

INVASIVE PUBLICS

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CRITIQUE OF PUBLIC SPACE

True public spaces should be active, radical,
and overflowing with character.

An aerial, black and white photograph of San Francisco. The image shows a dense urban landscape with numerous skyscrapers and buildings. In the background, the San Francisco Bay Bridge is visible, spanning across the water. The overall scene is a high-angle view of the city, capturing its unique geography and architecture.

CRITIQUE OF PUBLIC SPACE

Today, San Francisco's urban fabric containing its financial district lacks identity and hinders social interaction. Predominantly gentrified by white and wealthy populations of the Dot Com Boom, mainstream, commercial and technological interests influence the entire city of San Francisco.

CULTURAL HISTORY

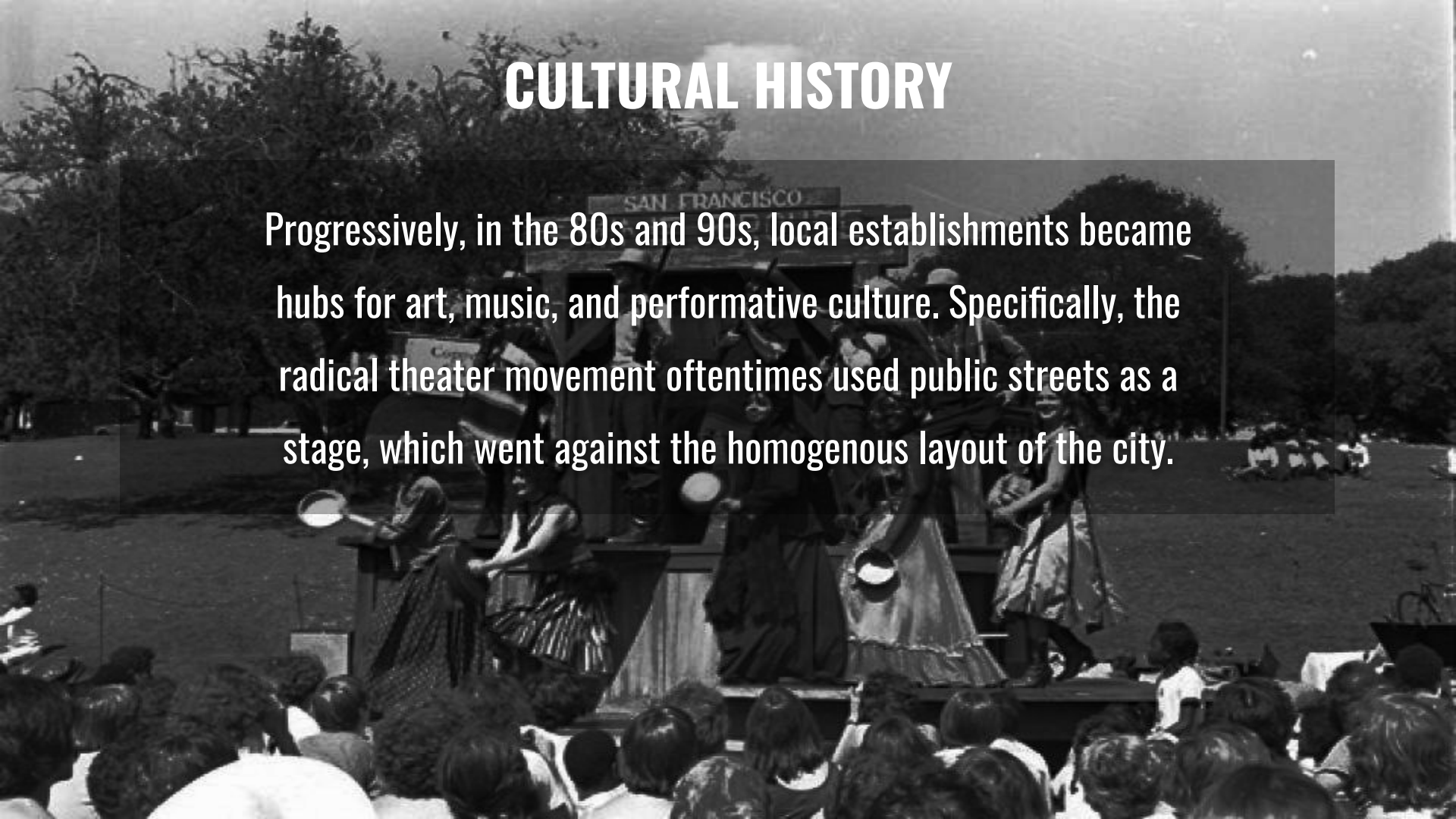
In the 1960s, hippie and free love movements fostered vibrant new attitudes of communal living, fashion, gay pride, and activism in the streets.

(Ex) Kaliflower Commune of 1967



CULTURAL HISTORY

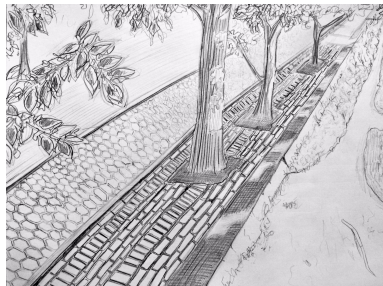
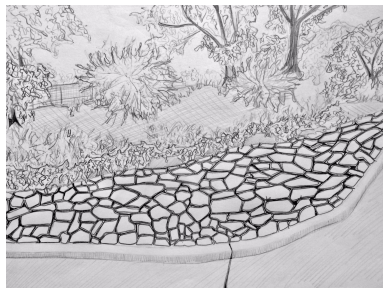
Progressively, in the 80s and 90s, local establishments became hubs for art, music, and performative culture. Specifically, the radical theater movement oftentimes used public streets as a stage, which went against the homogenous layout of the city.



CRITICAL QUESTIONS

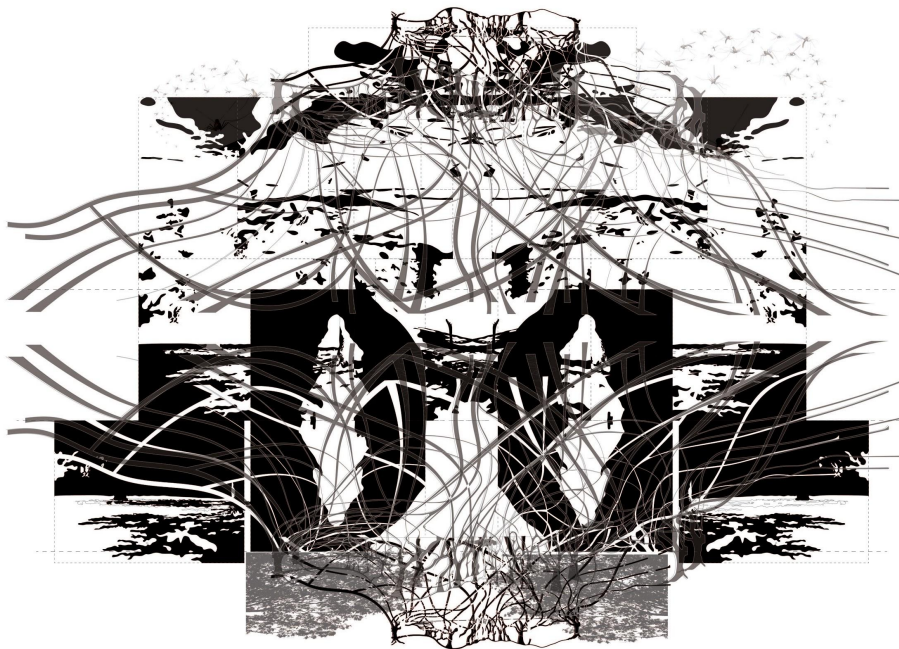
How can a counter fabric invade existing urban spaces to foster new kinds of social relationships?

How can these new social relationships drive people away from spectacle culture? (influences of capitalism & local media on social behaviors using propaganda, ads, politics, & order)

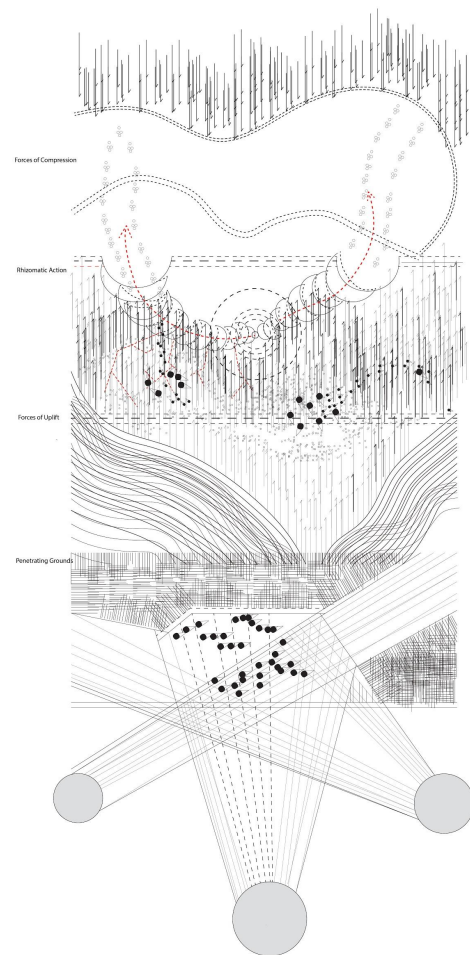


FORT GREENE

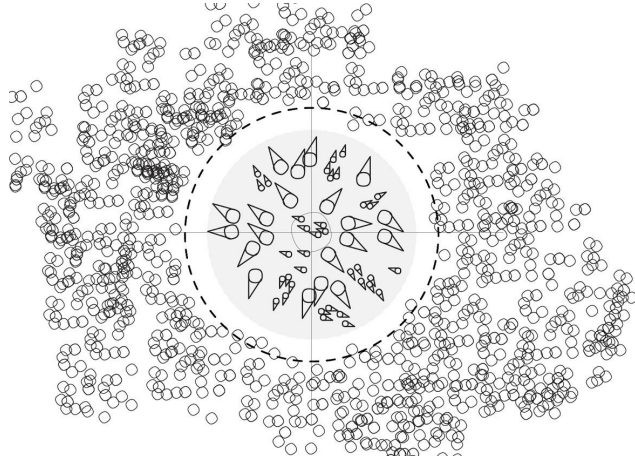
PRECEDENT RESEARCH



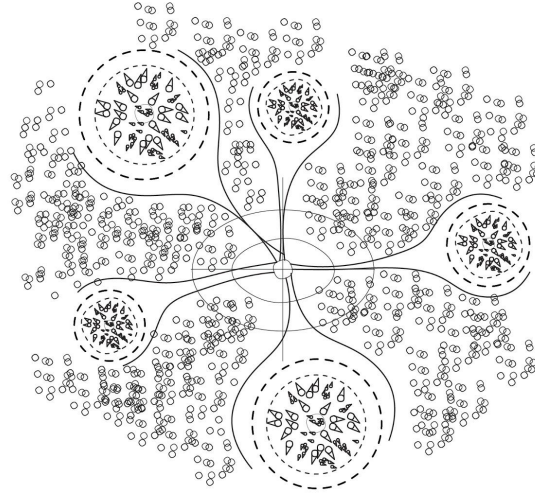
**Reciprocal Relationships b/w
Ground Materiality & Activity**



Rhizome

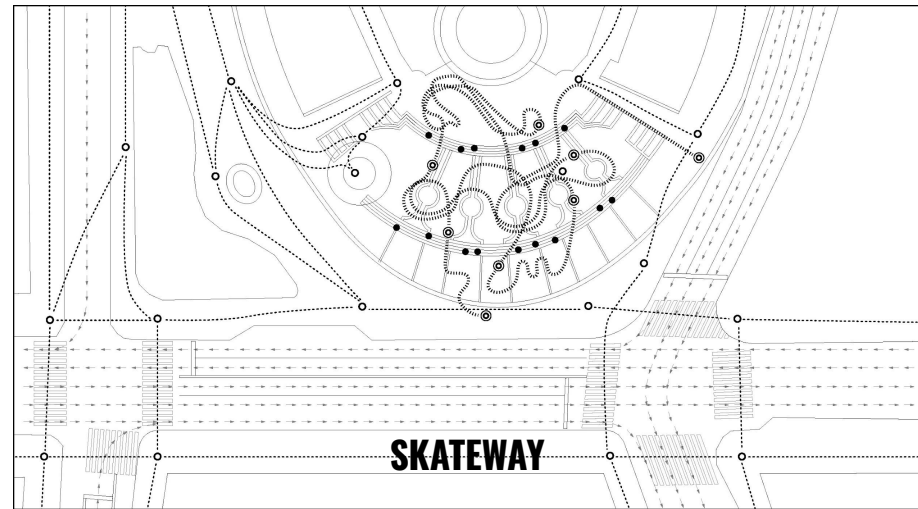
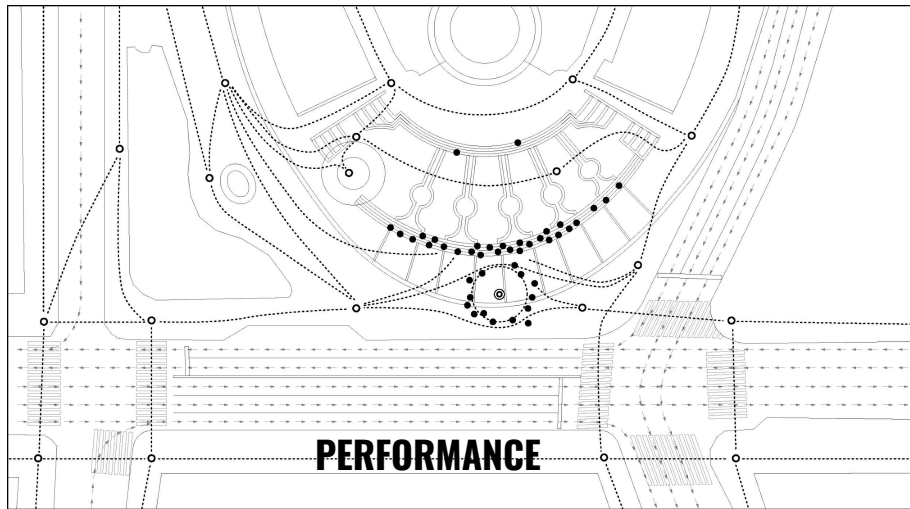
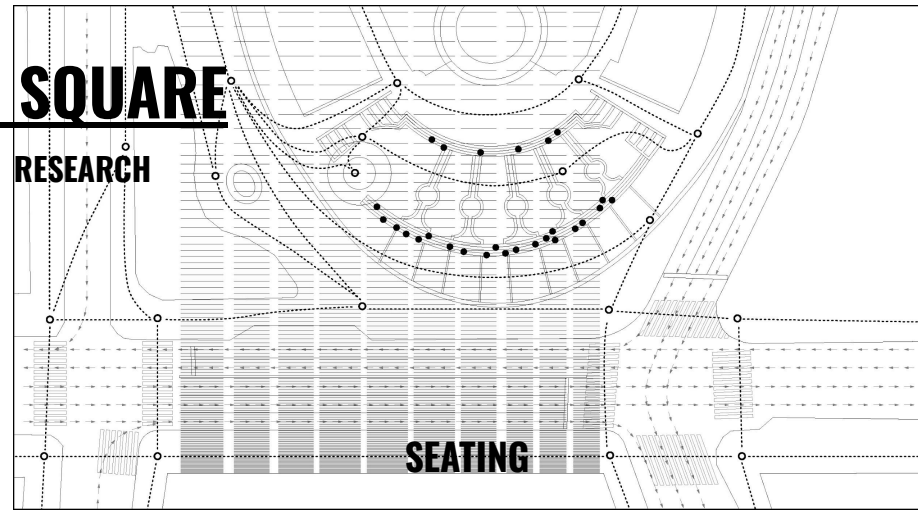
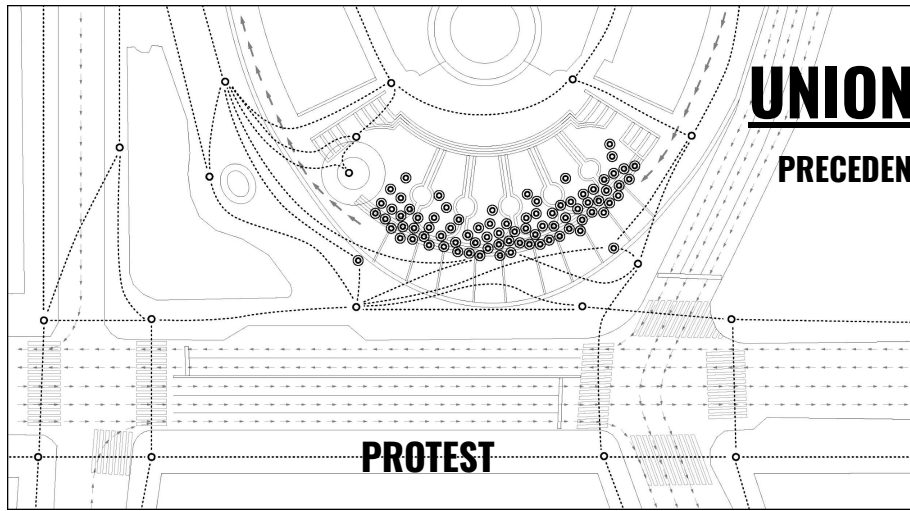


Public Singularity



Public Multiplicity

A rhizome is a portion of a plant's stem that continuously grows underground through a network of roots to keep the entire plant alive. How can it's properties of growth and connection be used w/in our own public space?





