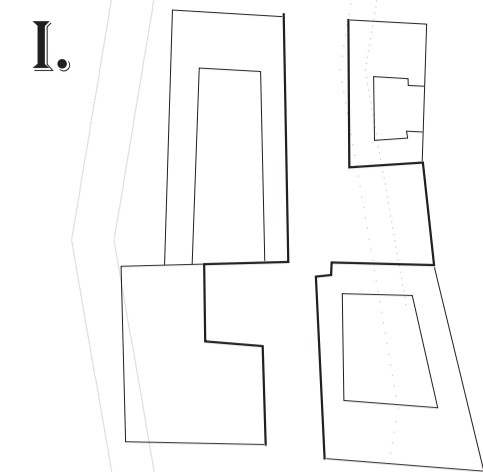
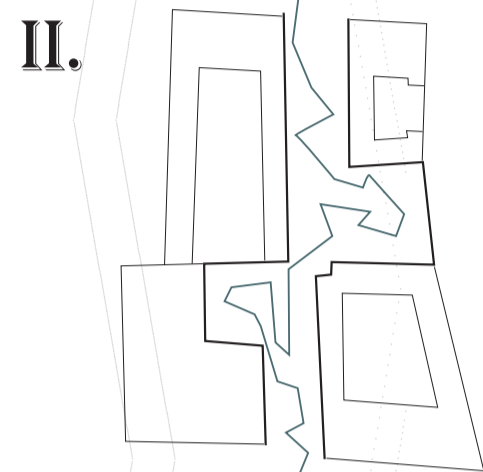


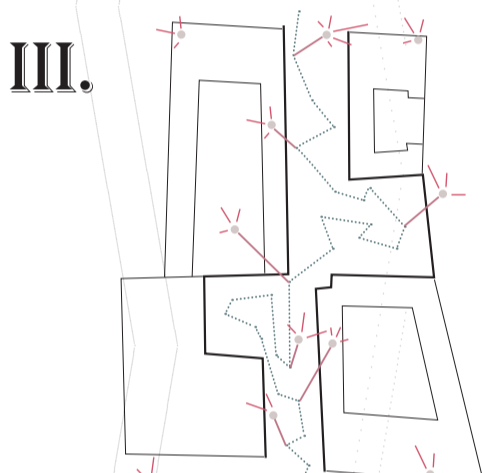
CONCEPT Co.



RUST ZONE OF CITY NET
BOMB SITE,
EMPTY BUILDING SITE,
DESOLATE HUB, ETC.



INTERVENTION
COMMUNITY MODELLING
ARTIST'S COLONY MARKET AS
REABRICATION OF URBAN NET



REMAINS
AS MARKET MOVES URBAN PARK
AND EVOLVED ALTERED
ZONE IS LEFT

Markets are elemental forms of social interaction. It requires 3 participants - one customer, and at least two salesman. You need inspiration and competition at once! We identify the market as urban space in itself. This ancient form created cities from the beginning, stretched out main squares in urban nets.

We believe that the market is the event itself. It is able to stretch out or diffuse art, quality and evolution. Our market proposal analyzes the characteristics of markets, how they behave in urban environment, how they adopt to any circumstances, how they reflect. Markets are reflections of our society, of our environment, of the structure of the social and spatial hub.

We created a market that reflects community, shows randomness and logic and in structure at the same time, it is temporarily permanent. A market, that is inspiring to the urban surroundings, to the participants. It creates community and acts as a community, a colony of will, change, art and inspiration.

