EXD'09

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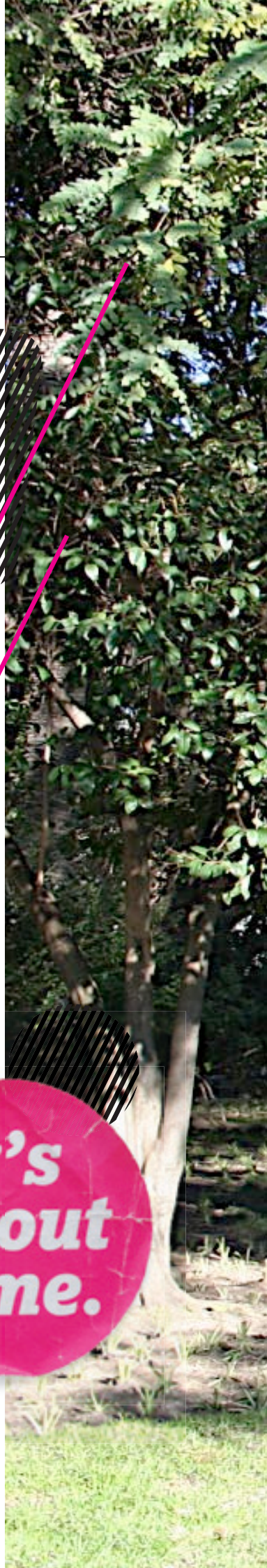
It's About Time.

EXD'09 LISBOA

ExperimentaDesign

09 Setember — 08 November 2009

Jardim de Santos —
A special project by EXD'09

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intro —

Linked with the concept “It’s About Time…” to promote a legacy for the city, in 2009 ExperimentaDesign is developing a complete rehabilitation project in close collaboration with the Lisbon City Hall. Jardim de Santos, a small garden in a bustling city district, is the object of a major, design-driven urban intervention that aims to fully realize the site’s untapped potential. Conceived by a team of Portuguese creatives, the intervention features user-centered, integrated strategies and solutions in Landscape will be the object of a complete urban restructuring Intervention, including Landscape Architecture, New Urban Equipment Design, Light Design and a totally new system of communication design and signage, in a straight articulation with the Lisbon City Hall.

The main objective of the urban intervention on Santos Garden is the requalification of the area in a perspective of integration with its close environment, but also with the remaining cityscape, using design as the operative discipline for strategic development.

The intervention will rebuild a green area in the Portuguese capital, which is presently dysfunctional. Geared towards the creation of a contemporary, cosmopolitan and creative area, the intervention will link green areas with architecture and contemporary design, opening the garden to new possibilities of enjoyment with a sound potential for interactive dynamics. This project should sustainably contribute to the development of the Santos area and become a text-book example of the impact of design on public space. Reconfigured and attuned to today’s changing lifestyles, Jardim de Santos will become a valuable public space and an added value for the city’s social, economic and cultural dynamics.

location —

Year of creation: 1873
Total area: 390 m²
Coordinates: Latitude — 38º 42’ 25’’ N Longitude — 9º 9’ 17’’ W

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jardim de santos 21 —

jardim de santos 21 —

Invited by the City Council in late 2008 to reflect on the rehabilitation of Jardim de Santos, a public garden in Lisbon, Experimenta proposed a global design project that would turn the garden into an urban green space adapted to the needs of Lisbon citizens and visitors and the 21st century lifestyle.

To meet the challenge, Experimenta invited a multidisciplinary team of designers, resulting in the Jardim de Santos 21 project, which has been included in the EXD09 programme under the theme of It's About Time.

Currently neglected, under-used and dysfunctional, the Jardim de Santos will be the object of an intervention that uses design as an operative discipline of strategic development.
The intervention opens up new possibilities for using and experiencing the garden through the creation of a multifunctional, user-focused space that responds to the circumstances of modern urban life. The citizens of Lisbon and tourists will be able to use a new green space designed with different publics in mind – children, the active adult population and senior citizens – and in a socially aware and integrating approach. The aim is to realise the untapped potential of the garden as a dynamising hub for the surrounding area, strengthening the bonds to the community and local players, be they retailers or service providers or cultural institutions, and promoting mobility and the connection with the river. The new Jardim de Santos will have a stimulating effect on the social, economic and cultural dynamics of the city.