The background of the image is a complex, abstract diagram. It features various labels and symbols: 'Disconnection' at the top, 'Connection' in the center, 'Mind' in several locations, 'Violence' on the right, 'Display' on the right, 'Interpretation' on the left and bottom right, 'Veil' on the left and bottom right, 'Actual' in several circles, 'Memory' on the right, and binary code (010101, 10100, 00010, 00000, 111001) in several locations. The diagram consists of overlapping lines, shapes, and patterns, creating a sense of depth and complexity.

MULTIPLICITY

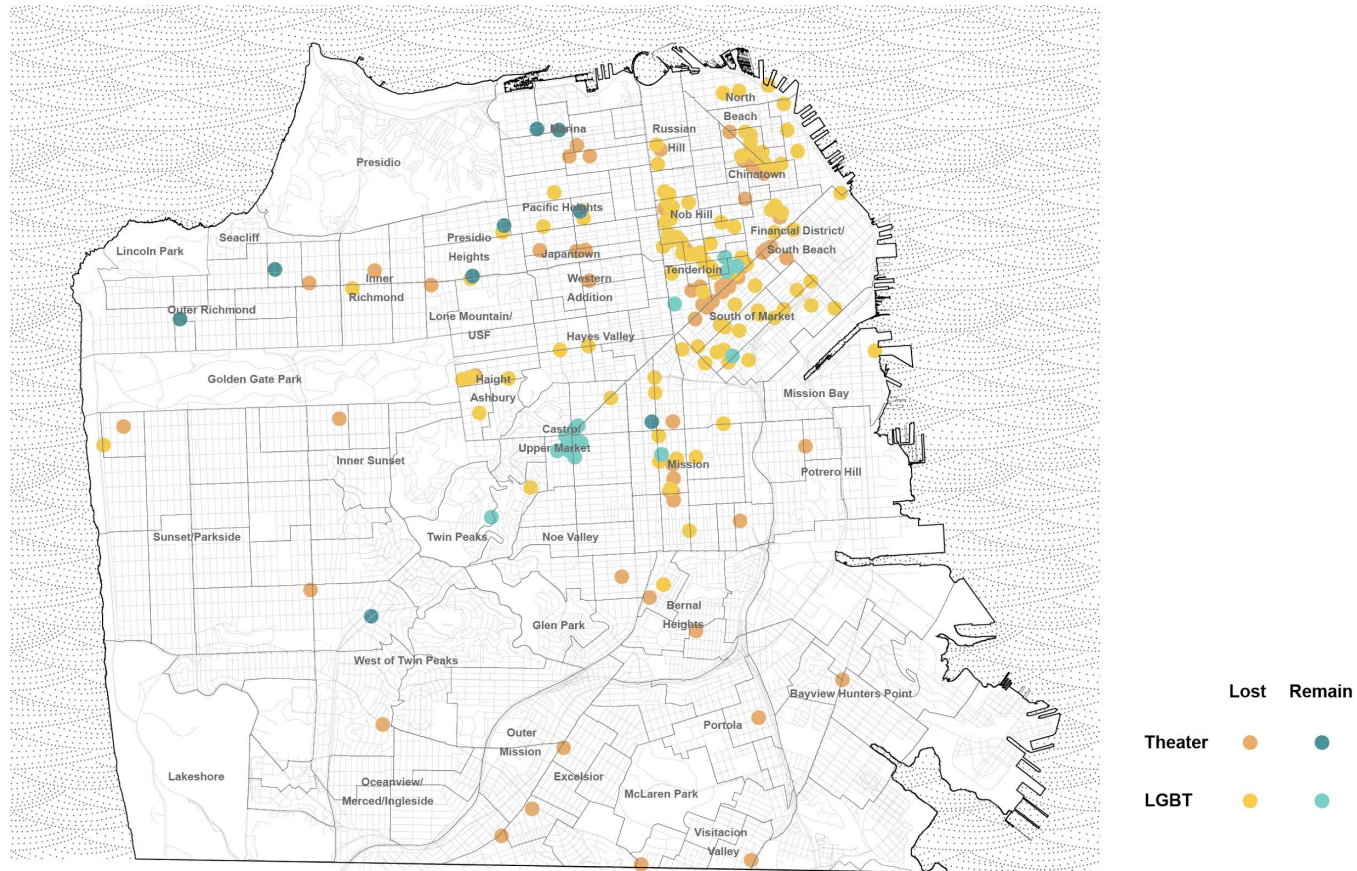
Virtual technology can instill multiplicity into a physical space by creating conceptual relationships with other spaces and providing various perceptions of a body.

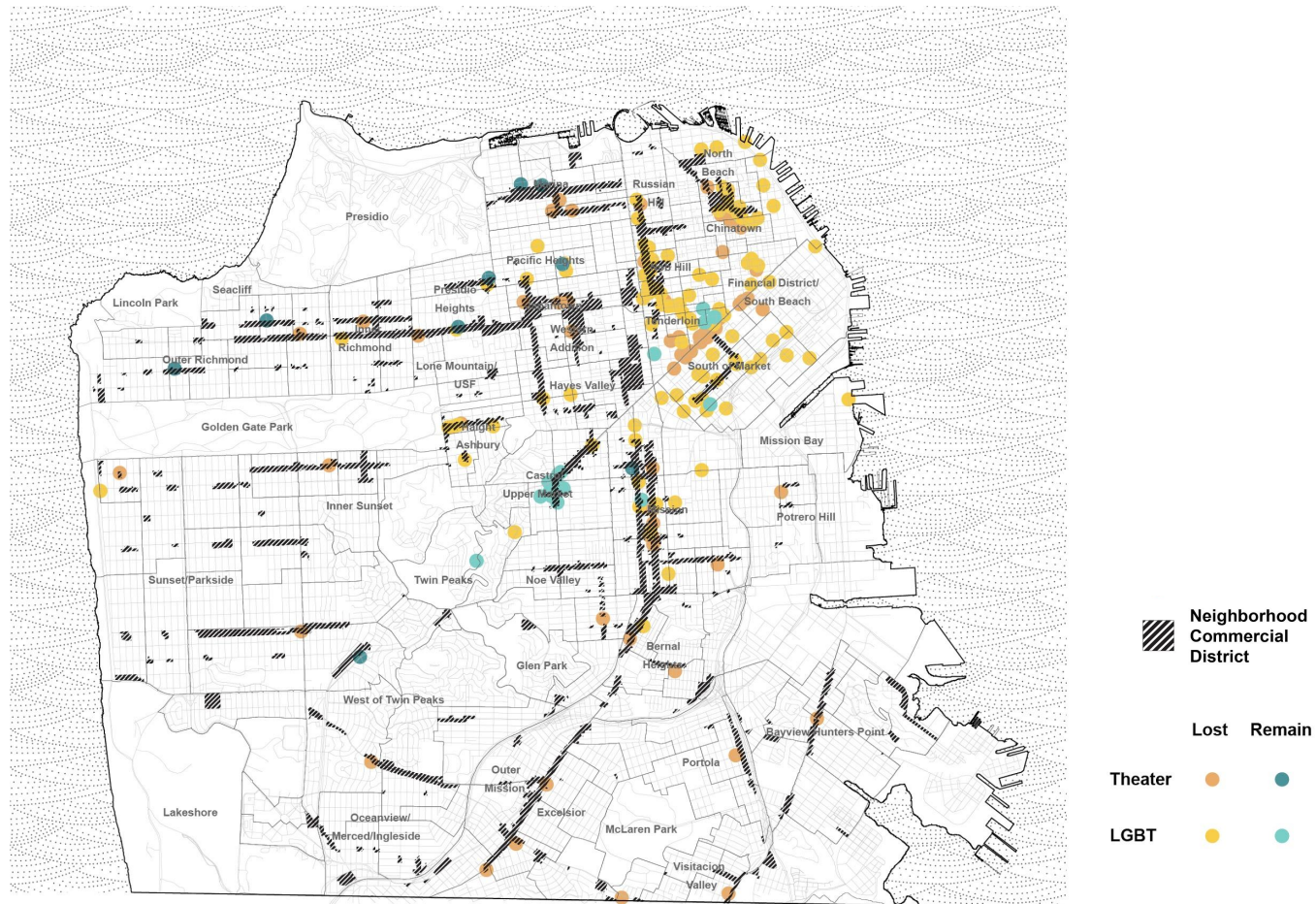
Design Hypothesis/ Critical Points

Combining typologies of landscape and technology can...

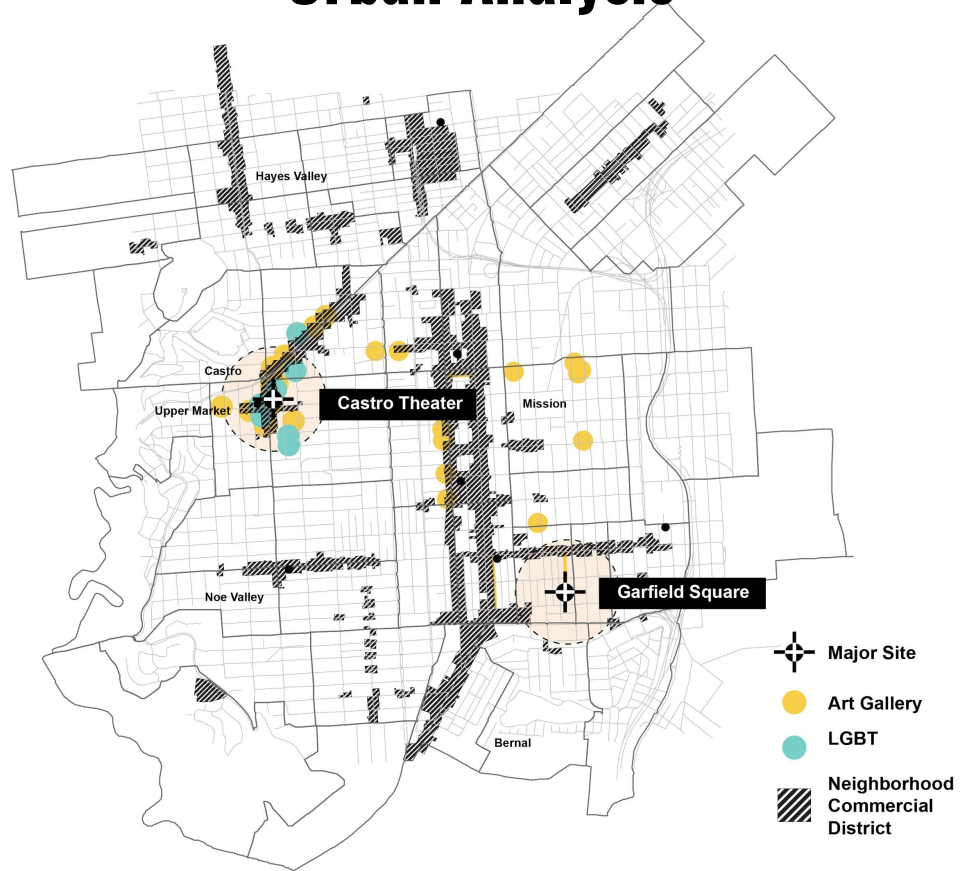
1. Excavate historical subcultures (artists, homeless people, skaters) and ecology (sand dunes, wetlands, streams, terracing terrain) leveled by urbanism
2. Engage new forms of mutual communication between different sites & local groups of people (physically & virtually)

