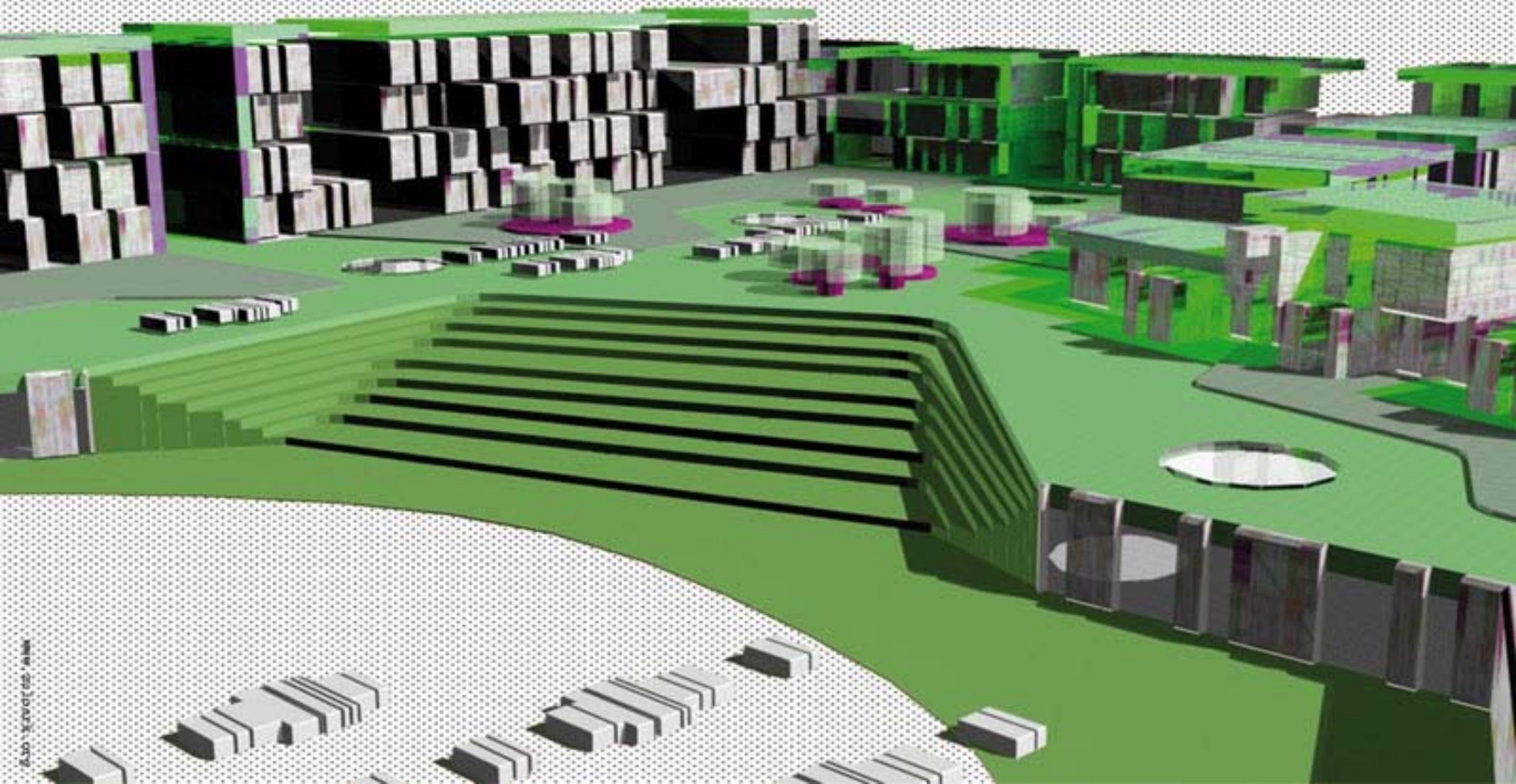
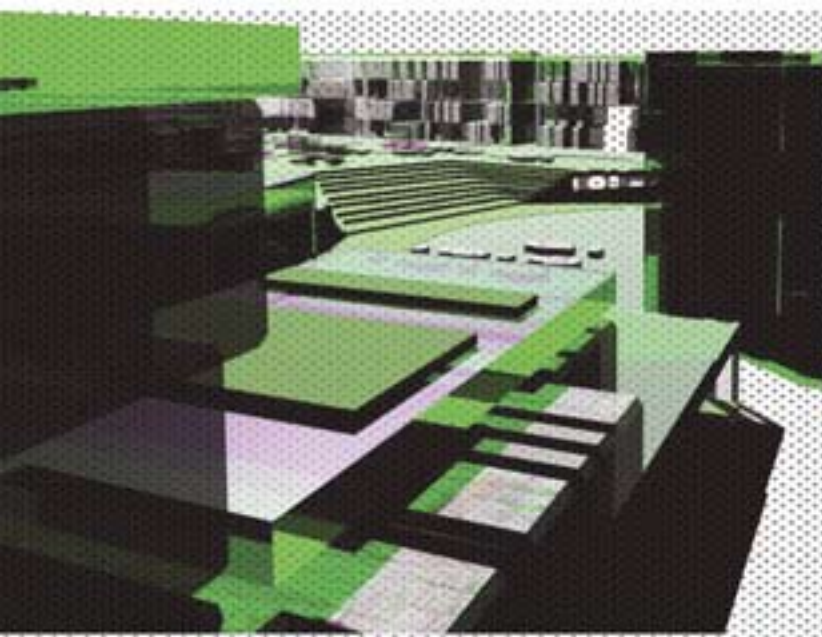
ICE PROJECT

