

An underwater scene with a teal and blue color palette. The background is a gradient of light blue at the top, fading to a darker teal at the bottom. Silhouettes of coral reefs and sea anemones are visible along the bottom edge. Several bright light sources create lens flare effects, including a large one at the top center and smaller ones scattered throughout. The overall atmosphere is serene and aquatic.

# LA MARINA WORKSHOP

RETHINKING THE PORT

01.

# SITE VISIT

Percieving and understanding the area



# OBSERVATIONS:

## TOO MUCH CONCRETE

Concrete predominates the urban landscape

## UNDERDEVELOPED INFRASTRUCTURE

The existing places are not designed for people

## TOO MANY BOUNDARIES

The existing buildings do not enhance the user's experience of the port, they limit it

## URBAN NOISE

No acoustic barrier between the main artery and the port

## PEDESTRIAN ROADS- NO PEDESTRIANS

The existing pedestrian roads do not accommodate proper pedestrian experience

## LACK OF CONNECTIONS

Places exist as singular entities but are not connected to each other in use

02.

# STRATEGIES

TWO STAGES OF TRANSFORMING THE MARINA

# OBJECTIVES

Creating a bridge between the city and the sea by transforming the port, its users experiencing it through all 5 senses



# First Strategies: Re-Landscaping through Green Strategies & Adaptive Reuse

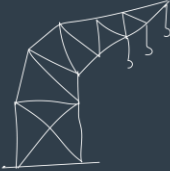
INITIAL SKETCHES

PATRIMONIUM

ADAPTIVE REUSE  
DESIGNED FOR THE PEOPLE



1 - TINGLADO II - SPORTS HUB  
+  
FOOD BAR



2 - GRUA CABRIA



3 - LA PAMELA



4 - ANTIGA ESTACIA MARITIMA



5 - EDIFICI DEL  
RELOTTGE



6 - OLD TRAIN STATION



SPORTS HUB

GASTRONOMY HUB

HISTORICAL  
HUB/MUSEUM

ART HUB/EXHIBITION

NEW GREEN AREAS



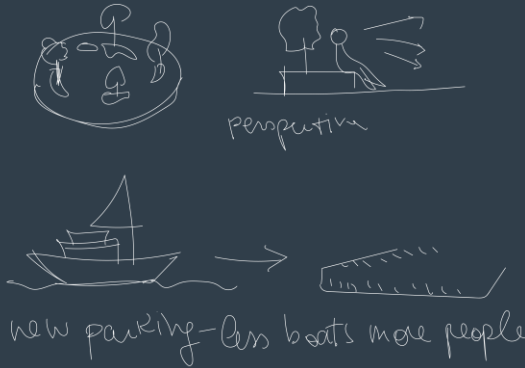
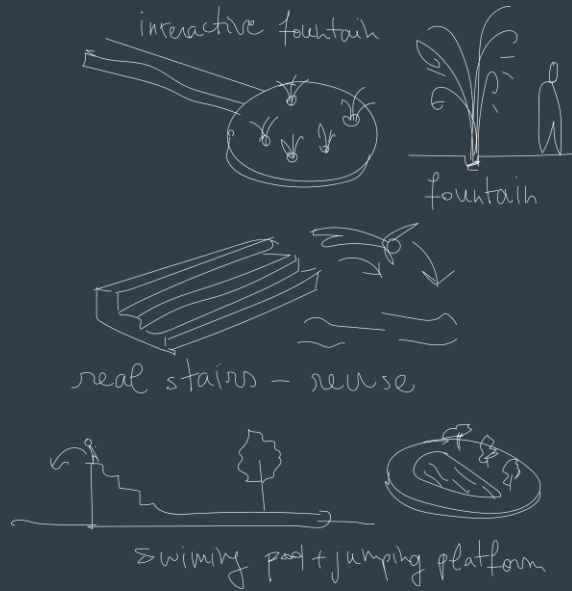
7 - TINGLADO IV - REST AREAS/HISTORIC MUSEUM