Urban Analysis





Urban Analysis



SITE FABRIC

Cultural Hubs

Corporate Hub

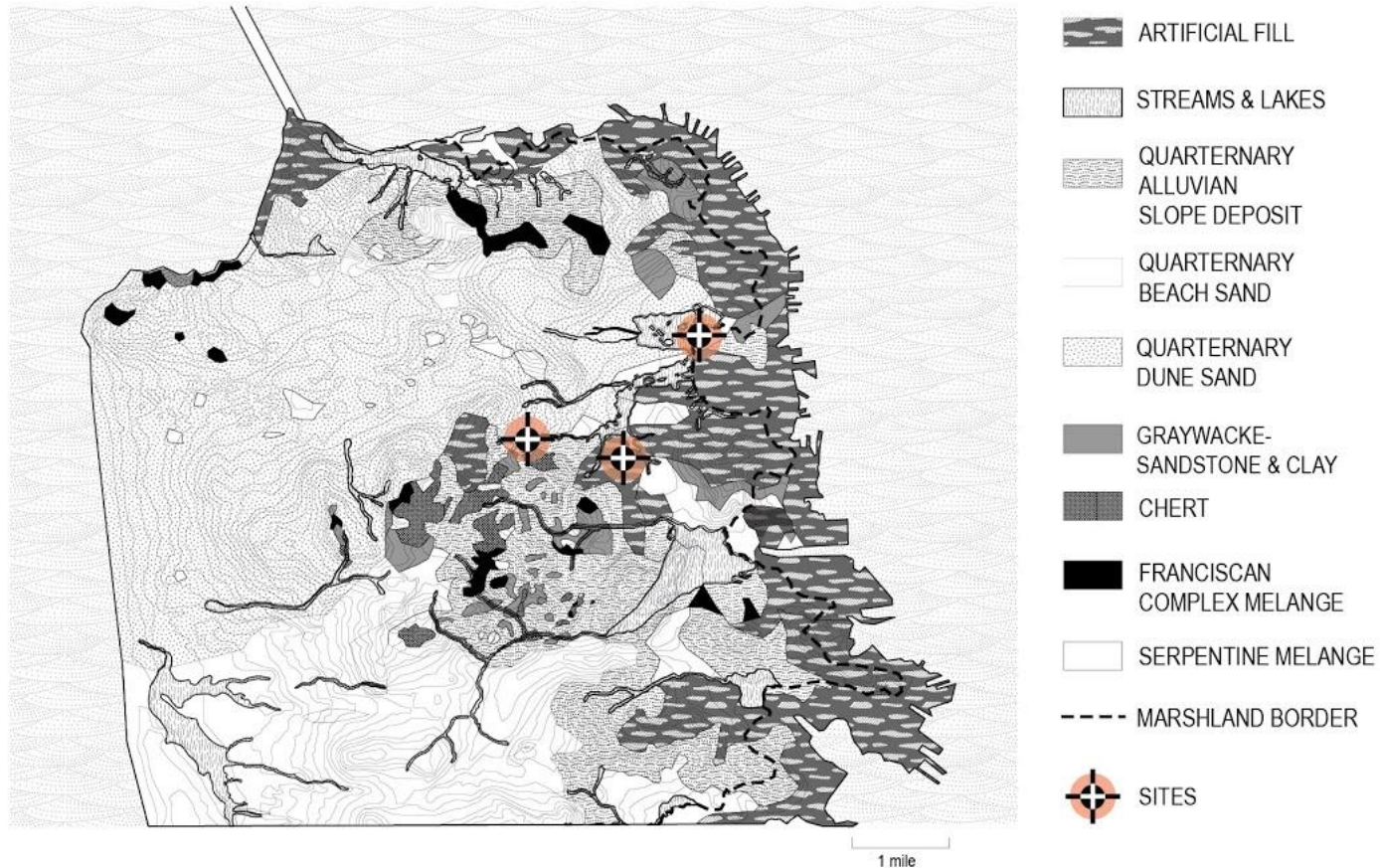
Castro Theater

Garfield Square

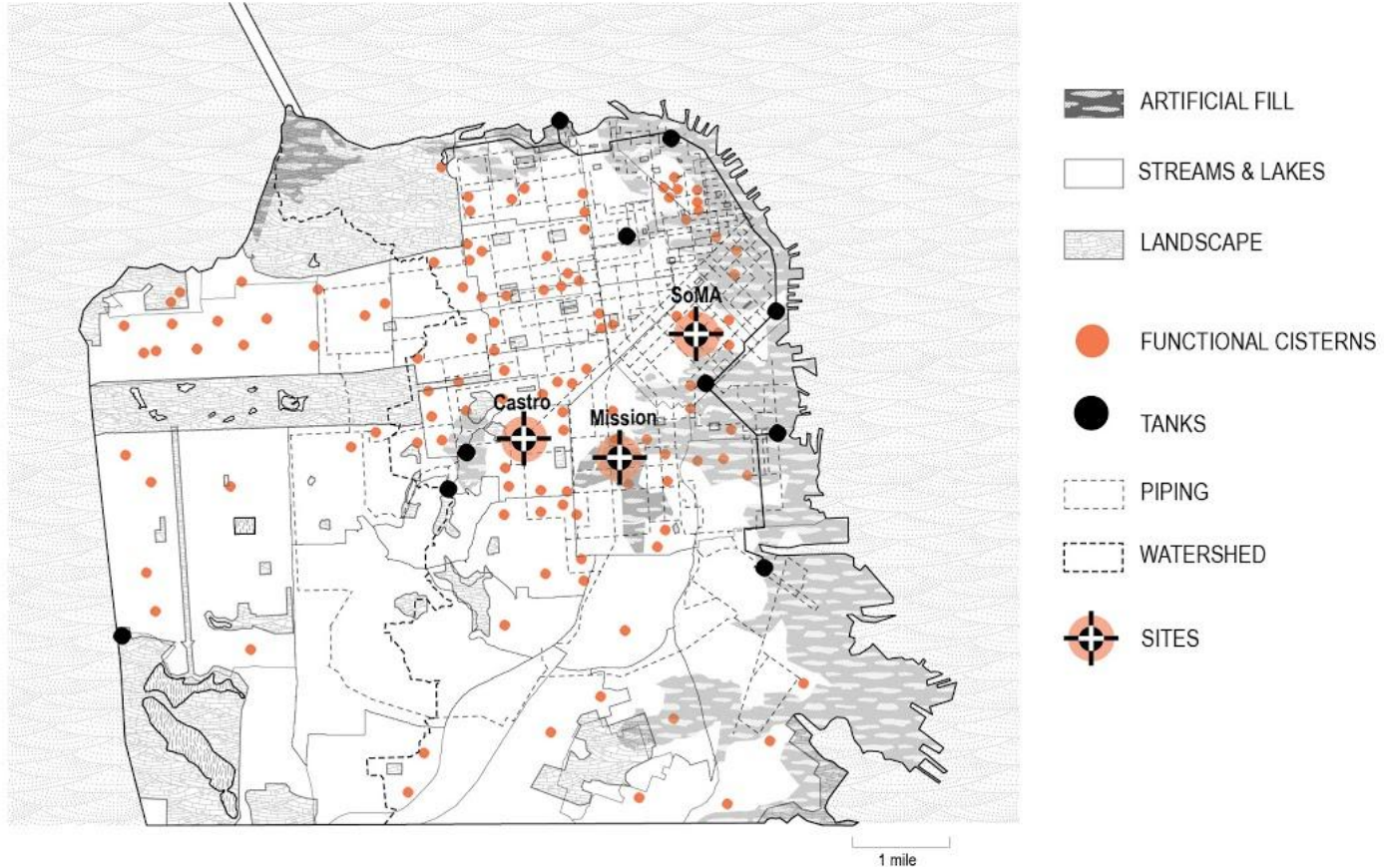
Transbay Terminal



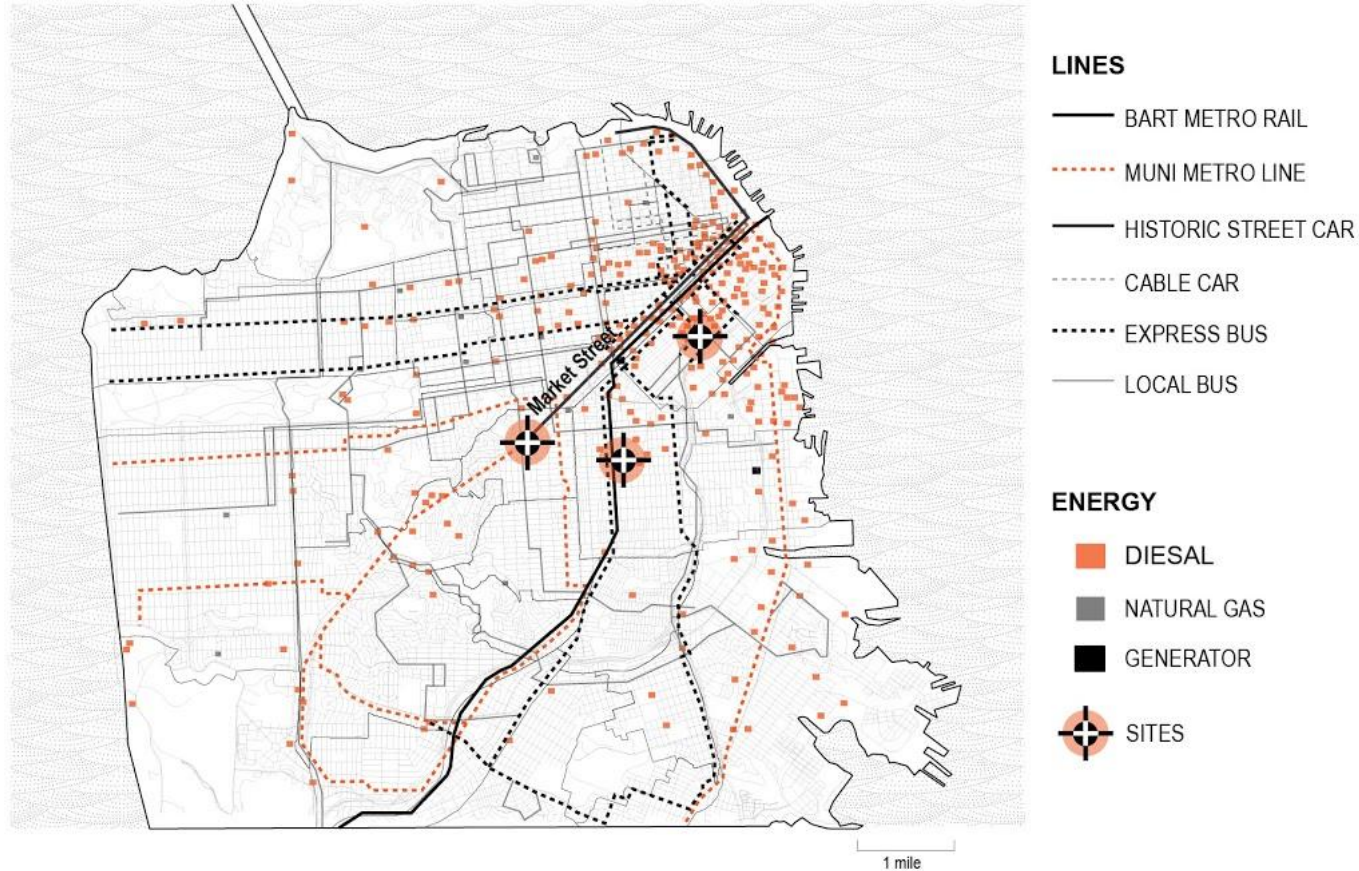
Embedded Geology 1850



Current Hydrologic Systems



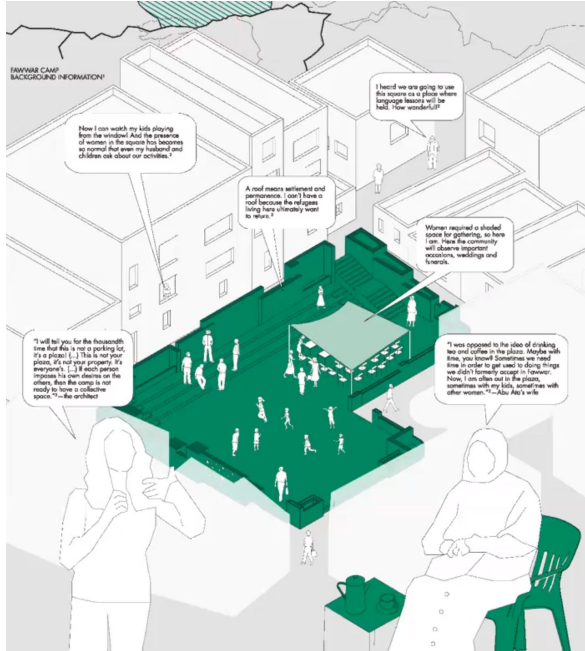
Transportation



Proposal

Our new urban master plan of playscapes will become a hybridized and connected domain for virtual technology and artificial landscape to interact. We facilitate rhizomatic spread to disrupt original orders of space and life in the city and excessively fill public space for maximum pedestrian activity.

El Campo De Cebada



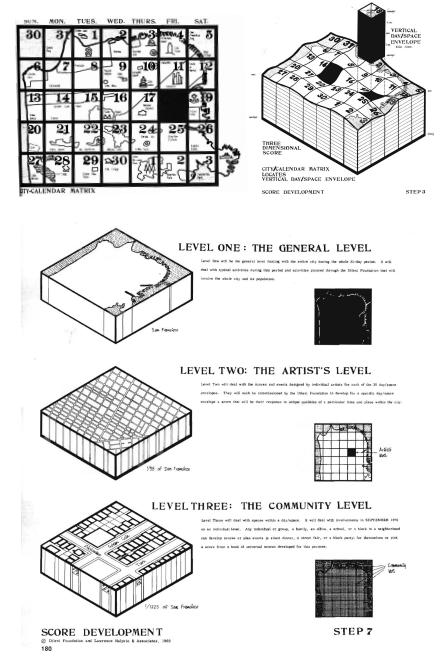
Community-based intervention

Instant City (1968-1970)

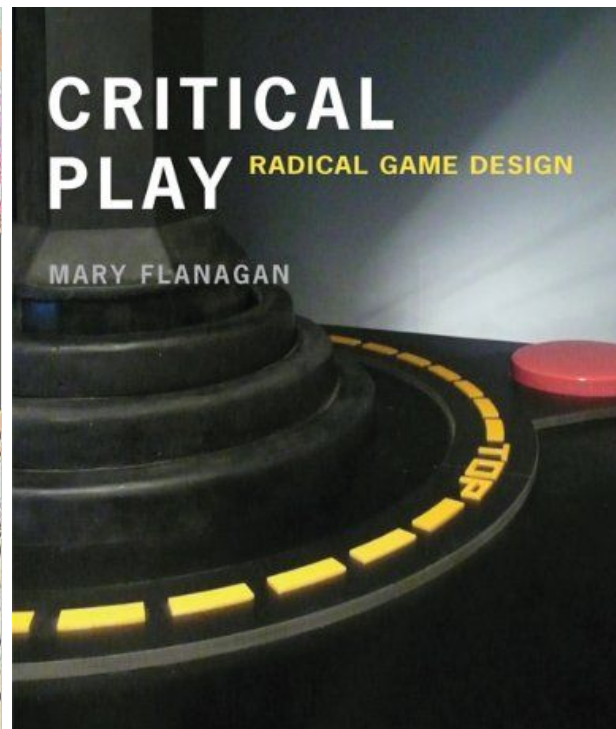
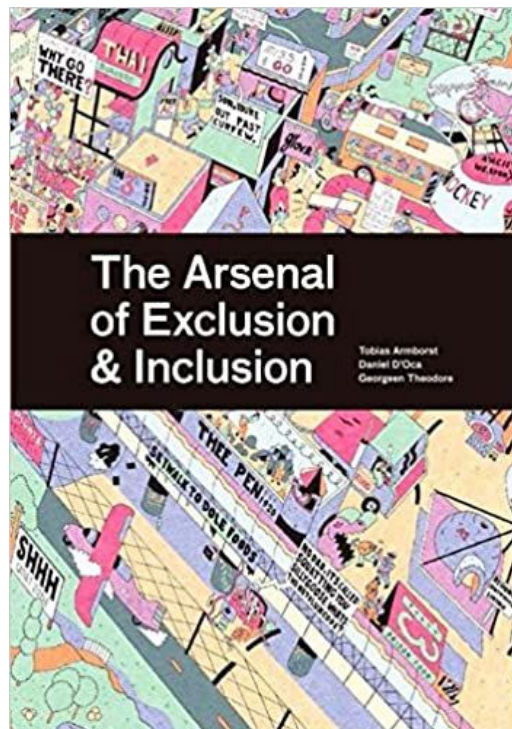


Neo-futuristic/ Pro-consumerist

RSVP Cycle (1970)

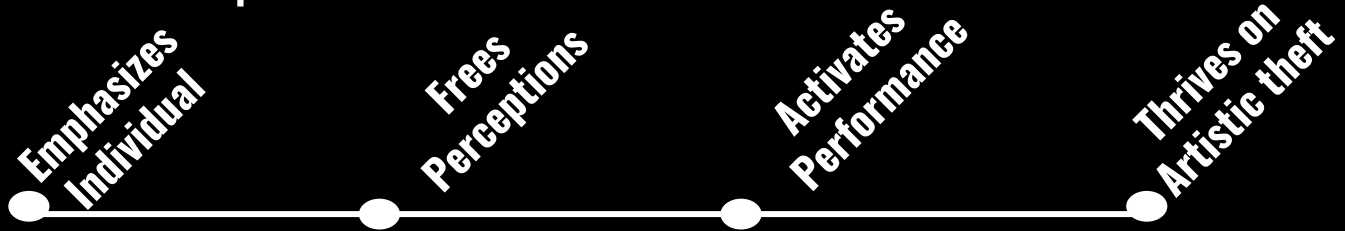


Bottom up Event



Play

A playscape is an environment that encourages interaction and enjoyment for all individuals, through features of landscape, props, and situated experiences.



