

Cyber-physical space

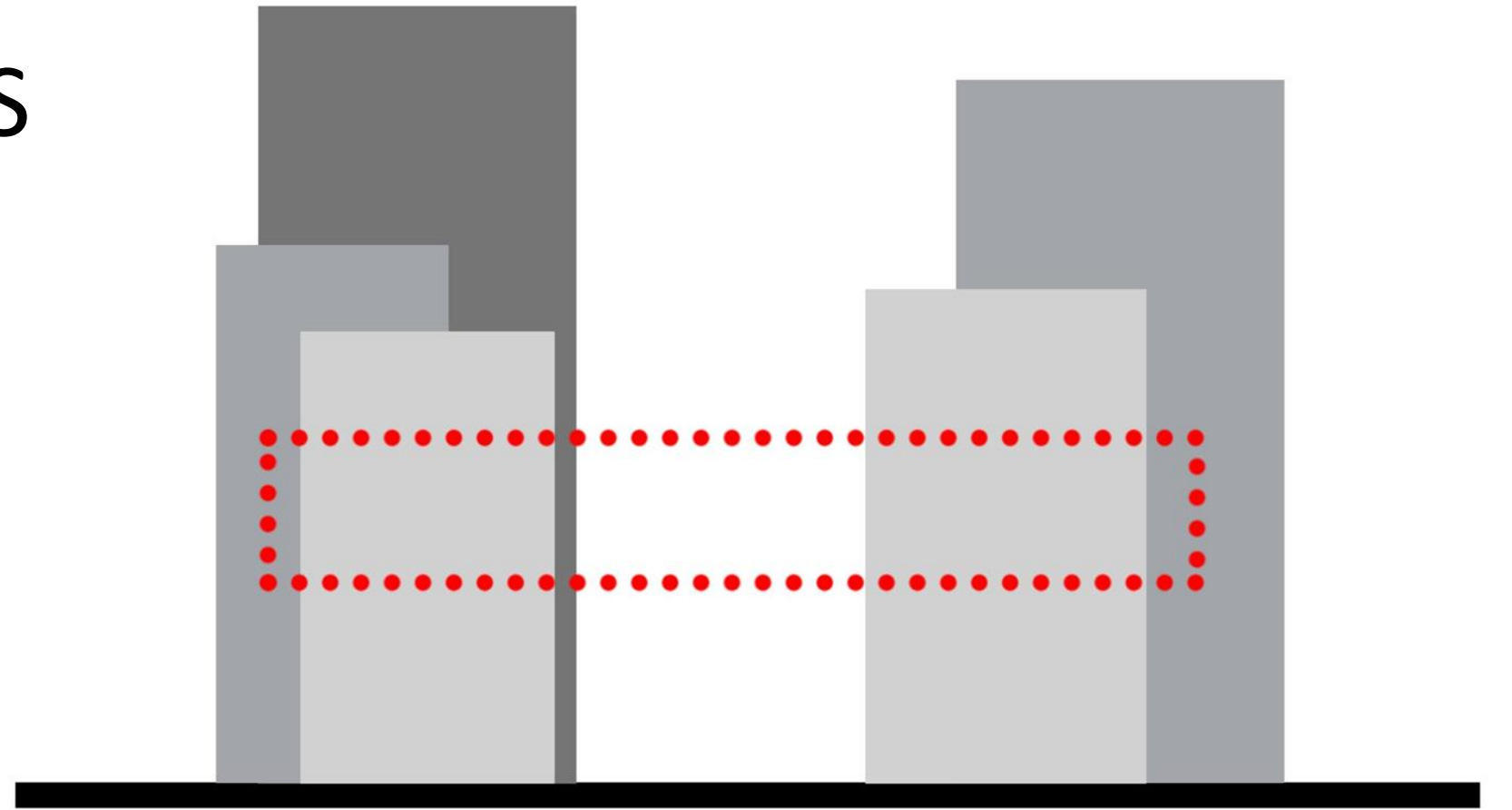
Introduction presentation

Ginevra Nazzarri
Leander Bakker
Erik Bakker

GROUP 3

PLAYFULNESS

Creating a (sub) level within the existing city that connects people and their buildings. By creating an interactive playground.



