



### NUOVI PAESAGGI PER OSTIA - NEW LANDSCAPES FOR OSTIA LANDSCAPE LAYERS - LANDSCAPE PATTERN

Concepts for sustainable development of changing peri-urban landscapes, related to the cultural heritage site of Ostia Antica

Project Documentation

IMLA - Main Project II / 3rd semester, winter term 2013/14 in cooperation with La Sapienza University of Rome

IMLA - International Master of Landscape Architecture Weihenstephan-Triesdorf University of Applied Sciences, Freising (Germany) Nürtingen-Geislingen University, Nürtingen (Germany)

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# ITALIANTRODUCTION

The project

### Nuovi Paesaggi per Ostia – New Landscapes for Ostia

Concepts for sustainable development of changing peri-urban landscapes, related to the cultural heritage site of Ostia Antica

was carried out as "Main Project II" in the study program of the International Master of Landscape Architecture (IMLA) during the 3rd semester in winter term 2013/14, between October 2013 and February 2014. Coordinating University was the Weihenstephan-Triesdorf University of Applied Sciences, Freising-Weihenstephan (Germany) – with participation of Sapienza University Rome (Italy), IMLA cooperation partner Nürtingen-Geislingen University (Germany) and University College Ghent / Hogeschool Ghent (Belgium).

The project area was located about 30 kilometres southwest of Rome – focussing on a part of the Italian capital's urban periphery, the historical landscape of Ostia. This region represents pluralistic landscapes characterised by different spatiotemporal layers and spatial patterns - they include unique cultural heritage and outstanding archeological sites, partially spontaneous settlements, transport infrastructure, agriculture and natural features.

Ostia Antica, a large archaeological site and once the harbour of ancient Rome, was the core zone of the project area. Ostia's location directly on the coastline of the Mediterranean Sea was an important strategic advantage for the Roman Empire. However, due to silting the site today lies 3 kilometres away from the sea and has lost its one-time importance.

Modern Ostia, also called Ostia Lido, Lido di Ostia or Lido di Roma, meaning "Beach of Ostia" or "Beach of Rome", was founded in the 1920s It is situated about 3 kilometres southwest of the archaeological site of Ostia Antica, on today's coastline.

INTRODUCTION ISH

The highway and the railway line from Rome to Leonardo da Vinci International Airport near the town of Fiumicino defined the northern border of the project area. Another important archaeological spot located closely to the airport was the water body of "Lago Traiano", the ancient harbour of the Roman emperor Traian.

In the middle of the project area, the river Tiber and the Isola Sacra, an area of urban sprawl with unplanned settlements and agricultural land, were significant structures to be considered within the framework of the project. Today, the river is neither visible nor accessible for residents and visitors, but has a very high development potential.

Last but not least, the pinewoods and well-preserved natural territories of Castel Fusano and the presidential estate Castel Porziano in the east were important elements of the project area.

All in all, these multi-faceted conditions allowed different ways of accessing and perceiving the landscape.

It was significant for the project that Ostia Antica was not seen as an isolated area but as an integral part of the wider landscape. The combination of different temporal layers and spatial patterns was one of the special challenges of the project. Therefore, the students had to choose appropriate methods to rediscover the landscape's identity and develop its potentials.

At first, the students had to conceive a landscape concept for the entire project area that was to integrate the archaeological sites and valorise the whole region, including both natural and settlement structures. On the one hand, the concepts had to

be region-specific, on the other hand they also had to reveal methodical approaches which are transferable to other heritage areas and periurban contexts. Later on, they focussed on a special part of the area to develop a detailed design.

The project was divided into three phases:

- 1. Preparation Phase in Nürtingen (beginning of Oct. 2013): The IMLA students built up project teams consisting of 4 students per group. Introduction, basic analysis, methodical workshop.
- 2. Workshop in Rome and Ostia, Italy (10th 20th of Oct. 2013): The IMLA groups had the opportunity to work intensively together with 10 Landscape Architecture students of La Sapienza University (1-2 of them joining each IMLA team). Different lectures from local experts and field trips in the project area. Methodical approach, vision and strategy, detailed site analysis, first draft of a group-specific concept.
- 3. Final Project Phase in Nürtingen (end of Oct. 2013 mid of Febr. 2014): Working out final versions of vision, strategy, target system and analysis as well as concept, specific topic and detailed design.

The collaboration between Italian and IMLA students as well as the collaboration between the different universities (Weihenstephan, Sapienza, Nürtingen and Ghent) was a large benefit for the project and all participants. The final results depicted in this project documentation reflect the wide range of different concepts worked out by the teams.

Il progetto

Nuovi Paesaggi a Ostia – Idee per lo sviluppo sostenibile dei paesaggi periurbani in trasformazione dell'area di patrimonio culturale di Ostia Antica

Nell'ambito del Master Internazionale di Architettura del Paesaggio (IMLA), le attività relative al corso "Progetto principale 2", si sono svolte durante il 3° semestre invernale 2013/14, tra ottobre 2013 e febbraio 2014. Il Coordinamento è stato dell'Università di Scienze Applicate di Weihenstephan-Triesdorf di Freising-Weihenstephan (Germania) - con la partecipazione dell'Università di Roma "La Sapienza" (Italia), in cooperazione con l'Università di Nürtingen-Geislingen (Germania) e il College Universitario di Ghent / Hogeschool (Belgio).

L'area di studio è situata a circa 30 km a sud ovest di Roma, e si concentra su una parte della periferia urbana della capitale italiana: il paesaggio storico di Ostia. Questo territorio rappresenta diversi paesaggi, caratterizzati da diversi livelli spazio-temporali e modelli insediativi, che comprendono un patrimonio culturale unico, composto di siti archeologici eccezionali, di insediamenti parzialmente spontanei, di grandi infrastrutture di trasporto, l'agricoltura e le aree naturali di interesse europeo (SIC).

Ostia Antica, il grande sito archeologico che era stato il porto dell'antica Roma, è stata l'area centrale di progetto. La posizione originaria di Ostia era direttamente sulla costa del Mar Mediterraneo e rappresentava un importante ruolo strategico per l'impero romano. Tuttavia, a causa dell'insabbiamento, del naturale progredire della costa e dell'abbandono post-imperiale, il sito oggi si trova a 3 km dal mare e ha perso la sua importanza originaria. La moderna città di Ostia,

chiamata anche Ostia Lido, Lido di Ostia o Lido di Roma, rappresenta la spiaggia della città di Roma ed è stata fondata nel 1920. Si trova a circa 3 chilometri a sud ovest del sito archeologico di Ostia Antica, lungo l'attuale costa.

L'autostrada e la linea ferroviaria per l'aeroporto internazionale Roma-Leonardo da Vinci vicino alla città di Fiumicino rappresentano il confine settentrionale dell'area di progetto. Un altro importante luogo archeologico, situato vicino all'attuale aeroporto, è il bacino idrico del "Lago Traiano", l'antico porto dell'imperatore romano Traiano.

Al centro dell'area di progetto, il Tevere e l'Isola Sacra, una zona di espansione urbana di insediamenti non pianificati e terreni agricoli, sono state strutture importanti da considerare nel quadro del progetto. Oggi, il fiume non è né visibile né accessibile per i residenti e visitatori, ma ha comunque un potenziale di sviluppo molto elevato.

Ultime, ma non meno importanti, le pinete e i territori naturali ben conservati di Castel Fusano e la tenuta presidenziale di Castel Porziano ad oriente, che rappresentano elementi importanti dell'area di progetto.

In realtà queste condizioni poliedriche hanno permesso di avere diverse modalità di accesso e di percezione del paesaggio. Per la redazione del progetto per Ostia Antica era rilevante non vedere il luogo come isolato, ma come parte integrante del paesaggio più ampio. La combinazione di diversi strati temporali e di pattern spaziali era una delle sfide più particolari del progetto. Pertanto, gli studenti hanno dovuto scegliere metodi appropriati per riscoprire l'identità del paesaggio e sviluppare le sue potenzialità.

In un primo momento gli studenti hanno dovuto sviluppare un concept di paesaggio per l'intera area di progetto, che includesse idee per l'integrazione dei siti archeologici nella valorizzazione l'intero settore, considerando sia le strutture naturali che quelle insediative. Da un lato i concept dovevano essere specifici per il sito, d'altra parte potevano anche rivelare approcci metodologici trasferibili ad altre aree del patrimonio e ed altri contesti periurbani. Successivamente si sono concentrati invece su una parte specifica dell'insieme, per svilupparne un progetto più di dettaglio.

Il progetto è stato suddiviso in tre fasi:

- 1. Fase di preparazione a Nürtingen (inizio ottobre 2013): Gli studenti IMLA hanno costruito i team di progetto, con 4 studenti per gruppo. Introduzione, analisi di base, laboratorio metodologico.
- 2. Workshop a Roma e Ostia, Italia (10-20 ottobre 2013): I gruppi IMLA avuto l'opportunità di lavorare in forma intensiva insieme a 10 studenti di architettura del paesaggio de La Sapienza (1 o 2 di loro per ogni gruppo IMLA). Si sono tenute diverse lezioni da esperti locali e visite nell'area di progetto. Metodica di approccio, visione e strategia, analisi dettagliata del sito, prima bozza di un concept specifico per gruppo.
- 3. Fase Finale di progetto a Nürtingen (fine ottobre 2013 metà di febbr 2014): Lavorare versioni finali della visione, strategia, sistema di destinazione e di analisi così come concetto, argomento specifico e progettazione di dettaglio.

La collaborazione tra studenti italiani e IMLA, nonché la collaborazione tra le diverse università (Weihenstephan, Sapienza, Nürtingen e Gand) ha rappresentato un grande vantaggio per il progetto e per tutti i partecipanti. I risultati finali rappresentati in questa dossier di progetti, riflettono la vasta gamma di diversi concetti elaborati dai team

# **CONTENT**

















PROJECT TEAMS	18		SUPERVISORS	20
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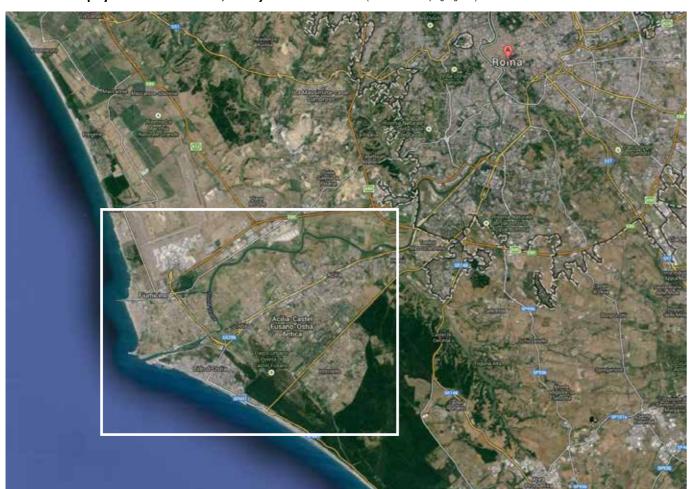




# PROJECT AREA



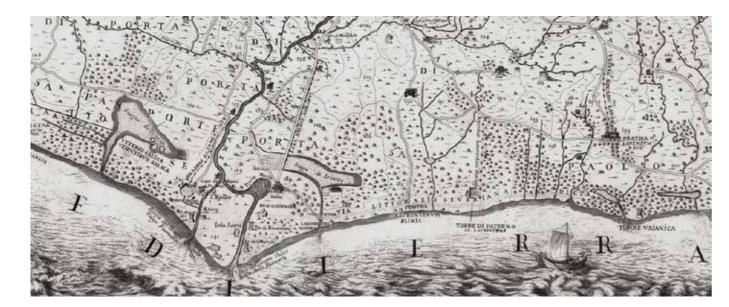
Location of the project area around Ostia, nearby Rome — overview (source: www.maps.google.de)

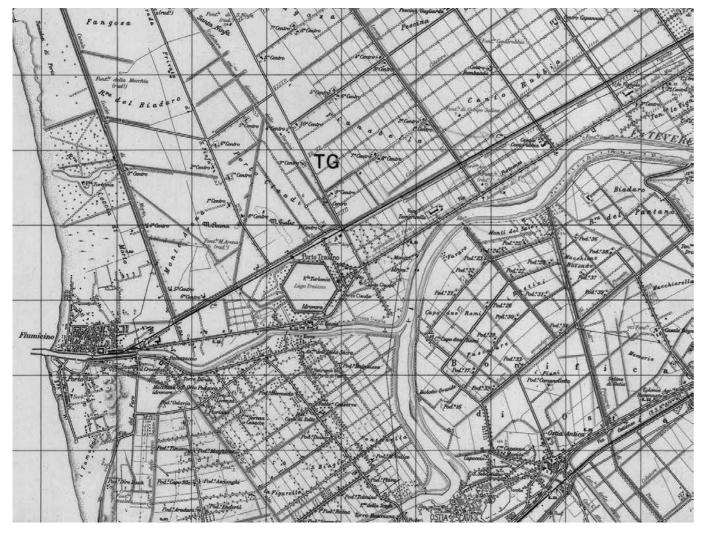


Project area with important spots (source: www.maps.google.de)



# NEW LANDSCAPES FOR YOUNG TERRITORIES





Ostia Antica and Isola Sacra, which have been the focus of IMLA studio project, represent two of the most significant parts of a wide area that stretches between Rome and the sea, also known as "Tail of the Comet," according to an idea and a figure that G. Giovannoni and M. Piacentini - the two major planners of the fascist period - focused before 1940. The idea of extending Rome to the sea has never become part of any planning instruments, but it has become, with the complex structure, often confusing and contradictory, partly spontaneous, that we can see today.1

From my viewpoint, in opposition to an exclusively conservative approach, which is often only interested with the high quality elements - an common approach in our country - it is my opinion that these areas, rich of important Heritage elements immersed in the "swamp" of sprawl, are a potential ground of many interesting proposals in terms of landscape project and urban regeneration, even in consideration that the elements of Heritage lies in a very recent environmental context.

Indeed, the image that is currently visible, tells the natural and human metamorphosis of a recent territory, both with respect to natural morphological structure and to the transformations of an artificial geomorphology, which is the basic layer of all forms of current uses. The gradual sedimentation of approximately two kilometers of territory in 2000 years, the formation of ponds, swamps and wooded areas that, until the end of the XIX century. built the texture of a macro picture of organic matrix, with few signs of artifice: the Roman roads, the ruins of the port system, the salt production, and only in the modern era, the forest plants that in the XVIII century began to be productive and therefore assumed a greater sign of artificiality.