Vejle Challenge



ICE PROJECT

Vejle Challenge



Exhibited in
Danish Arkitecture Center
 (Denmark).
 January 2008

Exhibited in **City of Vejle**
 (Denmark).
 March 2008

Exhibited in the **EACC**
 (Espacio de Arte
 Contemporaneo de Castellon)
 of Castellon de la Plana.
 May 2008

European 1st prize for the site
 Selb (Germany) Team: ZK977

Published in European Urban
 European9 Catalog. ISBN 978-
 84-936462-7-1.

New Architecture Conference
 series . Week of Architecture
 (Madrid).
 October 2008



Selected for a lecture in the
 seminar "Espacios Mediados".
ETSAG.
 Escuela Tecnica Superior de
 Arquitectura de Granada
 (Granada)
 April 2009

Contest finalist
EXPERIENCE / FUTURE
 organized by **CSCAE**
 Consejo Superior de Colegios
 de Arquitectos de España

category
 "new modes of professional
 practice"

Exhibited at the
**09 Congress of
 Spanish Architects**
 held at Valencia (Spain) from
 July 2009

SELB  
 de la Fuente, Julio
 Gutierrez, Natalia
 Martin, Alvaro
 Ozaeta, Arantxa
<http://www.tallerde2.com>
<http://www.gutierrez-dela Fuente.com>

PISTOIA 
 Navascués, Maria 

STOKE ON TRENT 
GRAZ 
 Rubio, Fernando
 Gomez, Iker
<http://www.arki.tk> 

GRONINGEN 
 Pinilla, Javier
 Hernandez, Monica
 Carranza, Esther
 Perez, Daniel,
 Lopez, Belen
 Chico, Jorge 

DUBLIN 

<http://www.intensifying.eu>
<http://www.zuloark.org>
 Escenario Virtual Europeo de Trabajo
 European Virtual Scene of Work

Amorós, Alberto
 Amorós, Jose
 Lorente, Álvaro
 Barceló, Eduardo 
SHEFFIELD 
LE HAVRE 
<http://www.huma.es>