Sliding



Climbing



Relaxing



Walking

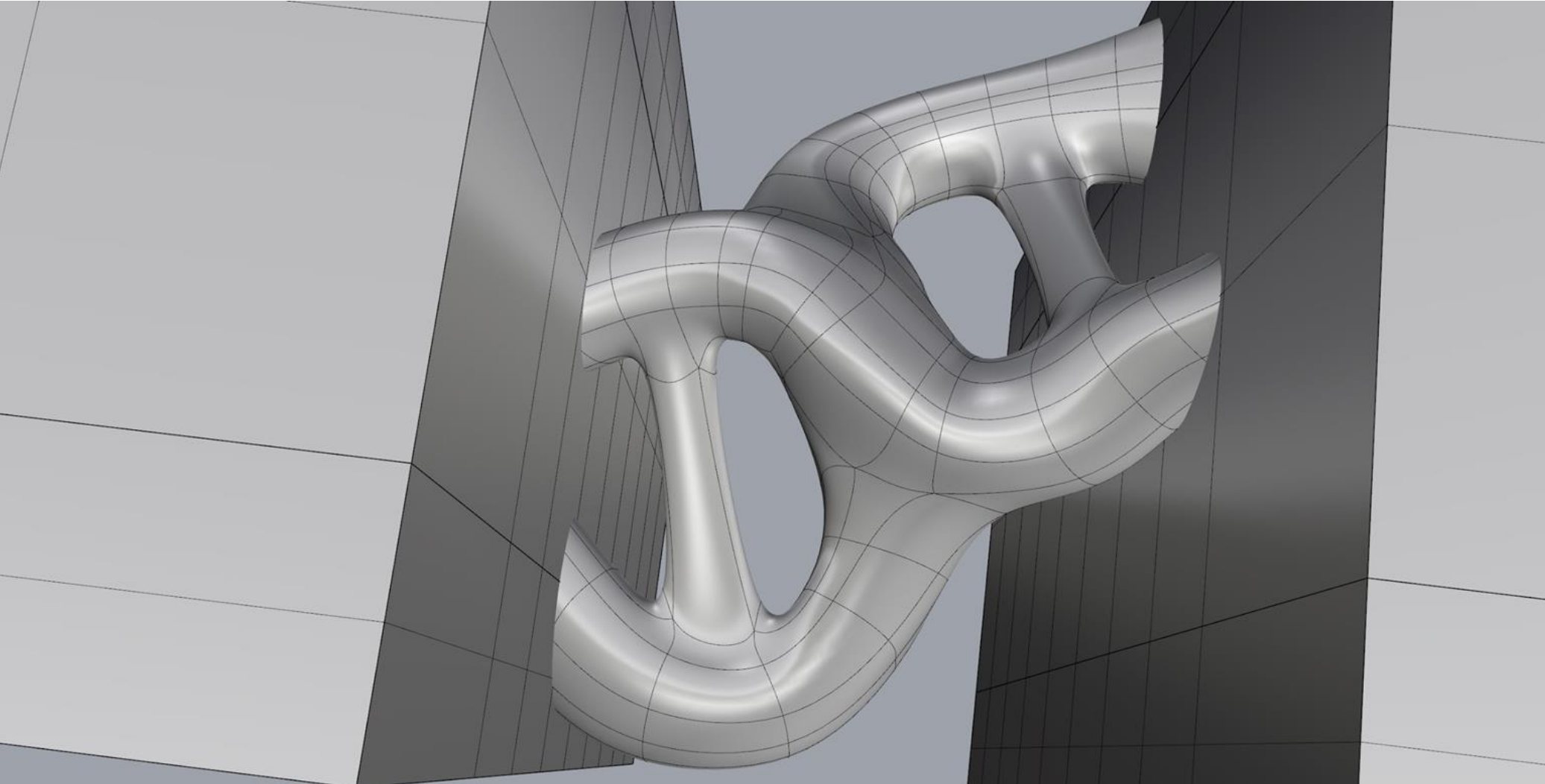


Running

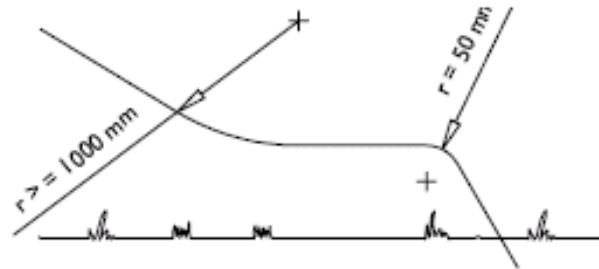