A new landscape had been created since

1884 until the Fascist period, with a large remediation of the whole area - as well as in those of Maccarese and the city of Latina — with a new basic environmental organization, consisting of a grid of channels of great regularity and hierarchical organization and the technical elements to manage the flow of water, accompanied by a local road system and the net of the farmhouses aimed at agricultural production. Also with respect to vegetation landscape, the wide introduction of eucalyptus trees represented an element of novelty and landscape strangeness.

This was really a new landscape, built by workers from Veneto and Romagna, hatched by a land division that is reminiscent of the plains of the Po, almost "alien" compared to the soft and complex shapes of the Roman countryside.

It was a bucolic and rural landscape, which had a very short life, from 1935 until 1950\60 - as shown in the map - when the further process of modernization of settlements occurred: the airport and other major services, along with the large residential development, have distorted a structure and made the agricultural vocation weaker.

A Landscape alien and therefore unique, so to enhance and improve its peculiarity, and to update towards new forms of use.

Our main mission and goals today, in my opinion, can be articulated on two levels. The first is to re-think a new general fuctionalization of the area, compared to the difficulties of orientation, movement and in relation to hydrological risks. The second is to re-signification of the elements of value: the forests, the rivers, the countryside, the proximity of the sea and of course, last but not least, the great historical and archaeological heritage.

In this sense, the spirit and the instruments that we currently ascribe to the practices

of Landscape Design and Landscape Urbanism<sup>2</sup> can help us to define some lines of intervention, following three main tasks:

- 1. Enhancement of forest and naturalistic areas, i.e. the pine forests of Castel Fusano and the Presidential Estate, including the strip of dunes Castelporziano and Capocotta, because of their highly consolidated natural character. New light infrastructure could ensure the conservation and protection at the same time, along with an increase of opportunities for enjoyment;
- 2. Retrain the network of Bonifica, to be exploited as widespread anthropic landscape in terms of connection between different parts of the settlements, which also implies the return to a new value productive and economical: a modern fringe rural with an neighborhood urban agriculture that combines loisir, forms of sustainable tourism and basic food production:
- 3. The river, as a matter of excellence, conceived as the main element, attractor and potential engine of connections between the main macro systems archaeological, historical, natural and anthropogenic through a form of a wide regional linear park that combines different components and produces almost as utopia the idea of a large urban area entirely regulated by a landscape approach. It would represent a kind of new order and meaning, quality and functionality, all governed by the principles of co-existence between man and land.

Images page 10:

top: Le saline di Ostia e lo Stagno di Ponente, in *Topografia Geometrica dell'Agro Romano*, Giovanni Battista Cingolani,

bottom: *Carta d'Italia*, foglio 149, IGM, Istituto Geografico Militare, 1950

<sup>&</sup>lt;sup>1</sup> For more details, see: AA.VV., "Roma. Visioni dalla coda della Cometa", monographic number of *Rassegna di Architettura e Urbanistica*. n. 141. 2013. Rome.

<sup>&</sup>lt;sup>2</sup> Valdheim, 1997 and 2006; Corner, 2003; Mostafavi and Naile, 2003; Weller, 2006.

# INTEGRATING HERITAGE AND LANDSCAPE FOR A NEW IDENTITY OF OSTIA



The territory of Ostia and Fiumicino includes historic settlements which date back to the Romans, the Middle-Ages and Renaissance, and 20th century urbanisation after the land reclamation process. The population growth and the shortage of housing fostered the spread of unplanned developments unsupported by adequate infrastructures. Agricultural land use has partially declined and it has been intersected by micro-industrial areas or tertiary activities linked to the harbours and Fiumicino airport. The area has benefitted from the preservation of its cultural and environmental heritage, but the lack of integrated urban policies has determined its fragmentation and relatively isolation. The loss of landscape identity caused by mass tourism is another debated theme1, as shown by the homologation of coasts with beach facilities in Ostia Lido.

park of Ostia Antica and Giulio 2nd Borgo with its castle. A deeper analysis, however, would reveal the coexistence of numerous land uses with various types of heritage. Firstly, the environmental heritage and its evolution must be highlighted. The interaction of water and soil shaped the coasts and brought marshes. Afterwards, the cycle was artificially reversed to drain the territory and enable its cultivation. Currently, the vegetation range from artificial pinewoods (Castel Fusano) and rows of trees along the drainage channels, to Mediterranean woods and scrub in natural parks (Castel Porziano),

In this patchwork, the cultural heritage is

usually represented by the archaeological

Secondly, the agrarian landscape and its isolated farms delineate an agricultural heritage that shows both the inertial permanence of the post-drainage territorial layout and the formal effects of cultivation techniques.

and finally the rare flora of coastal dunes

(Capocotta)2.

A third aspect is the conservation of the

architectural heritage, both in urban and rural contexts. Ostia Lido reveals the 1930s housing typology, monuments, grids, open spaces as originally planned. In the reclaimed lands, it is still possible to realise Giuseppe Pagano's vision of rural architecture as a paradigm of functional simplicity<sup>3</sup>.

Finally, harbours and related activities concur to define its territoriality. On one hand, the archaeological evidences of the Trajan harbour, Portus and the warehouses of ancient Ostia are relevant to the cultural tourism. On the other hand, the 20th century harbours and their planned expansions attract nautical tourism.

Anthropogeography, however, would not be sufficient to decode this territory and elaborate proposals. The comprehension of its multifaceted identity relies also on the perception of the cultural heritage in the landscape.

By relating nature to culture, it can be observed that the river loops, the geomorphology of the park and the fortified village somehow remind of the gently undulated landscapes of the Roman countryside, contrasting with the surrounding flat reclaimed fields. However, the perception of Ostia Antica park and the Borgo is influenced by its taller components and masses. The fortifications are still witnessing their strategic function and man adaptability after the decline of ancient Ostia among the inhospitable marshes. The fences along the roads protect the park but partially hide the archaeological excavations; by looking up, the observer is captured by the layered succession of plants and ruins or buildings.

The vegetation of the archaeological park<sup>4</sup>, mainly planted in the 1940s by Busiri Vici and De Vico Fallani, has become mature. A multidisciplinary reflection is needed upon its reintegration or not, because of the potential damages to the ruins. Archaeology is not any more the only

attraction of the park, whose identity and its recognisability result from the combination of elements and dynamic factors. The genius of place lies in the antiquity of path stones, bricks and travertine, and the seasonal display of foliage and flowers. Visual connections of tree alleys, the tall green canopy, masses of Mediterranean shrubs dotting the lawns and the ivy climbing on the ruins belong to the same landscape. Overcoming visual separations of the landscape elements might offer a chance to improve people's awareness of the environmental, archaeological and architectural heritage. In doing so, an effective contribute might come from planning a green infrastructure<sup>5</sup> to link natural and artificial elements, enhancing their sustainable fruition even with existing historic routes - i.e. via Severiana.

In conclusion, there is still claim for authenticity. In pursuing such objective, the rediscovery of the peculiarities of landscapes and heritage would be essential. Strategies and plans to re-sew the landscapes as a continuum may offer an everyday cultural experience for anyone who is either living or working there, or only visiting the area.

Stakeholders should aim to manage the anthropic pressure of development and tourism, enhance the territorial identity<sup>6</sup>, and introduce sustainable connections.

Image page 12: Ostia archaeological park from via Ostiense

<sup>&</sup>lt;sup>1</sup> Vitta, M., *II paesaggio. Una storia fra natura e architettura, Einaudi*, 2005, p. 300-302

<sup>&</sup>lt;sup>2</sup> Bagnasco, C. (ed. by), II delta del Tevere. Un viaggio fra passato e futuro, Palombi Editori, 1998; Blasi, C. (ed by), Carta delle Serie di Venetazione, 2009

<sup>&</sup>lt;sup>3</sup> Tosco, C., *II paesaggio come storia, II Mulino*, 2007, pp. 72-73

<sup>&</sup>lt;sup>4</sup> Pavolini, C., Ostia, Edizioni Laterza, 2006

<sup>&</sup>lt;sup>5</sup> Mell, I.C., Green Infrastructure planning: A contemporary approach for innovative interventions in urban landscape management. in Journal of Biourbanism. 1-2012

<sup>&</sup>lt;sup>6</sup> Clementi, A., *La rigenerazione dei paesaggi italiani, in Il Paesaggio Italiano*, Touring Editore, 2000, pp.219-220

# LANDSCAPES OF OSTIA

# NATURALISTIC VOCATION AND HISTORICAL DEVELOPMENT OF THE ROMAN AGRO BETWEEN CITY AND SEA



The roman *Agro* is the geographic name given to the vast rural area, between the plane and hills, stretching around the city of Rome.

In relation to the selected project area, such portion of territory extends beyond the G.R.A. along the Tiber river to the Tyrrhenian sea, and it includes both the archaeological site of *Ostia Antica* and the beach of the modern *Ostia*.

The first reclamation for productive purposes of this wetland dates back to the Etruscan period, afterwards Roman and finally Mediaeval, when the largest number of fiefs were part of the castle of the Orsini family.

While the literature and painting of the *Grand Tour* depicted an Arcadian-pastoral context, the landscape conditions of the site were still the same of four centuries earlier.

There was a nearly impenetrable jungle which included vegetation series faithful to their water place: the *matrix* was the native lowland forest of the coastal range in prevalence of *Quercus ilex*, the *edafoxerofila* series in prevalence of *Quercus suber* and *Quercus frainetto* in drier areas, and the forests of the alluvial valley of the *edafoigrofile* series in prevalence of *Quercus robur, Fraxinus ornus, Salix and Populus sp.*, in depressed moist areas<sup>1</sup>.

Large ponds, a few crops, vineyards and pastures for the buffaloes were the *patchs* which interrupted this continuity. While the forests provided an ideal habitat for wild animals, migratory birds used the wetlands as wintering grounds.

In the early 18th century the Tuscan family Sacchetti that already owned about 2000 acres of land, planted a production pinewood, with some 7000 *Pinus pinea* and several *Quercus ilex* near the sea, to enrich the evergreen Mediterranean maguis.

The year 1870 marked a milestone in the definition of the identifying characteristics

of this landscape, when the Italian State needed to radically reclaim the river lands around the new Capital.

In 1884 began the reclamation of the large pools of Ostia and Maccarese: approximately 90 km of canals and a pumping station were made to drain about 150 acres of marsh.

The recalibration of the riverbed created by 1930, through the construction of longitudinal embankments and the regularization of the riverbed, had the purpose of protecting the land gradually dried up. The reclamation ended in 1936. The crops in irrigated areas, for the

The crops in irrigated areas, for the production of cereals, fodder and vegetables, and the alternated crops in non-irrigated areas for the cultivation of vine, replaced the ecosystem of the floodplain forest. In the permanent meadows are bred cows, horses and mules<sup>2</sup>.

The evergreen foliage of the eucalyptus trees from Australia, planted for their massive capacity to absorb water from the soil, highlighted the underground track of the channels.

The pinewood, already reduced to about 900 acres, were used only as a hunting ground by the king Umberto I.

In the 1950s some complex peri-urban settlements were developed in these lands: new residential centers provided by the urban planning of the city of Rome were located in Ostia and Casal Palocco.

The growth of this positivist approach to the construction of the modern city, whilst continuing to privilege a basic problemsolving approach to the population needs, has concealed the signs of environmental layers, confusing the recent urban fringe with the historical permanence, the hydraulic infrastructure with the ecological potential, the agricultural textures with their detractors.

In the late 1970s, several associations proposed the idea of the "Park of the Roman Coast" to safeguard and promote the remaining landscape of cultural and

natural value, including the Urban Park of Pinewood in Castel Fusano. This aim was eventually pursued in 1996 with the establishment of the State Natural Reserve "Roman Coast," according to the law 394/1991.

In this context, the landscaping approach to the territorial project can be one of the tools most appropriate to combine the physical-ecological system with socio-economic dynamics.

The landscape project should be an ecotone<sup>3</sup> of boundary and contamination, between the water and the urban sprawl, among the native rainforest matrix and the subsequent agricultural identity, in response to the problems such as the lack of public facilities and services, the improper use of existing green areas and the inaccessibility and security of the peripheral zones.

<sup>&</sup>lt;sup>1</sup> Carlo Blasi, *Fitoclimatologia of Lazio*, excerpt from "Plant Sociology", 27, 1994 with "Appendix" unpublished

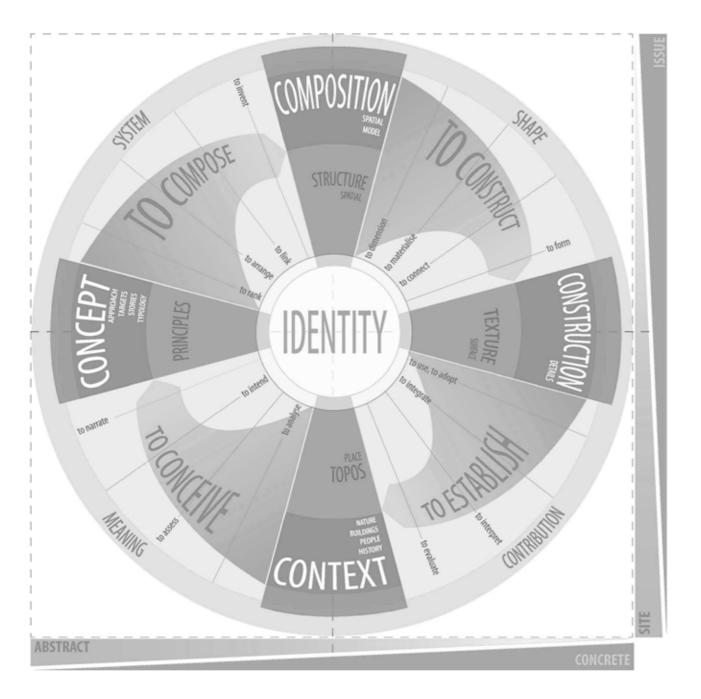
<sup>&</sup>lt;sup>2</sup> Soil use man of the Lazio (2009)

<sup>&</sup>lt;sup>3</sup> In ecology, an ecotone is an habitat of transition between two ecosystems, and, more generally, between two homogeneous habitats. The ecotone contains species of its neighboring communities and exclusive species of itself, and, therefore, have a high richness and biodiversity.

Eugene P. Odum, *Pasics of Ecology*, second edition, Piccin-Nuova Libraria. Padova 1988:

Thomas M. Smith, Robert Leo Smith, *Elements of Ecology*, sixth edition, Pearson Benjamin Cummings, 2009

# DESIGNING IDENTITY – METHODICAL APPROACH



The study project "New Landscapes for Ostia. Landscape Layers – Landscape Pattern" followed a certain procedural method which was presented to the students during the first project introduction. It represents a processoriented approach to teach and research landscape design as a result of exploring, practicing and reflecting different design methods and theories in academic study projects as well as in professional practice of landscape architecture.

