High Command

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Siege Plan

I. Recognition of the fortress and finding crucial points

II. Preparations...

III. ATTACK!

IV. Getting out ritch (in memories and experience)!
Phase I
Recognition of the fortress and finding crucial points
I. Recognition of the fortress and finding crucial points

Mesuring our strength
realizing what are the abilities of people

People with mobility problems:
- max. slope going up 8%
- max. slope going down 12%
- good pavement
- wide street
- resting places
- different eye level

People with hearing impairment:
- clear visual information
- highlighting important places with architectural design

People with visual imperment and problems with orientation:
- sensoric path with special pavement
- guiding sounds
- using smells to characterize spaces
- absence of obstacles
- guiding railings
- braille information
I. Recognition of the fortress and finding crucial points

Places of gathering army

Public transport
I. Recognition of the fortress and finding crucial points

Places of gathering army

Coordination with outside - main access points, parkings
I. Recognition of the fortress and finding crucial points

Paths of easy movement
Accessible paths while going up and while going down

Spaces for infills and buildings for refurbishment
I. Recognition of the fortress and finding crucial points

Pointing out most important places
evaluation of their accessibility

Other existing functions
I. Recognition of the fortress and finding crucial points

Barricades

pointing out most inaccessible spaces
Phase II

Preparations...
Getting our forces close to the city

improving bus and car communication outside
II. Preparations...

Raising war machines in the weakest points
picking the places of crossing the walls
II. Preparations...

Making allies inside the city
placing elevators and other improvements in crucial spots
II. Preparations...

Intervention 1
II. Preparations...

Intervention 2
II. Preparations...

Intervention 3
II. Preparations...

Intervention 4
II. Preparations...

Intervention 5
II. Preparations...

Intervention 6

+ Braille Information
PHASE III

ATTACK!
Fiding a way to most valuable treasures
choosing the route that leads to most interesting places in the city
III. ATTACK

Elimination of the enemies on our way

reducing car traffic to essential minimum, eliminating obstacles, changing the pavement
III. ATTACK!

Saving the innocent
making sure the changes won’t disturb and even improve the life of residents
III. ATTACK!

Taking strong actions

detailed proposal of solving most important places
III. ATTACK I
Proposal A
Getting through the MAIN GATE
Proposal A
Plan + views
Proposal A
Plan + views
Proposal A
Plan + views
Proposal B

3 Different levels.
The first one: the underground parking, open in one side.
The second one: the outside extension of the Puget Museum.
The last one: platform to cover the underlying layers, and to connect all with the cathedral.

- elevator
- removable panels
- seats
- parking
- floor for the blind people
Proposal B

- Restaurant
- Olive tree
- Open space with removable panels
- Pugil museum
- Casa de la Llusa Madina Yabisa
- Archeological Museum
- Fountain
- Playground
- Lift
- Ramp

+55.00m
+41.00m
Make the abandoned space alive
- Make it accessible
  - by creating a slope at 4%  
  - by signaling the end of the slope with flowers
III. ATTACK!
Proposal C

- Give it functions:
  - Put some removable stands on the platforms to make a market of fruit, vegetable, fish...
  - Long benches to sit and eat
  - Benches can also serve as audience to watch a possible show
Proposal D
External lift tower attaches itself to the corner of the bastion continuing the lines and forms. Material is wood, which doesn't harm the old stone walls and isn't irreversible. The attached canopy provides shadow and a nice place to gather. The tower also has a WC and an info booth/kiosk.
III. ATTACK!
Proposal D

BUS STOP
ROAD
PARKING
PHASE IV

Getting out ritch
(In memories and experience)
IV. Getting out ritch

Exit the city and get ready to take over whole island
creating the exit zone with information point, bus stop, car and bike rent
IV. Getting our itch

Leaving our mark on the city

Introducing interesting functions involving all of the senses connected with accessible routes and functions improving everyday life of citizens (shops, service points, restaurants etc.)
Leaving our mark on the city
introducing interesting functions involving all of the senses connected with accessible routes
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FEW

INTERVENTIONS...

TO PROTECT THIS
TREASURE!!!
Let’s Open City for Us!!