

## retaining a city

project by ivo stotz (77)

### big scale

until the middle of the last century, the growth of toronto had been limited by the presence of two rivers to its east and to its west. later, the city bridged over these rivers and developed its orthogonal grid on the other sides. so, the ravines themselves stayed practically untouched by the extension of toronto.

to the south of the site the city extended up to the rivers edge. in this part, the river is canalized and its geometry corresponds to the towns grid.

the riverdale park is the first green room of the don valley. at this point, the straight valley further south changes into a more natural shape.

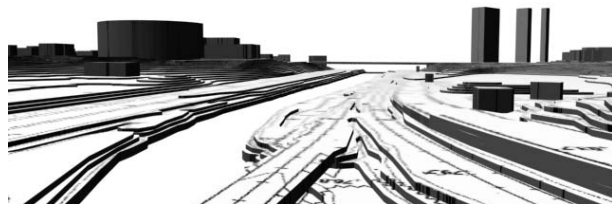
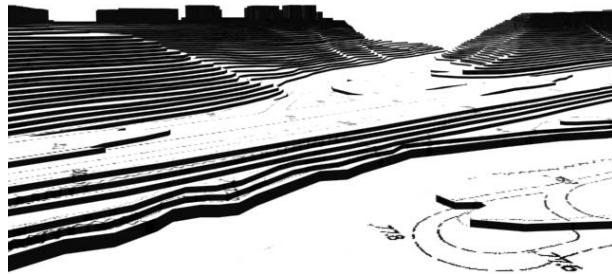
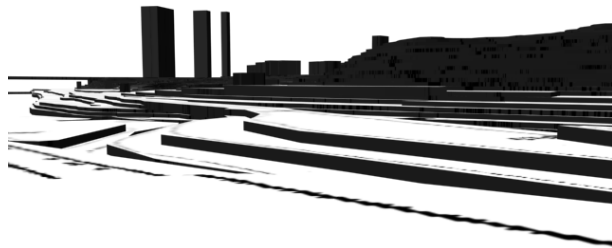
[1] site, riverdale park

[2] canalized don river to its south

### city levels

in the first exercise, my analysis of the site territory brought up the four components shown below. these layers structure the plan of the site but also its section.

the relation between each of these zones is in fact not that clear as the four sketches tend to show. therefore i set as purpose for the work to clarify, to give each one its boundary - the possibility to (co-)exist without being wiped out by the other.

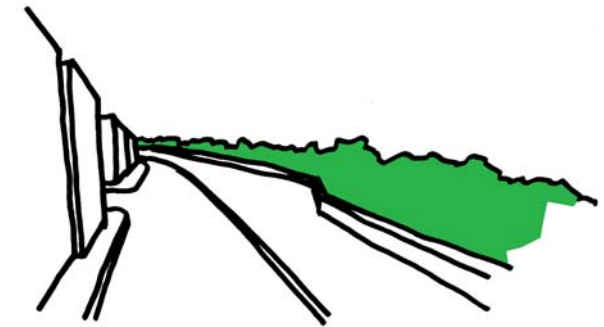


these modelclips show the layers of the city: in black - the skyline of the city, the gradient reveals the slope. the white area is the ground of the valley.



### density

the forest sets the city's edge. it has to be bold enough to retain the city from the more natural and ludique ground of the don valley. passing through is not possible except by some well defined paths. because of its density and its hostility to human activity, it creates a buffer zone between "city" and "nature".



### edge definition

on the high level of the edge, the city is retained by walls. this creates a spacial situation which offers a view over the canopy of the forest (buffer). the ground of the valley below seems even wider because of the distance created by the volume of the trees.

downside, the park is limited alternatively by the forest and by the promontories. this time the forest shows its undergrowth and the life that's going with it.