The Jardim de Santos 21 intervention entails the redesign of the green spaces, walkways and the garden's perimeters, the design of new urban furniture, the creation of playful elements, a signage system and the installation of a gastronomic facility that can also convey cultural contents. Projects in the area of sound and lighting design will also be carried out and a virtual Jardim de Santos online is also planned

The new garden will create an innovative concept of urban green space that fuses "hardware" and "software" design. A mutating, organic garden that will change depending on the interaction of the visitor or those invited to intervene in it – be it in the real space or the virtual space via the Internet. A garden that invites one to seek the quiet and calmness and enjoyment of green spaces will be equipped with structures that enable it to also serve as a large open-air sitting room, with a daytime profile very different to its nocturnal profile.

Although different areas will have their own specific designers, the intervention presented is the fruit of intensive team work carried out over 7 months, involving the exchange of ideas, knowledge, experiences and perspectives in a veritable exploratory and collaborative process involving Experimenta and the invited designers. Part of the genesis of the project was precisely that idea – that there be constant communication between the creatives and overlapping of the different areas involved.

The rehabilitation of Jardim de Santos is one more step towards creating a lasting legacy for the city of Lisbon and its inhabitants in the scope of a creative platform such as the EXD Biennale.

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general objectives —

—
To rehabilitate Jardim de Santos and give it back to the city
—
To create a new urban green space concept
—
To promote use of the garden during the day and night
—
To improve mobility and pedestrian circulation in the adjacent areas;
—
To enhance the relationship between the Jardim de Santos, the riverfront, Praça Vitorino Damásio and the Rua das Janelas Verdes/Paços do Concelho urban axis
—
To develop structures that stimulate interactivity amongst users
—
To make Jardim de Santos a central hub of cultural information on Lisbon
—
To diversify and expand the number of users from all age groups

Key Concepts

Flexible use
All age groups
Peace and quiet/retreat
Individual and collective experiences
Colour neutrality of the new equipment
Highlighting the plant life
Clarity and openness
Environmental sustainability
Social cohesion
Communication
Interaction
Cultural and creative stimulation

Landscape architecture
João Gomes da Silva

Urban equipment/furniture design
Fernando Brízio
Pedrita

Sound design
Rui Gato

Lighting design
José Álvaro Correia

Communication design
António Silveira Gomes (Barbara Says...)

It's About Time.

projects —

© João Gomes da Silva

Landscape Architecture —
João Gomes da Silva

Over the years the Jardim de Santos has served as a repository for the stuff of colonial memories, giving rise to a space and atmosphere that remind us of far-off places. Trees with strange names and forms from the African plains and Brazilian forests create a unique place in Lisbon: a green cathedral whose green ribbed dome evokes a sky and ocean that are close. In this limited space plants, statues, fountains and park benches accumulated and new paths superimposed themselves on the original ones.

It is this currently confused but at the same time intense place that we have chosen to analyse and adapt to the contemporary prospect: how could we experience the garden in a modern context? And it was on the basis of reflection on movement and stillness, contemplation and use of the space that we rearranged the courses and their contents.

We altered the garden's relationship with the immediate urban surroundings: bringing the vibrant artery of urban nightlife closer to daytime itineraries, opening passages where they were lacking and restricting the more intense vehicle traffic. The creeping vegetation and bushes were judiciously edited, making it possible to highlight the large noble trees, which remain untouched, and redesign paths and pavings, courses and sounds. We extended the garden's perimeter up to the sidewalk next to A Barraca theatre, thus cutting out vehicle traffic, increasing the area for pedestrian circulation and plantation and diluting barriers.

Jardim de Santos is a new grass-covered concave clearing surrounded and covered by rare exotic plants and interspersed with new structures that help to reformulate the space and its ambiences, returning to the city of Lisbon a place that poses the question of where we are and what kind of relationship we want to have with the world.