The central idea of the consideration is the cultivation of identity as a main value of landscape and places. To cultivate identity means to understand it, to create, re-create or rediscover it and to develop it.

#### THE LAYER-PATTERN-MODEL

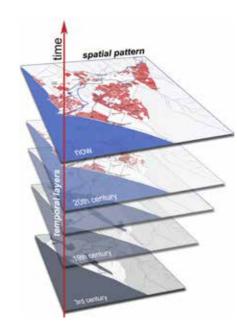


Image: Layer-Pattern-Model (graphic according to Filippetti, 2013, and Keay, Paroli, 2011)

The approach is based on a landscape model with spatial 'pattern' and temporal 'layers' as main elements of landscape identity. The landscape pattern shows the recent use and condition of the landscape like – in the case of Ostia – settlements, infrastructure elements, agricultural areas, woodlands, water bodies etc.

Landscape layers can be experienced physically by some parts of this pattern like natural, cultural, archeological or historical traces, structures and monuments as well as intangibly or virtually by knowledge, stories and memories about the place, by its meaning and image (Carmona, 2010, page 122). Considering the Ostia project both physical pattern and intangible layers contribute to the identity of landscape.

#### THE DESIGN CYCLE

Against the background of this model with interacting pattern and layers the design process in landscape architecture can be structured in four components: the context, the concept, the composition and the construction – each fulfilling different degrees between abstract and concrete, between site-orientation and issue-orientation (see image page 16: Design Cycle).

The context is always site-oriented and contains nature, buildings, people, history and meaning. Together they make the "sense of the place" (Carmona, 2010, page 122). Between these physical, concrete elements and these intangible, abstract elements the context is the origin of every planning and design process.

On the base of targets, typologies and stories about the context the concept creates design principles. Relating meanings and functions, the concept combines planning and design strategies. In the middle between site- and issue-orientation it is the most abstract part of the process.

The composition, predicated on these principles, represents the model of the spatial structure, the meeting of system and shape (Engel, 2002, page 65ff.), of form and function. "The composition

must integrate and activate programmatic, physical, technical or constructional qualities into a structure that permits reading and interpretation" (Steenbergen, 2008, page 17). To this effect the composition is concrete and abstract in equal measure and the most issue-oriented part of the design process.

Finally the construction brings the composition to reality, offers a texture with a tangible surface to the environment adopting it as a new part of the place. The construction represents the most concrete part of the design process and must balance between issue-orientation (functions) and site-orientation (materials).

Summing up, the planning and design process, here seen simplified as a cycle, covers four steps, starting from the context: to conceive the meaning, to compose the system, to construct the shape and to establish the contribution into the context again. Every step correlates with different levels of abstraction, different scales and creates different kinds of outputs.

The results shown in the following documentation are representing this approach quite obviously.

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Steenbergen, Clemens (2008): Composing landscapes. Analysis, Typology and Experiments for Design.

# **PROJECT TEAMS**



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GREEN GO

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# **SUPERVISORS**

# INSTRUCTION



Additionally a special thank goes to:

Architect **Roberto Filippetti** for his comprehensive introductory lecture: "Archaeology of Modernity. Land Drainage and urban development on Roman coast." and

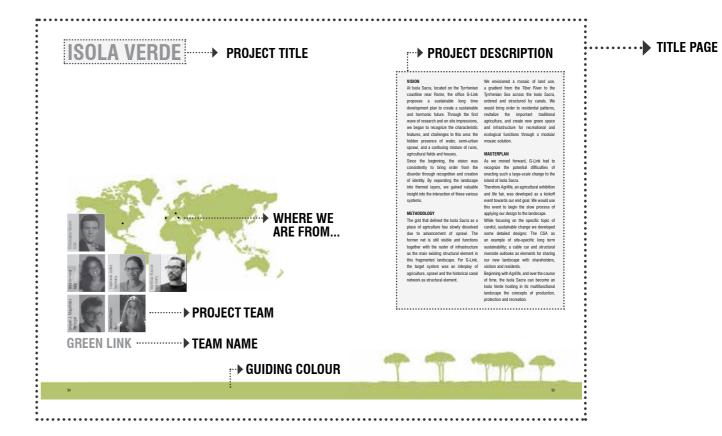
Archaeologist **Prof. Carlo Pavolini** (Università degli Studi della Tuscia, Viterbo) for his impressive introduction and guided tour at Portus / Lago Traiano.







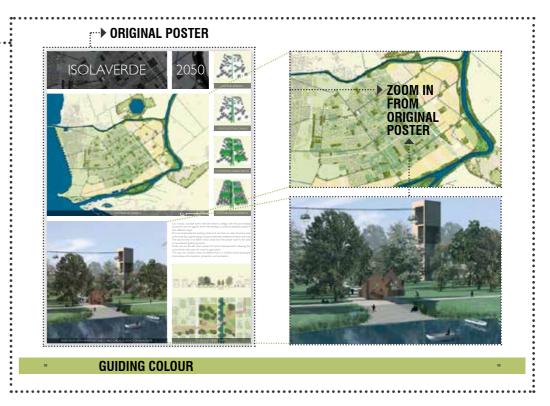




Each project starts with two title pages that introduce the project team and give a short overview about the conceptual idea.

On the following pages the original posters are presented on the left side. On the right side some excerpts from the original posters are shown. To guide you through the brochure each project has its own guiding colour that is shown at the bottom of each page.





# EXPIERIENCE OSTIA — A NEW LANDSCAPE PATTERN IN OSTIA



**PLANT** 

Imagine that you are in a place where history is intertwined with everyday life, where the heritage is surrounded by greenery and is full of life. Think of the sound of the water, relaxing on the grass, the smell of fresh vegetables and herbs and additionally close location to the commercial center. That's how we imagine the new landscape for Ostia!

Our VISION is to bring heritage into daily life. We want to combine heritage, people and nature and create a perfect balance between them. People should be able to be in green surroundings as well as to enjoy the heritage without visual barriers. In addition, we want our proposal to be attractive for both tourists and residents of Ostia.

Therefore, our solutions also include for example new developments and a community garden. Currently, three amazing heritage sites of Ostia are completely divided and also partly forgotten.

Our STRATEGY involves combining these sites by creating a green corridor that will have a huge potential to become the new pride of Ostia. To deeply evaluate the current situation in the project area we visited the site, made a photo documentation, collected data and used some strategic project management tools like e.g. SWOT analysis.

After using such a METHODOLOGICAL APPROACH we were ready to make changes in the landscape of Ostia.

Our main project TARGETS are divided into three main parts:

First one is creation of a greenway connection which will provide additional green space, sustainable development but also will be a protection for new habitats. Second one includes the revitalization of heritage which will bring back the historical value of Ostia and thus increase the number of tourists. Last but not least: redevelopment of the area which will improve the living quality in this region.

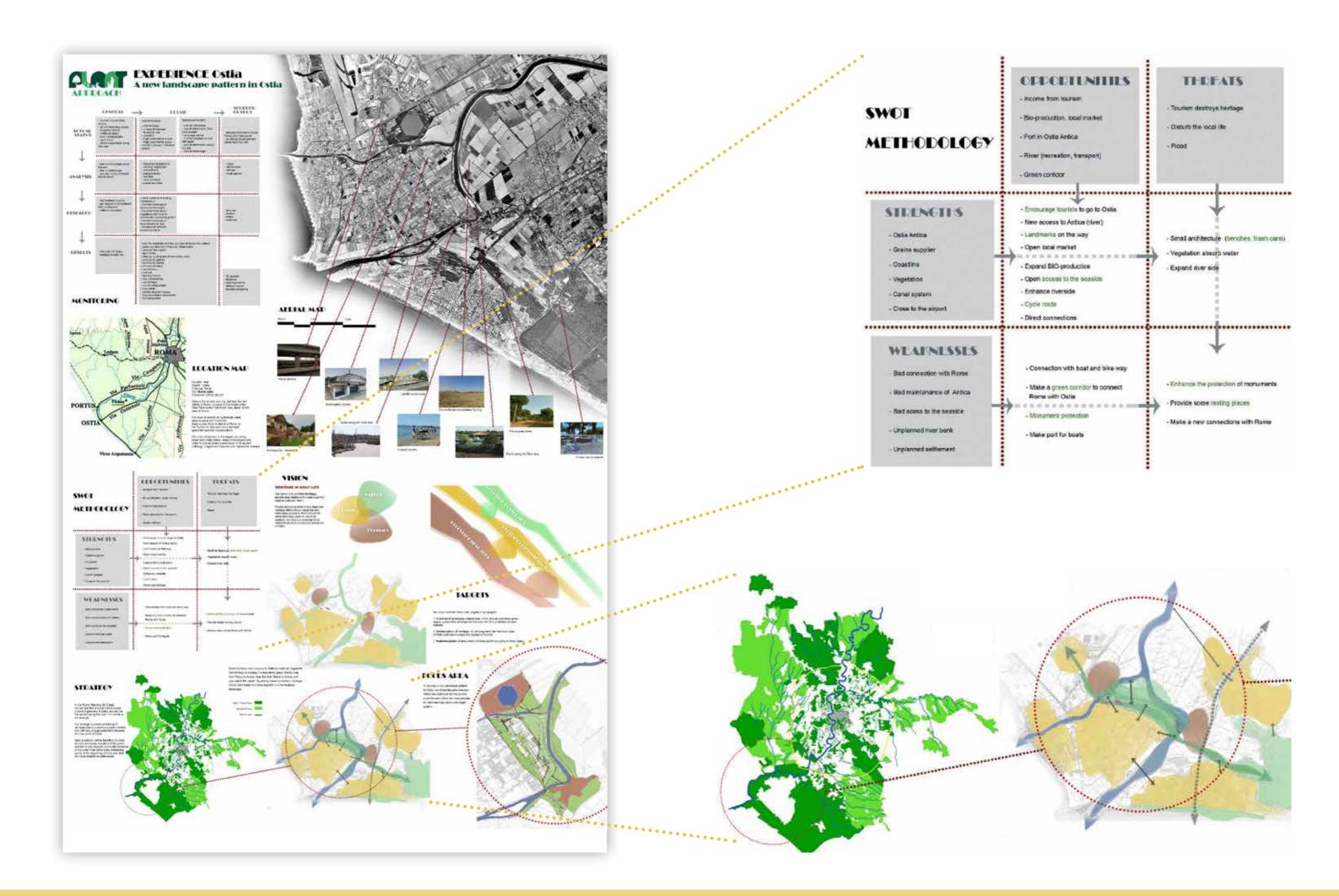
Before proceeding with the planning we conducted in-depth ANALYSIS of the current situation with maintaining the division of heritage, people and nature. After receiving the results of the analysis we have created our CONCEPT for new Ostia

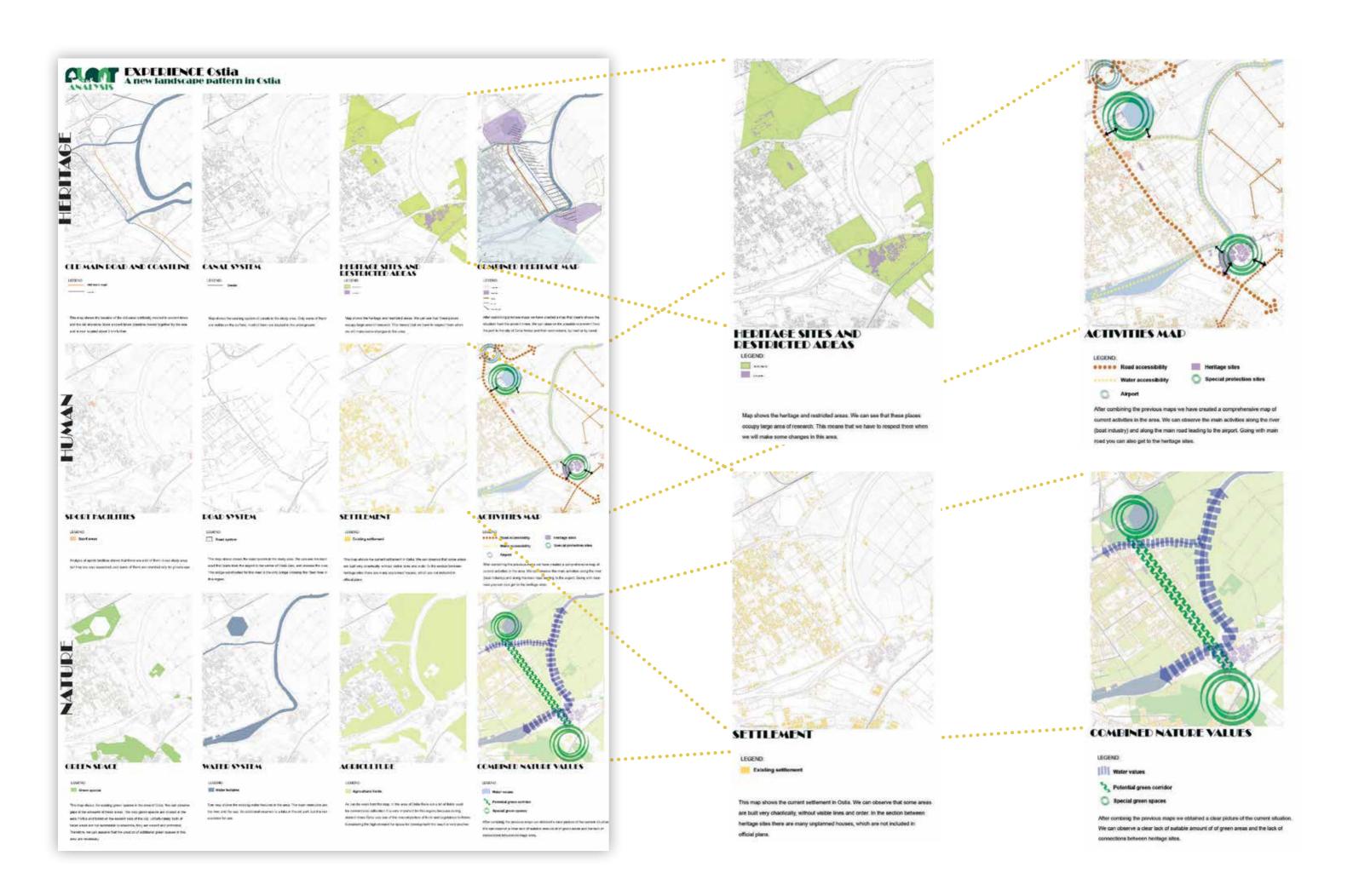
It covers a wide range of greenery, combining three heritage sites, and taking into account the new development plan, community garden, commercial center, several smaller parks and a forest-barrier against noises of everyday life. Additionally, we renewed the old canal.