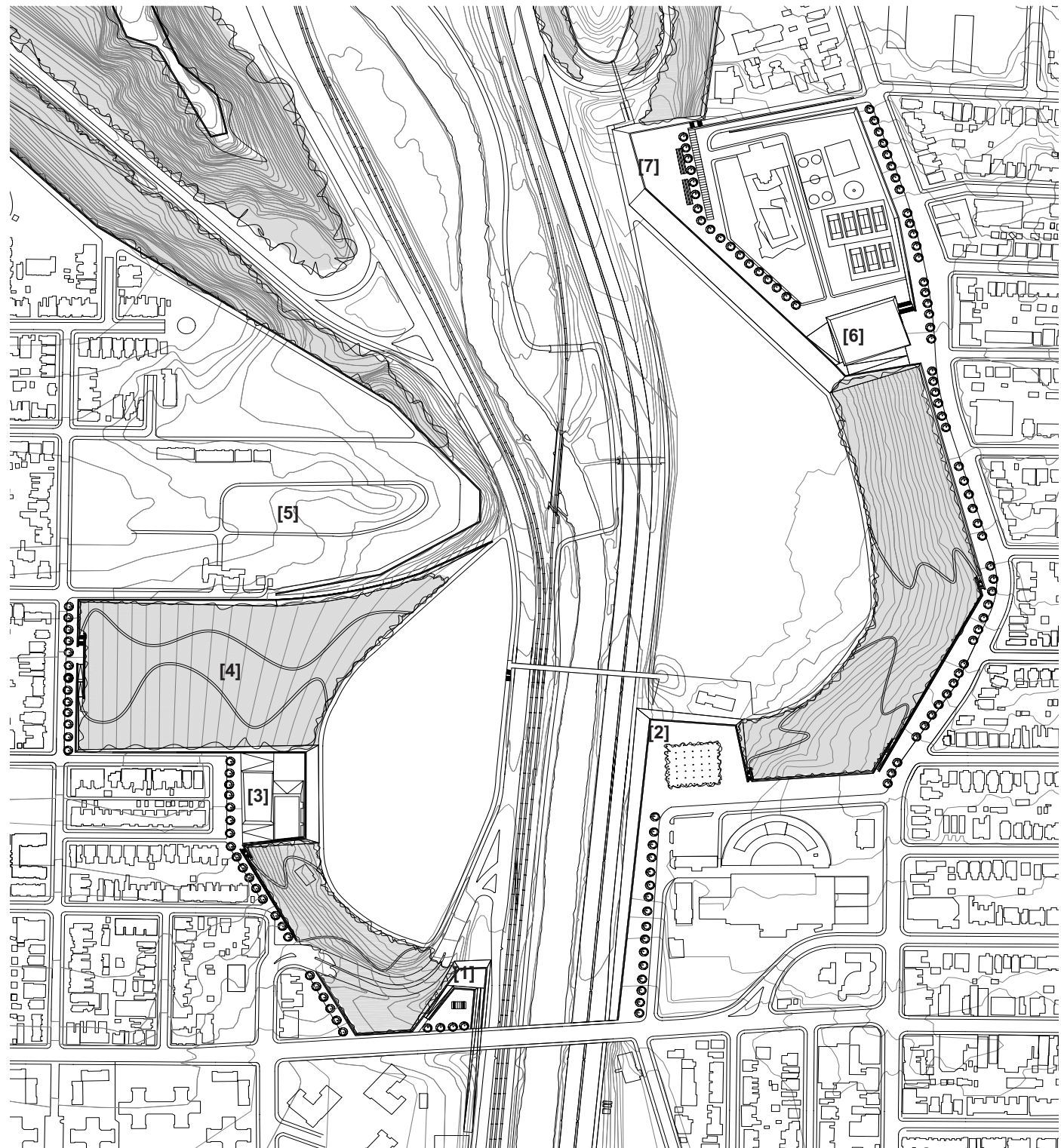
### foreground

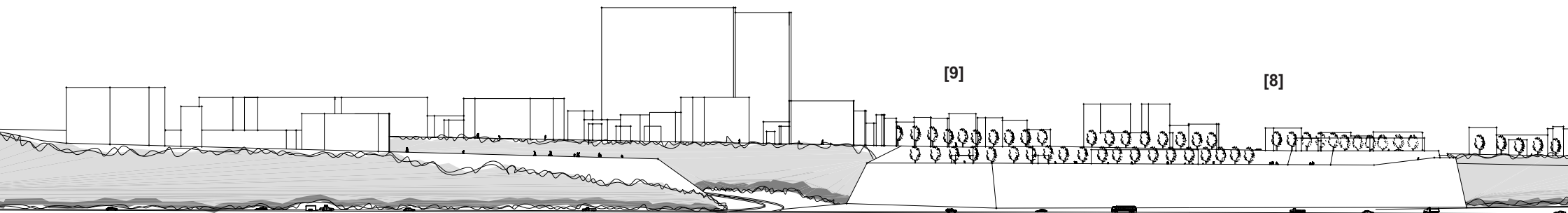
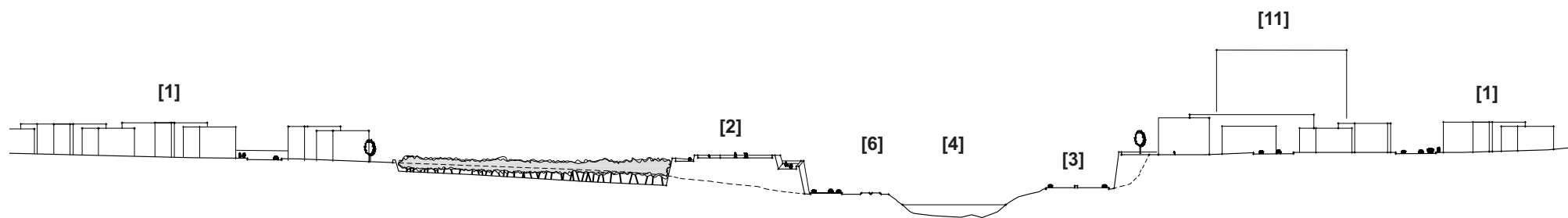
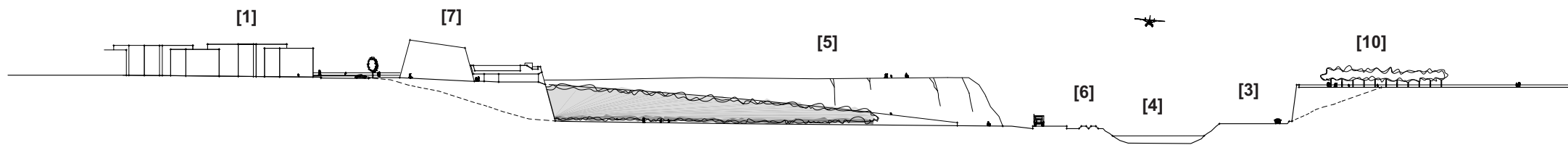
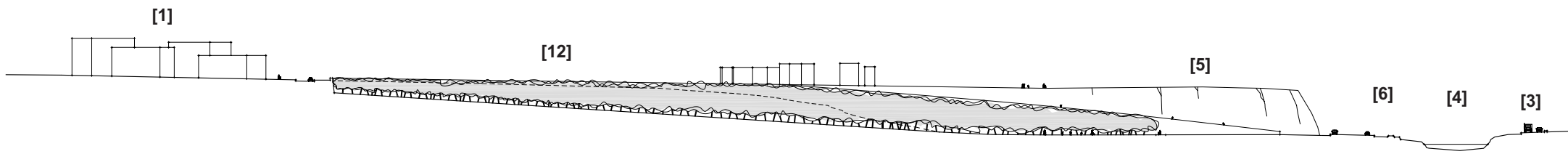
the trees give the city a foreground to the vision of toronto. this picture is showing a similar situation: flon valley in lausanne.

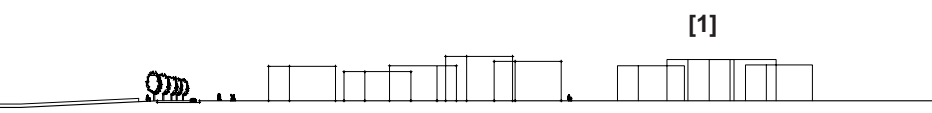
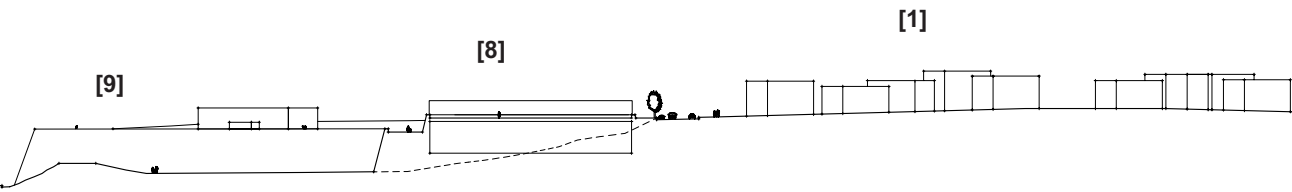
### legend

the skate park[1] and the family promontory[2] form a kind of head where the from north coming don river gets canalized. the promontory with the water functions[3] is aligned to the edge of the riverdale park[4] where i consider to take the earth to make the artificial promontories. the necropolis cemetery[5] is only a bit adjusted. it is completed by a pathway that accentuates the form of this more natural promontory.

on the other side, the ball complex[6] links the five meter lower plane to the city. at the end of this plane are the bocce courts[7]. again, a path leads to the height of the city level.





