

[ salt water pond ]

The tide overflows the pond during high water in autumn and winter, when the water level occasionally rises +0.8m or higher. The fluctuation of the water level in the pond relates thus to the flow of the lagoon. Evaporation reduces the water level during summer, and increases salinity of the water.

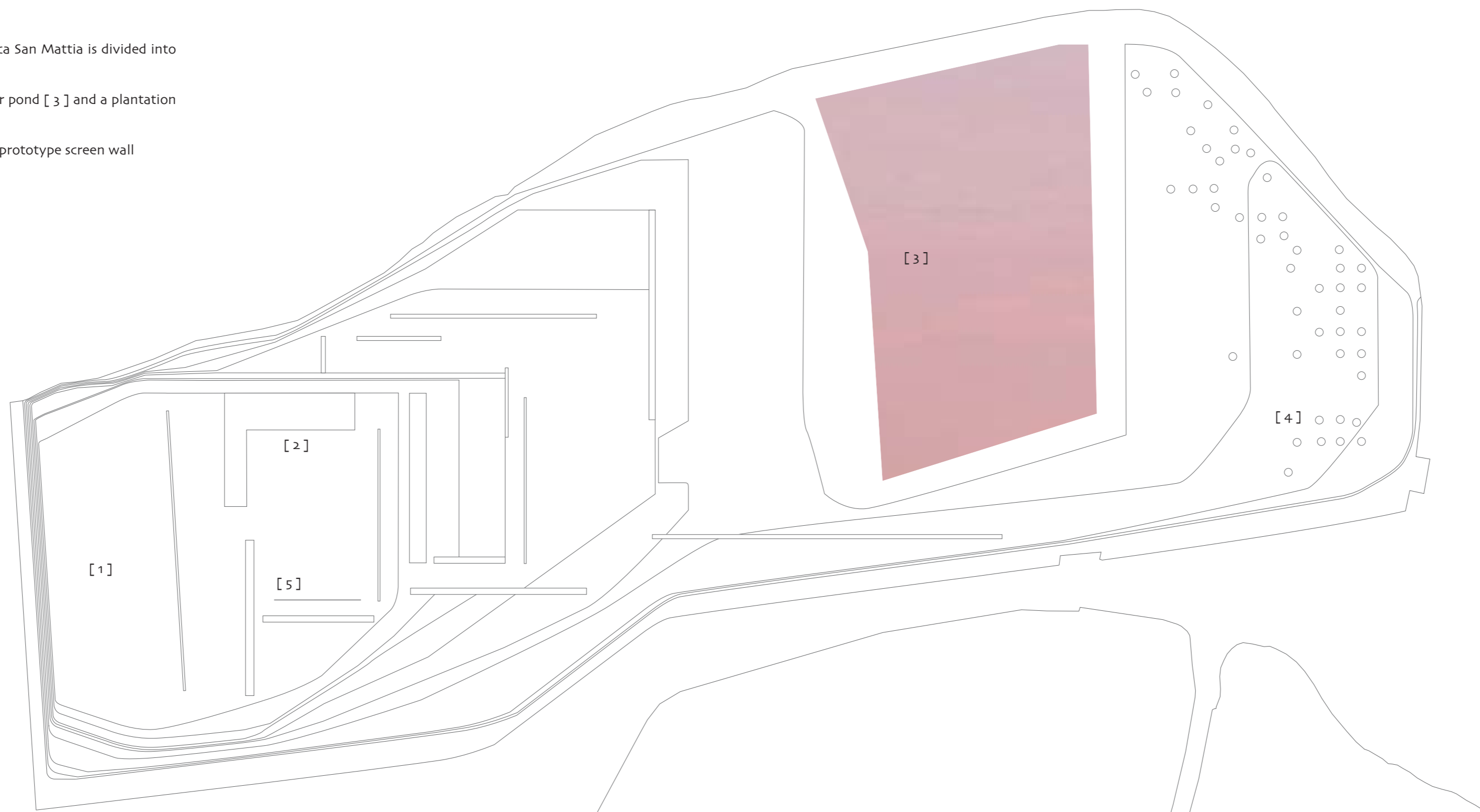
As the salinity of the pond increases, a transformation occurs in the colour of the water. The salt resistant algae *Dunaliella salina* survives the changing pond conditions, and in high concentrations of the algae the water appears pink. The algae are also a food source for the saltwater shrimp *Artemia*, which attracts waterfowl to the pond, including the existing population of flamingos in the river Po delta south of the Venice lagoon.

[ urban park ]

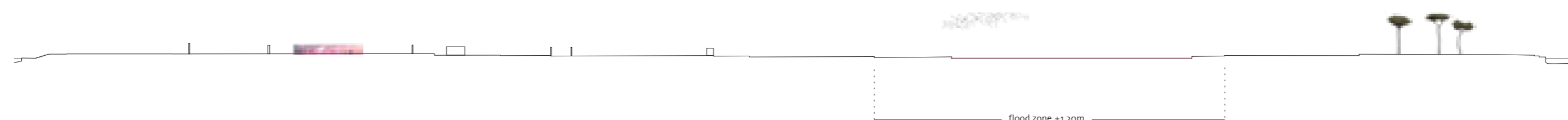
The urban park on the island of Sacca San Mattia is divided into four areas;

square [ 1 ] pavilion [ 2 ] salt water pond [ 3 ] and a plantation of pine trees [ 4 ]

[ 5 ] is indicating the location of the prototype screen wall



PLAN SCALE 1:2500



SECTION SCALE 1:2500



[ square ]

During daytime, the square functions as a meeting point for the new infrastructural centre, as well as functioning as the entrance to the urban park. At night, when there is less activity, it becomes a light installation. It is paved with plates, beneath each of which there is a movement-triggered light. Every time anyone steps on a plate, it lights up before slowly fading out. As each person moves across the square they leave a trail of light marking their presence.



[ pavilion ]

A pavilion formed by freestanding walls divides the park into a sequence of interrelated rooms. These act as frames for changing events, creating a variety of spaces to accommodate diverse types and scales of activity. When necessary, the spaces may even be transformed into closed buildings. Between events, when the park is returned to a state of emptiness, the open rooms offer diverse experiences and changing vistas for visitors to discover as they wander through the park.



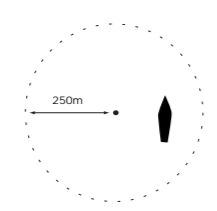
[ pine plantation ]

The eastern area of the island is covered by a plantation of pine trees. It is a tranquil place, where the open space beneath the tree canopy allows an uninterrupted view over the lagoon.

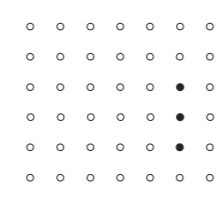


[ lagoon prototype ]

Steel rods are distributed across the lagoon in a 500m square grid. A sensor is attached to each, which registers movement within a defined radius and transmits images and information to the base at the island of Sacca San Mattia. Projected onto a 5m high screen wall, this data becomes an abstract representation of the lagoon, with which visitors may interact. Lagoon activity is visualised on the wall in a changing reality of pixels that map the movement of unseen waters. The currents, cycles, processes and activities, both human and natural, interweave: the presence of the lagoon can be felt.



sensor



screen



SENSOR FIELD, SCALE 1:200.000