How you can experience Ostia? We answered this question by showing detailed plans of our project including the DETAILED DESIGN and visualization.

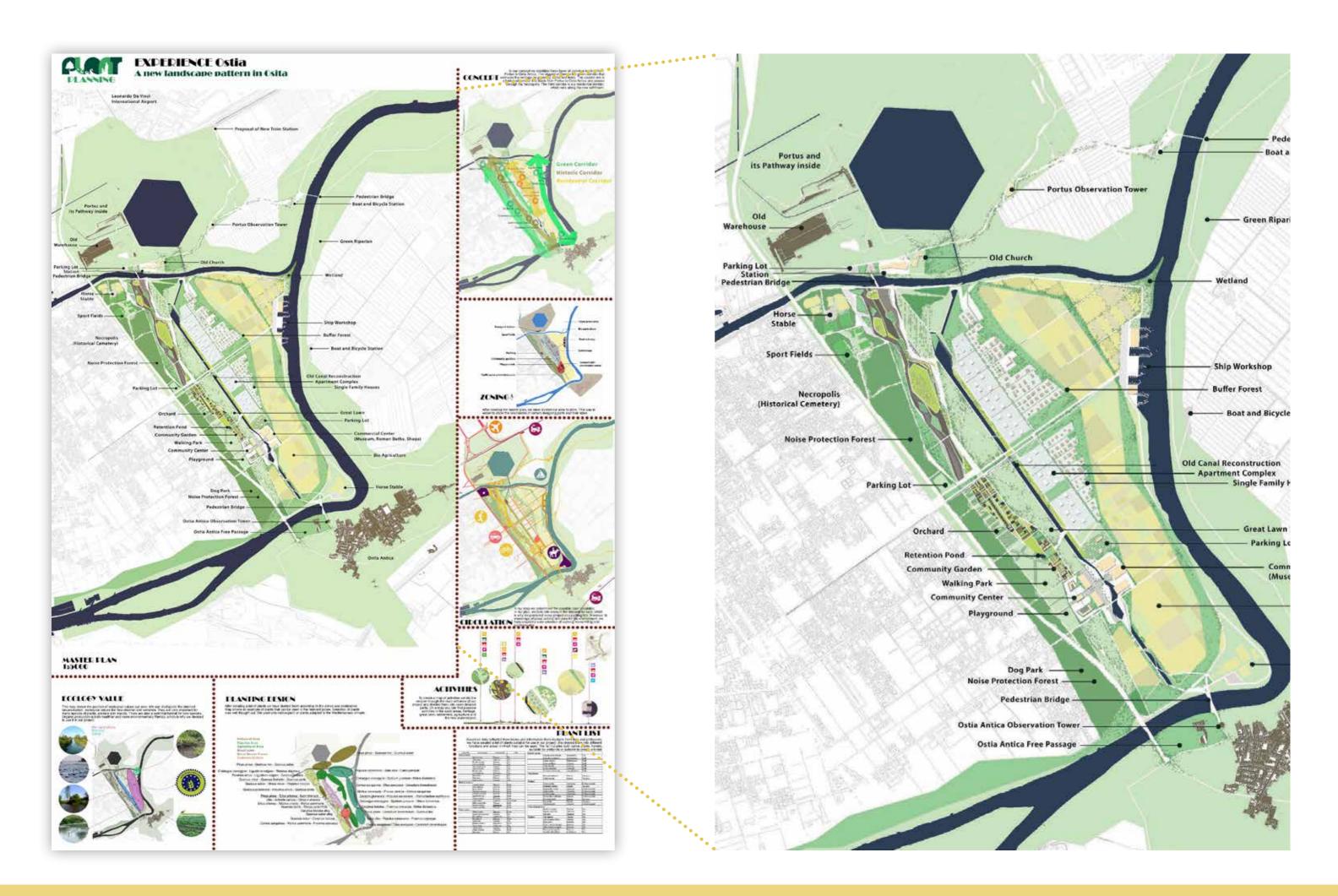
We hope that you will also experience Ostia. It is really worth it!

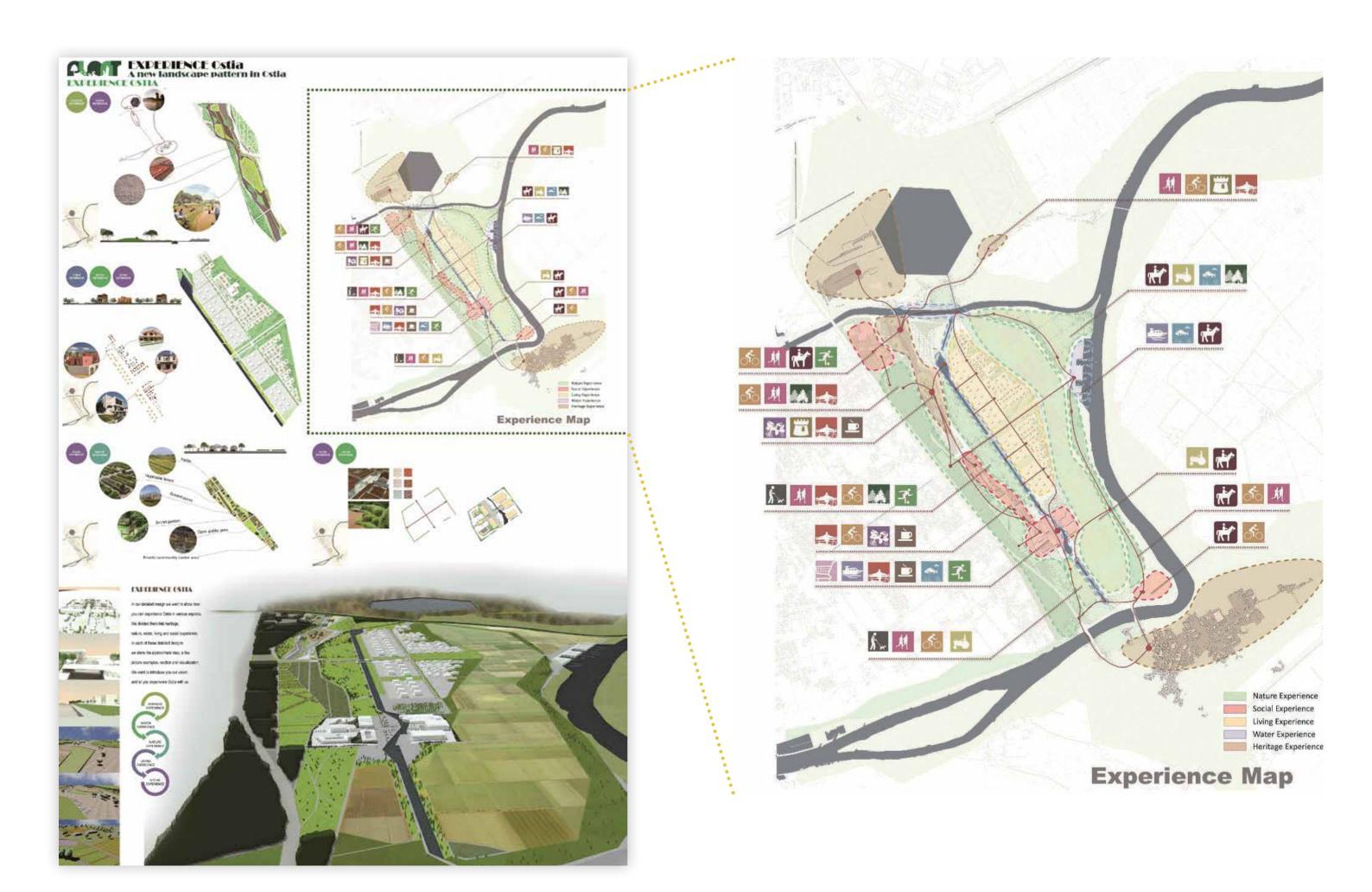






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# **OSTIAXES**



L4ND+2

What if the problem could not be solved by one approach? What if the solution was a network of concepts and not one concept?

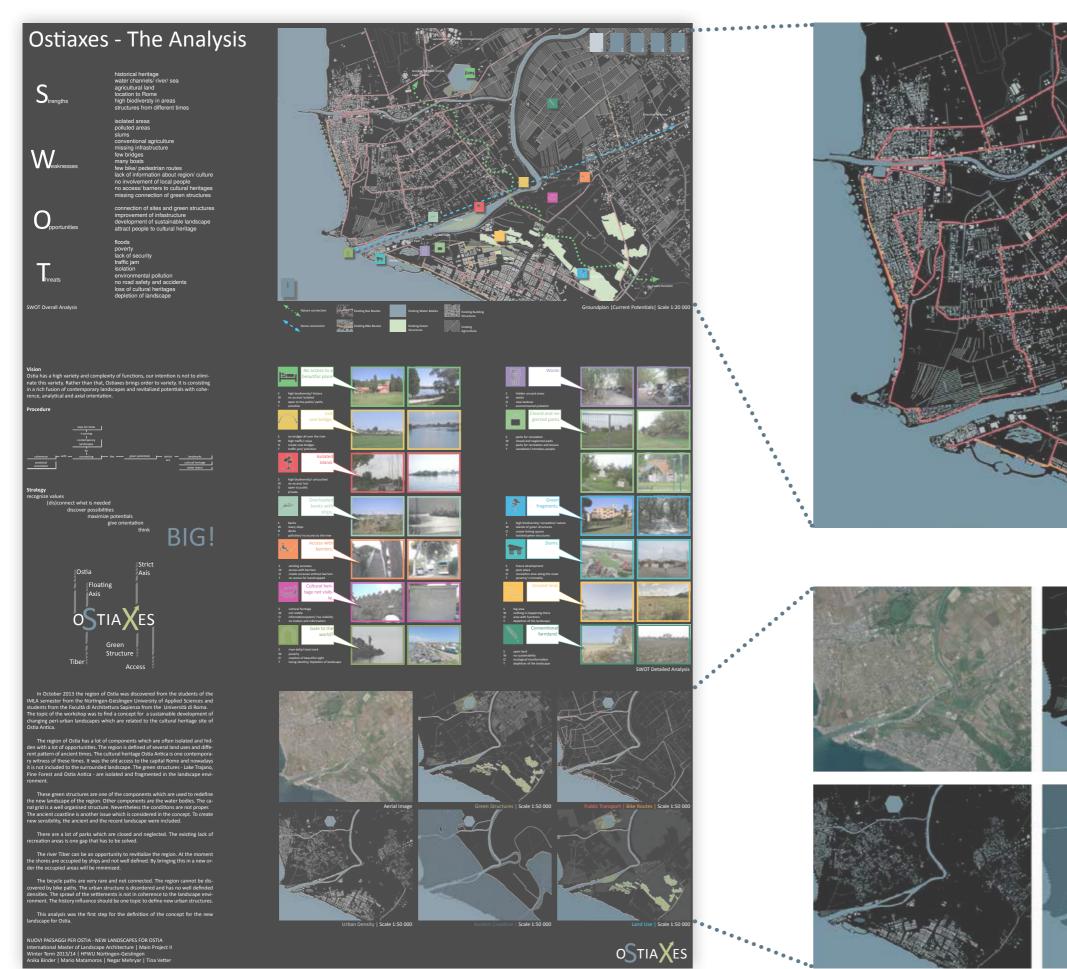
OSTIAXES is this network. Two large areas with a high variety of landscape characters and structures cannot be solved by a single concept. They need order and communication but this order has to be realized without eliminating the variety.

The main task was to imagine a future in which the sense of ownership of the landscape is returned to Ostia citizens; a future in which you can get everywhere by using not your car, but your bike; a future accessible to all, a big display of all the hidden features of the disordered gate to

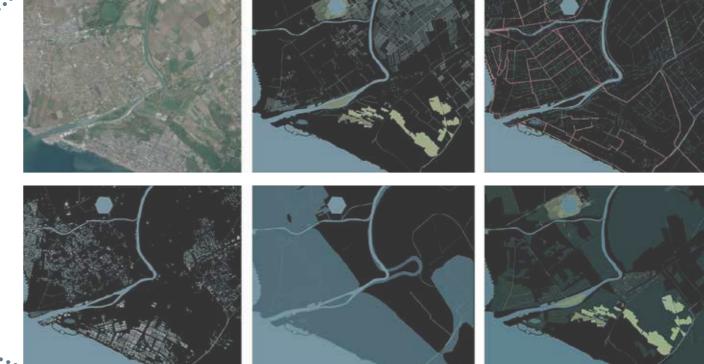
The second task was to give value to all the forgotten potentials: the Tiber, an iconic river, the Ruins of Ostia Scavi, the former Traiano Harbor, the Pier Paolo Pasolini Park and of course the Gate to Rome.

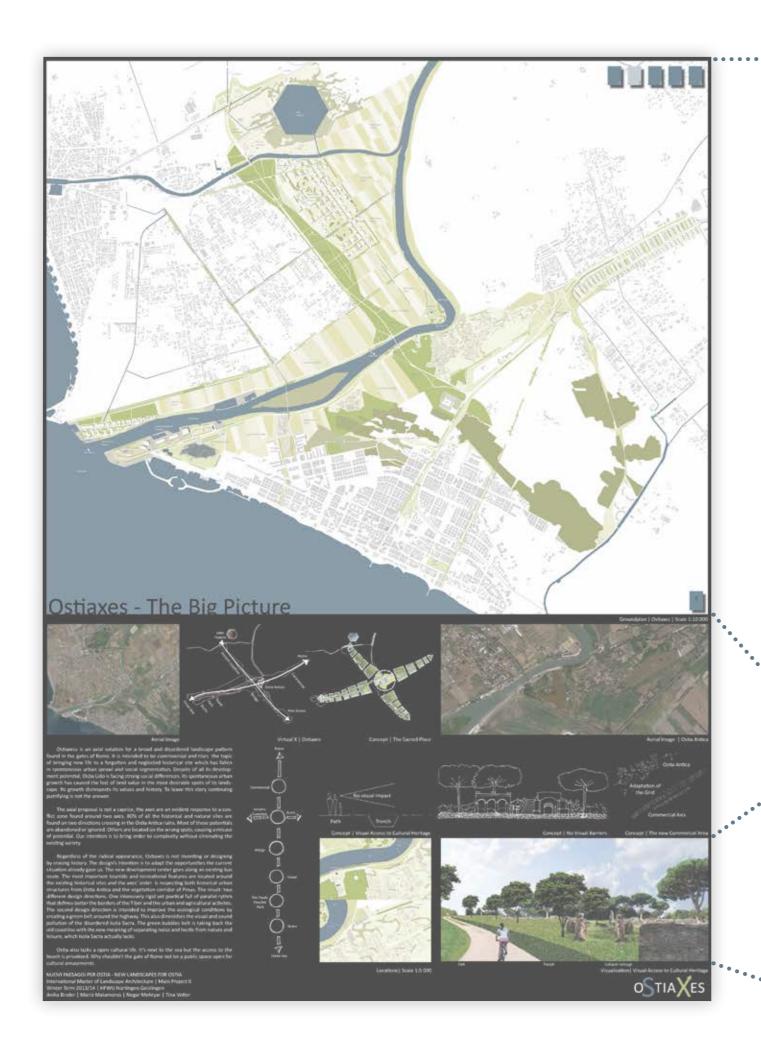
The challenge was to realize that every little change in potential had a collateral effect. If we wanted to give the value to certain areas we had to answer to other social questions on how and where to move the functions without eliminating but improving their conditions. OSTIAXES is an axial strategy that proposes to bond the citizens, the nature and the heritage by two crossing axes, with the ruins as the start point. Why? The ruins are the first image which comes to your mind when you think of Ostia. They are the sacred place; the most sensible, yet valuable zone of the master plan. They inclusively define the river axis by a repetition of their parallel grid, while the other tries to bring back history by creating a vegetal metaphor of the former coastline connecting the lake Traiano and the existing Pinus pinea zones.