Borsetti, Mateo
 Gonzalez, Raul 
ERICE 
<http://www.studiostand.org>

POIO 
VEJLE 
MULHOUSE 

 Castillo, Javier.
 García, Celia
 Francos, Ramón
 El elemento competitivo tendrá
 que desaparecer a favor de una
 concepción realmente colectiva del
 juego.
 La creación de ambientes lúdicos
 elegidos.
 Guy-E. Debord
VEJLE CHALLENGE
 ZK997 
<http://www.realego.es>

Astrup, Julie
 Lybech, Trine
 Kold, Anette 

 SMO 10


 DJ 157 
 Lleyda, Antonio
 de la Peña, Eduardo


<http://www.intensifying.European9.eu>
<http://www.intensifying.VejleChallenge.eu>


 AA017 
 Bagella, Alessandro
 Luchés, Alberto
<http://www.bagella.com>


 10713 
 Repo, Janne


 VL 126 
 Lundehøj, Morten
<http://www.la-lu.dk>

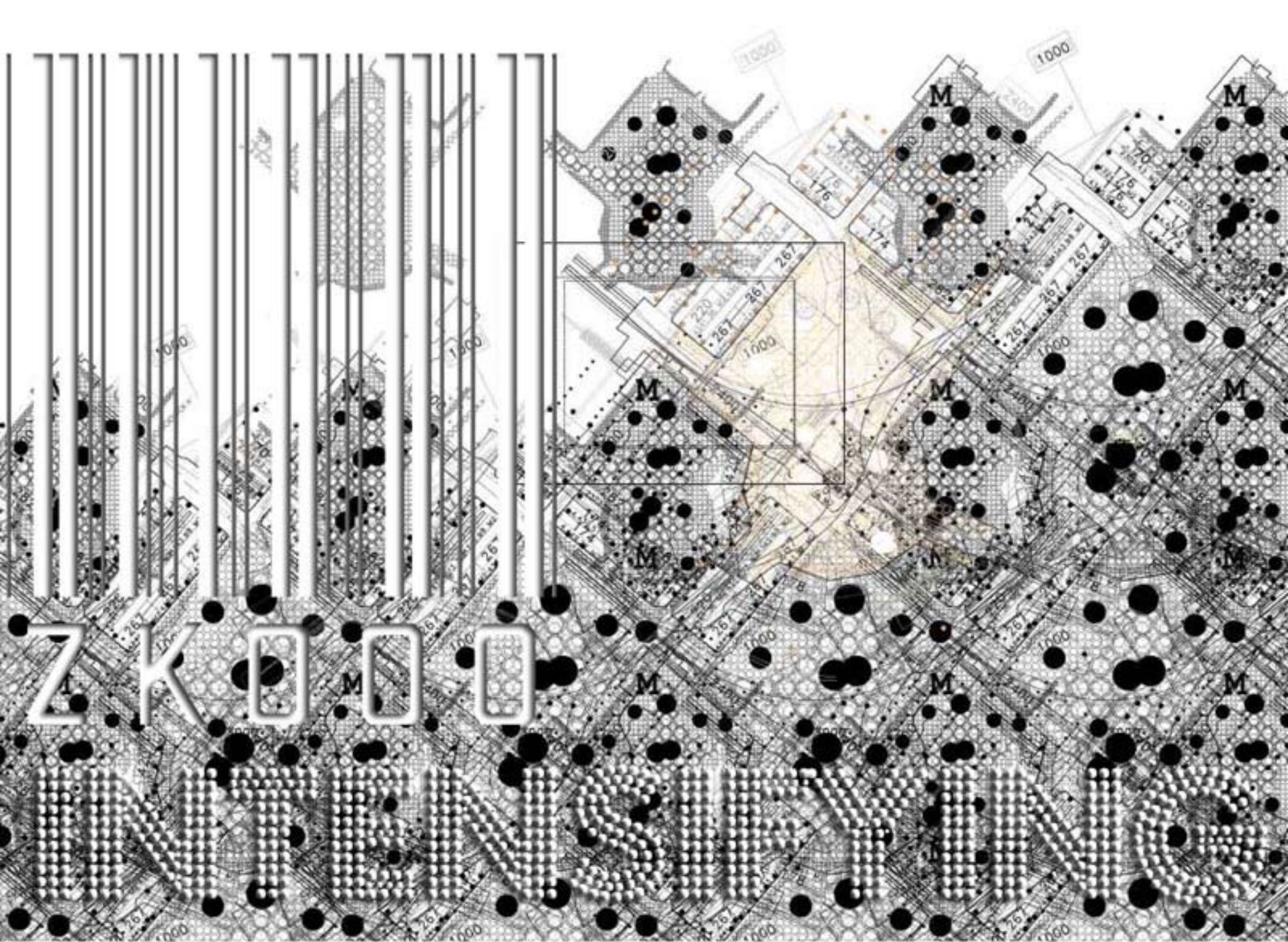

 BF 300 
 Del Ama, Fernando
 Moreno, Belén
 Martín, Cristina
<http://www.veidmannaprotum.com>

INTENSIFYING 
 14 estudios profesionales
 37 arquitectos
 4 nacionalidades
 12 europeos a concurso
 1 primer premio
 1 proyecto en desarrollo

Stjernholm, Henrik 
 Jørgensen Camilla


Jørgensen, Danielle



by www.zuloark.org



ANARCHITECTURE KLUB OF ART

Celia Garcia, Alberto amoros, Javier Pinilla,
Ramón Francos and Javier Castillo

WORK
SCENE
AKART.ES



AK021

3 SESSION *cogollos* *vega*

JUL 09

www.akart.es

AKART

Anrchitecture

Klub of ART

WORK
scene

atocha36



ZK036

Amposta *Friky town*

Project: Amposta Friky Town
Order: International Contest
Status: Winner (First Prize)
Location: Amposta, Spain
Scale: Master Plan
Program: Dwellings
Work Scene: Zulo_Atocha (despacho ZK)
Date: 2004

Team: ZK036 Celia García, Ramón Francos, Manuel Domínguez, Olga de Dios, Elena Gutiérrez, Alberto Sabater

WORK
scene

colomina



ZK979

WORK
scene

realego



ZK612

Project: G Building
Order: Private costumer
Status: Under construction
Location: Almeria, Spain
Scale: Urban Housing
Program: Block of 59 houses
Work Scene: Realego
Date: Project 2007
