THE SHOWCASE SECTION
EMPHASIZING THE INNER LANDSCAPE
FRESHKILLS PARK
NEW YORK CITY

Main argument
The true artistic sample has been developed during more than fifty years, millions tons of waste have been converted gradually in one more portion of the vegetal layout of this huge alive surface called earth. New York, as the biggest representation of the metropolitan urban boom of the contemporary word, in the midpoint between the conclusion of a age and the beginning of human edges changes, rises as a necessary burst of sighs with priority initiatives, and it has the obligation to give example. For this reason, showing the in-side of the problem and transforming it in a possibly solution without getting apart of the main idea, and create a healthful thoughts on massive consciences.

The Fresh Kills Park, “Lifescape” master plan was born as response to the conclusion of an era of environmental unconsciousness, promoting human sustainability ideas through physical practices in suitable areas in the town of the mega city does not exist. This is how we begin to project our idea. A device or set of artifacts that affect the user’s space as its real validity healthy public space but you would create expectations that is not commonplace and ordinary, is a fictional landscape created from landscape of human waste and it’s going to spent a lot of time for that to change.

Understanding the central structure of the master plan goal, providing the area to intervene and having a clear concept to show what is hiding in a non aggressive form to the environment, the bio-garbage units are the result of an analysis of how to create showcases of trash, but that also produce a clean energy, for this reason, wrap the waste in a double glass chamber capable of taking intelligent solar energy all around its surface and turn it in voltage through technology in a studio called THIN PHOTOVOLTAIC DYE-SENSITIZED FILM (DSSC). Deforming the shape and making 10 types of units adaptable to the terrain and the different uses to user’s benefit, we focus an image innovative, practical and enjoyable as the icon of the park itself but highlighting the history of the park that is the real protagonist.

According to our analysis, we need to unite the two sectors to intervene, making a similar exercise of extrusion of a road through the north and east, and changing its shape to make it more friendly for the walker user, we achieved an adder element potentially linker for the entire park, mingling with the topography of the place creates different perspectives and different routes breaking routines of the landscape. Similarly, using the wind this time and permeating the entire surface of this great route we could achieve with a wind turbine design an amount of power incalculable for us at this time, but certainly quite attractive for citizens that will be the direct benefit from it.
So, in a fairly simple way, with technological and constructive challenges, and socio-cultural objectives of magnificent importance, we are subtly changing a small extension of land, suitable for all audiences, and if we are not mistaken, we could demonstrate a latent global problematic and in it a great solutions framework.