How Can Public Space Become More Invasive?

The playscape can occupy various moments of the site.

Multiple Blocks

Crowded Streets

Urban Alleyways

Parklets/ Lots

Nature Corridors

Hidden Streams



Transbay

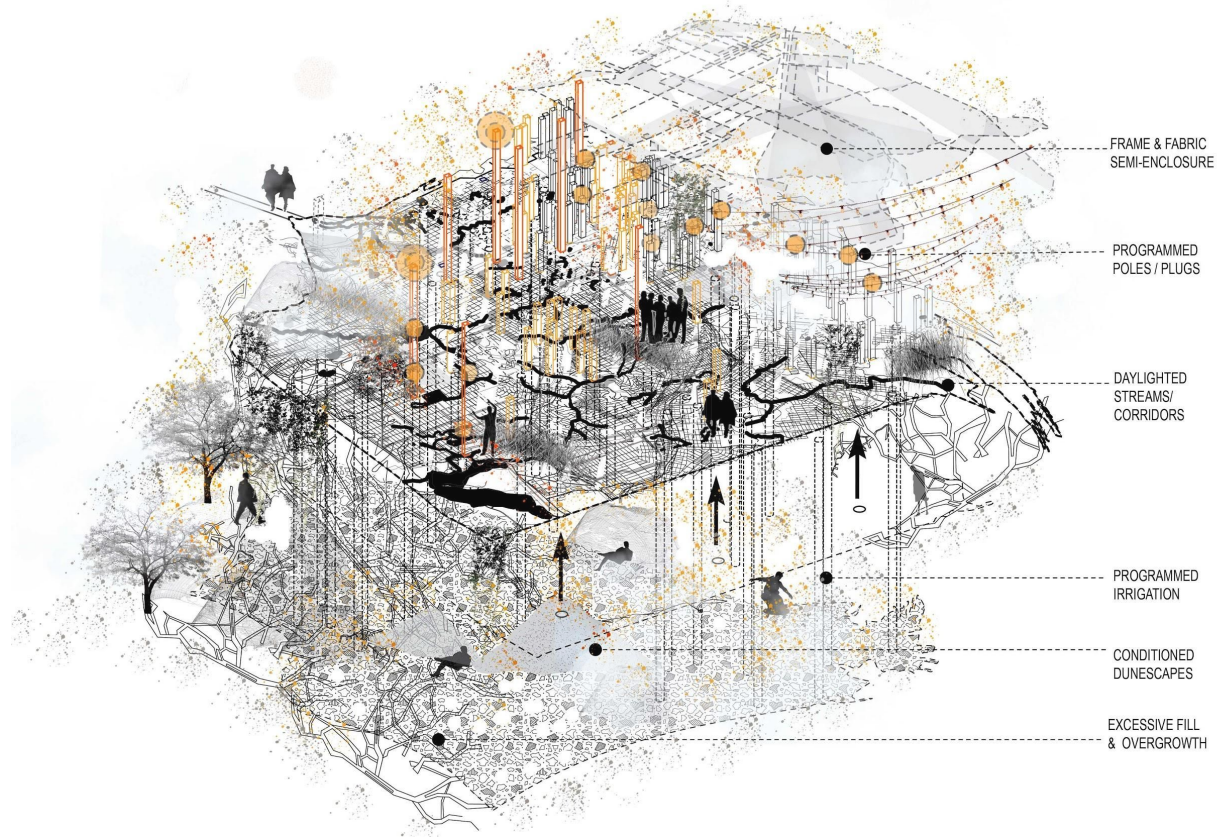


Garfield Square

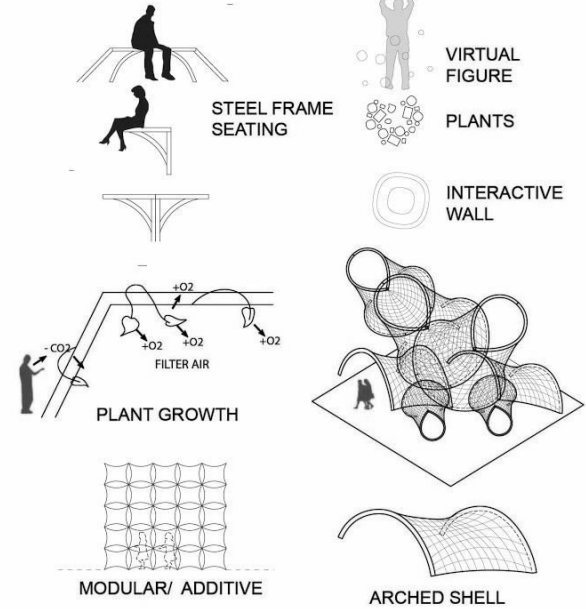
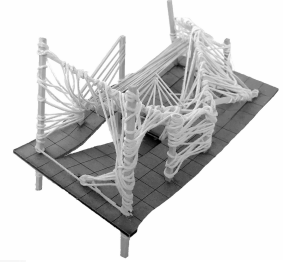
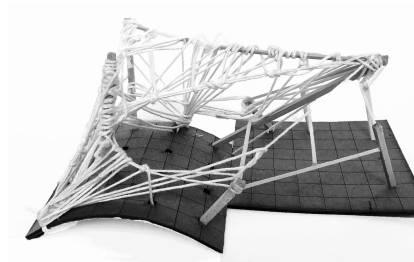
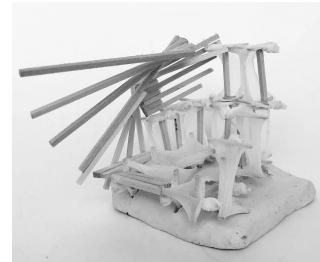
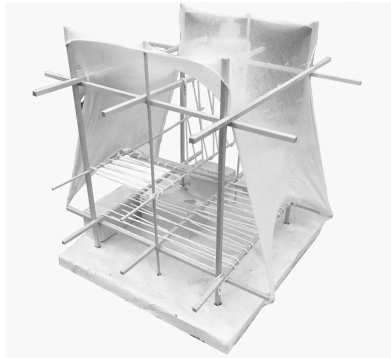
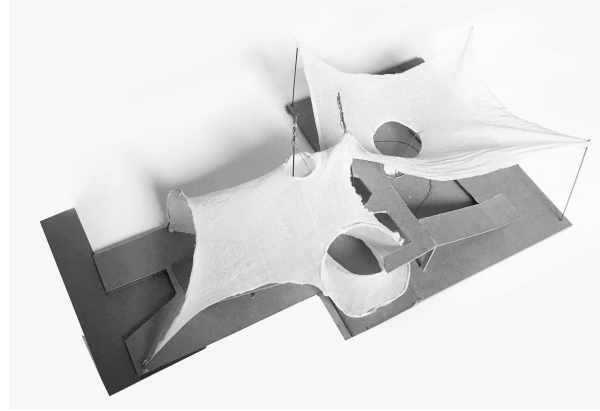
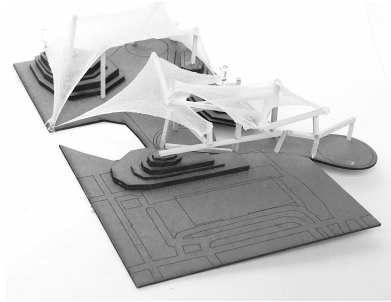
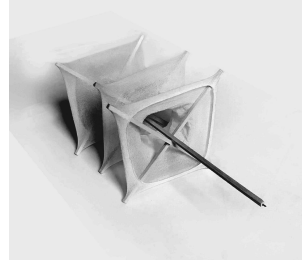
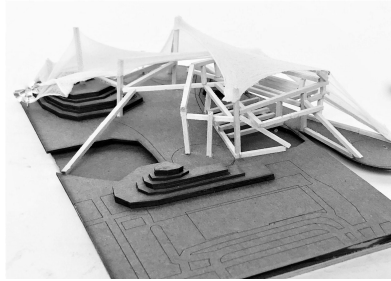


Castro

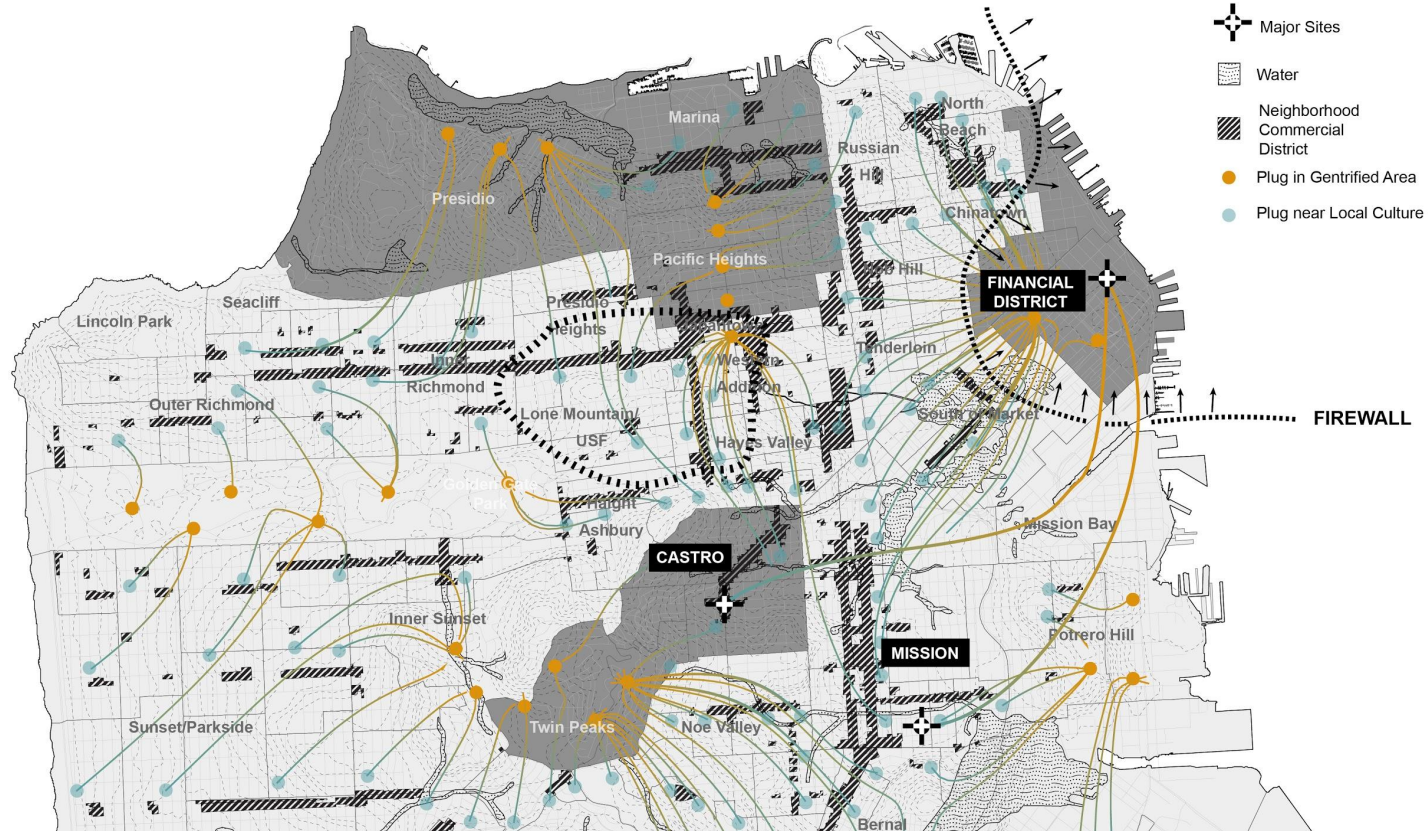
Discursive Collage



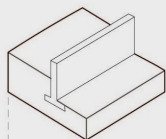
Study Models



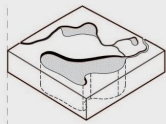
Urban Maps- Network Interventions



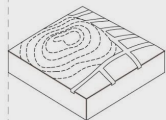
Like an element of landscape, a **plug** is implanted as a smaller unit of space that eventually becomes part of a larger system.



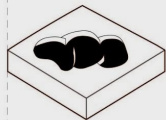
Retaining Walls



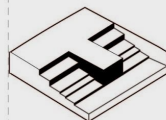
Daylighted Streams



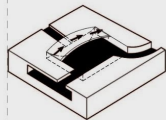
Terracing



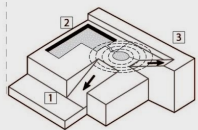
Clump Carving



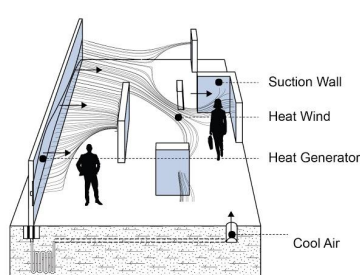
New Topography



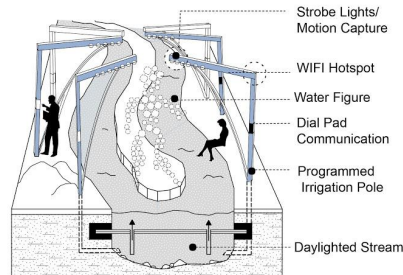
Overlooks



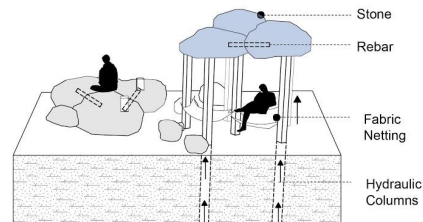
PLUG DIAGRAM -Ground Move + Technology



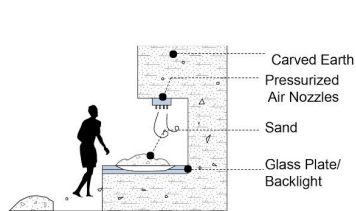
Temperature Sensors



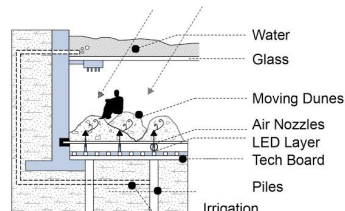
Digital Figure - Water/ Light



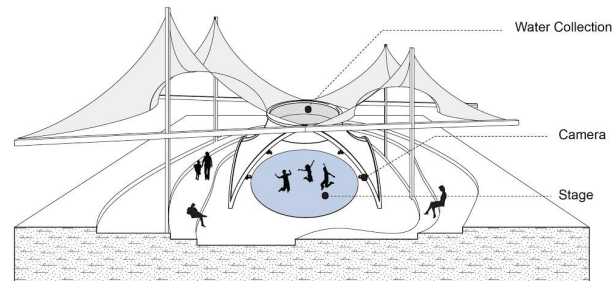
Moving Landscape - Meditation Pods



Sand Table Receivers



Moving Landscape - Dunes

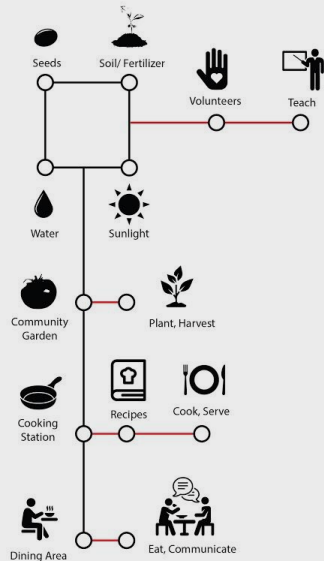


Sunken Stage

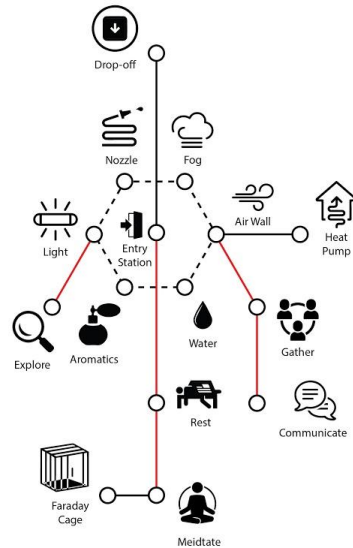
RULES OF ENGAGEMENT

We aim to stimulate non-hierarchical creative processes and collaboration between occupants to establish **a new urban consciousness** that allows leeways for interpretation, improvisation, and rebellious behavior.