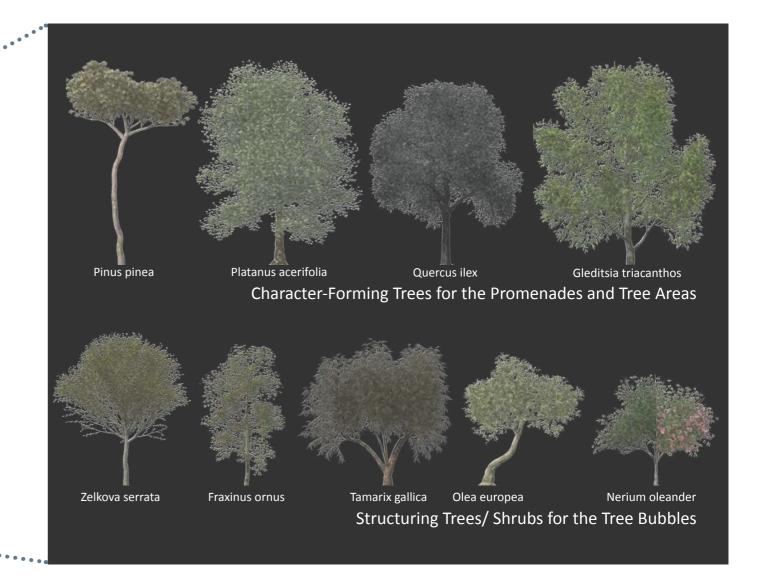


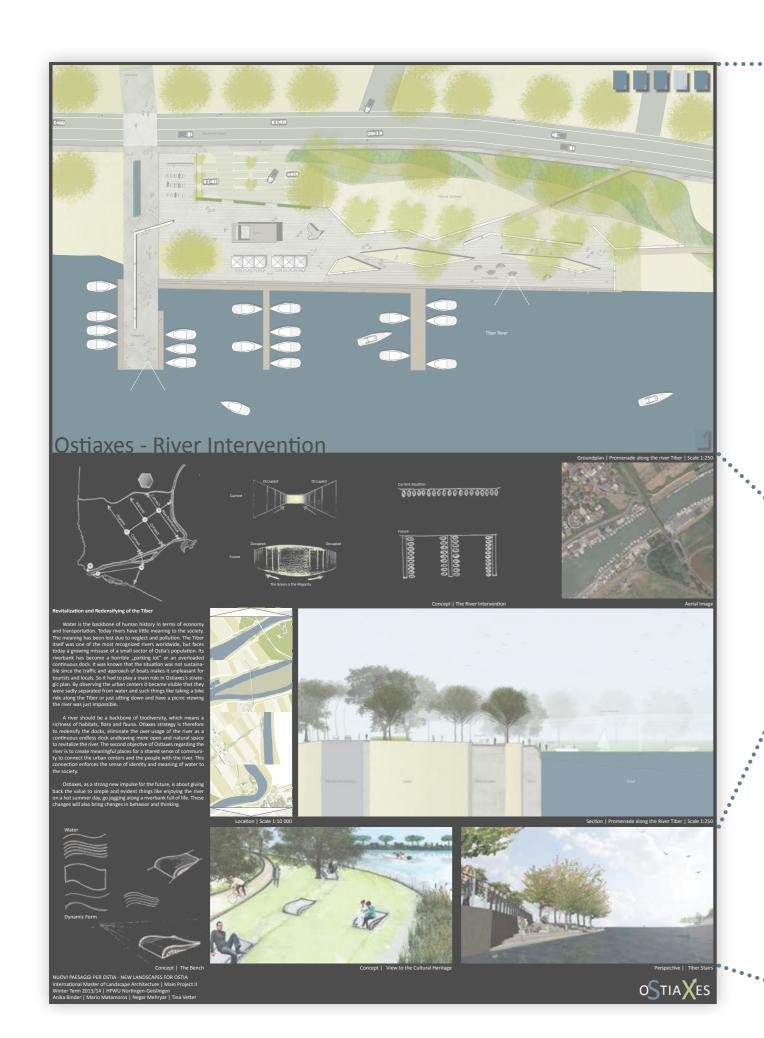






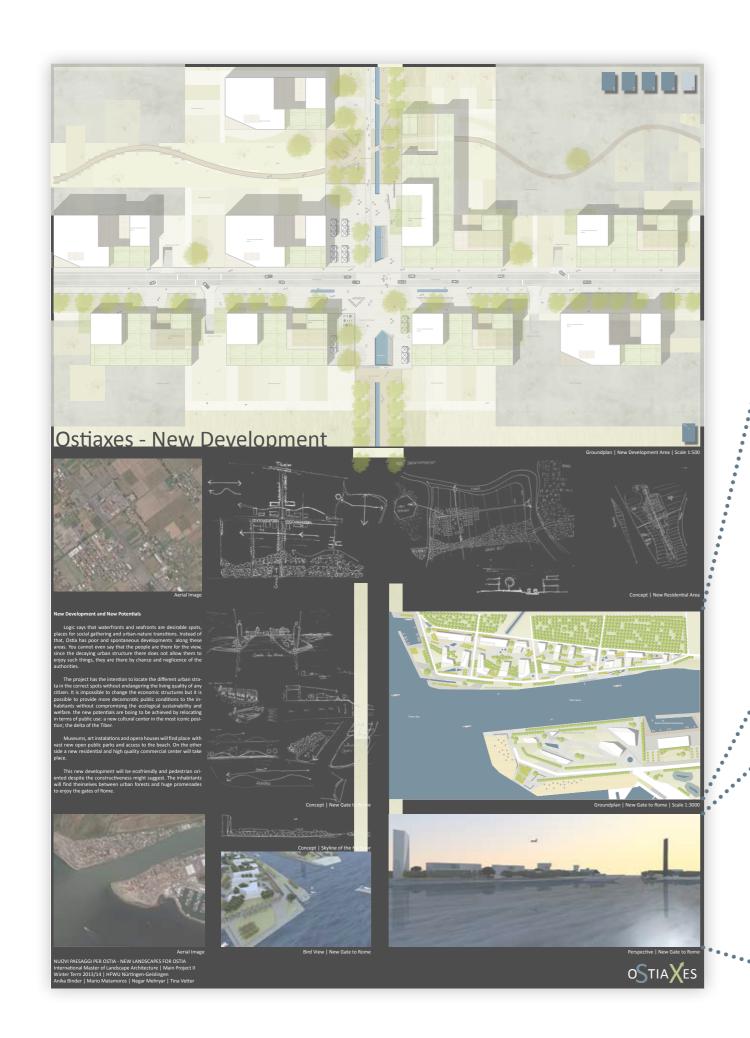


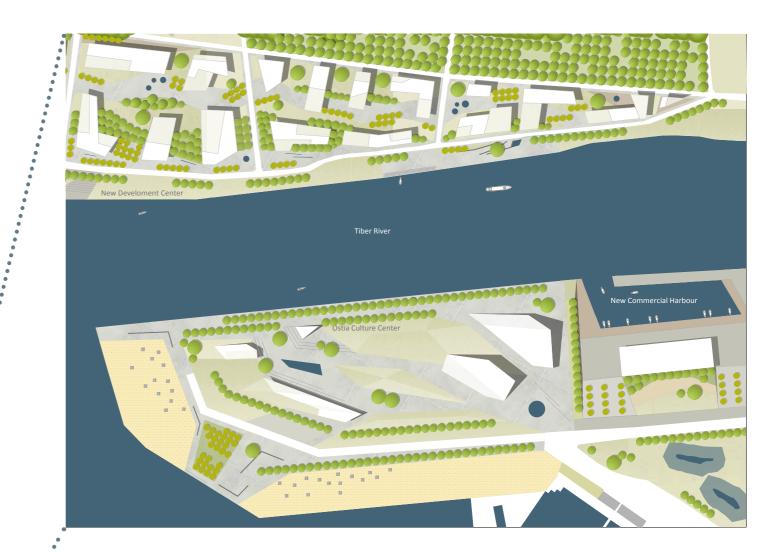














# **ACQUETTIVA**



#### VISION

For the region of Rome, we focus on circulation of water at regional catchment area. have defined that water management, purification retention should organized this Ultimately, creating natural landscape around the river, which dissolves to urban, is one of our goals. At urban level, water combines the space together. For example we have two different levels in this area i.e. street and building, where we collect, purify and reuse water. Our strategy can be seen at three levels: Blue infrastructure: We use existing water canals and water elements to our concept. We can see develop how Rome is connected to the coast the water as a medium. infrastructure: Green spaces combine to form the green landscape. We combine green and blue, land and water and design new landscape for Ostia. Traffic network: Urban areas are where this concept is shaped with a sustainable approach. With green and blue infrastructure we developed water friendly spaces.

#### REGIONAL CONCEPT PLAN

We divided the river into separate parts on one hand to reflect the existing situation on the other hand it reflects the potentials of the different areas. We create repeated elements that allow the possibility to provide general solution for the similar sites and go into depth on our own focus area with a specified design that can be different in character from the ones outside the focus area. These motives are defined by the traditional land use and the historical feature of the river.

## IMAGE OF NATURE AND SPATIAL CONCEPT

Firstly, we summed up the existing water features along the river characterized by human activity and the built environment.

Then we defined new intervention areas that bring new features to the site or modify the existing water system. With our concept we strengthen the connection between people and the river and among the different settlements.

#### CONNECTING LANDSCAPE

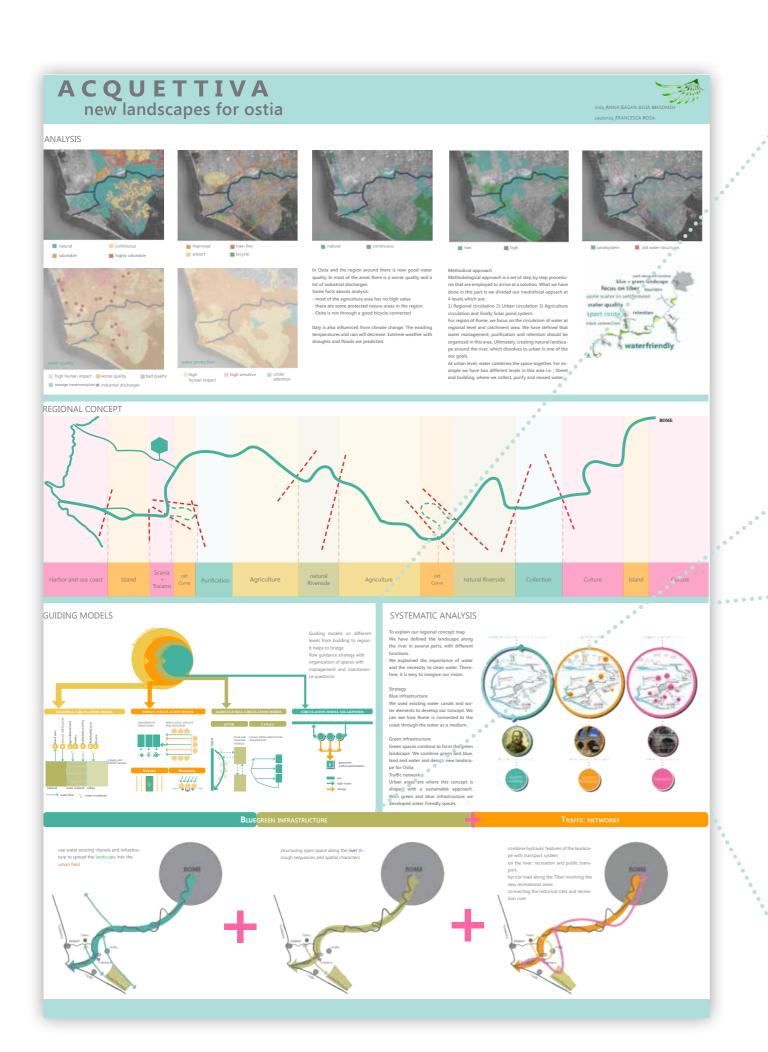
Connection between Rome and Ostia till the coast is through transportation along the river (as it was in the past). This route will be used as a new tourism route with stations at the places we intervene with. We connect Fiumicino airport and Castel Porziano by strengthening the existing line of the channel system. We create an intense road network which connects the old harbor to Ostia through an urbanized network. Here we show the old coast line through design language. In the design part we focused on two different areas: a natural recreation wetland area and a sustainable settlement area.

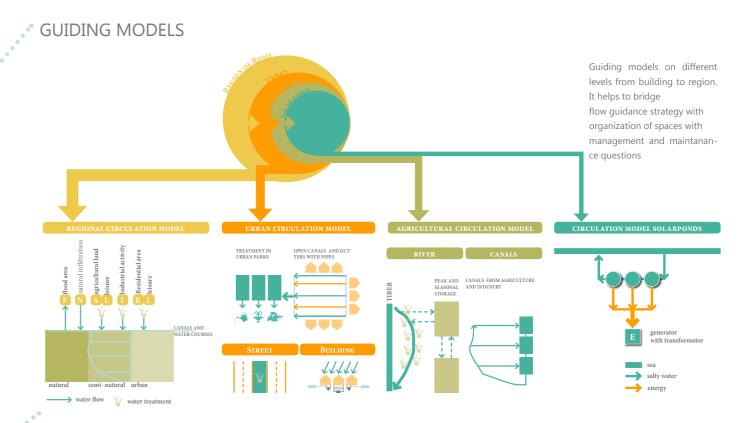
The landscape in the wetland area is characterized by a chain of ponds serving as a water retention and purification site combined with recreation, nature education, and bicycle renting possibilities.