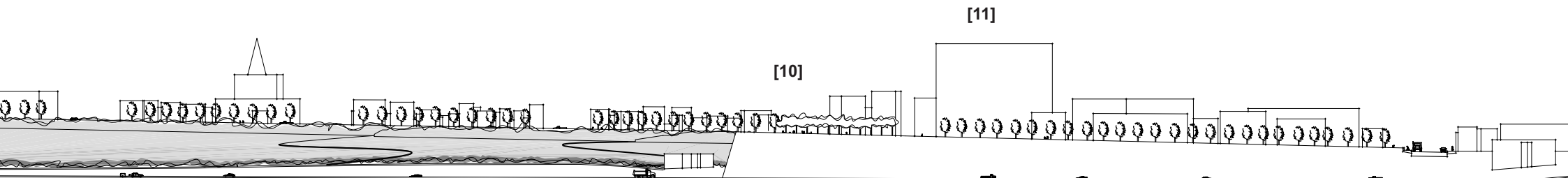


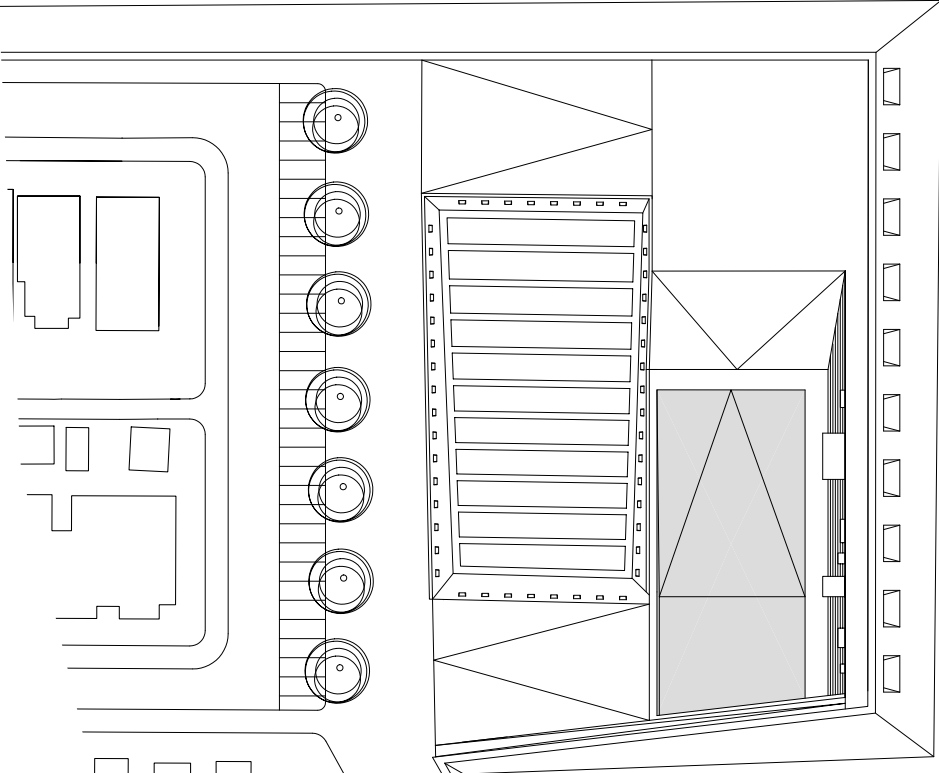
**legend**

- [1] city
- [2] skatepark
- [3] motorway
- [4] don river
- [5] necropolis cemetery
- [6] railway
- [7] water center
- [8] ball center
- [9] bocce courts
- [10] family promontory
- [11] riverdale hospital
- [12] riverdale farm