Present

Future

© Pedrita

Urban Equipment Design —
Fernando Brízio

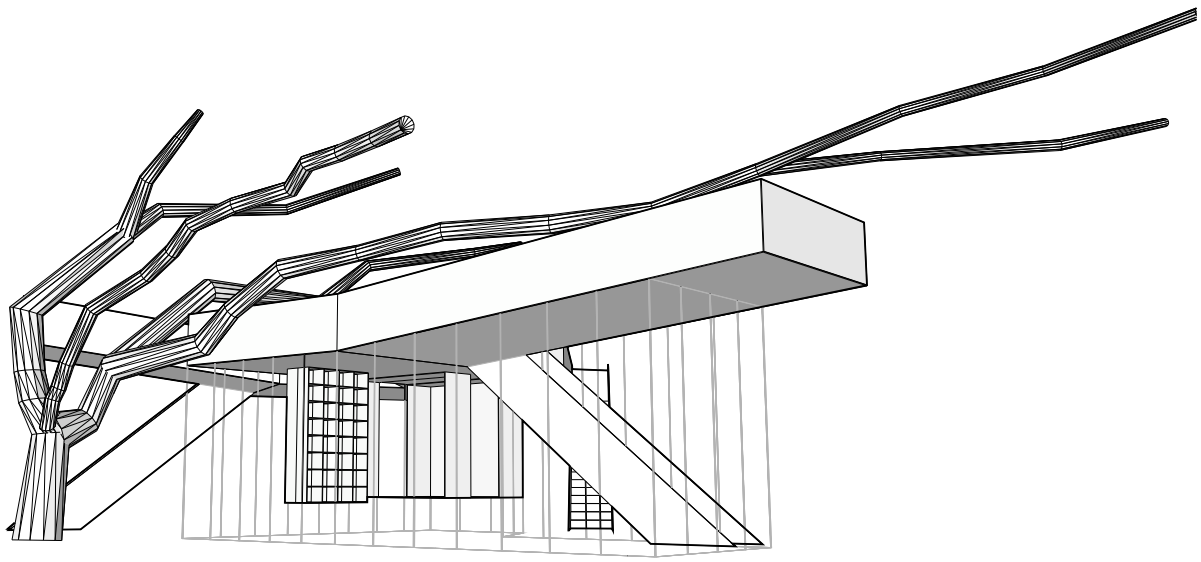
Part of the briefing developed by the City Council and Experimenta was the creation of a flexible urban facility in Jardim de Santos. The programme called for the combination of gastronomy (snack bar/cafeteria) and a content-based facility with an interactive interface as a support for creative intervention.

The project developed features one single object, made of iron, anchored on 3 sets of stairs around one of the garden's main trees. It functions on two levels: one level on the ground and one on a platform that takes one up into the tree. Chromatically neutral and delicately resting on the grass, the piece reminds us of the eternal dream of the tree house, which children and adults still find enchanting.

The terraces are at a height of 3.30 metres, level with the upper branches of the surrounding trees. They are accessed via the stair structures which simultaneously function as pillars for fixing the piece to the ground. The positioning of the terraces provides an unexpected perspective of the garden and a view over the River Tagus – the view of a bird in its nest in the tree. Away from the noise of the city, the users can enjoy the tranquillity resting in the areas where the platform's inclinations form small seat backs covered in cork for sitting or even lying down. The design of the platform accompanies the outline of the tree's branches, underlining it subtly and seeking to merge into – not impose itself upon – the natural element.

The cafeteria is underneath the terrace, at the confluence of several paths in the garden. It has two toilets and is equipped to serve drinks and ready-made snacks. Delimited by removable panels, the cafeteria can be totally open when the weather is good, thus annulling the indoor/outdoor barrier. The paving is the ground of the garden itself, creating a continuity that unites the green space and the built space.