8 - TINGLADO V - EXHIBITION SPACE/ART HUB

# Second Strategies: Creating New Build spaces, Giving the Sea back to the people

## INITIAL SKETCHES



## NEW CONSTRUCTIONS

FLOATING ISLANDS

SITTING AREAS

SWIMMING AREAS

INTERACTIVE WATER  
FOUNTAINS

MOVED BOAT PARKING



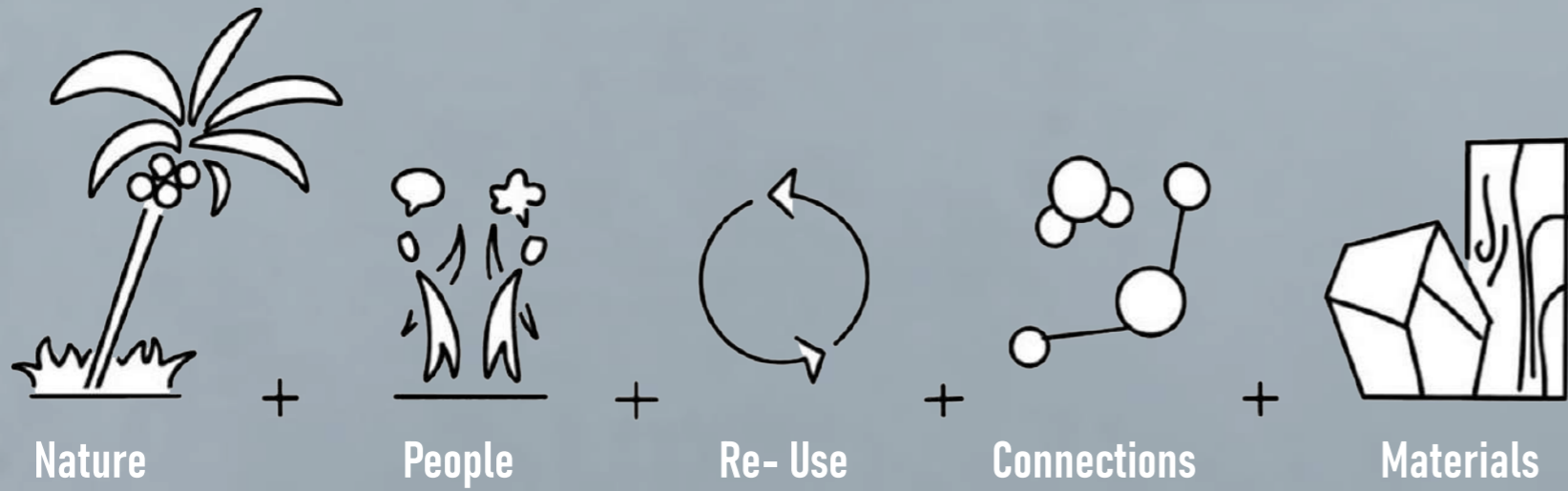
**FINAL STRATEGY**



# RETHINKING THE "SEA-TY"

We have explored other planets but we have yet to explore 80% of our planets oceans and seas. The port has always been a transitive space, a boundary where human life ends and the unknown takes the place of our familiar roads and cars. Just like our skin is the connection between us and the exterior world, the port has always been a connection between the city and the sea where only trained explorers have ventured. In Valencia the physical place exists but the connection is not quite there. The places that communicate with the sea do not activate our perception, our senses are blinded by places that function more for the industry and less for the people.