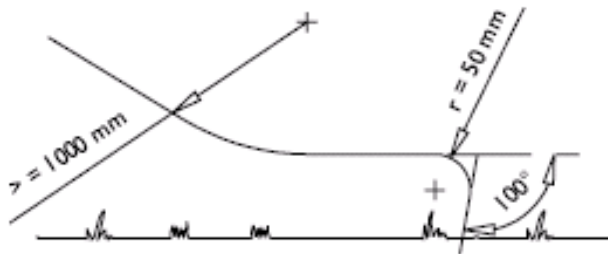
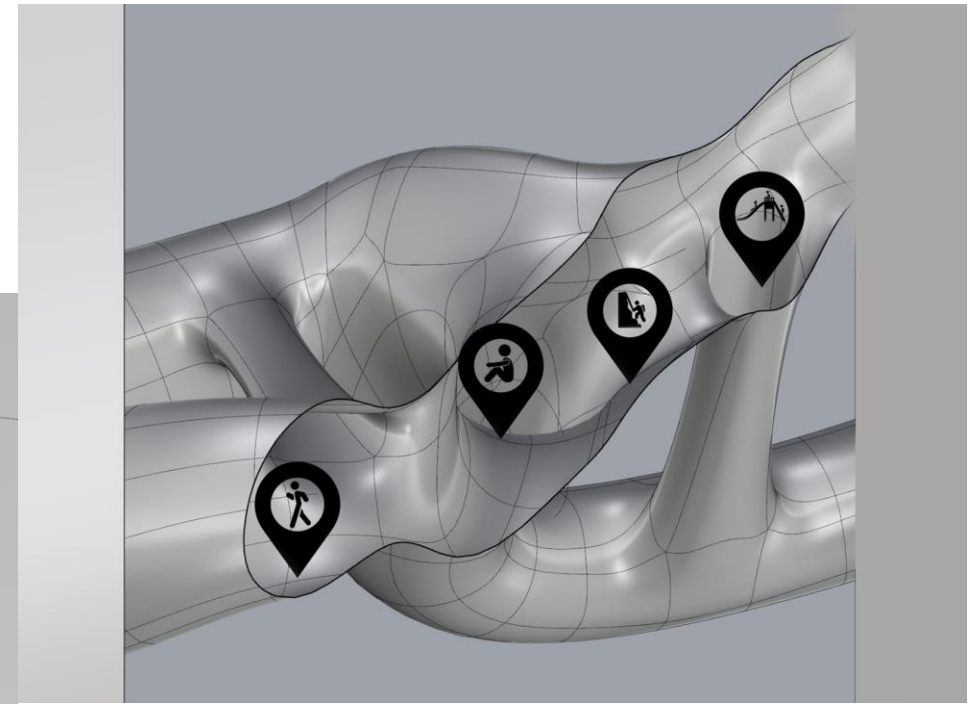
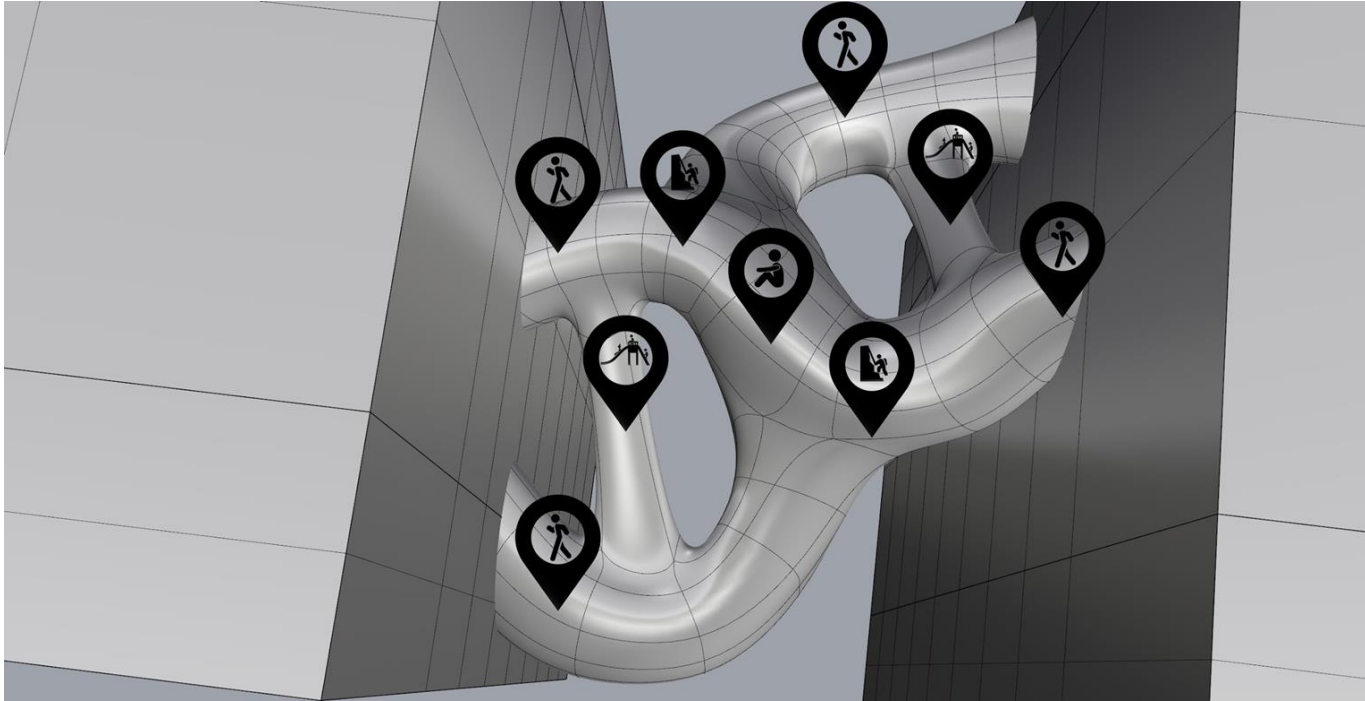