 Beginning of construction 2009

Team: Coordinators : Celia García, Ramón Francos in collaboration with Juan Francisco Torres Office. Model: Oscar Nieva.

Monteolmo *Office Building*WORK
scene

JP021



JP021

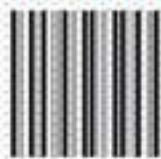
Project: Monteolmo Office Building
Order: Private Contest / CP promotora
Status: Winner (First Prize)
Location: Madrid, Spain
Scale: Building
Program: Offices + Comercial
Work Scene: Javier Pinilla Study
Date: 2006 / 2009

Team: Javier Pinilla, Fermín de Lucas, Enrique Martín de Vidales, Jesús García, Belén López, Mónica Hernández, Daniel Pérez, Jacobo López, José Ignacio Álvarez, Esther Carranza.

Common strategy: Javier Pinilla, Fermín de Lucas, Belén López, Mónica Hernández, Daniel Pérez, Esther Carranza.

Residential *Snipe*WORK
scene

HUMA



HU002

Project: Residential Snipe
Order: Private costumer
Status: Executed
Location: Cartagena, Spain
Scale: Urban Housing
Program: Housing Block
Work Scene: Huma
Date: 2005-2007

Team: Jose Alberto Amorós, Alberto Amorós, Eduardo José García 3d Model: Alvaro Lorente

WORK
scene

elzulo



ZK001

*In this resume there is not every single ZULOARK Project, there is not every single ZULOARK Work Scene; it is a selection from the Coordinators of the Virtual Scene of Work **ZULOARK.ORG** answering to the suggestion by the journalist **David Cohn**;*

Sending to

*Clifford Pearson/Design Vanguard
 Architectural Record*

WORK
scene

ZULOprawa



ZK037

WORK
scene

ca.sarvora



ZK008

Atomish Garden

Project: Atomish Garden
Order: Installation for the exhibition Re-activate the EACC (Espai d'Art Contemporani de Castelló, Spain). Commissioned by Francesca Ferguson and Pepe Ballesteros.
Status: Executed
Location: Castelló, Spain
Scale: Urban
Program: Urban installation
Work Scene: Realego
Date: May / September 2008

Team: Celia García, Ramón Francos, María Navascues, Juan Antonio Tizón.

