

Team D

Walking Pattern

From the outset, the structure of our team and our various backgrounds has shaped the development of this project. We believe that because of this, the result is a realistic and implementable system but one that challenges some of the existing culture and preconceptions that we have come across in our investigation. Our first task was to collectively define what we considered to be "public space". It was important for us that the starting point was a universally accepted definition that was understood by all

the team. We have defined public space as somewhere that is open to all. This can be indoor or outdoor space but it must have no restrictions to access.

Diagnosis. Our first realisation when visiting our sites and also in the wider Irkutsk region was that there exists a large amount of "public space", if this is defined (as the municipality seems to) as organised, outdoor recreation space. There however seemed to be an overwhelming reluctance to acknowledge this by the Irkutskian people. The general perception was that there was very little public space within the city.

We have identified two key points that sum up our diagnosis.

– Pedestrian accessibility to these sites is on the whole very poor. Usually surrounded by large roads with crowded parking and unclear crossings, these sites become islands of green space that are isolated from the surrounding area and

do not function as transit spaces.

– Seasonal extremes. The extreme weather conditions in winter results in pedestrians choosing strictly functional routes between various indoor activities.

It also became clear that people were not only unhappy with the perceived amount and quality of public space but that there also did not exist a culture of reaction and opinion in relation to the built environment, that would enable such problems to enter into public conversation.

Objectives

1. Engage citizens with the existing cultural heritage in order to develop a new culture of reaction and engagement in urban affairs.

2. To create an implementable system that aims to highlight the existing character and amenities of the different districts of Irkutsk, to help polycentralise the city through improved walkability and wayfinding.

3. To devise a system of public space that adapts to changing pedestrian behaviour in order to provide quality public space in both winter and summer.

Implementation strategy. In order to achieve our objectives we propose a system of temporary interventions that will improve existing pedestrian walk-ways and serve to link different amenities and spaces depending on the requirements of the site or season. By introducing temporary aspects to the built environment we hope this will provoke reaction and conversation with the people of Irkutsk and in the long term help to portray the urban fabric of the city as a malleable and unknown entity.

These temporary interventions will work to facilitate a long term plan for public walk-ways which will give president to public space and aid urban re-generation and development in Irkutsk.

Walking pattern. These interventions will be constructed from a single modular component



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1. Alisa Druzhinina / Architect / Irkutsk, Russia
 2. Alena Semiusova / Architect / Angarsk, Russia
 3. Anna Vedernikova / Architect/Urban Planner / Irkutsk, Russia
 4. Johanna Filipiak / Urban Planner / Strasbourg, France
 5. Lusia Sorokina / Transport Engineer / Irkutsk, Russia
 6. Melanie Vesters / Bio-engineer/Urban Planner / Brussels, Belgium
- Assistant: Rowan McKay / Architect / United Kingdom, Bristol

Команда D

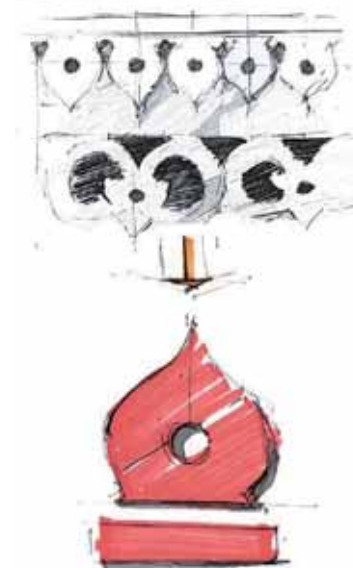
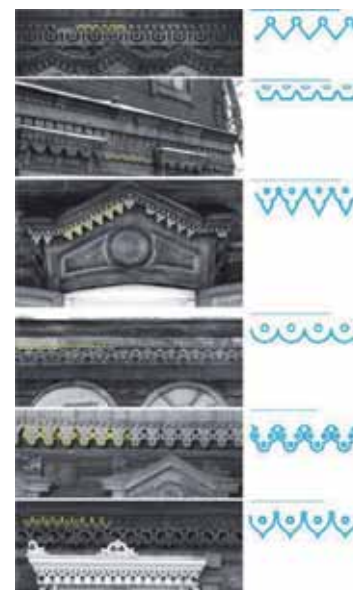
1. Алиса Дружинина / архитектор / Иркутск, Россия
 2. Алена Семиусова / архитектор / Ангарск, Россия
 3. Анна Ведерникова / архитектор и градостроитель / Иркутск, Россия
 4. Джоана Филипак / градостроитель / Страсбург, Франция
 5. Людмила Сорокина / инженер транспорта / Иркутск, Россия
 6. Мелани Вестерс / биоинженер и градостроитель / Брюссель, Бельгия
- Ассистент: Рован Маккей / архитектор / Бристоль, Великобритания

Команда D (Walking Pattern)

В основе концепции лежит понимание общественного пространства как места, открытого для всех (оно может быть как внутри помещения, так и снаружи, но оно не должно иметь ограничений для доступа). Команда предложила улучшить существующие пешеходные маршруты, которые послужат связью между общественными пространствами посредством временных вмешательств в городскую среду. Тем самым авторы концепции надеются подтолкнуть людей к диалогу и в долгосрочной перспективе создать гибкую, изменчивую городскую ткань.