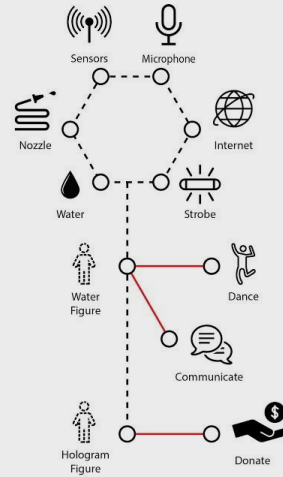
Public Kitchen



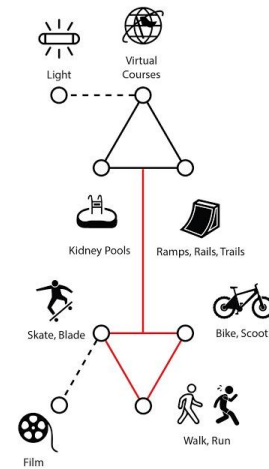
Starting Bubble



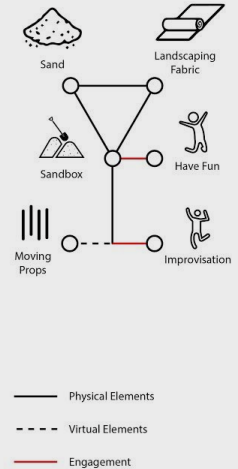
Manhunt Pool



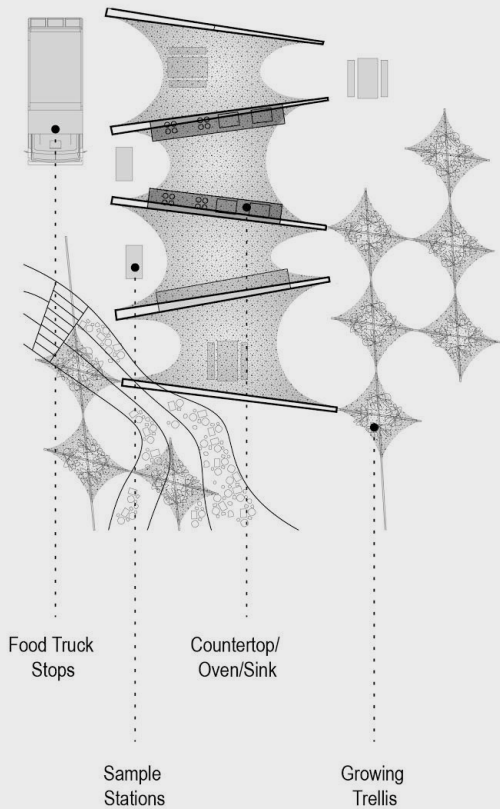
Skateway



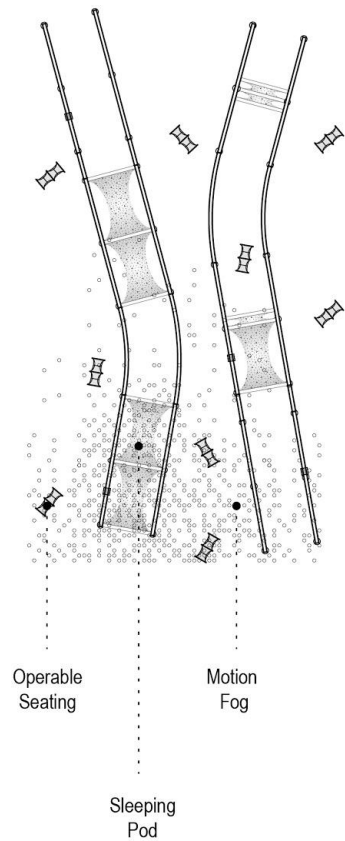
Sandbox



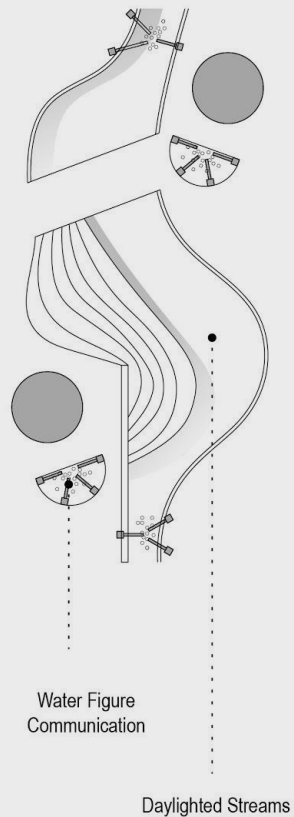
Public Kitchen



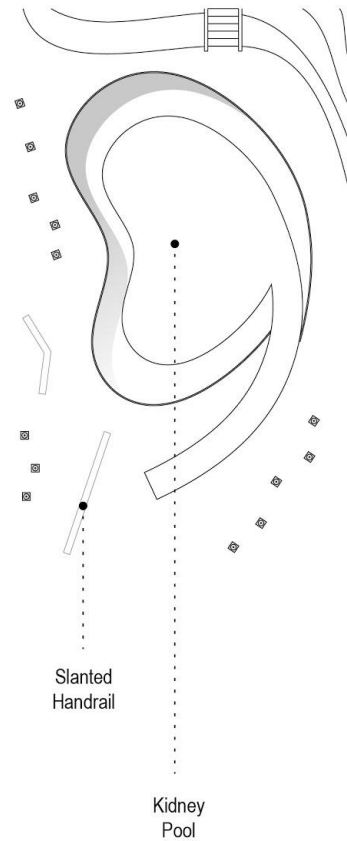
Starting Bubble



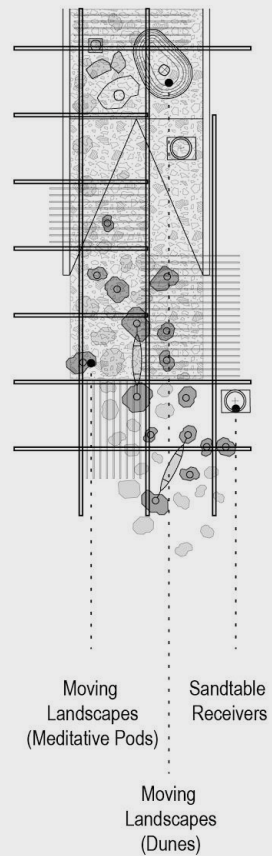
Manhunt Pool



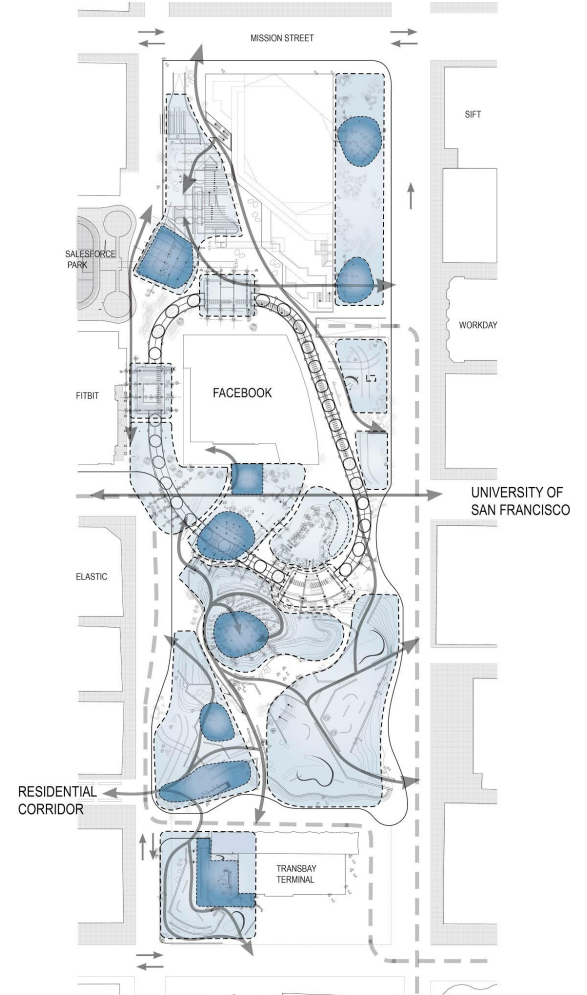
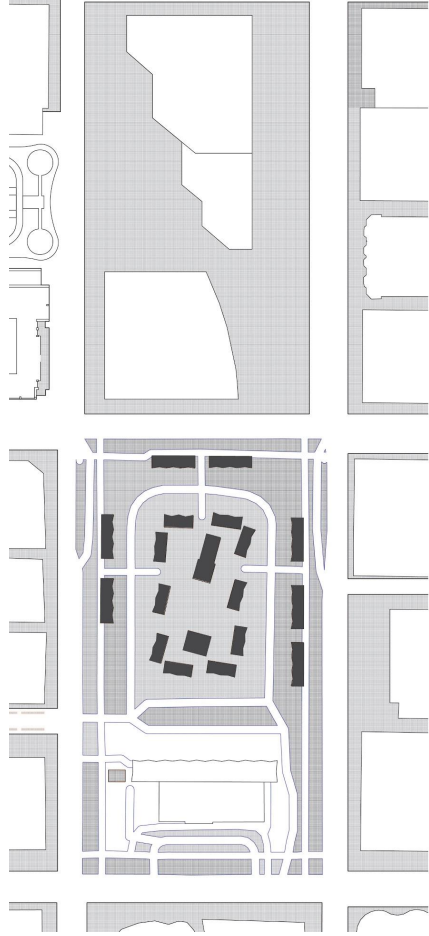
Skateway



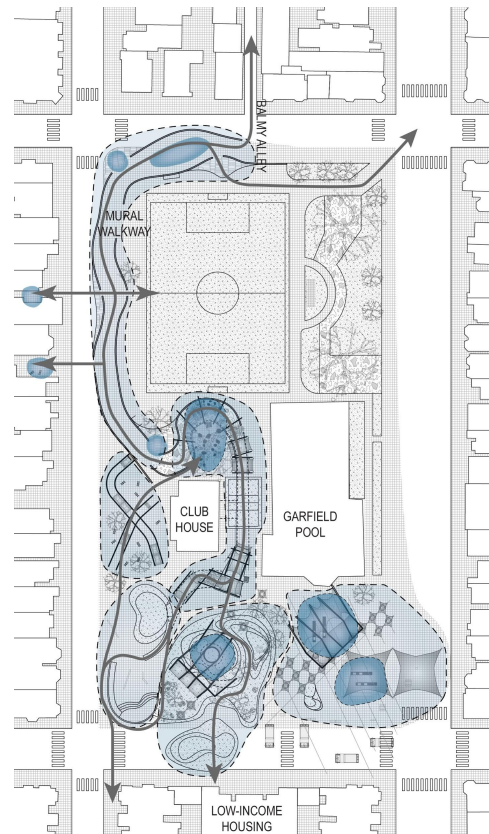
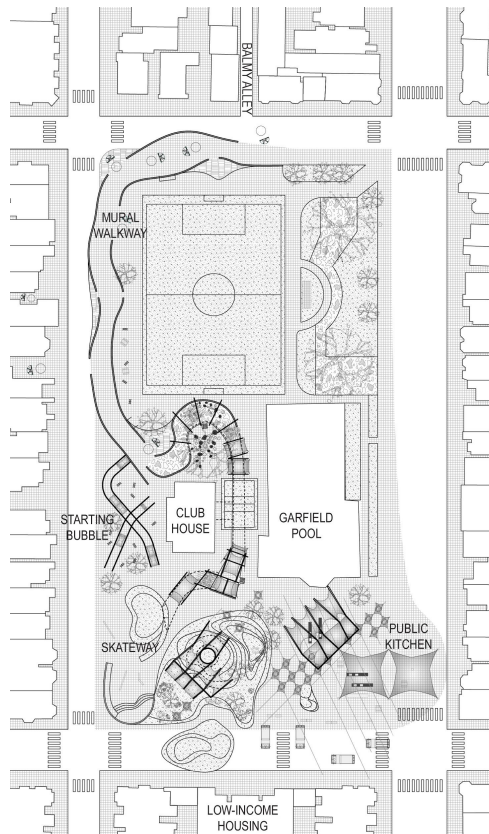
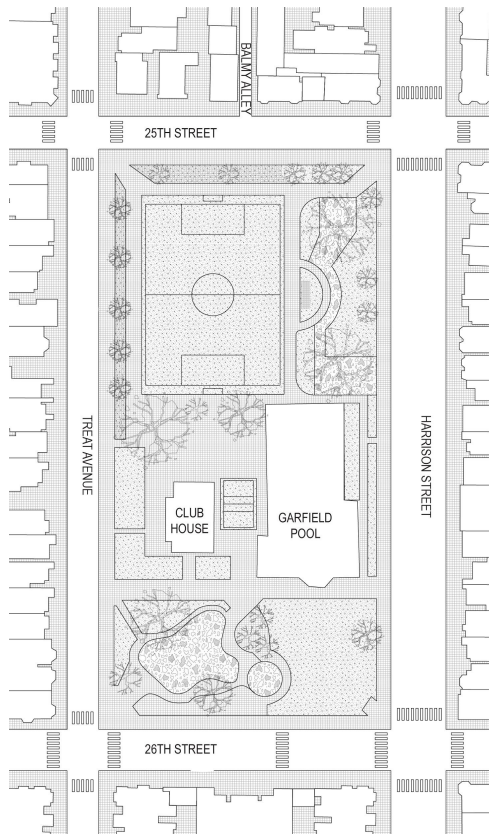
Sandbox