Published in:

Pasajes Architecture Magazine, November 2008.
Mundo digital, Digital Edition of Mundo Newspaper, Mayo 2008.
Las provincias Newspaper, Mayo 2008.
Canal 9, Channel 9, Mayo 2008.

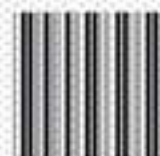
Atomish Park

Project: Atomish Park
Order: Rozas de Puerto Real City Council
Status: In project
Location: Madrid, Spain
Scale: Urban
Program: Urban Park
Work Scene: Realego
Date: July 2009
Beginning of construction 2009

Team: Coordinator: Javier Castillo Team: Celia García, Ramón Francos

WORK
scene

intensifying



ZK000

ICE project (Vejle Challenge)

Project: ICE project (Vejle Challenge)
Order: City of Vejle and Danish Architecture Center
Status: Project in process (First Stage)
Location: Vejle, Denmark
Scale: Urban planning
Program: Master Plan
Work Scene: Intensifying.eu
Date: 2009 (Develop of First Stage)

Team: Lundehej, Morten. Architect Danish. Del Ama, Fernando. Architect Spanish. Moreno, Belén. Architect Spanish. de la Peña, Eduardo. Architect Spanish. Lleyda, Antonio. Architect Spanish. Repo, Janne. Architect Finn. Aastrup, Julie. Architect Danish. Lybech, Trine. Castillo, Javier. Architect Spanish. García, Celia. Architect Spanish. Francos, Ramón. Architect Spanish. Kold, Anette. Architect Danish. Bagella, Alessandro. Architect Italian. Luchéis, Alberto. Architect Italian. Stjernholm, Henrik. Head of The Development Department Architect maa, Vejle Kommune. Jørgensen Camilla, Department for City of Vejle development Urban Planner. Jørgensen, Danielle. Project manager, architect maa, European Denmark.

WORK
scene

zuloark.org



ZK006

Intensifying.eu

Project: Intensifying.eu (Work European Virtual Scene)
Order: Coomon strategy for European Competition.
Status: In development.
Location: 12 European Sites (Europe)
Scale: European Scale
Program: Third Enviroment research work
Work Scene: Zuloark.org
Date: July 2007

Team: Amorós, Alberto. Amorós, Jose. Barceló, Eduardo. Lorente, Álvaro. Castillo, Javier. García, Celia. Francos, Ramón. Pinilla, Javier. Hernandez, Monica. Perez, Daniel. Carranza, Esther. Lopez, Belen. Chico, Jorge. de la Fuente, Julio. Gutierrez, Natalia. Martin, Alvaro. Ozaeta, Arantxa Cortázar. Gomez, Iker. Rubio, Fernando. Borsetti, Mateo. Gonzalez, Raul. Navascués, Maria.

WORK
scene

U+ADA



VC004

Thermal spa

Project: Thermal spa for ExpoZaragoza
Order: Private costumer
Status: Executed
Location: Zaragoza, Spain
Scale: Urban
Program: Hotel and thermal Spa
Work Scene: V+Ada
Date: 2008

Team: Luis Climent Soto, Fernando Meléndez Andrade, Luis Climent Rosillo. Collaborator: María Navascues Abad

WORK
scene

AKART.ES



AK021

Collective Zuloark it is an anarchitectural netWORK of students, professionals, offices... it is a rizoma, it is not HIERARCHICAL and it is A free label TO be using.