Next to the cafeteria area hangs an oblong table with 18 seating places. This "table and bench" set is a single community piece that hangs from the platform without touching the ground, as it if hovers. Next to it, off the grass areas, there will be an outdoor café area.
On the café façade facing the new grassy clearing a digital information system on culture in Lisbon will be installed, as well as an interface that will enable interaction with the sound system.



© Fernando Brízio

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Urban Furniture Design —
Pedrita

Benches, tables, wastepaper baskets and fountains are all objects required for using a public garden individually or collectively. A modular system was developed which, when conjugated in different ways, produces compositions specifically thought out for different areas of the garden.

The relationship with the vegetation, both pre-existing and the planned additions, was decisive for creating versatile equipment that could be used and enjoyed in diverse ways. The installation of the elements follows the garden's new layout, making use of differences in level, shady areas and the spaces most open to the sun.

The formal language adopted creates links to other materials used in other parts of the project – such as cork and concrete – in unusual conjugations. The cork emerges as the base, structural element, worked en bloc; concrete serves as the contact surface, worked like a sheet that covers seat backs or tables.

In addition to the surprising visual effect, it was also possible to exploit the mechanical properties of cork, which is capable of absorbing the impacts of the user's actions as well as the "vibrations" of the city, making the seating unexpectedly more welcoming, comfortable and tranquil.

The distribution of the new furniture will give rise to different ambiences, some more collective and ideal for usage in groups; others more intimate and more secluded.

© Pedrita

Sound Design —
Rui Gato

The sound design for the Jardim de Santos 21 project had as its starting point the creation of a sound eco-system that evolves and mutates like any other natural eco-system. Without invading the garden with sound, it allows for different sonoric experiences on an individual or collective basis. These experiences can be passive, where the visitor can experience the already designed sound intervention, or active, where the visitor, real or digital, interacts with the soundtrack and modifies it.

The garden experience is thus interspersed with diversified, non-repetitive sonoric ambiences that allow for change and interaction. The main objective of the eco-system is to increase the resistance to the effect of repetition, thus allowing for a greater probability of survival in time of a sound design piece made up of (a priori) finite elements and providing for creative musical interaction with the general public.
Modulated on the basis of the physical environment (real time sensors), it is open to experimentation/mutation through human intervention (public/selected).

Hardware
The physical support for the eco-system will use a 3D matrix of hypersonic speakers, creating strategically placed audio sweet spots (with a radius of approximately 2 – 3 m). Installed high up, the matrix will not be visible and is only perceivable when one is underneath the sweet spots and hears the sound or the music or when one consults the garden's sound map on the Internet or on the café digital interface.

Software
The sound eco-system for Jardim de Santos is created by means of three basic steps:

Past
A sound and musical database is created, based on the interpretation of various DNA sequences of the different plant species in the garden, observation of the morphological characteristics of natural sounds, such as the singing of birds (as Olivier Messiaen has done), and analysis of the constant flow of the natural elements (wind, rain, erosion, aggregation, etc.).

Present
When the database is developed, an auto-generative information system (Max/MSP) constructs the musical fabric of the eco-system, modulating the musical material on the basis of the physical signals observed in a given moment (light, temperature, sound).

Future
This auto-generative distribution can be interrupted for ephemeral experiments carried out by the garden user through the web interface available at the info point or on his/her own terminal (laptop/smart phone) using the wireless network, meaning that the eco-system can be reconfigured for a limited period of time (15 minutes, for example).

Also possible would be alterations/mutations of the eco-system's musical "genes" by musicians/sound designers