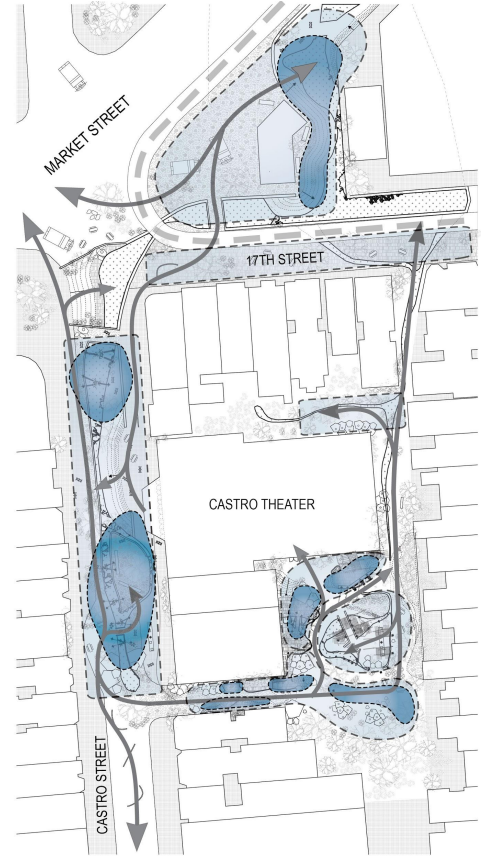
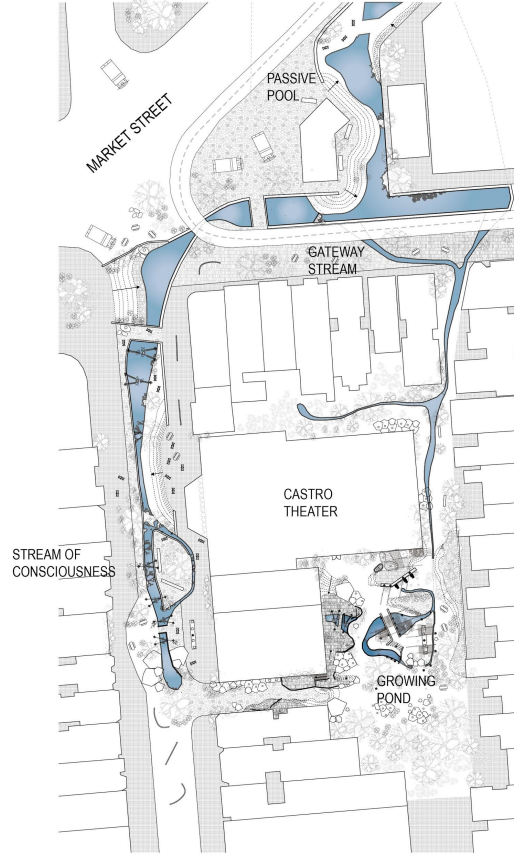
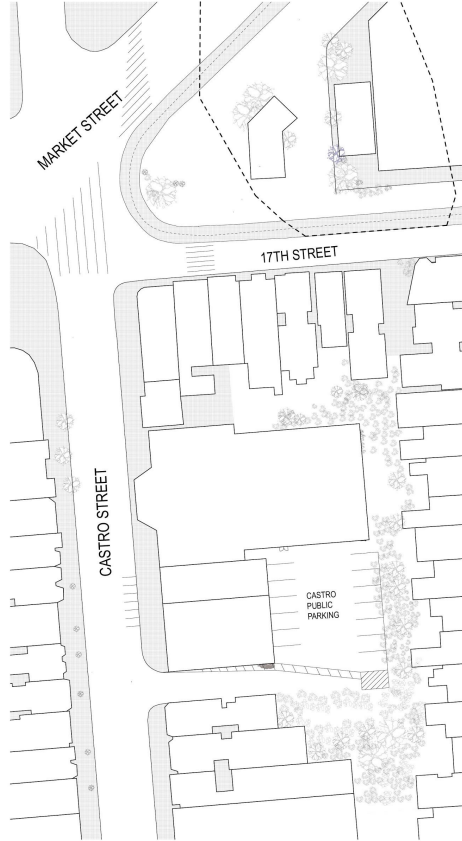
Transbay

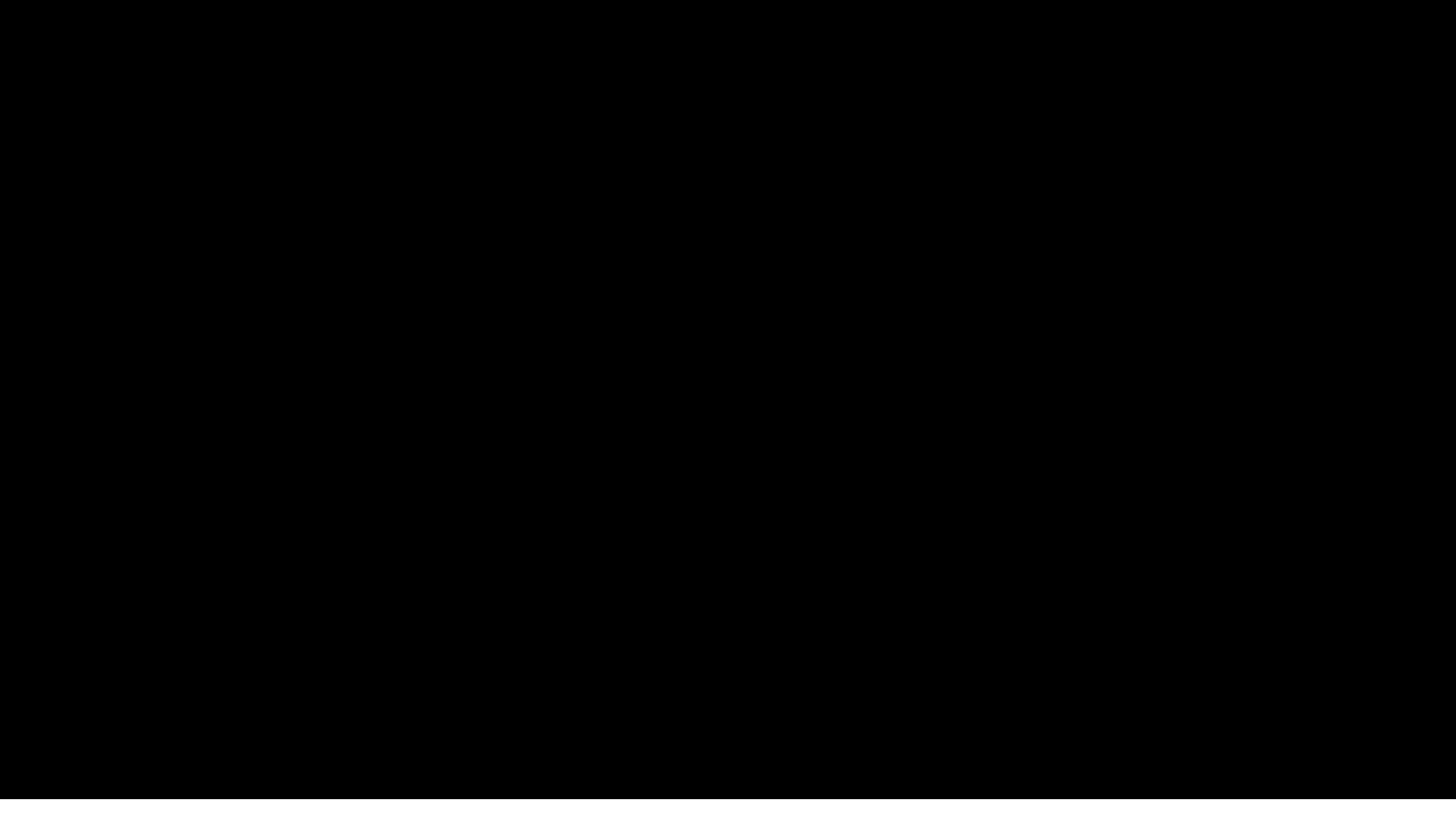


Garfield Square

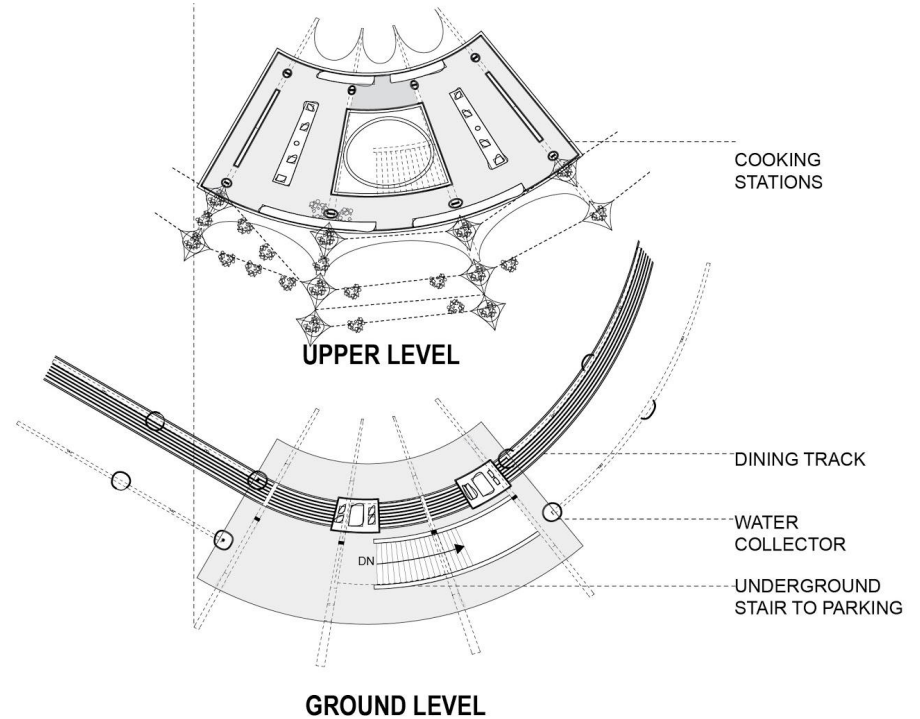
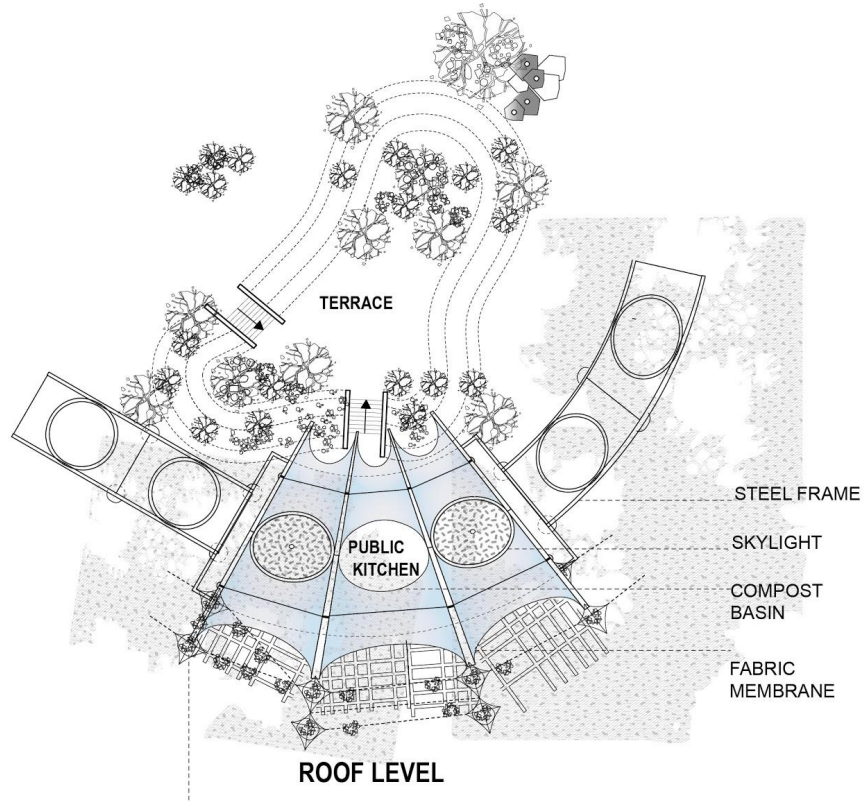


Castro

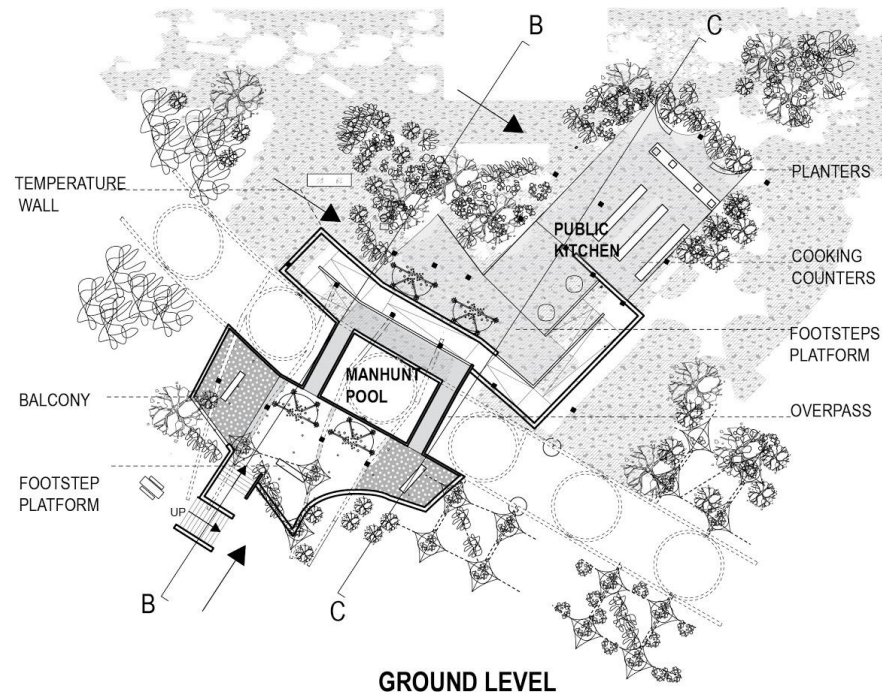
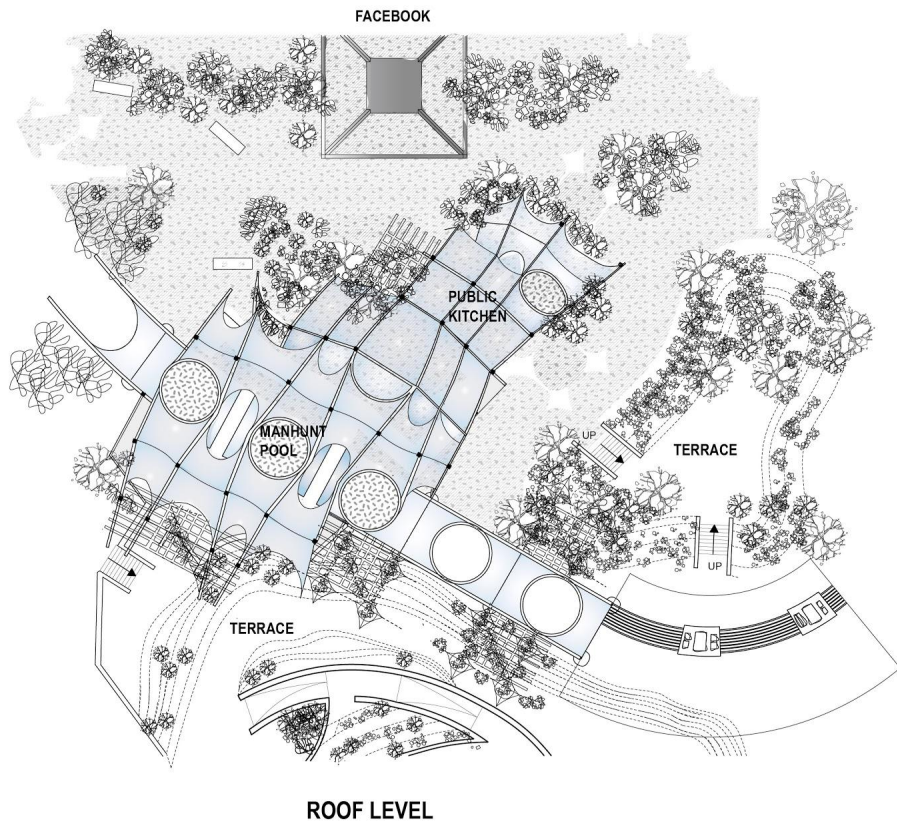