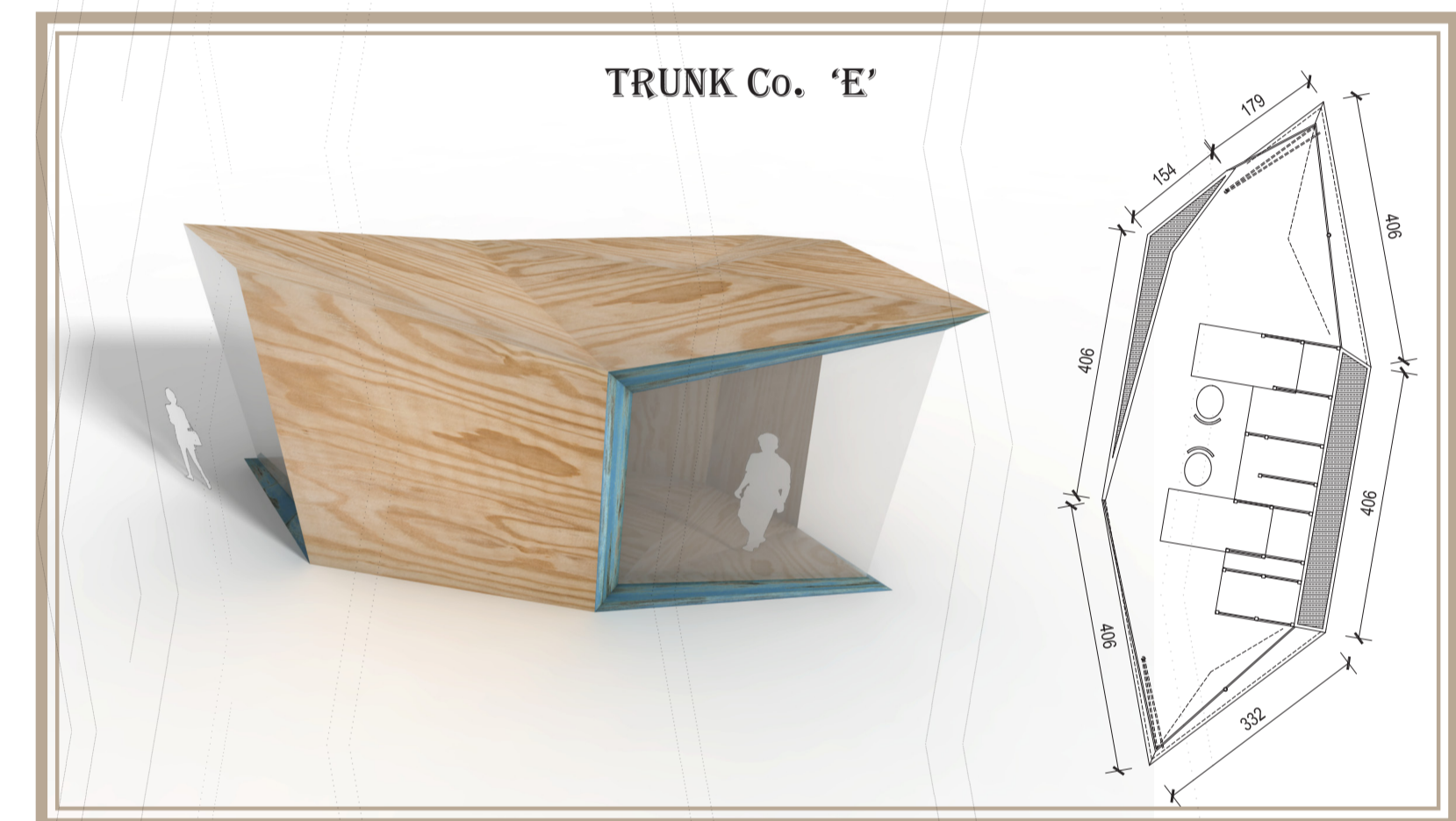
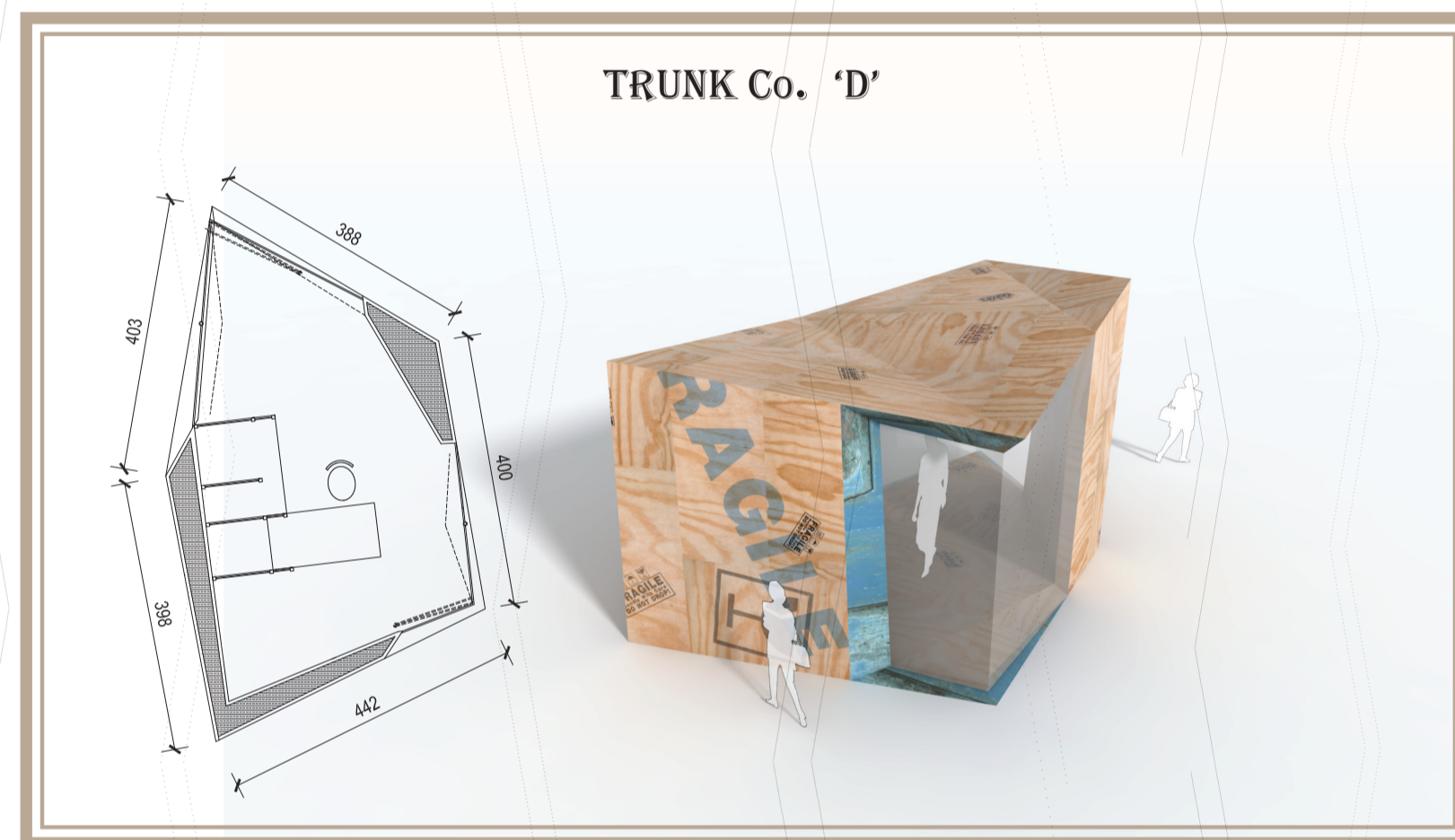
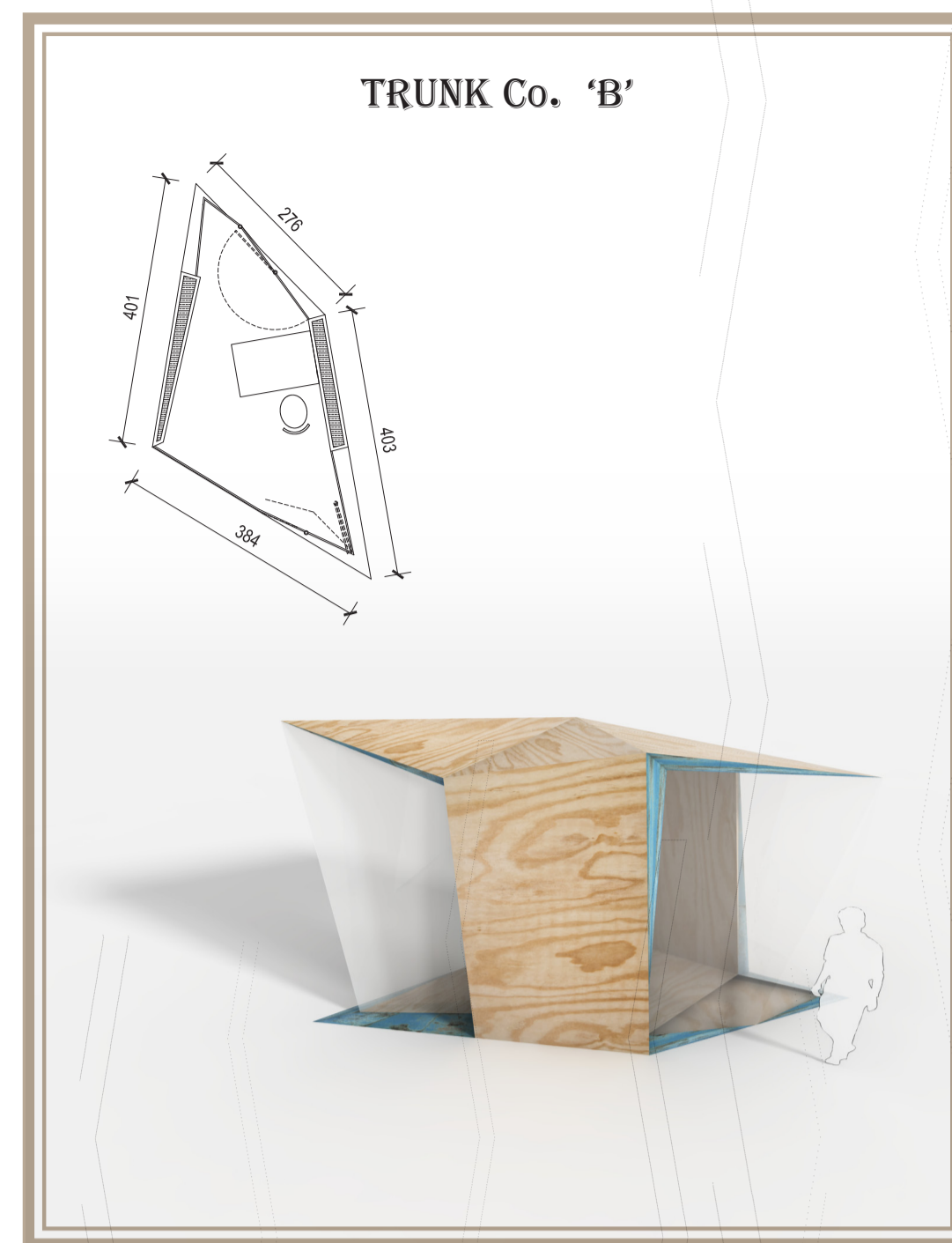
Our market design uses the already existing, it generates development, evolution in zones and areas of the urban net. Conceptually our market is a bazaar, a caravan, an urban artist's colony. We use the market as an event for rehabilitation, vitality and growth. Our long term pop up market is a tool of rehabilitation, revitalization. It helps to reconfigure.