More meaning Zuloark works

October 2008

Architecture from youth (Lectures season)

Public exhibition of the work done by the collective **Zuloark.org** held on October 29, 2008 in CENP (Madrid), including in the new architecture cycle organized by AJAM (Association of Young Architects de Madrid), framed in events organized by COAM for Architecture Week 2008.

January 2008.

10d3d10

Project, design and installation of the exhibition of **10d3d10 "painting and architecture"** in ETSAM (School of Architecture of Madrid). Commissioner : Carmen Blasco.

January / February 2006

"After the Space "

Creation of the video "**After the space**," that summarizes the work done at the Workshop "After the space" in the Barrié de la Maza Foundation of Vigo for **Mansilla + Tuñón** Office. Exhibited in "**Open 2**" Exhibition of COAM Cultural Foundation.

April / May 2006

Freshmadrid

Selected Team for the exhibition **Freshmadrid** organized by the Foundation COAM.

Commisioner: Ariadne Cantis.

April 2006 . Fundación Coam (Madrid)

November 2006 Ras Gallery (Barcelona).

September 2006, Museo de Bogotá (Colombia)

Design **Freshmadrid Website** and exhibition media, March 2006

2006

In Vitro.

Mention in the contest for the transformation of the "Nave Torroja" in Madrid. In collaboration with the architect Paula Montoya.

Published by **EAI** editions of COAM n ° 11, 2006

2006

86 Housing in Almerimar (Almeria,Spain)

Collaboration in the project for 86 housing in Almerimar (Almería) with Góngora Architects. Under construction .

January 2005

EtsCoam

Design and Construction of the exhibition room of COAM (College of Architects of Madrid) in ETSAM (School of Architecture of Madrid) **EtsCoam**. Exhibition of Quaderns 400,000 Homes Competition. Commissioner :Ariadna Cantis

May 2005

AC Park

Collaboration for the limited competition for the Foredeck Building and the AC Park for the **32nd America's Cup** in Valencia, with the Architects **Carlos Ferrater and Alberto Peñín** and construction company **OHL**.

Finalist. Published in Future magazine n° 3

April 2005

Garden in Moraleja housing "Hole 9". Madrid

Design of gardens for housing in Moraleja designed by **Carlos Ferrater**. In collaboration with Enrique Castillo. Executed.

November 2005

From facts to concerns

Collaborator teachers in From facts to Concern Workshop in Valencia Architecture University
Coordinator: Andrés Jaque

Coordinator and teacher: Sergio García-Gasco

Speakers: Emilio Luque and Lluís Viu

Sponsored by CEMEX and "Catedra Blanca" ETSAV

April 2004.

Temporary Detour.

Collaboration in the limited competition **Ensanche Vallecas Boulevard** organized by EMV (Municipal Housing Company from Madrid) with Iñigo Redondo and Paula Montoya

Published in Architectural magazine in 171 No 04 / 3
Exhibited at the University of Alicante and Universidad San Pablo CEU architecture.

January 2004.

"Search of the breeder"

Public exhibition of the work of **Search of the Breeder**, at the Architecture University of San Sebastian. in collaboration with **EPG "design Exploration Group"** (Andrés Perea ETSAM)

Public exhibition representing the GEP at the 1st Meeting between architecture schools E3.

Public display in CEU Architecture. Invited by Luis de la Torre

May 2003

Basurama 03

First prize Basurama 2003 Contest .

Jury: Santiago Cirujeda and Andres Jaque.

November 2002

Arco-03

Work of **deconstruction of the media** in the ETSAM. Action and registry Intervention.

November 2001

The Cobra Building

Professional limited competition for a Social Center in Boltaña in collaboration with López Galán & partners Architecture Office.

Coordinators

Celia Garcia Alonso

Maria Navascues

Javier Castillo

Ramon Francos

Alberto Amoros

Javier Pinilla

contact@zuloark.org

WWW.ZULOARK.ORG

+34 656 688 727

+34 610 35 02 30

+34 616 302 56 8

+34 616 07 27 51