# 1\_basic rules/basic sources

#### base conditions

a low cost solution in a square of 1 hec., which should fit in 7 different surroundings, 7 different climates for 7 different groups of 150 families.

a settlement which costs 7500 US dollars per family, where each family should have around 25 sqm, and the expansion process, to reach 75 sqm, should be assured by their own.

a place which people can identify themselves with and feel responsible for a scheme built to persons by persons.

#### our base conditions

a flexible plan, which interact with:

\_the abstract geometry of the given 1 hec. square

\_the geometry of each place, its physical and human conditions

### our rules > endless urban structures:

- \_ 2 directions given by urban elements
- \_ 1st step of occupation is supposed to be just on the first level
- base unit a functional unit (2x3 m)
- lot dimension = 8 x basic unit= 48 sqm
- $_{\perp}$  1st step of lot occupation = 3 "living" units + 1 infrastructure unit + 2 green units + 1 stair unit + 1 "waiting unit"
- maximum lot occupation= 2 green units +1 stair unit +10 units, selected from: infrastructure units (3 MAX),"living" units

the infrastructure box is plugged to the infrastructure city line. its position during the expansion process will be defined in

\_ one side of the infrastructure box has to face directly the outside (1 window unit MIN)

- \_ 7500 US dollars for :

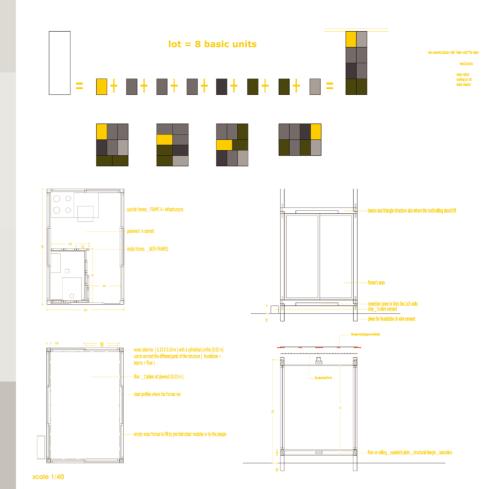
  A) 30 sqm= 1 infrastructure unit+ 1 stair unit+ 3 "living units"

  B) urban elements + 2 green units

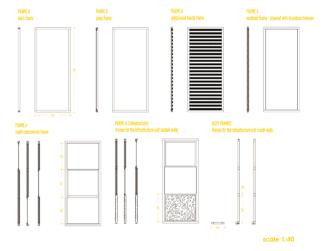
 $\_$  elements contributing directly to the urban drawing: public areas + infrastructur lines (integrating urban illumination) + green structure + stairs (making the roof access possible and defining the expansion process)

- space for community activities > minimum = 192 sqm ... maximum = depending on the available area
- \_ the strategic urban elements should appear as an action-reaction effect
- ....other conditions will come with the story of each place- surrounding, persons, climates

# endless dwelling environments



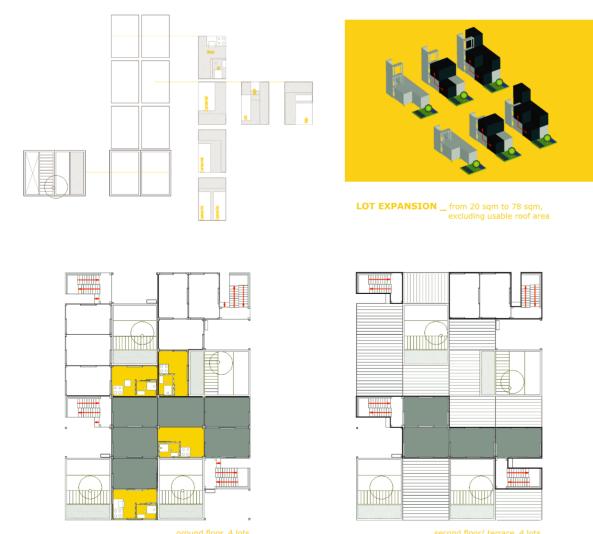




# looking for a draw defined by the human appropriation in space and time



## endless units & dwelling combination





## endless urban environments

