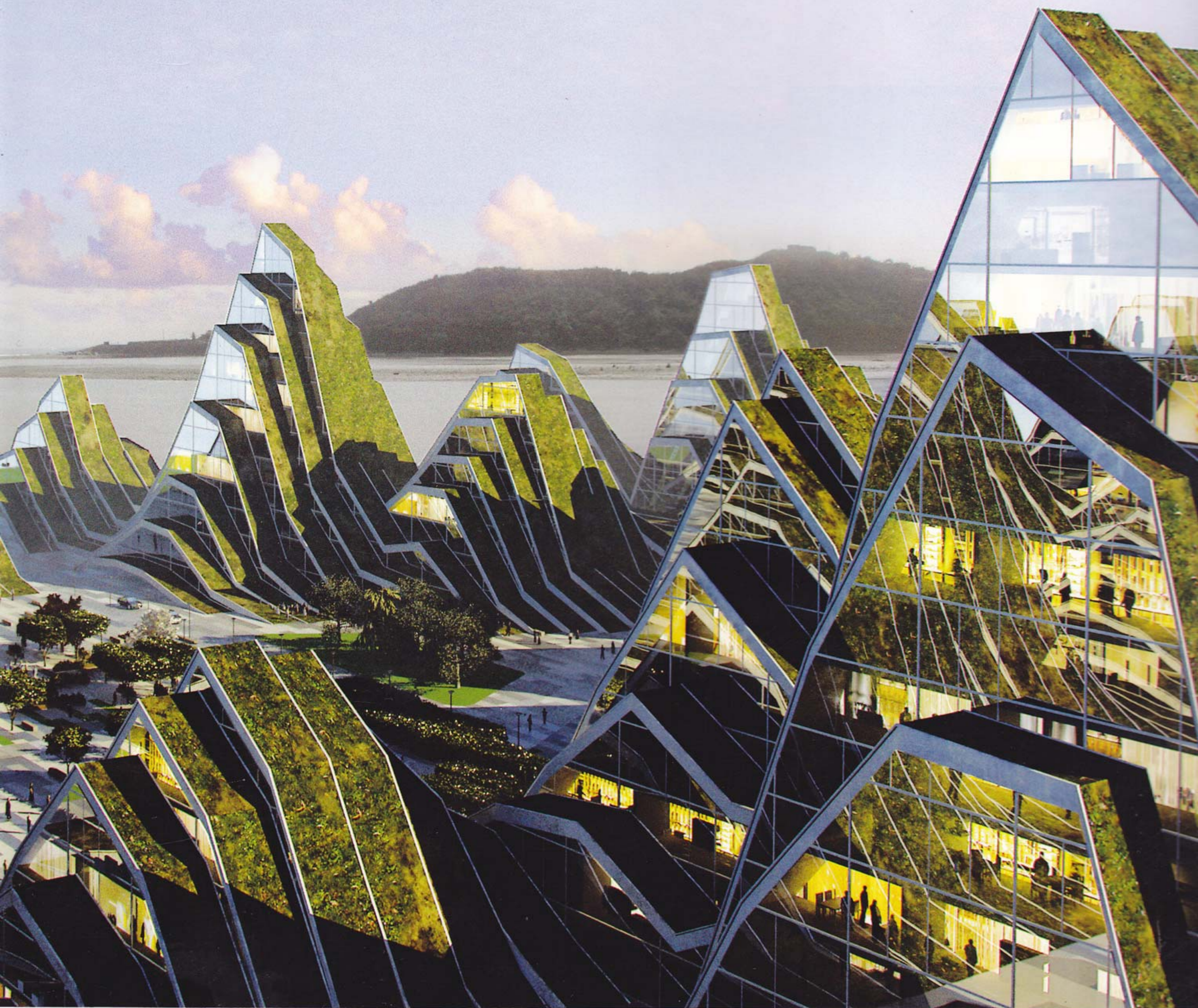


UTOPIA FOREVER

Visions of
Architecture
and Urbanism



Project Title:
LACE HILL OVER YEREVAN

Architect:
Forrest Fulton Architecture

Envisioned Project Location:
Yerevan, Armenia

Envisioned Completion Date:
The near future

WHERE AND WHEN

Lace Hill over Yerevan is an 85,000 m² proposal for a new model of development for Armenia's capital city, Yerevan. The site has unique *genus loci*; it is dense with overlapping natural and urban phenomenon and looks across at the iconic Mount Ararat.

BASIC CONDITIONS

The project attempts to tie the adjacent city and the landscape together to create a place that will support a holistic, ultra-green lifestyle, somewhere between rural hillside living and dense cultured urbanity. To create a new, firmly rooted architectural urbanism, *Lace Hill* morphs the ubiquitous urban element of Yerevan, the superblock, to the site on a truncated hill along the natural amphitheater of Yerevan.