## Concept

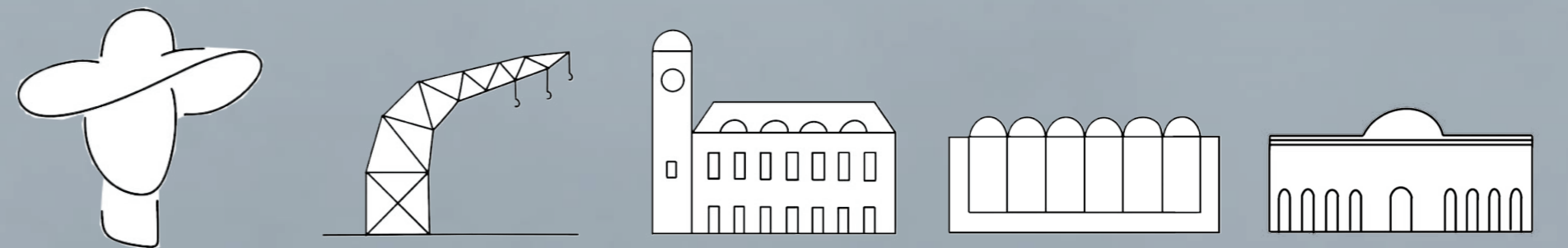


Nature + People + Re-Use + Connections + Materials

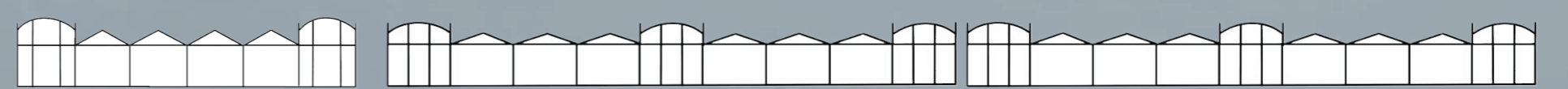


Elevating Perceptions = Creating full consius experience

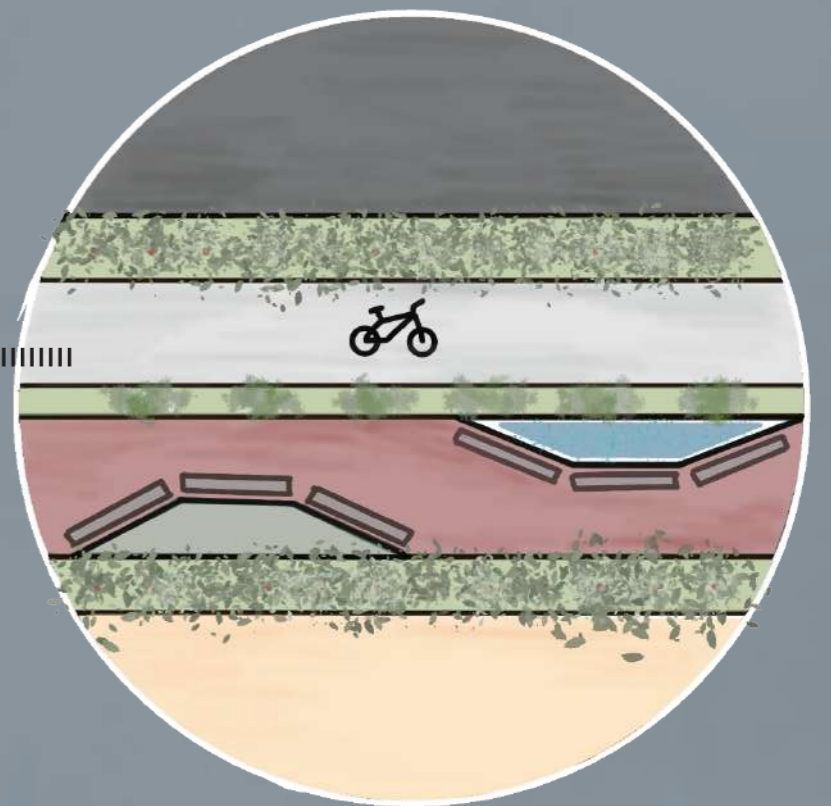
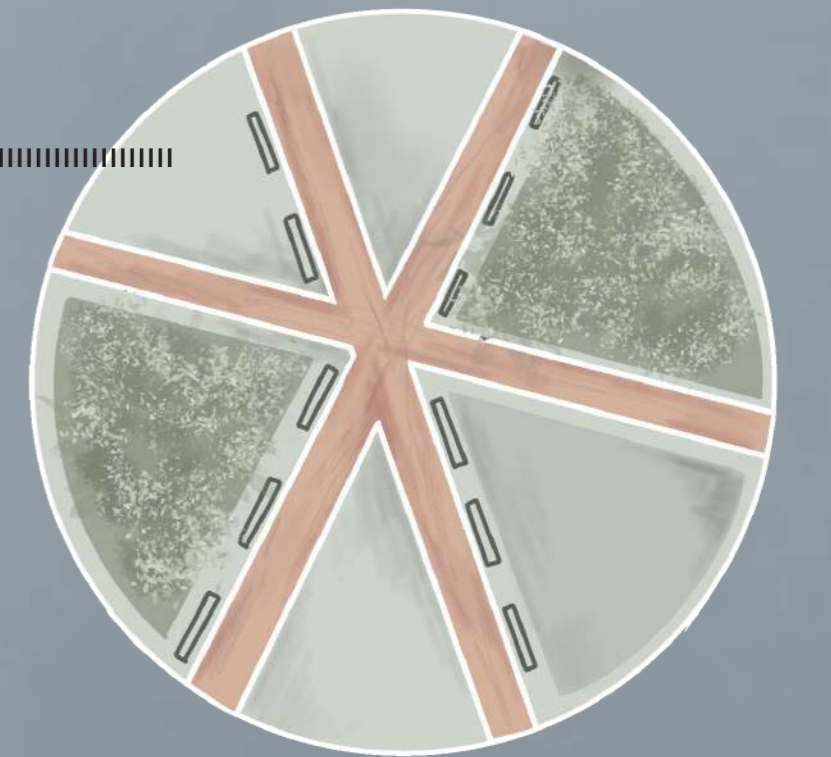
## Heritage