Вмешательства будут акцентировать существующие, интенсивно используемые пешеходные направления, соединяющие основные транспортные узлы с традиционными общественными пространствами. Это поможет повысить уровень пешеходной доступности в районах. Базовый элемент системы внедрений в городскую среду стилизован под абстрактную форму, взятую из классической сибирской резьбы по дереву, является модульным элементом, который будет включаться в городскую среду.

Ведущая роль в реализации данной концепции отводится цвету. Среди существующего городского пейзажа, загроможденного рекламой, бессистемными деталями, система вмешательств будет выделяться на фоне общего стилистического хаоса. Для каждого района определен конкретный цвет, а различия в насыщенности оттенка помогут ориентироваться в пространстве. Например, интенсивность цвета будет ниспадать по мере



that will attach to the existing urban fabric of the city. This component will depict an abstracted form taken from traditional wooden carvings found on the over-hangs of wooden houses in Irkutsk.

Adaptable to each location the component can be used in large numbers to frame an entire road entrance or singularly to clearly mark a route.

Heritage. By aesthetically linking these new interventions to an existing popular heritage style, the system will have a level of familiarity with Irkutskians.

Colour will be the systems strongest asset. In a streetscape cluttered with advertising and branding this system will use continuity in colour break through the confusion.

Differences in saturation or shade will be used to indicate direction, for example towards the river.

The wider network. These interventions will

not stand alone. Simultaneous interventions at locations in various districts across the city will create a network of engaging public spaces. At each location information will display the location of other interventions and routes across the city, situated to compliment the city transport system, this will help to increase the polycentricism of Irkutsk.

In the **city centre** we propose to use this system primarily in the areas that border the Angara embankment. Because of the large amount of established development in the area, stage 1 of the system will be the most implemented. This will focus the interventions on existing pedestrian traffic routes, breathing new life into existing conventional public space and linking the embankment with key public transport terminals.

The site of **Academgorodok** is a key district for developing the polycentricity of the city. With the creation of the new bridge and the

planned extension of the public transportation network, we propose that the WALKING PATTERNS system be used as the first step in developing this area as the first new centre of a polycentric Irkutsk. For this reason, Stage 3 of the system will be predominantly employed in order to create new links between new functional zones and attract investment in the new possibilities to develop the water-front. Stage 1 will be used to strengthen the existing links with Studgorodok and the existing transport links to the west of the site. While Stage 2 will focus attention on the valley route to the south of the site, linking Academgorodok with the science research park and surrounding woodland.

Influences on the city

The success of this proposal lies not with the physical intervention itself but with the collective perception of multiple interventions, across the entire city over a long time period. It is a system that can adapt to the changing needs of the city but one which serves a simple purpose;

to increase the frequency and quality of pedestrian journeys for the people of Irkutsk.

This simple and implementable purpose can however influence numerous complex urban developments. By increasing accessibility to public transport terminals, these services become a more attractive option. By increasing pedestrian footfall, neglected areas of the city become more attractive for investment. Creating visual continuity across different functional zones makes for a more readable city and can help to develop multi-use neighbourhoods.



приближения к реке. Предполагается, что эти вмешательства не будут точечными. Они будут производиться единовременно, в разных частях по всему городу, создавая сеть пространств и связей между ними.

В городском центре предлагается использовать внедрения преимущественно в районах, прилегающих к набережной Ангары. В Академгородке – ключевом районе для развития новой городской системы – система вмешательств будет использована в развитии района как нового подцентра в создаваемой полицентричной городской среде.

По замыслу команды, увеличение доступности транспортных терминалов для пользователей сделает эти услуги более востребованными, а рост пешеходных потоков придаст забытым, изолированным городским районам большую привлекательность для инвестиций. Визуальное объединение различных функциональных зон делает город более понятным и поможет создать мультифункциональную среду.

WALKING PATTERN
DEVELOPING PEDESTRIAN NETWORKS

Alina Drulmina, Architect, Irkutsk
Anna Semakova, Architect, Irkutsk
Anna Kabanova, Architect, Irkutsk
Igor Fedotkin, Urban Planner, Irkutsk
Lena Kabanova, Transport Engineer, Irkutsk
Mikhail Voznesenskiy, Urban Planner, Irkutsk