The concept of this settlement arises from and is based on water, a sustainable settlement designed with an attempt to clear and improve water quality. The key focus of the whole project is to improve water quality in the whole area; in the urban settlement it is achieved with unique innovation.



GREEN GO!





### SYSTEMATIC ANALYSIS

To explain our regional concept map

We have defined the landscape along the river in several parts, with different functions.

We explained the importance of water and the necessity to clean water. Therefore, it is easy to imagine our vision.

#### Strategy

Blue infrastructure

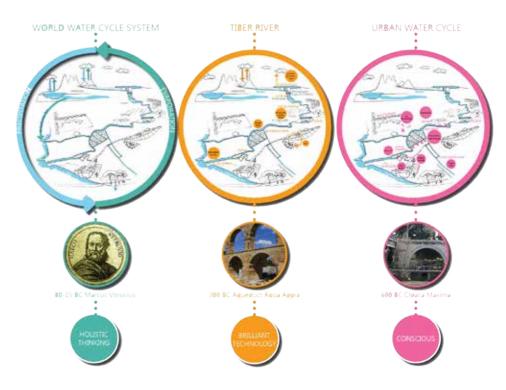
We used existing water canals and water elements to develop our concept. We can see how Rome is connected to the coast through the water as a medium.

#### Green infrastructure

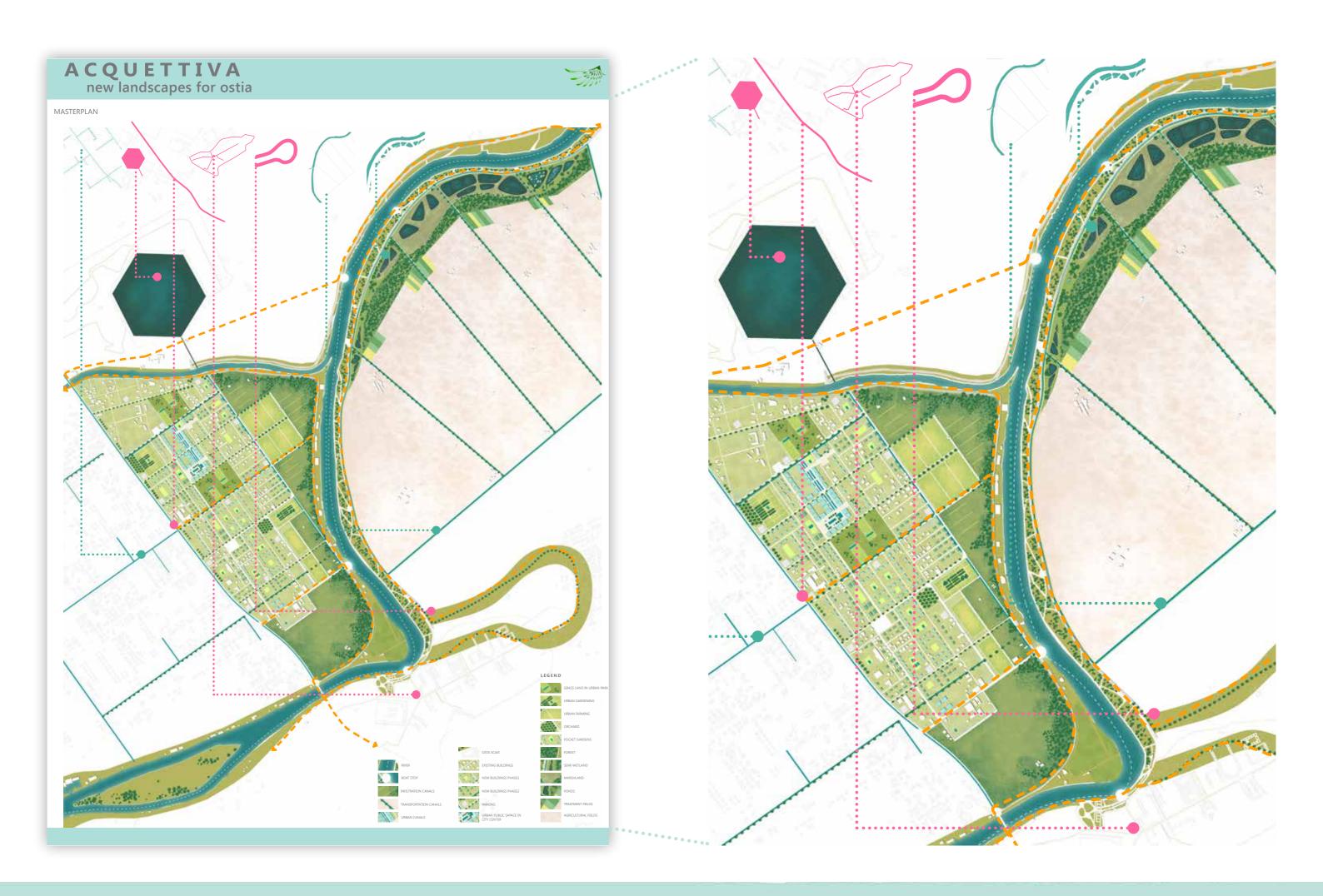
Green spaces combine to form the green landscape. We combine green and blue, land and water and design new landscape for Ostia.

Traffic network

Urban areas are where this concept is shaped with a sustainable approach. With green and blue infrastructure we developed water friendly spaces.



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# A C Q U E T T I V A new landscapes for ostia













INVESTMENT BENEFITS

#### DETAILED PLAN







SUSTAINABLE DISTRICT VISUALIZATION



#### TREES FOR NATURAL AREA





















#### SETTLEMENT CENTER VISUALIZATION









irrigation





## **ECOSYSTEM SERVICES**

ecological integrity	biodiversity	biotic water flows	reduction of nutrient loss	abiotic heterogennity		
regulating ecosystem services	flood protection	air quality regulation	global climate regulation	groundwater	local climate regulation	water purification
	! ! !					
provisioning ecosystem services	crops/fodder	capture ficheries	aquaculture	fresh water		
cultural ecosystem services	water heritage	cognitive development	educational	recreation	aesthetic value	



# **ISOLA VERDE**



**GREEN LINK** 

#### VISION

At Isola Sacra, located on the Tyrrhenian coastline near Rome, the office G-Link proposes a sustainable long time development plan to create a sustainable and harmonic future. Through the first wave of research and on site impressions, we began to recognize the characteristic features, and challenges to this area: the hidden presence of water, semi-urban sprawl, and a confusing mixture of ruins, agricultural fields and houses.

Since the beginning, the vision was consistently to bring order from the disorder through recognition and creation of identity. By separating the landscape into themed layers, we gained valuable insight into the interaction of these various systems.

#### METHODOLOGY

The grid that defined the Isola Sacra as a place of agriculture has slowly dissolved due to advancement of sprawl. The former net is still visible and functions together with the raster of infrastructure as the main existing structural element in this fragmented landscape. For G-Link, the target system was an interplay of agriculture, sprawl and the historical canal network as structural element.

We envisioned a mosaic of land use, a gradient from the Tiber River to the Tyrrhenian Sea across the Isola Sacra, ordered and structured by canals. We would bring order to residential patterns, revitalize the important traditional agriculture, and create new green space and infrastructure for recreational and ecological functions through a modular mosaic solution.

#### **MASTERPLAN**

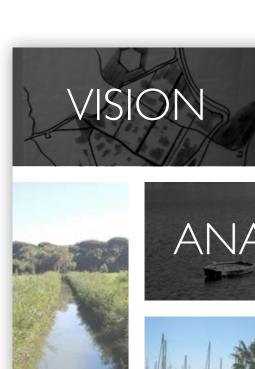
As we moved forward, G-Link had to recognize the potential difficulties of enacting such a large-scale change to the island of Isola Sacra.

Therefore Agrilife, an agricultural exhibition and life fair, was developed as a kickoff event towards our end goal. We would use this event to begin the slow process of applying our design to the landscape.

While focusing on the specific topic of careful, sustainable change we developed some detailed designs: The CSA as an example of site-specific long term sustainability; a cable car and structural riverside outlooks as elements for sharing our new landscape with shareholders, visitors and residents.

Beginning with Agrilife, and over the course of time, the Isola Sacra can become an Isola Verde hosting in its multifunctional landscape the concepts of production, protection and recreation.

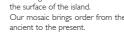






GLINK's concept for the Isola Sacra is an interplay of gray and green, of development and agriculture. The tiles of the mosaic fit neatly into the historic grid of irrigation canals, stretching like a backbone across the surface of the island.

Our mosaic brings order from the ancient to the present.



































RIVER EDGE WITH VIEWPOINT AND CABLE CAR AS A LEGACY FROM AGRILIFE

















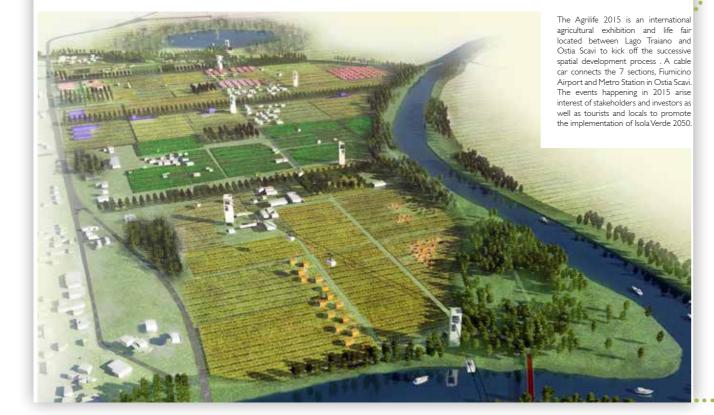
















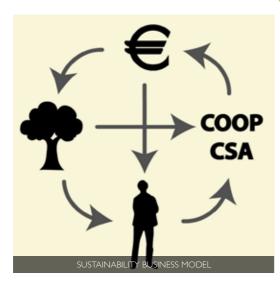


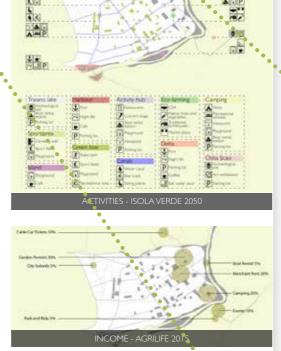


This diagram describes the underlying system logic, the cycle by which our entire design will be implemented and maintained. Here, the interconnectivity of each piece of the puzzle can be seen; each aspect, people, umwelt, and productivity combine to create a supportive net.

A coop is any organization in which local people worktogether to create mutual benefit. It is a modification of typical business structure, designed to reinvest in the communities that power if

This sustainable model unites the moving pieces of our design for Isola Sacra. It is the underlying mechanic that allows the whole thing to work over time, creating a higher quality of life, environment, and economy for the area.











## **GREEN VIA SEVERIANA**



F.S.L. - STUDIO

#### VISION

The vision of Green Via Severiana project is about new sustainable landscape for Ostia Antica and its surroundings with the special focus on heritage, agriculture and urban agriculture, and as a very important fact with the attention of identity. This vision of the Italian landscape is to have a green connection from the Lago Traiano, followed by Isola Sacra, passed through the Tiber River, through Ostia Antica until the existing Pineta. The previously mentioned parts are not only chosen because they have the potential to reconnect segmented valuable landscape, but also as memorial places of the ancient seashore and the road followed along it, called Via Severiana. Since the project respects the history of the Italian landscape, it uses these historical elements in order to reconnect and give identity for the new interpretation of the site by respecting the existing structure of the area.

### METHODOLOGY

The methodological approach of the project has two basic parts. The site is a large scaled area that shows a lot of uniqueness and that is very diverse in its landscape patterns and typologies. As a first step of the project six different landscapes have been defined in the focus areas, each with own features.

Afterwards these different landscapes were further analyzed by the SWOT. Strengths and opportunities but also weaknesses and threats became visible. The results of the SWOT analysis were very helpful for the upcoming design process. According to the 6 landscape typologies different areas were developed.

#### TARGETS

The target groups of the project are locals and tourists. Out of this reason the project aims to create new green spaces, parks, riverside restoration, lay down new bicycle roads and pathways which connect the different natural and historical attractions by providing new recreational possibilities. Second important part of the concept is the existing agriculture and its production. In the project it is important to support the farmers and provide further urban agriculture possibilities for the locals by creating for instance urban gardens, community gardens and school gardens. The uniqueness of the spatial concept is to bring together tourists and locals. The designed area is the platform of the touristic attraction, and recreational but in the same time it let the visitors experience and look into the present life and atmosphere of Ostia landscape, which is the agricultural production surrounded by ancient historical sites.

The sustainable approach is a principal question of the project. Providing the environmental friendly transportation bike ways and pedestrian accessibilities have priority. The economical point of view of the project is to support local producers through different programs such as the CSA (Community Supported Agriculture) or Agro-Farm Tourism.