© José Álvaro Correia

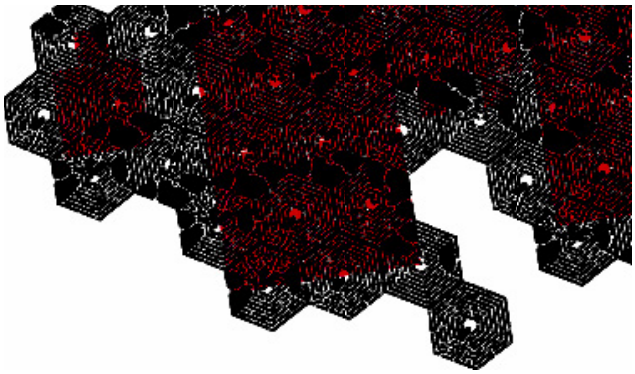
Lighting Design —
José Álvaro Correia

The main objective of the re-design of the lighting in the garden is to make it a safer and more attractive space to be in and experience. By creating an involving and relaxed atmosphere, the lighting makes it possible to expand the use of the garden beyond daytime, as well as increasing its importance in terms of social life and enjoyment of its surroundings. In this sense, the lighting re-design takes into consideration the garden as well as its perimeters and boundaries with the other urban elements in the surroundings.

The project consists of 4 complementary aspects:
The general lighting will accentuate the scale of the trees and their dome effect, reflecting the luminosity and generating a coherent ambience inside and outside the garden.

The specific lighting responds to individual needs in the areas for leisure, resting and circulation. At the level of the ambience and user experience, the ludic lighting seeks to give the garden unique character, transforming it into a stimulating scenario through exploration of the properties of colour, form and movement of light and the programmable interface technology.

The aim of the surrounding light is to make the lighting less cold, less crude and de-characterising by using warm colour as well as spots that light up certain elements such as rare plant species. The garden landscape thus gains a richer and more captivating texture that encourages new readings of the space.



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Communication design —
António Silveira Gomes

The briefing for Jardim de Santos 21 defined the creation of the graphic identify for the garden and its signage system and also required interventions that would create ludic moments in the garden space.
The project developed explores the idea of creating re-enchantment in green urban spaces by strengthening the ties between man, nature and the city. It was very much inspired by cultural practices such as Tree Dressing in India, Japan and Britain; Tree Carving in the USA; and Wish Trees (trees on which votive offerings written on plaques are hung) in Japan and the USA.

Identity
A typographic system was created based on the vernacular language of the messages hung on the trees. It functions as a monogram and reinforces the imagetic and real identity of the garden.

Signage
The Jardim de Santos 21 signage is based on direct intervention on the trees without damaging them. This activates the trees as communication supports and harks back to the desire to semantically mark the things that surround us.

Play Areas
The creation of labyrinths and diversions that recall traditional games, but which also reference modern-day video and Internet games, on the basis of three-dimensional graphic interventions on the surfaces of the service "boxes" in the garden.

www.jardimdesantos21.pt —

Creation of a specific Jardim de Santos 21 website with the aim of:

Providing online the cultural information on Lisbon that is available at the cafeteria Info Point
Publishing the cultural and activities programme for Jardim de Santos 21
Creating an interface for remote interaction with the sound eco-system
Divulging information on the garden's flora and its history
Presenting the Lisbon gardens network
Presenting the overall project and how it was developed in an archives area
Creating a public zone of interaction with the garden and with its diverse future histories.

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It's About Time.

Participants Bios —

© Gonçalo Prudêncio

Pedrita (PT)

Rita João (Lisbon, 1978) and Pedro Ferreira (Lisbon, 1978) graduated with degrees in Architecture of Design from the Technical University of Lisbon's School of Architecture. They were Erasmus students at TU Delft and Milan Polytechnic respectively. They began their professional careers in 2002 at Fabrica, the Benetton group's Communications Research Centre, taking over coordination of the 3D design department in 2004. Since their return to Lisbon in 2005, under the name Pedrita they have been involved in multidisciplinary projects with national and international collaborators and clients. Together with other cultural bodies they run the platforms for discussion of creative thought: Free Speech and Pecha Kucha Night Lisbon.

www.pedrita.net

Rui Gato (Lisboa, 1977) (PT)

In 1998 Rui Gato gave up his studies of Architecture for Music and Sound Design and has since then carried out multidisciplinary laboratory work on the modulation of sound material and the exploration of its limits. His activity centres on musical production and composition on the leading edge of the latest technologies and he can list numerous international collaborations as well as original music production, sound design and live performances. In 2002 he launched Elastic Void, a project he created, and also Outersites. Director of the audio department at the music producer Horse On Wheels and a participant in Platform (live electronics), Rui Gato has recently focused on investigation into solutions for 3D/ Motion Design and Multimedia.