The Artist's Colony is a settler. It annexes empty building areas, rust zones, squares in existing urban structure and expands to parking areas, empty streets, etc. Moves in as a traveler, like a caravan or bazaar. Therefore we used the traditional trunk, as a symbol of commerce and trade, and as a logo for travelling and quality, high-standard. Our aim was to create the atmosphere of the traditional markets. We wanted the market to stay on the urban areas, streets and squares. Our market design evokes tradition, and serves as a choice, counterpoint to malls and plazas.

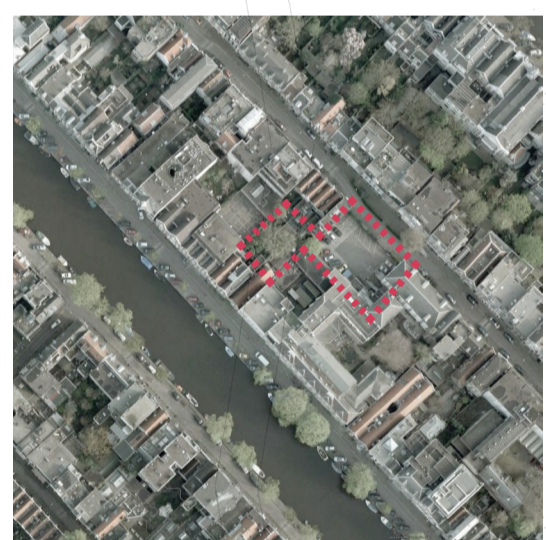
For markets there is a great need for logic and system. But also, traditional markets seem random, muddled. We created a raster, that is more like the base of the modular system, and distorted this raster, as the net of the city is distorted as well. We created 5 'trunks', or modules, they have different heights and areas. This way it creates the mood of a re-scaled urban street silhouette. Each trunk can be used as desired, can be rotated, revolved, mirrored, according to the raster, therefore can be adopted to any site. Our market uses the infrastructure of the city it is placed in. The concept is, that it develops certain areas, therefore it uses the extant parking spaces, the loading systems, it behaves like a chain of urban shops. This way this market does not interrupt the structure of the urban net, it just inspires it. Our aim was to create a highly adaptable market system, that complies with any city, any structure.