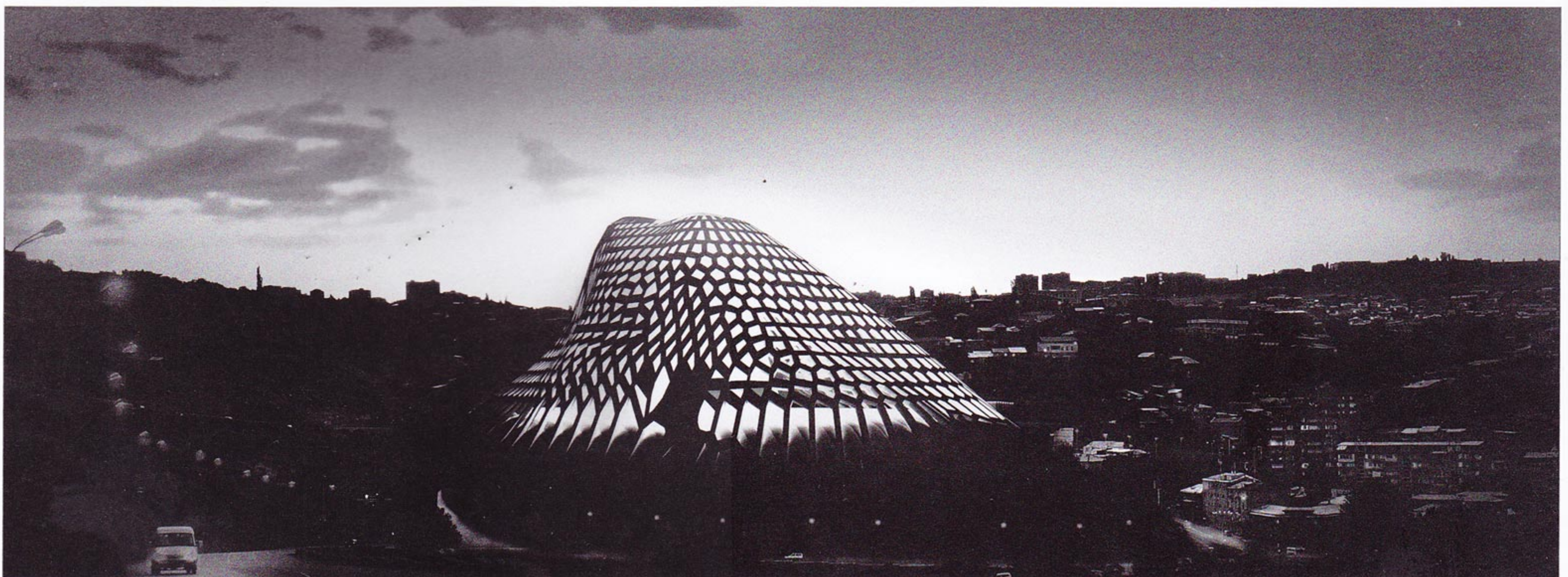
KEY PRINCIPLES

Native plants irrigated with recycled grey-water cover the hill. Intricate perforations recalling traditional, delicate Armenian lace provide terraced exterior areas with natural ventilation, and views along the promenade, in the hotel rooms, apartments, and offices. Unlike a monolithic tower block that dominates the landscape from the city below, the delicate, "lacy," inhabited hill seduces visitors to enjoy the promenade walkway with a succession of tower-voids. The tower-voids act as dramatic cooling towers in Yerevan's semi-arid climate. As one moves toward the cooler center, the hill opens to the sky. With the atmosphere of a soaring



cathedral in its scale and its light quality; watery pools and tree-topped hills fill these flowing public spaces. The primary structure is the perforated concrete exterior load-bearing façade, which creates column-free and beamless spaces that can be configured flexibly. The undulation of the surfaces form structurally efficient vaults and arches, while creating an array of views, as well as maximizing the area. Orientation and views informed the location of living and working activities. All living spaces are strung along the elongated, meandering southern slope of the hill, maximizing direct sun, creating terraces, and providing incredible views. Offices, which

favor indirect light, are less reliant on having spectacular views and are therefore situated along the northern slope of the hill. A narrow, stepped floor plan for the office spaces provides adequate, diffuse daylight. Stores, restaurants, exhibition halls, cinema, and fitness center line the promenade on the ground level. Pedestrians and cyclists access the hill via a park at the south, east, and west edges of the site. A potential greenway along the amphitheater to the west links the hill to tourist sites and additional pedestrian and bicycle routes.



CHAPTERS

On Worlds to Come

I GREAT SCAPES

✱
Extensive Thinking
Across Large-Scale Planes

•
PP. 012–59
•

The opening chapter looks at contemporary large-scale architectural proposals, which span diverse environments from the countryside to the urban realm. Here, seemingly limitless building systems, of vast dimensions, explore a whole new scale of architecture and urbanism against the backdrop of a wide range of landscapes, including mountainous regions, vast arid deserts, coastal areas, as well as urban landscapes.