Elevated Public Kitchen

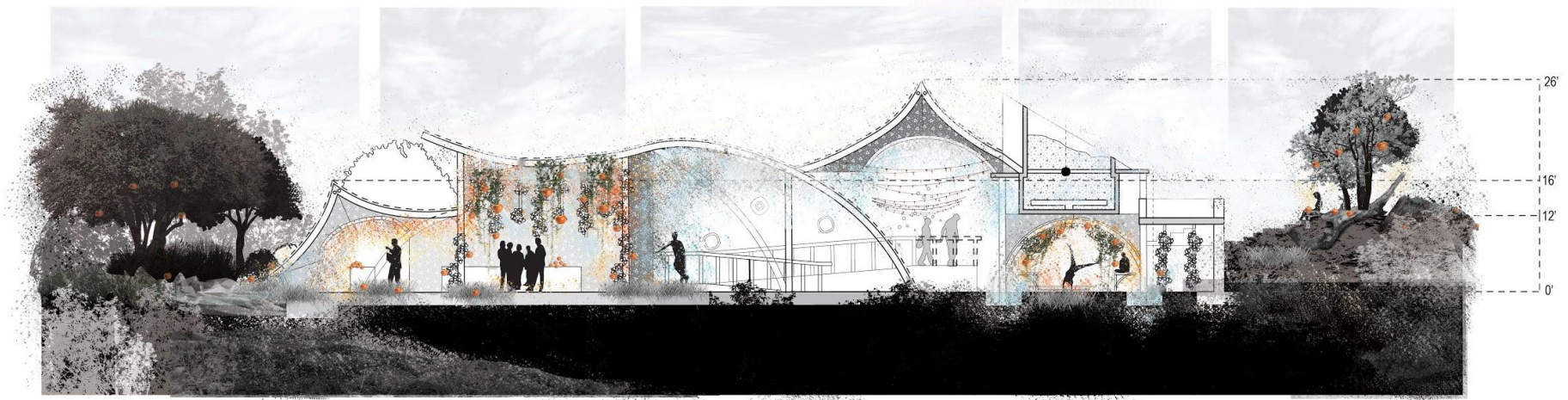


Manhunt Pool + Public Kitchen



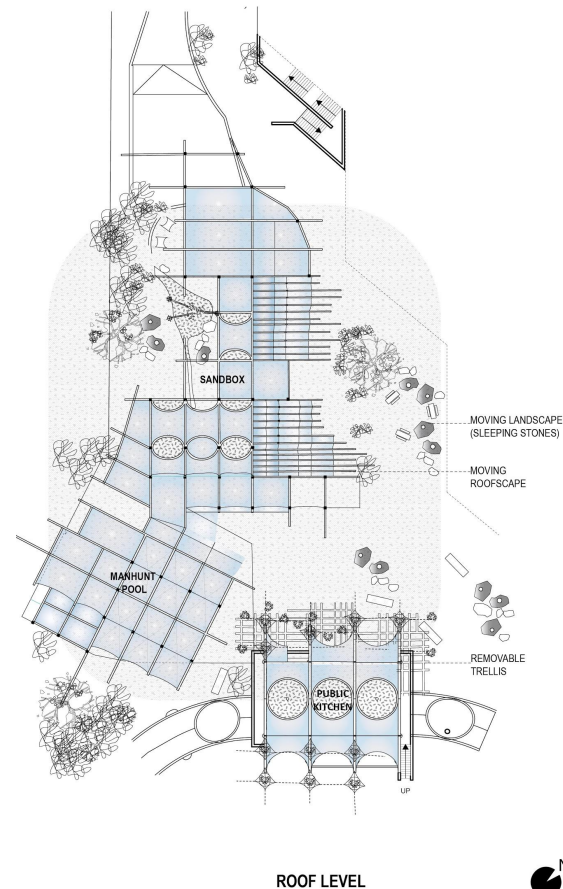
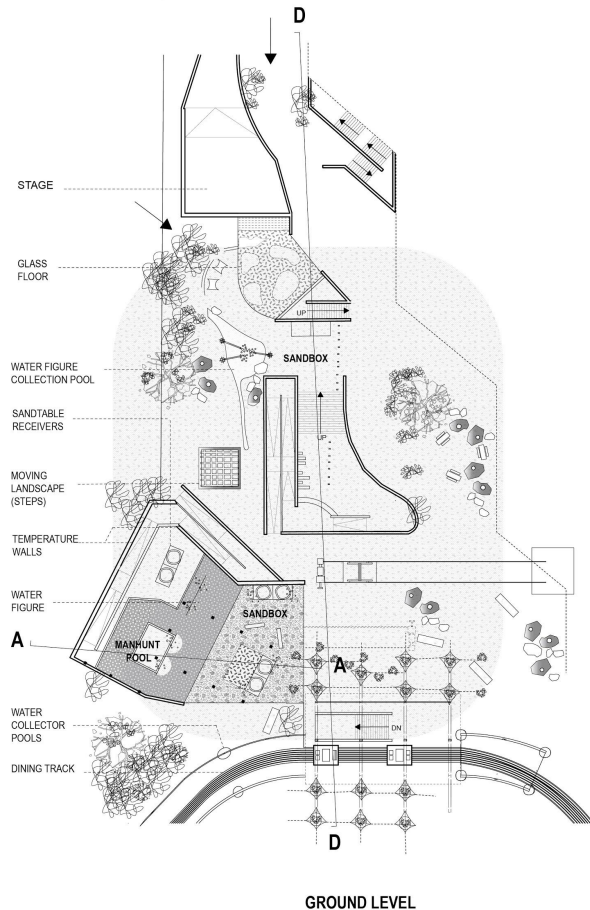
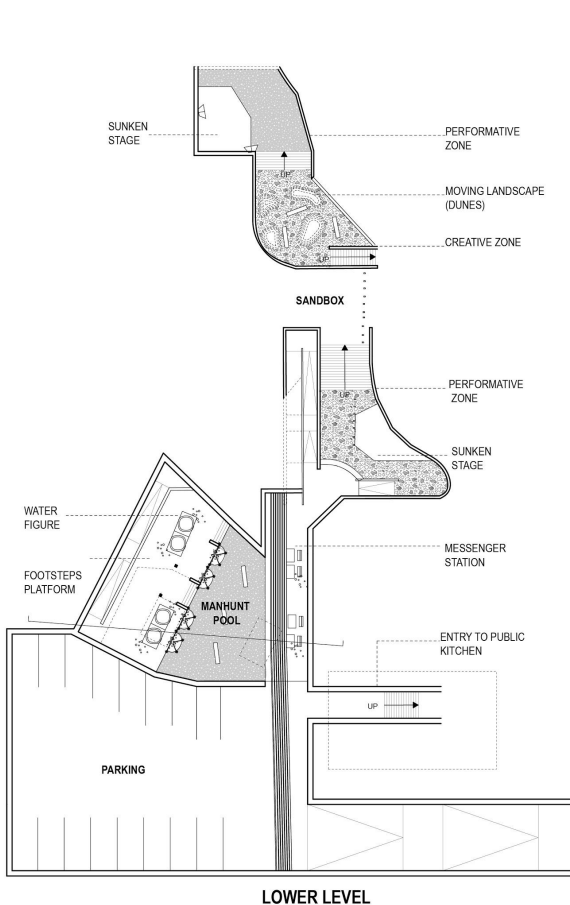


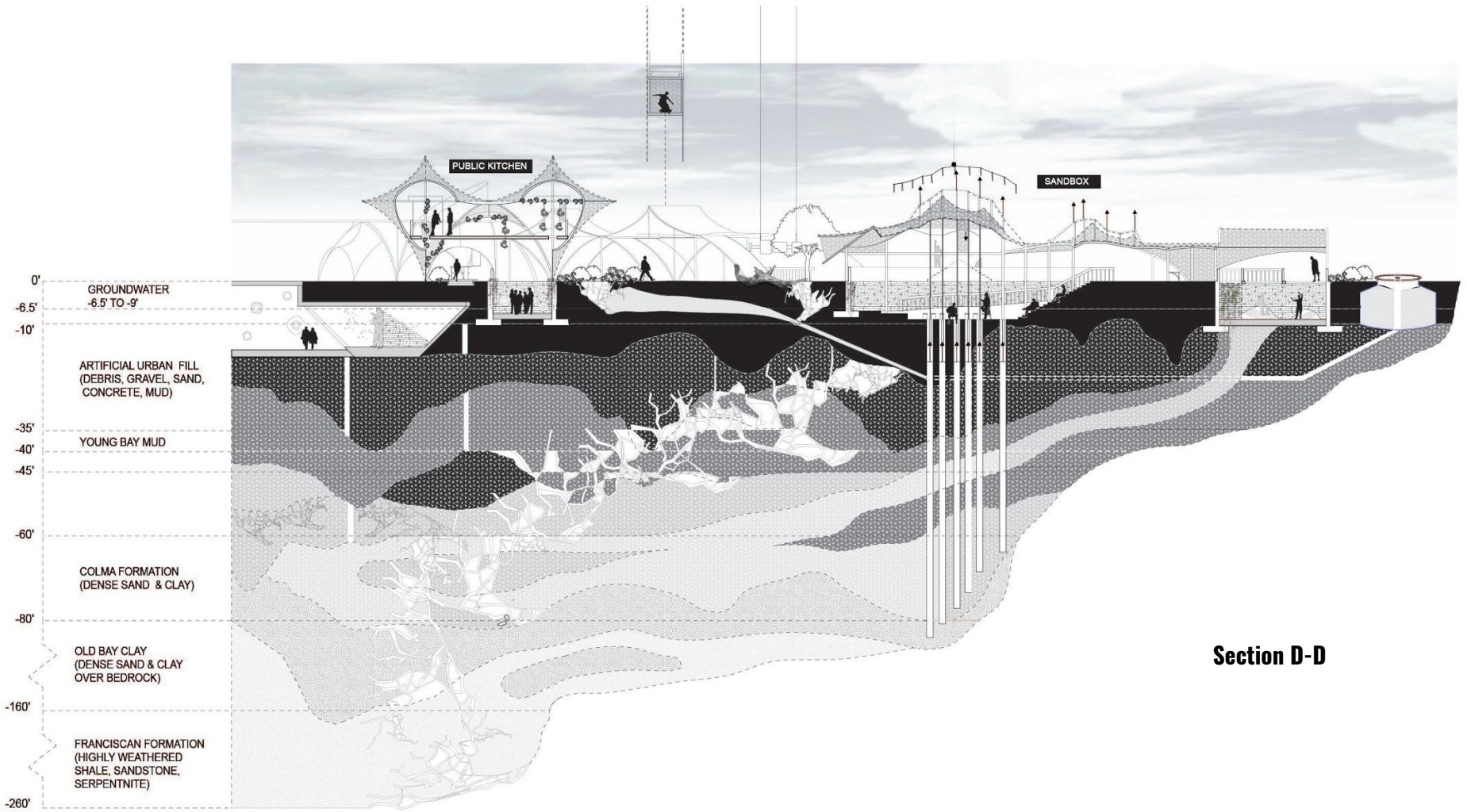
Section B-B MANHUNT POOL PUBLIC KITCHEN CORRIDOR/ DINING TRACK MANHUNT POOL/ SANDBOX