www.ruigato.info

José Álvaro Correia (Lisboa, 1976) (PT)

José Correia began his career in the theatre. He completed a Bachelor's degree course in Light and Sound in 1999 at ESMAE (Porto), where he also won a scholarship in 1998. Since 2001 he has worked as lighting designer for a number of theatres (Dona Maria II, São João, Maria Matos, Rivoli and São Luiz) and with some of the leading directors and choreographers in Portugal. His experience includes exhibitions, concerts, event, architecture, opera and dance, as well as diverse technical direction projects (Creativity and Artistic Creation Programme, Gulbenkian Foundation). José Correia completed a Licentiate degree course in Lighting Design in 2007 and now combines lighting design work with workshop and training action orientation. He is the author of a technical manual on the latter area.

Fernando Brízio (PT)

Fernando Brízio graduated in 1996 in Industrial Design from the Faculty of Fine Arts in Lisbon, where he lives and works. Since 1999 he has been involved in numerous projects for products, exhibition spaces, scenic spaces and interiors for companies and entities such as Details, Droog Design, Rui Horta, Modalisboa, Intramuros, Lux/Atalaia, ExperimentaDesign and the Belém Cultural Centre. Since 2007 he has been collaborating with the KREO Gallery in Paris. He is also active as a curator, conference contributor and competition jury member in Portugal and abroad. Coordinator of the Industrial Design course at the ESAD school in Caldas da Rainha, he is also a visiting professor at ECAL (Lausanne). Brízio has been extensively published around the world, with his work featuring on the covers of the prestigious magazines Icon and Intramuros.

www.fernandobrizio.com

© Marco Reixa

António Silveira Gomes (PT) (Barbara Says) (1971)

António Silveira Gomes is a graphic designer, professor and founder of the creative collective Barbara Says… (1996) and Projecto Próprio, a communication design and publishing workshop (2006). Amongst other things, he has been responsible for: the Zé dos Bois Gallery graphic design; editorial design of FLIRT magazine; art direction for Jornal dos Arquitectos and development of the graphic image for institutions such as AFRICA.CONT, ICAM, Ellipse Foundation and Mirandela Town Council. His work has featured in numerous design publications and shows the world over, highlights being the Barbara Says monograph, Design&Designer (Pyramid, 2006) and his presence in the book AREA 2 (Phaidon Press). www.barbarasays.com

www.barbarasays.com

João Gomes da Silva (Lisbon, 1962)

João Gomes da Silves graduated in Landscape Architecture in 1987 from the University of Évora, where he also taught until 1994. He has since been invited professor at various Portuguese and foreign universities. Since founding his own firm in 1994, his work has focused on the theoretical/conceptual and design aspects of landscape, reflecting contemporary economic, social and cultural transformations. In 2008 he received the Public Award at the European Landscape Biennial in Barcelona. He has worked on the realisation of landscape spaces, where one can highlight the following projects: the public spaces for the Malagueira neighbourhood in Évora, Expo '98, Serralves Museum, Belém Palace, Tarello Park in Brescia and Salinas in Madeira. The work he co-designed with Manuel Salgado for Expo '98 was awarded the Valmor Architecture Prize (public space).

projects exhibition —

Free entrance

Largo de Santos 1200-808 Lisboa

Metro Cais do Sodré
Buses 6, 60, 104, 727, 732, 28
Trams E15, E25, E28
Train Santos

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jardim de santos project team—

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Direcção, Coordenação e Implementação
Experimenta

Guest team
Direcção Técnica
João Redondo

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António Silveira Gomes (Barbara Says...) (PT) — Communication Design; Fernando Brízio (PT) — Urban Equipment Design; João Gomes da Silva (PT) — Landscape Architecture; José Álvaro Correia (PT) — Lighting Design; Pedrita (PT) — Urban Furniture Design; Rui Gato (PT) — Sound Design

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