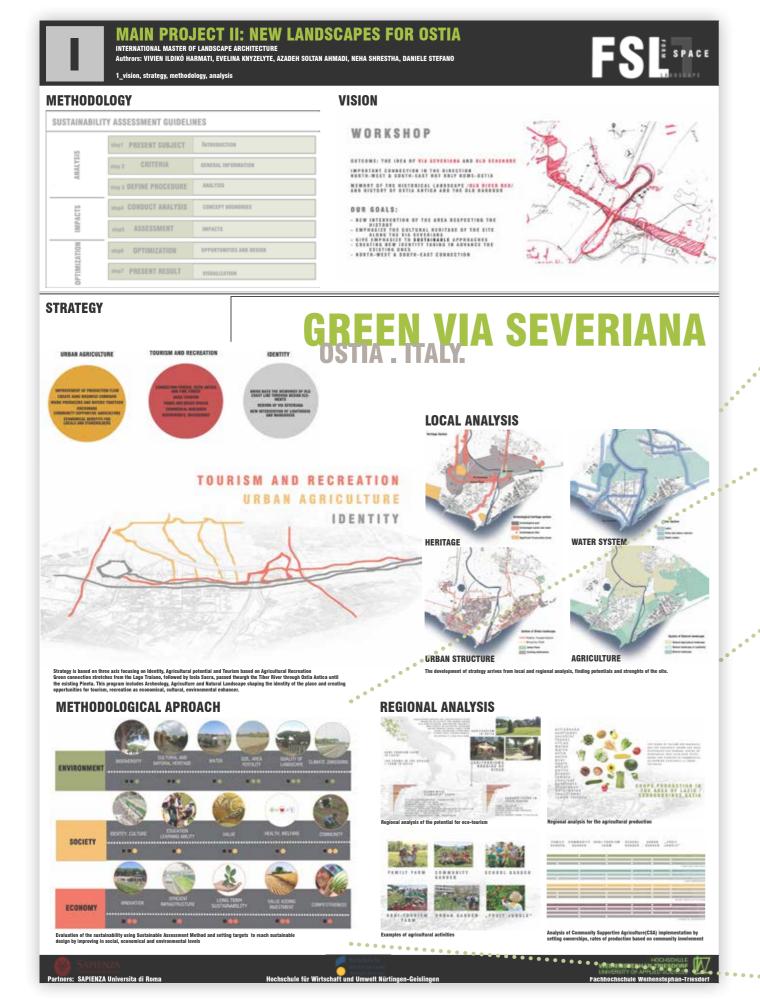
#### MASTER PLAN

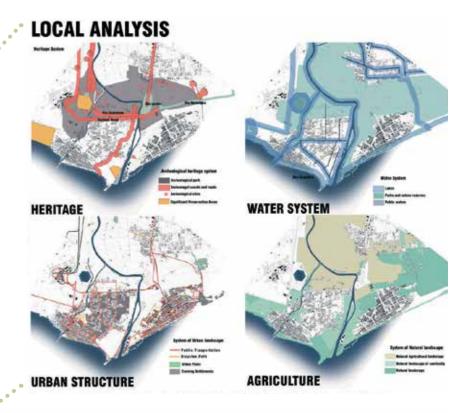
The master plan integrates the historical memorial place (Via severiana, old seashore) and urban agriculture into the north-east part of Isola Sacra and between the Portus Traiano and Ostia Antica.

Futhermore it provides the connection to the Pineta. The team aimed an important goal in the starting phase of the project: to respect the existing main structure of the site and not providing further residential development since the site suffers from the fact of unorganized urban sprawl. The open space has to be seen in a large context and must not be segmented anymore.

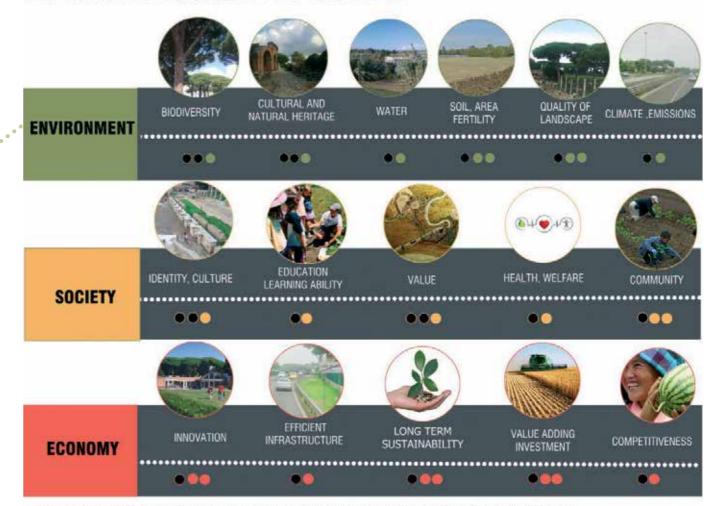
The urban development strategy of Fuimicino shows that the municipality aims to built further residential areas till the via dell Aeroporto Fuimicino as an invisible boundary separating urban structures from agricultural natural landscape.







## **METHODOLOGICAL APROACH**



Evaluation of the sustainability using Sustainable Assessment Method and setting targets to reach sustainable design by improving in social, economical and environmental levels



### **MAIN PROJECT II: NEW LANDSCAPES FOR OSTIA**

2 methodology and site analysis



#### **FOCUS AREA**



In the focus area defined 6 types of landscape were leading elements in the project design. The strategy focussing on 3 axes: tourism, ture and identity was developed after SWOT analysis, which encompasses strengths and opportunities of each type of landscape.

#### **METHOD: 6 TYPOLOGIES OF LANDSCAPE**





**SWOT ANALYSIS** 



NOBES - MAIN ROADS I MAIN ROADS White, addition, according to party







### **POSSIBILITIES FOR SOCIAL ACTIVITIES**







### **SWOT ANALYSIS**



URBAN SPRAWL

A Ristorical background -raster structure, spen spaces between, local community

Who ideality, not sustainable, lack of green spaces, unattractive, unproductive feed system, lack of open public space

O planting trees, green spaces, promoting economic development, involve the peeple in local community.

1 poverty, spreading sgrawl, assirosmental hazards risks, pollution and physical barriers for trees's root growth, vehicles



NODES - MAIN ROADS
Saccessibility
Whise, pollution, access for podestrians,
lack of green, traffic
O new botter access, vegetation along the reads,
new station
and new connections by new function
Tinreasing traffic, climate change, pollution



Copen spaces, vegetation, quality of soil - fertile soil, active people for interference, people demand, location W Not production, local markets and his economy by new character and new function, new green areas - park T No benefits of agriculture, weak economy -pour city, no interest in markets



HISTORICAL SITES
Stourist attraction, near to Rome and to airport, scenomical besefits, ones to the riverside, uniqueess waccessibility, clased visual connection, maintanance, limited vistiable
O connect the historical sites through the old coast line and Via Severiana
T economical proplems to support the maintanance, climate change, flood, rain, high people interference

NIVERGIDE

I pleasant view points, Tiber character -history , fishing, vegetation growth, blodiversity was essibility, ships - overcrawded, I view points - visual connection, accessibility, recration like a new platform, promote river front vegetation | fleeding, danaging the urban area nearby



FOREST

Sostia characteristic trees - Pinus Pinus,
hiodiversity, park, beauty of nature
W accessibility, lack of natural related activities
O good viewpoints, identity, tearism - touristical program,
attractive connection accessibility for both
pedestrian and cyclists
T danger of animal population and specious,
read construction, forest fire, damage the environment by
the people, overvisited by tourism

## **POSSIBILITIES FOR SOCIAL ACTIVITIES**



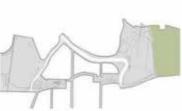


































### SCHEMES OF ANCIENT STRUCTURES





















PERSPECTIVE OF WATER PARK

### MAIN PROJECT II: NEW LANDSCAPES FOR OSTIA

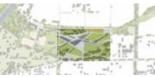
5\_detailed design\_PUBLIC SQUARE\_LIGHTHOUSE PARK\_WATER PARK





The Public Square in the core of the activities represents the space for locals and tourists for recreation, leisure and commerce. The site was redeveloped with systematical approach by finding new axes with the emapproach by finding new axes with the emphasis on existing historical site, agricultural landscape and adding new ones: water memorial space, markets, urban gardens and green spaces.

The public square is the opening point to the Green Via Severiana corridor and locates the info center on the entrance to the archeological site, cafe, e-bike station and parking facilities.



PERSPECTIVE OF THE URBAN SQUARE WITH INFO CENTER AND RESTAURANT





PERSPECTIVE OF THE LIGHTHOUSE PARK



The Water Park recreates the old riverbed, emphasizing the dynamics of river during the history. The sealine receded from ancient town Ostia Antica while the river also changed its flow forming the current landscape. The Water Park is dealing with the instability of water during the seasons. The Water Park with the system of wetlands, islands and different ground levels is capable to reduce the flood impact and creates aesthetical image of wild nature with possibilities for recreation on the riverside.



SCHEME OF WATER DYNAMICS THROUGH HISTORY







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# RECONNECT LANDSCAPES + PEOPLE



A.R.K. - LAB

Ostia has the privilege to be on a very interesting coast line with rich and diverse characters. The State Reserve of Castel Porziano preserves the original Mediterranean Pine Wood Forest and its ecosystems, where a great variety of local flora and fauna have good conditions to keep its balance. This state of ecosystem stability should also be reflected in the urban environment in terms of sustainable use of land, especially along the coast which is under urban and sea pressure.

The basis of the proposal is built upon opening up the beach for public accessibility, as opposed to the current situation where private services have distributed along the coast, creating visual and physical barriers. Green infrastructure and pedestrian/cyclists friendly routes are being deprived of in this car-oriented environment.

Hence, a continuous corridor which consists of promenade, linear park, cycle lane and nodes of interests will be established along the coast all the way from the river mouth, through the urban and semi-urban centers to the naturalistic forest landscape. Existing services and traffic intensity along the coast will be redistributed to existing infrastructure in the semi-urban area, where a new tourism hub will be established. This provides opportunity to reorganize touristic amenities and open up the beach at the urban centre for local residents.

Along this green corridor, nodes of interventions and different street distribution typologies are further developed with different characters – touristic, urban, residential, recreational, and ecological. Three main nodes of interests proposed are the sponge park at the river mouth, the multifunctional urban square, and eco-tourism centre. The sponge park acts as a functional floodplain with local amenities for recreational, cultural and educational purposes apart from delivering ecological services.

The urban square provides spaces for social interaction and recreation by offering seating and multifunctional spaces. This spatial composition can be repeated in other semi-urban centers along the coast. Additionally, new landmarks will be introduced to revive the identity of Ostia, by installing viewing towers and sea measuring stations inspired by cultural heritage.

The planning and design approach focused on a fluid design language which can establish a dialogue with the different typologies and characters along the shore. It should also reflect a set of low impact interventions and minimum maintenance costs in important nodes. Potential for positive changes will be maximized and can be reproduced in other parts of the landscape.



NUOVI PAESAGGI PER OSTIA - NEW LANDSCAPES FOR OSTIA IMLA 3rd semester winter term 2013/14





Coastal areas especially of tourism industry are subject to rapid changes and often need flexible decision-makings and goals adjustments. This requires close coordination among the administrative levels, the community, interest groups and other stakeholders. The roles of landscape architects/planners do not merely involve delivering design solutions but also as edugators and leaders in a collaborative effort towards sustainability of development. The development cycle proposes stages that form an on-going process that may go through a number of cycles before the development is sufficiently implemented with effective results. This pproach can be applied to the planning and design process within the working environment of the design team, that emphasizes ontinuous review/monitoring of progress and references towards updated researches

Archer's model of design process is applied for generating and presenting ideas. It is an iterative process of continual reference of research findings to justify and experir



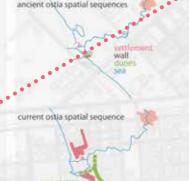


Our design proposal will be part of this instrument of urban development which Ostia has always been set in the context of the consists of the settlement wall and an extensive involves many stakeholders in different phases and levels of participation. The design interventions will be applied at strategic locations, where the positive outcome/changes should increase awareness of public and encourage more engagement from members of society.

1st century a.d.

between the settlement and the sea which gateway to Rome: In the ancient times - Ostia strip of dunes. In present times, the urban Antica and Traiano Harbour; in present times - environment is built right to the edge of the sea, historical significance of this coastal landscape and green infrastructure retreated to the has remained till today. Lido di Ostia and Flumicino Airport. The protective breakwaters are installed in the sea,





for the coast of Ostia is a public beach that is open and accessible to all, creating a harmonious transition between the sea and the built and natural en

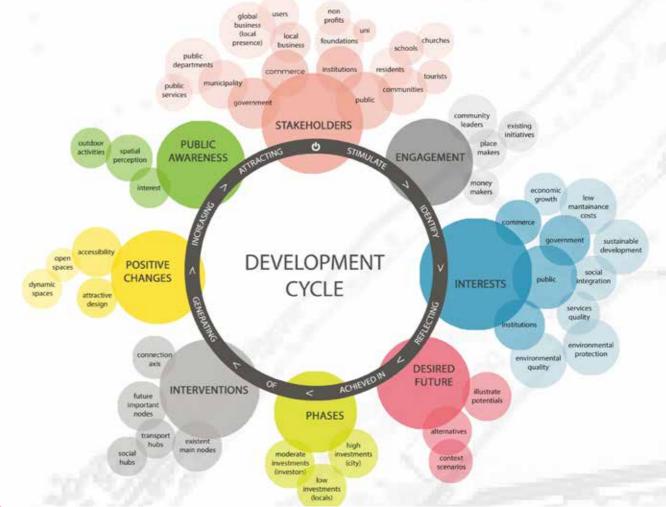
How do we experiment?

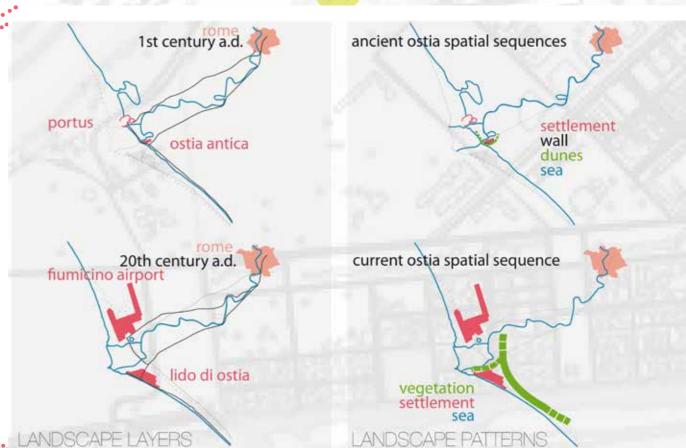
ARK Lab takes a bold experiment of relocating existing private services along the beach and establishes a continuous green corridor. To achieve this, the current transport network along the coast is required to be realigned, and new areas for regeneration is to be identified in order to cater for tourism and economy needs.