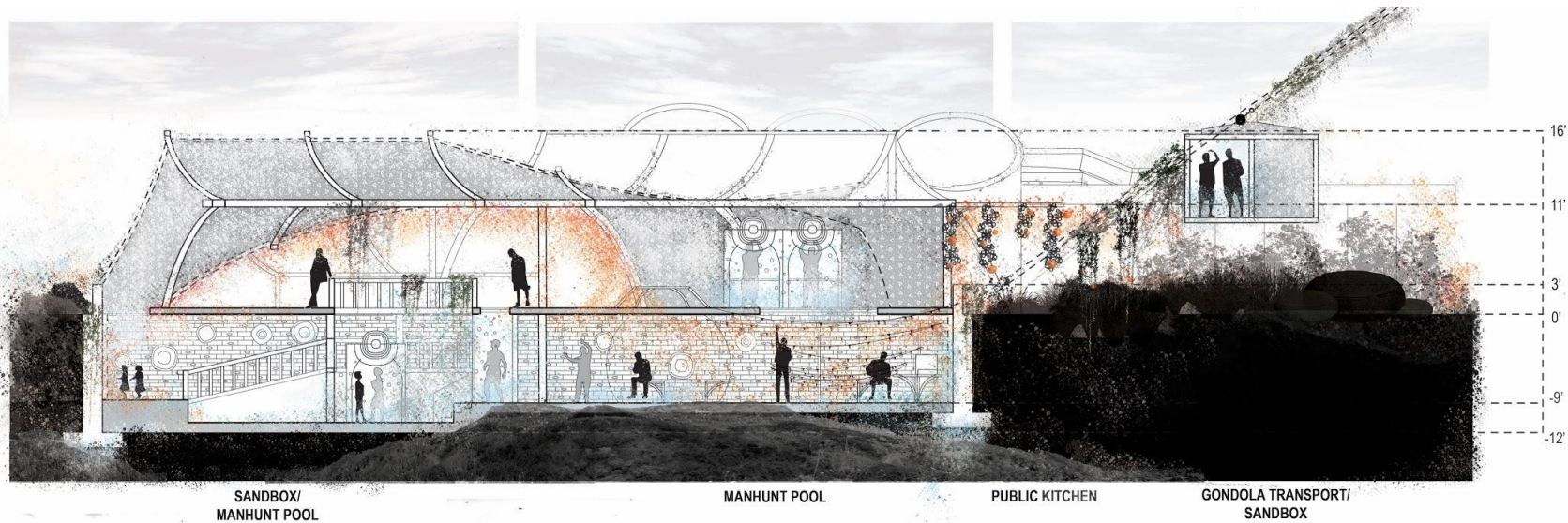


Section C-C GARDEN PUBLIC KITCHEN MANHUNT POOL COMPOST/ STAGE GROWING TERRACE

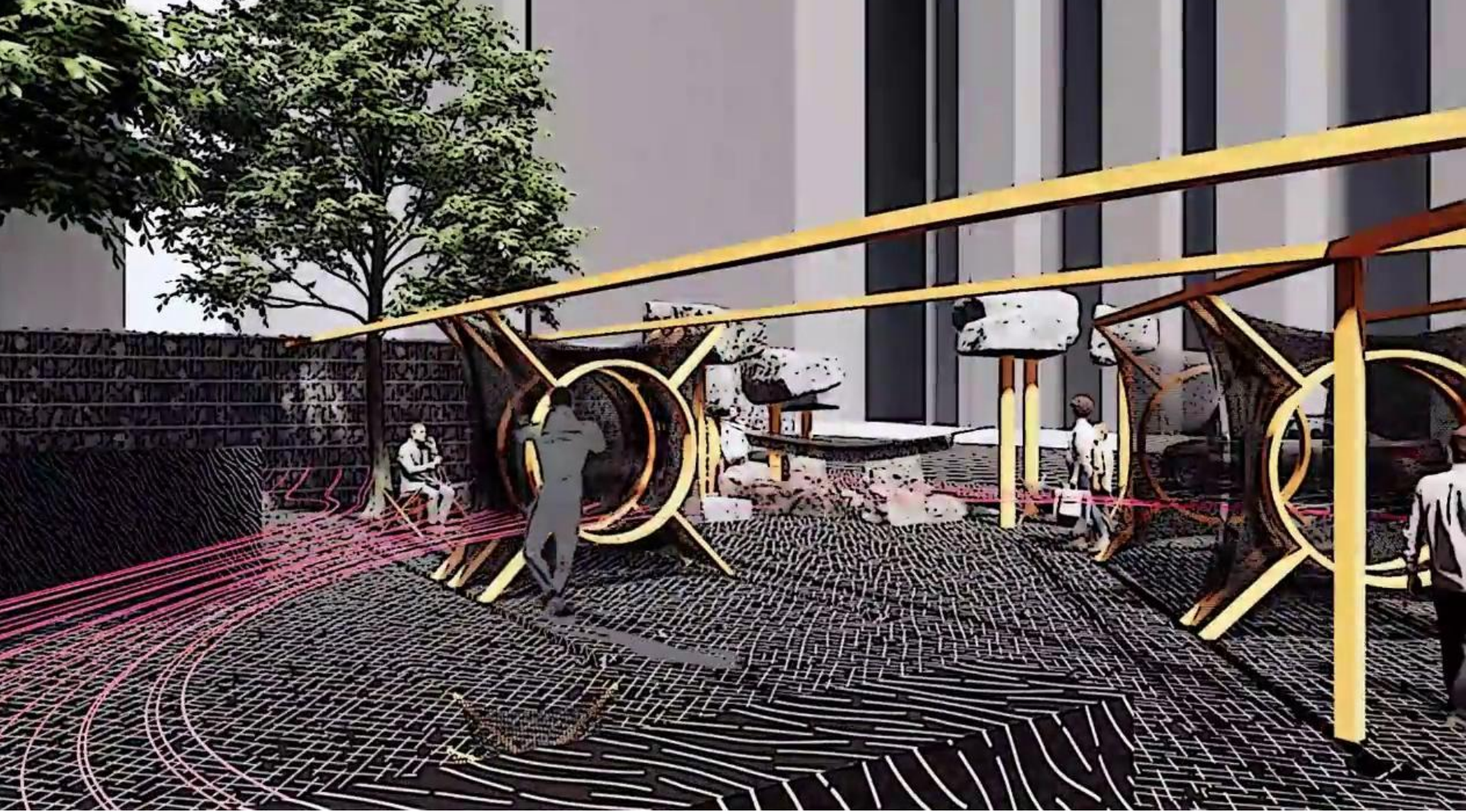
Sandbox + Manhunt Pool



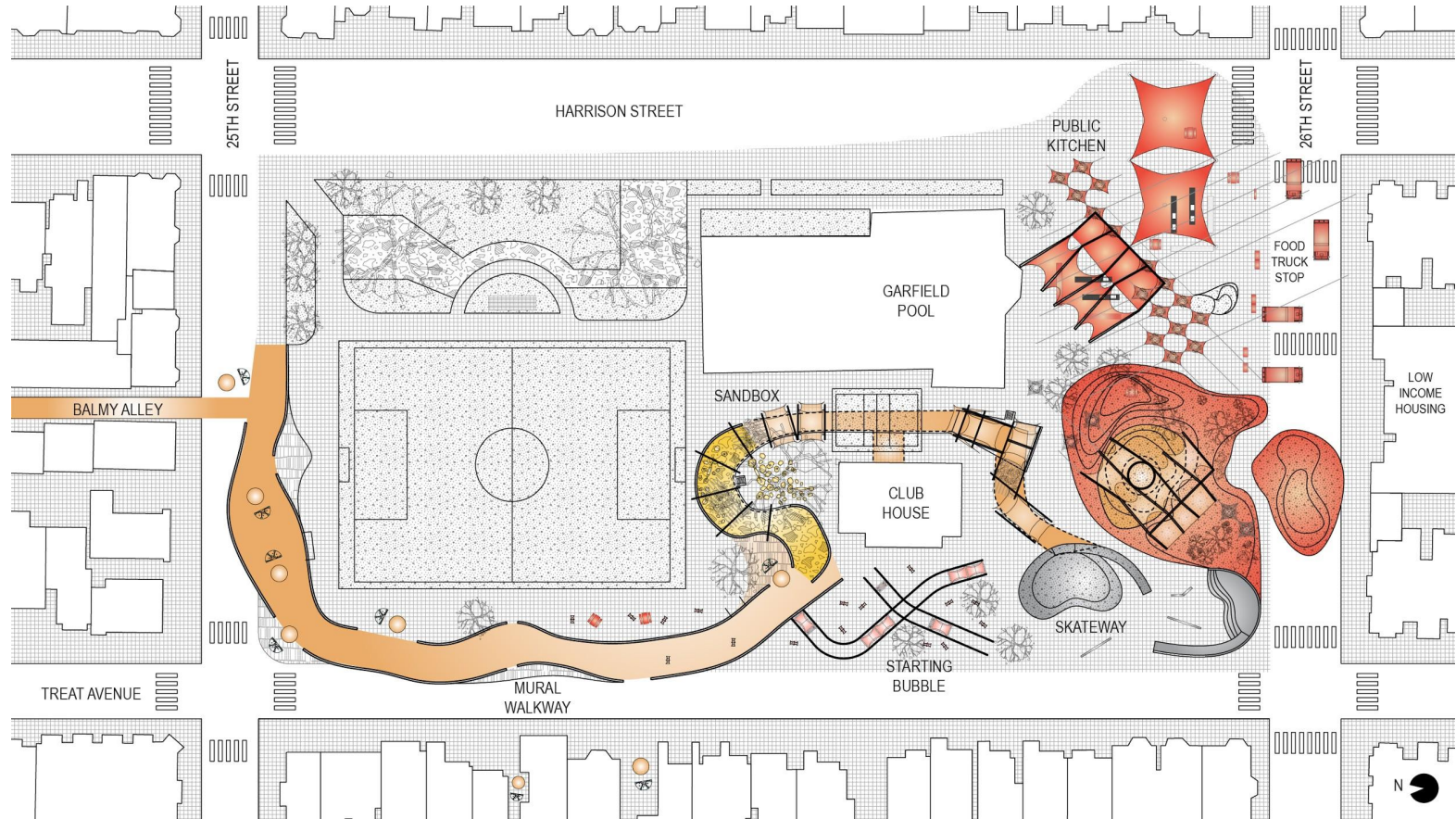


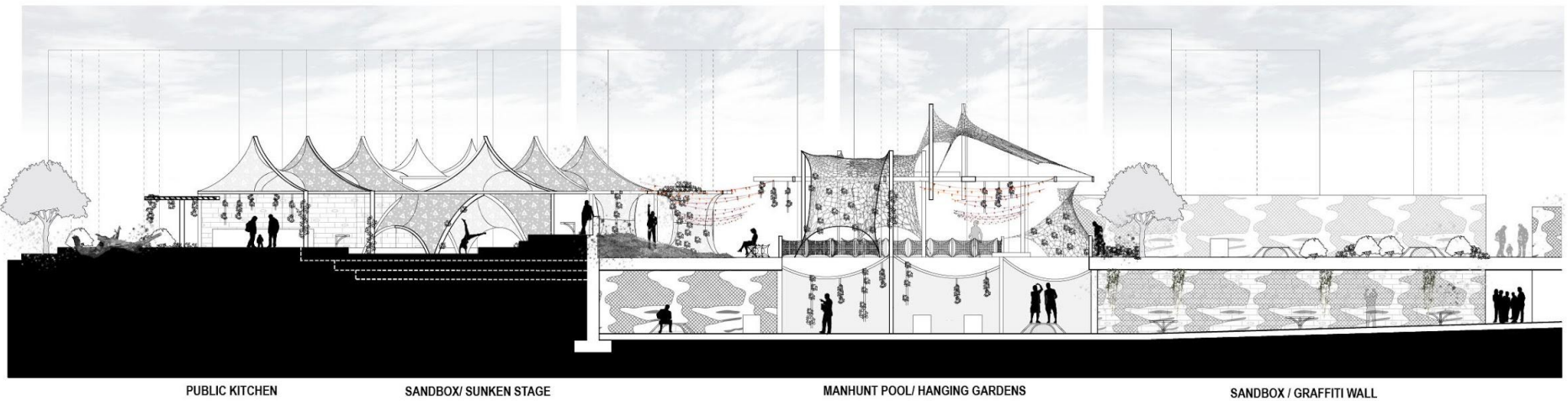
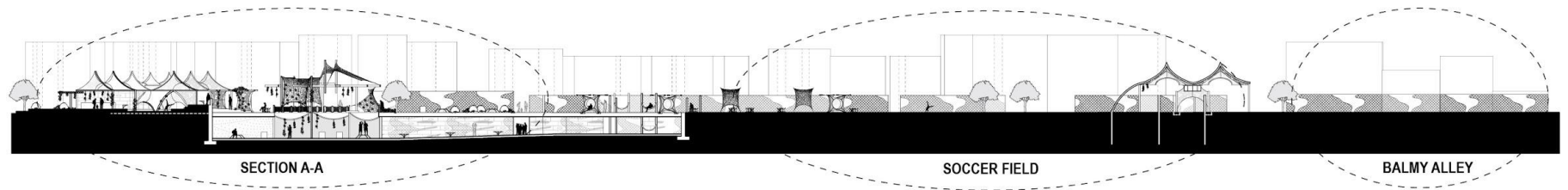


Section A-A



Garfield Square



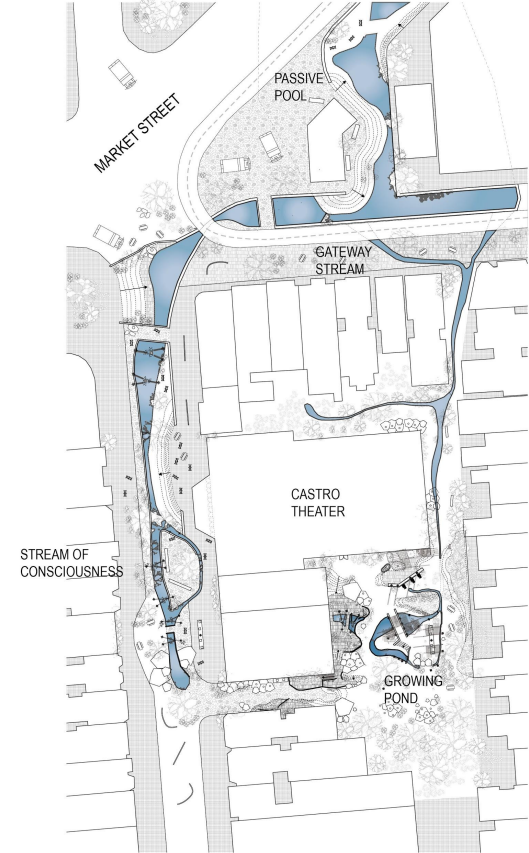
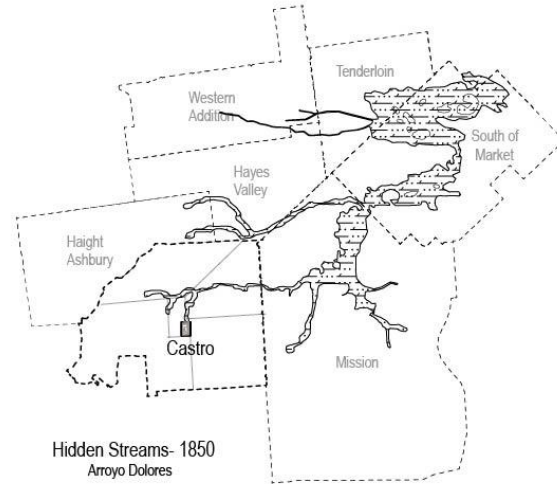
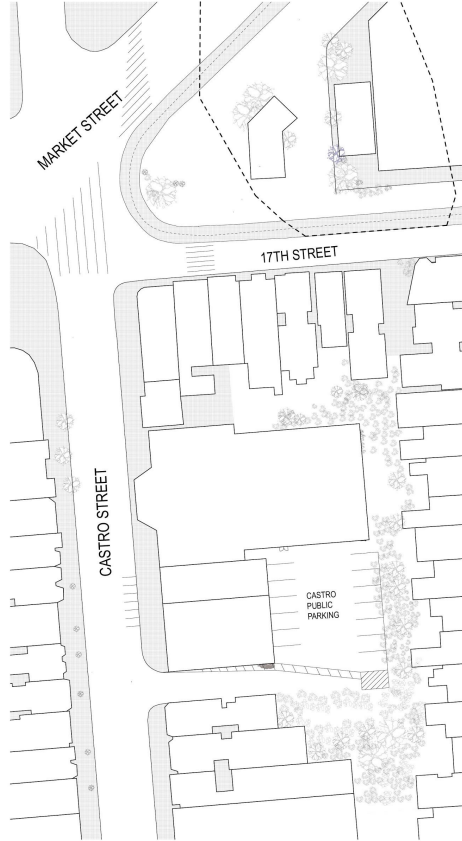


Section A-A





Castro Activation





CASTRO
THEATER

STREAM OF
CONSCIOUSNESS

MANHUNT
POOL

PUBLIC
KITCHEN

ENTRY
CORRIDOR

SKATEWAY

MANHUNT
POOL

SANDBOX

PUBLIC
KITCHEN

GARDEN

PUBLIC
KITCHEN

STARTING
BUBBLE

GARDENS

MORNING

STREAM OF
CONSCIOUSNESS

POP-UP
TASTINGS

PUBLIC
KITCHEN

FOOD TRUCK
STOP

BBQ & A

DUNES

GROWING
POND

MARSH
PIT

THE ZEN
PEN

NOON





NIGHT

-  PUBLIC KITCHEN
-  MANHUNT POOL
-  SANDBOX
-  STARTING BUBBLE
-  SKATEWAY

Castro Theater Public Parking



Market Street (Trolley Connection) to Castro St.





CONCLUSION

Our agenda here is to transform the homogenized public space in San Francisco into a place that embraces the diverse subcultures and geological conditions that historically exist there. With our network of playscapes, we are able to free public space as individuals can express themselves, allowing their identities to clash and influence each other.

QUESTIONS???