II RISING TIDES

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Exploring the
Consequences of Global
Sea Level Rises

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PP. 060–109
•

Focusing on the issue of the global rise of sea levels—one of the most critical impacts of global warming—this chapter, seeks to present speculative design solutions to this significant climatic challenge from the perspective of architects and urban planners.

III ECOTOPIA EMERGING

Ⓟ
Alternative Speculation On
Ecologically Sound Worlds

•
PP. 110–155
•

This chapter sets out to portray radical, ecologically-sound counter-cultures somewhere in an alternate future. The projects conjured are characterized and inspired by the vivid imaginings of the alternative lifestyles they propose.

IV TECHNOLOGY MATTERS

Ⓟ
Reflecting Upon
the Impact of
New Technology

•
PP. 156–197
•

The projects shown here investigate new technologies suffused with utopian energy, and consider their significance in the way we might live and work in the future. Many of the architectural projects gathered in this chapter rely on technology that does not yet exist, or spin-off technology that is derived from existing models or ideas.

V SKY HIGH

✱✱
Elevating the
Possibilities of
Vertical Habitation

•
PP. 198–249
•

Taking the utopian idea to new heights, this chapter engages in the discussion of vertical architecture and the city, and proposes advanced aviation systems for the future. The chapter explores the possibilities and the implications of high-rise living in all its kaleidoscopic, creative facets, and looks at new kinds of spatial and functional relationships between tall, habitable buildings and the voids between them.

FOR EVER

GREAT SCAPES

✱

Extensive
Thinking
Across
Large-scale
Planes

Recalling the avant-garde of the 1920s and 1930s, and the great structuralist proposals of the 1960s, the opening chapter, *Great Scapes*, looks at contemporary large-scale architectural proposals, which span diverse environments from the countryside to the urban realm. Here, seemingly limitless building systems, of vast dimensions, explore a whole new scale of architecture and urbanism against the backdrop of a wide range of landscapes, including mountainous regions, vast arid deserts, coastal areas, as well as urban landscapes. The projects featured range from the architect, Behring Behnin's adaption of solar-chim-

cultural overlay of human presence, these built landscapes ingeniously reflect the living synthesis of people and place vital to local identity. Inherent to all of these super-complexes, is a mighty grandeur, an understanding of spacial immensity and the ability for human-made transformation of enormous scope that make these designs extreme examples of speculative and exploratory architecture today.

"HOW BIG CAN WE THINK?"

BUCKMINSTER FULLER

ney power generators—a prominent theme in many projects featured in this book—Behnin's horizontally stratified *Stack City* located in the Gulf region, to Matsys Design's futuristic *Sietch Nevada*, which envisions a city of complex underground networks of tunnels and canals in the arid planes of the American Southwest. Also featured is Magnus Larson's *DUNE* project, in which he proposes a 6,000-kilometer-long stretch of compacted sand dunes as habitable spaces in the Sahara Desert, Mad Architects' *Superstar*, a mobile three-dimensional star which could house 15,000 people and includes lakes, spas, sport facilities, and even a cemetery. Combining both their physical origins and the

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| 22. <i>Multiplicity</i> by John Wardle Architects and Stefano Boscutti | 40. <i>Recovering Berlin</i> by Protocol Architecture (Yuval Borochoy, Lisa Ekle, Danil Nagy) | 52. <i>Self Defense</i> by Stéphane Malka Architecture, Michael Kaplan digital images |
| 25. <i>The Hanging Cemetery of Baghdad</i> by NaJa & deOstos | 42. <i>Sietch Nevada</i> by MATSYS | 53. <i>Roller Coaster Warsaw</i> by Kobas Laksa |
| 26. <i>Consistenze & Persistenze</i> by Giacomo Costa | 44. <i>Dune—Arenaceous Anti-Desertification Architecture</i> by Magnus Larsson | 54. <i>Slave City</i> by Atelier Van Lieshout |
| 28. <i>Urban Skylink</i> by David A. Garcia | 46. <i>Stack City</i> by Behrang Behin | 56. <i>Dead Websites Archive</i> by David A. Garcia |
| 30. <i>Silk Road Map Evolution</i> by OFL Architecture | 50. <i>Green Desert Mine</i> by CDMB Architects (Christophe DM BARLIEB) | 57. <i>Happy Consensus Land</i> by Speedism |
| 34. <i>The Berg</i> by Mila Studio (Jakob Tigges) | 51. <i>IP2100 (Island proposition 2100)</i> by Scott Lloyd, Aaron Roberts (Room11), Katrina Stoll | 58. <i>Doomdough</i> by Speedism |
| 36. <i>Lace Hill over Yerevan</i> by Forrest Fulton Architecture | | |