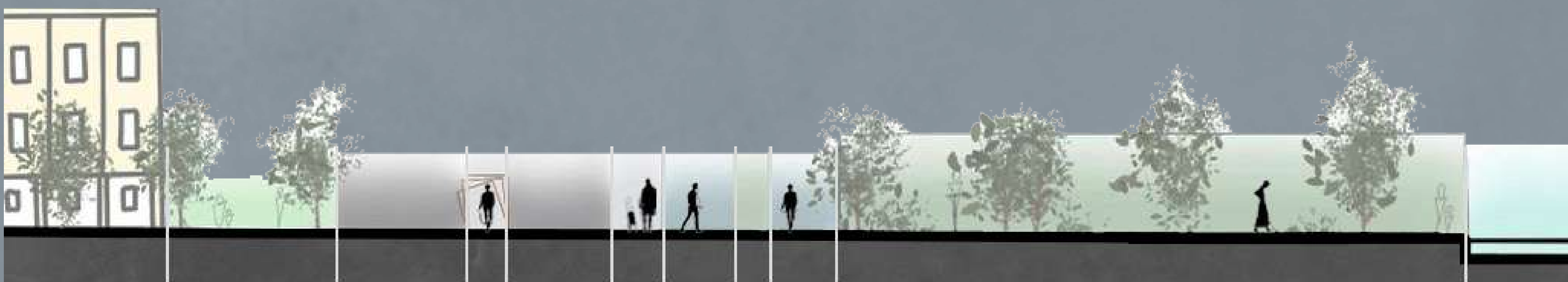
La Pamela Grua Cabria Edifici del Rellotge Antiga Estacio Maritima Old Train Station