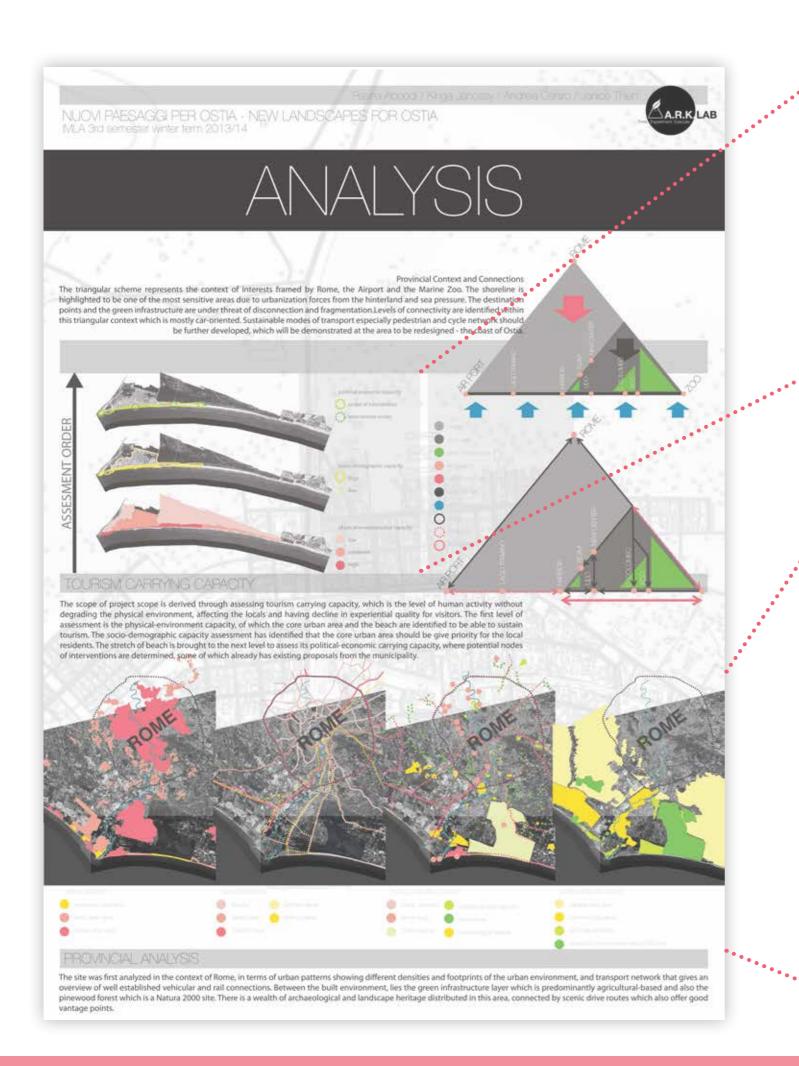
A strong impression of visiting Lido di Ostia is its limited access to the beach both visually and physically due to having private services distributed along the shore. This presents an image of a disconnected coastal landscape with its associated social and cultural environment.

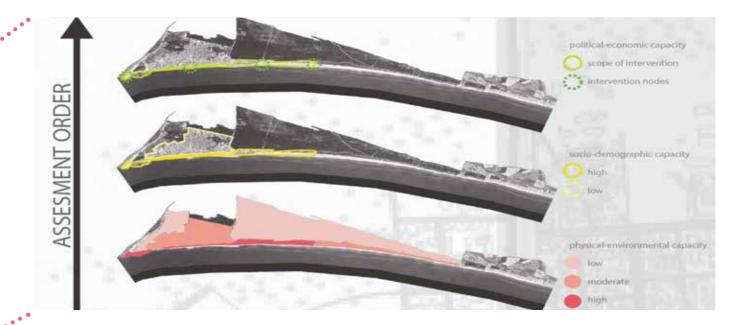


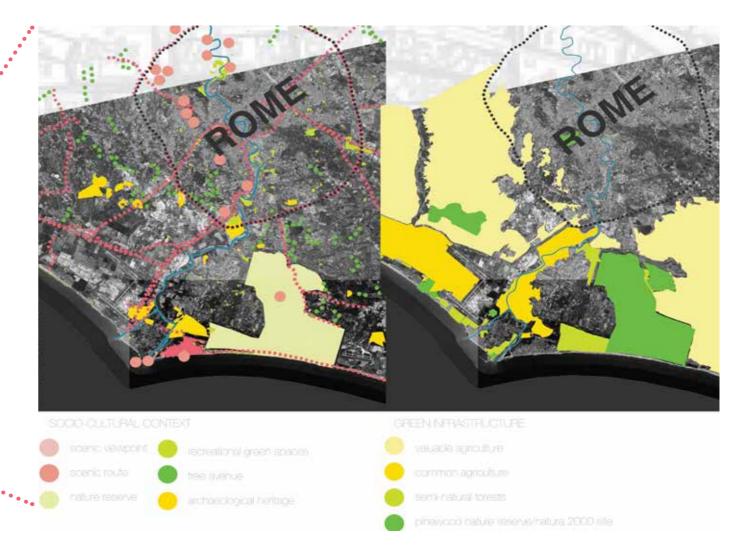
The proposed Strategy is to introduce new green infrastructure along the coastal corridor, breaking barriers and integrate the different uses and spaces along this realm.











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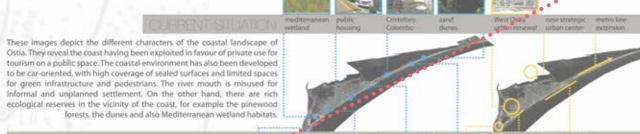




With such complex use and interests, conflicts arise among the environment, social, and economic layer, of which two cases will be elaborated. The river mouth has been identified to be below sea level, currently protected by stone walls, yet the slums have settled in this area for 50 years, with approximately 500 households. This is a conflict of social needs and pressure of natural forces. The urban centre towards the beach displayed a conflict of environmental, social and economical needs, where the beach has been given priority to commercial profit, under the risk of sea inundation. A privatized beach as such creates social

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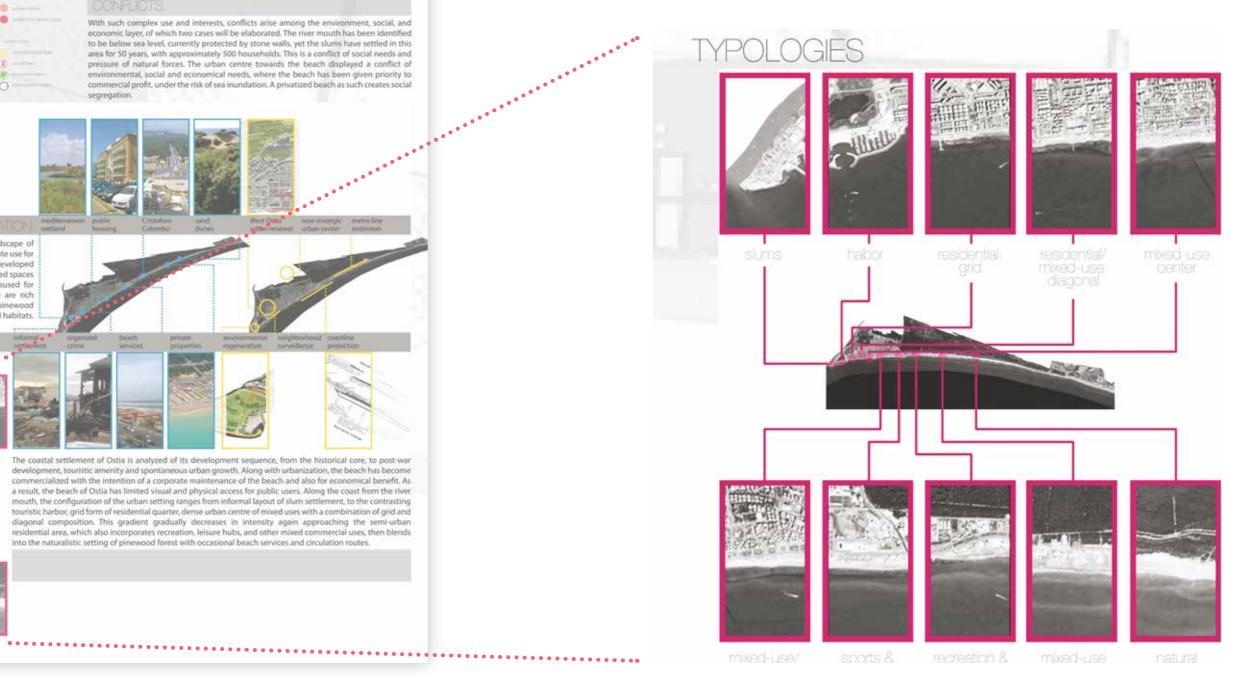
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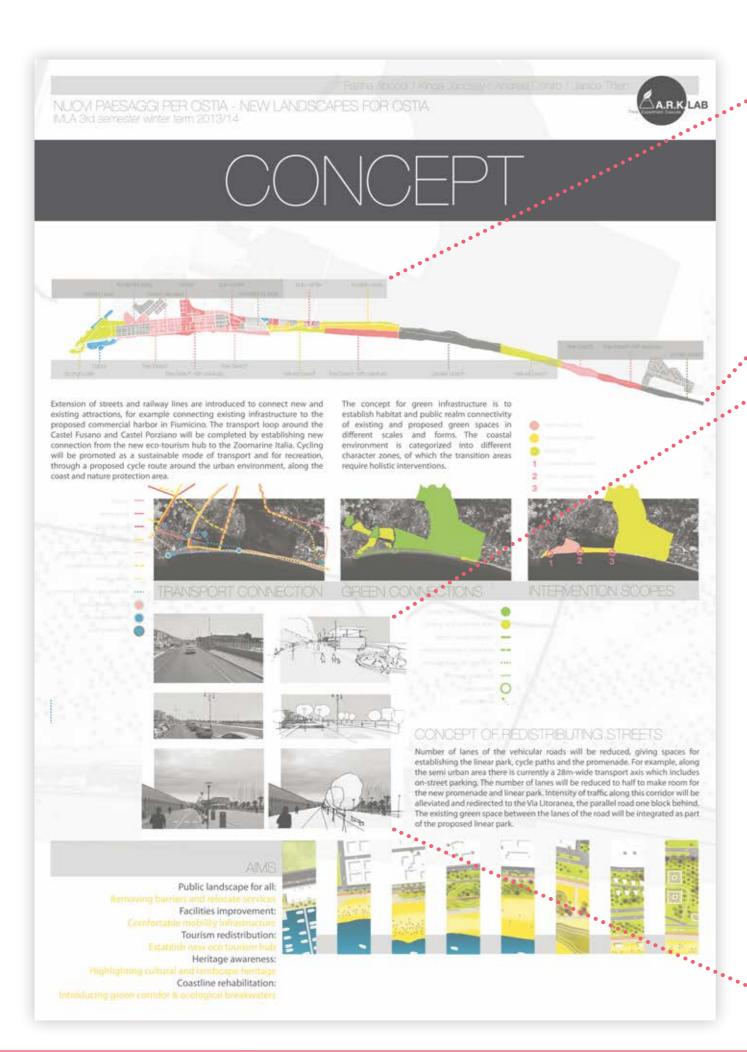


The coastal settlement of Ostia is analyzed of its development sequence, from the historical core, to post-war development, touristic amenity and spontaneous urban growth. Along with urbanization, the beach has become commercialized with the intention of a corporate maintenance of the beach and also for economical benefit. As a result, the beach of Ostia has limited visual and physical access for public users. Along the coast from the river mouth, the configuration of the urban setting ranges from informal layout of slum settlement, to the contrasting touristic harbor, grid form of residential quarter, dense urban centre of mixed uses with a combination of grid and diagonal composition. This gradient gradually decreases in intensity again approaching the semi-urban residential area, which also incorporates recreation, leisure hubs, and other mixed commercial uses, then blends into the naturalistic setting of pinewood forest with occasional beach services and circulation routes.







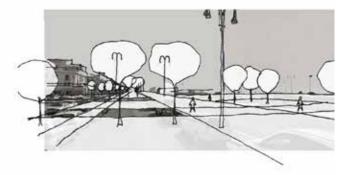
















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NUOVI PAESAGGI PERIOSTIA - NEW LANDSCAPES FOR OSTIA IMLA 3rd semester winter ferm 2018/14



The idea of introducing an eco center is to promote environmental-friendly form of tourism that encourages nature learning, adventure and sustainable use of resourcevs. This eco tourism zone also plays a role to alleviate the heavy impact of tourism at the urban centre of Lido di Ostia by redistributing the tourists and services. The proposed metro line extension will terminate at the eco centre, with an arrival square and a multifunctional event space.

The central square leading to the pier is redesigned to integrate with the new linear park and promenade, accommodating more seating and pockets of green spaces with native plant species for low maintenance. The green and paved surfaces will be open for different public and recreational use for example events, ball games, skateboarding. roller-skating, and picnic in summer. Stairs leading to the beach provide amphitheatre-like seating with ramps for disabled users.

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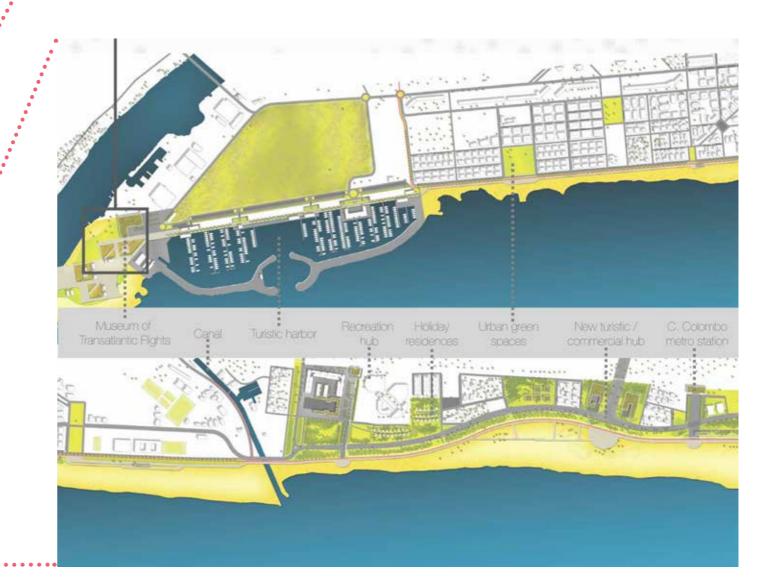
The sponge park design features elevated platforms with openings for wetland vegetation to grow through. It will be a functional floodplain to cope with water level rise and deliver other ecological services for example education, recreational, and biodiversity values. The idea of an elevated platform is to reduce impact of built structure on the ground, allowing regeneration of the wetland ecosystem in this sensitive area. There will be a number of services such as food kiosks, changing rooms, seafood restaurant as a tourist amenity which also attracts local users. An extended fishing platform will be included to cater for the needs of amateur fishers in the area. museum as proposed by Idroscalo Environmental Regeneration will be located further inland, exhibiting history of the transatiantic flights that used to be based here.











# **IMPRINT**

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### **LAYOUT**

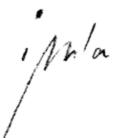
Stephanie Janke

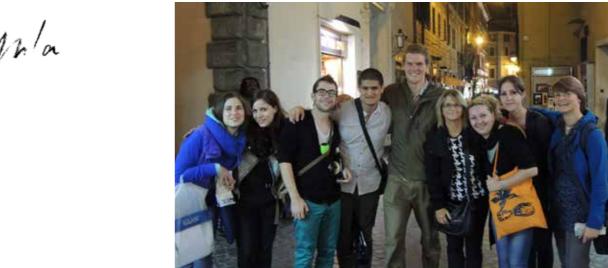
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