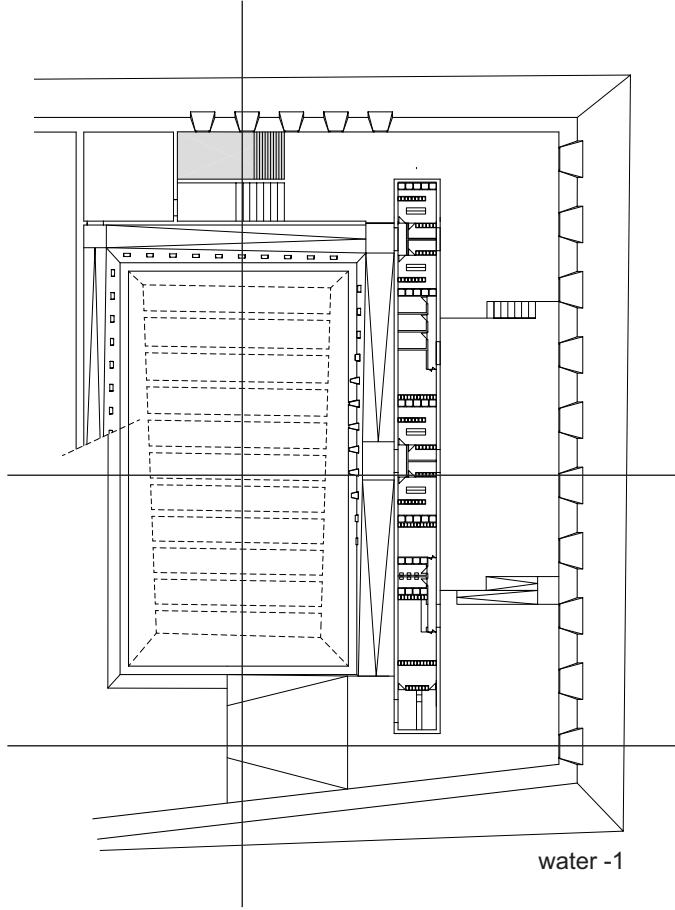
**buildings**

the buildings itself are belonging to the city. they are likely the roof of corbusiers unité d'habitation in mar-seille intense recreational platforms for the city. therefore exist direct acces only form the city level. the architecture is dicted by the major sport activity as for example the indoor swimmingpool. around this main room, a sloping corridor is leeding to the inerior.

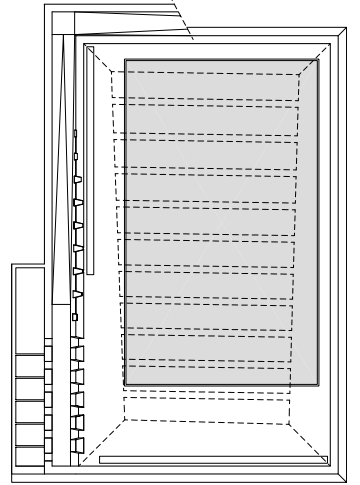




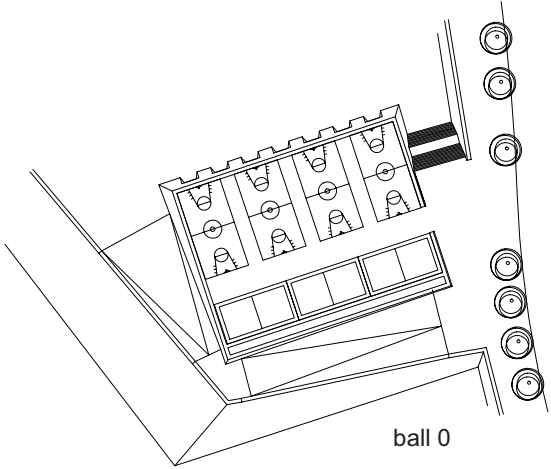
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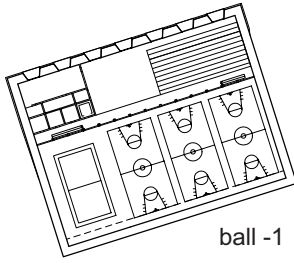
water -1



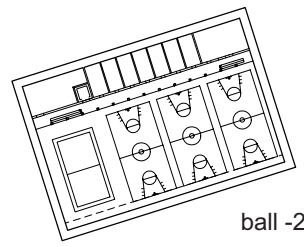
water -2



ball 0



ball -1



ball -2