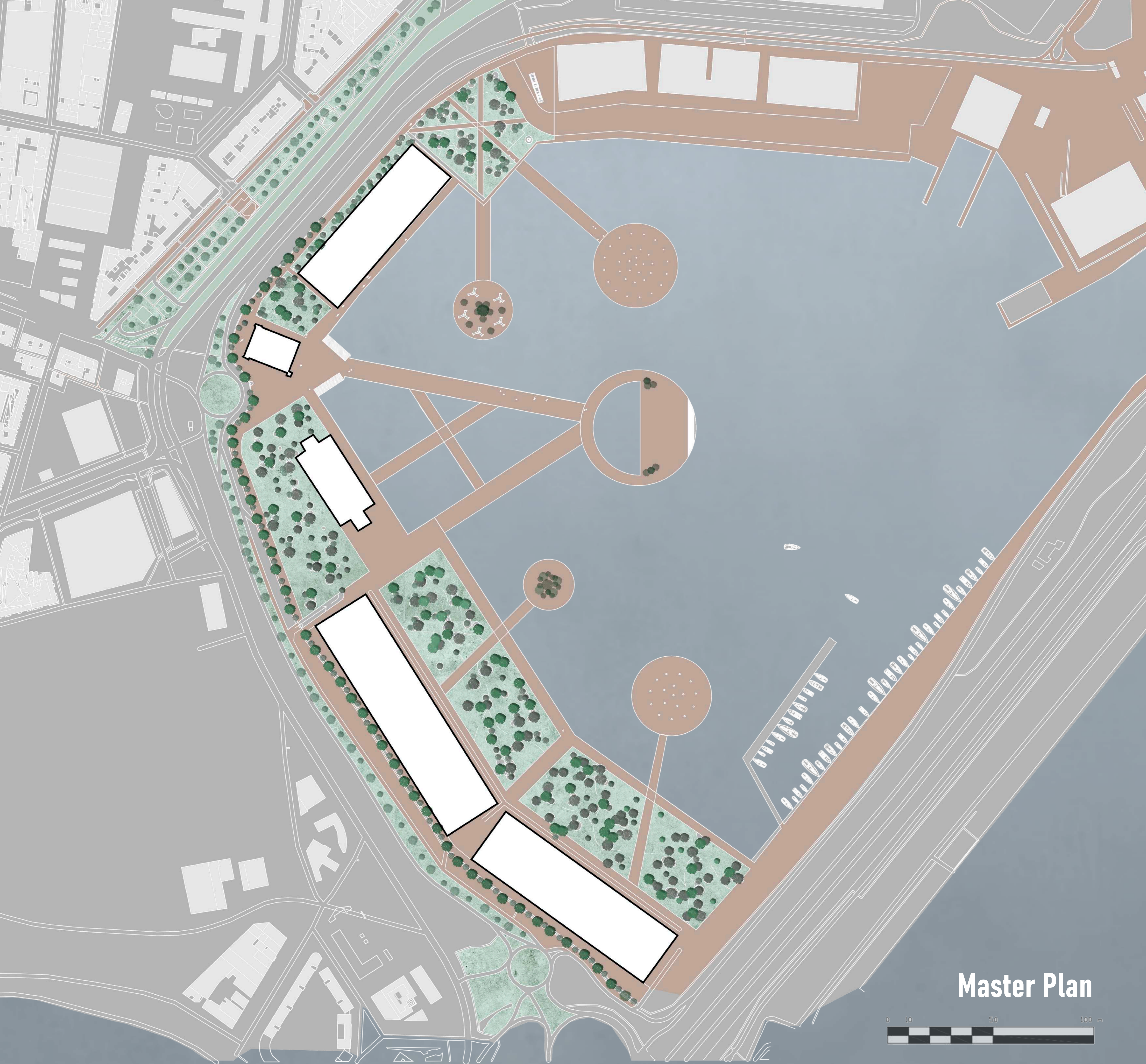


Triglado II : Sport Hub Triglado IV : Historical Museums and Rest Areas Triglado V : Exhibition and Art Hub



- On Water Flooding Public Activities.
- Artificial Waterfall
- New Parking Area For the Yaths
- Pedestrian and Bike Roads
- Art / Exhibition Hub
- History Museum + Sitting Space
- Sreet Sports Hub
- Urban Green Areas
- Stairs to Water
- To demolish
- Urban Green Areas
- Gastronomy Spot
- Opening Spaces and New connections
- Slide to Underground parking lot
- Acoustic Green Barrier
- Pedestrian Green Paths





# Master Plan