The basic element comes from the idea of the old, traditional trunk, but designed with different densities, adopted from basic forms and nets of cities. The details, framing and shaping recalls the arts and crafts handmade feeling of the trunk. After the intervention, the Artist's Colony leaves the site, and leaves behind its cast. Sometimes an urban park, sometimes just infrastructure, but all time a neighborhood, that is lively, inspiring and offers a quality in living. This market gently imprints its qualities on the site and real permanent urban character remains.

To scale our design, we chose a site in Hungary, Budapest. This narrow path of empty sites is located in the 7th district of Budapest. This is a highly neglected area with lots of empty building sites, though it is in the very centre of the city. Our site for this close-up is surrounded by firewalls of adjoining residential and industrial buildings. The design on this particular site uses as main location the transit-like part of the site between, but also it appears on singular sites around, or on parking spaces as well.



TRUNK PLANS M = H100



AMSTERDAM



TOKYO



LONDON

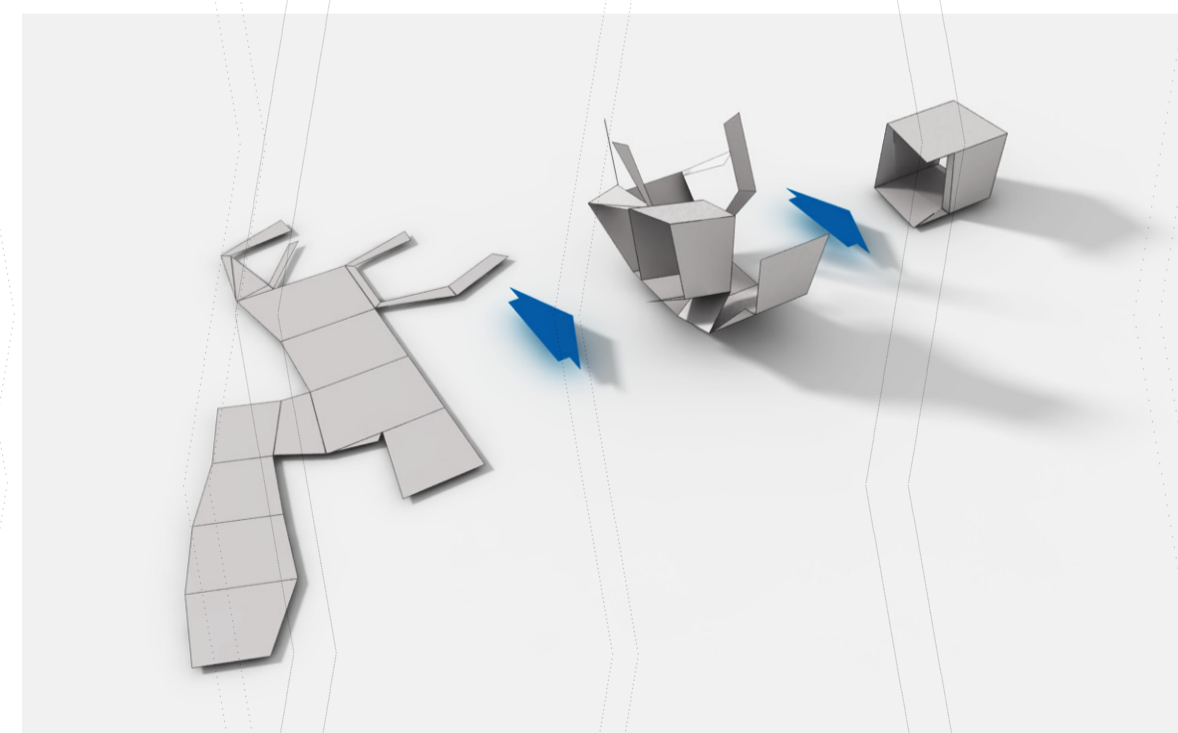


NEW YORK



BUDAPEST

- Co. I.**
Main site with administrative module, restrooms, catering modules, plus 20 trunk modules. Extra modules are garden patches on raster - free public workshop space - one-person artist stall.
- Co. II.**
Parking stall nearby the main market, can be used as one-person artist stall or small trunk of the market.
- Co. III.**
Performance square - built from basic trunk elements can be used as places for auctions or art projections or public stage or public theater - also for art installations made by artist of the market or artist from nearby.
- Co. IV.**
Shop window of market or information stalls placed near the main market area to inform pedestrians and other potentials about the Artist's Trunk and Co. Market



CONSTRUCTION SCHEME OF TRUNK MODULE



SITE PLAN M = H1000

The module is a folded trunk, that has transparent and solid sides, they have differences in height, and the solid parts of the trunk is always has a certain thickness. In these areas, there is space for wiring and for other services, but also it strengthens the structure. The transparent parts of the trunk can be opened.

The other conceptual element of this market is the potency of communities. We believe, that arts and crafts exists in societies, where there are communities, and public spirit. We are aware, that the artists and craftsmen, who inhabit these trunks will always compete each other, but what is really productive in this contest, is inspiration, that you get from working with other artists or talking about your work and believes. We created a market that shapes communities, creative communes. The artist share their workshop spaces, and have a common space to use as creative environment, and the customer can be a part of this by watching this creative workflow.

In the modules we only created the sales stalls, the storage spaces and the closet. The common workshop space has a common roof, that comes from the shading system of the public areas. Each colony has its own restroom module, that is used from both sides. We designed the trunks a bit contrary to the given modules, but this system allows a great flexibility and supports the concept of the market.

ARTIST'S TRUNK AND Co.

M_ART - - - MARKET FOR ARTS AND CRAFTS - - - OPEN IDEAS COMPETITION