Jumping

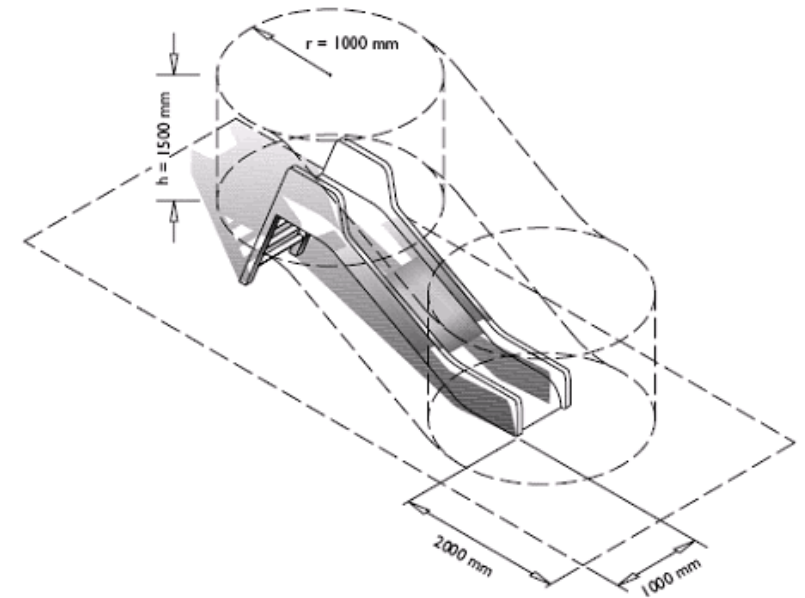
Shape



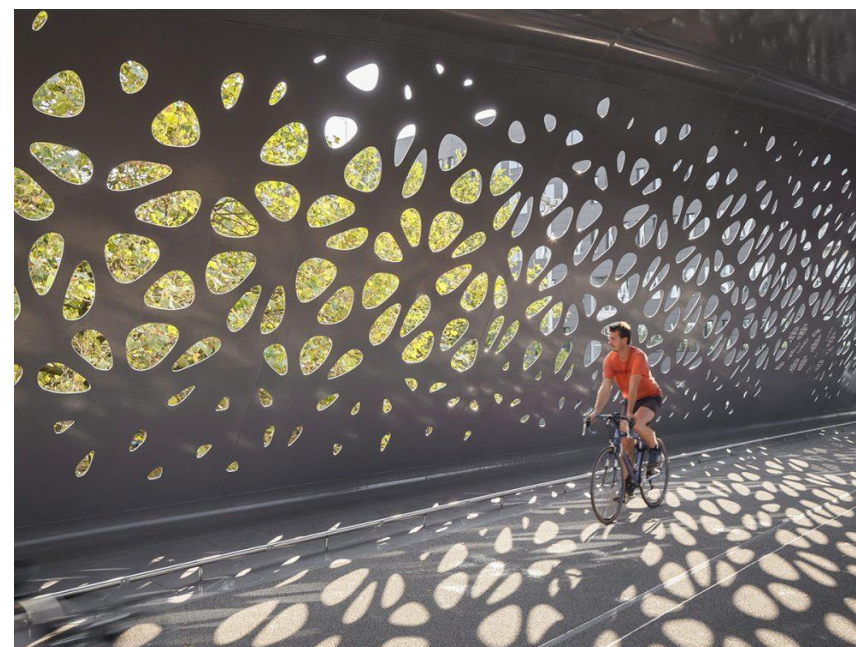
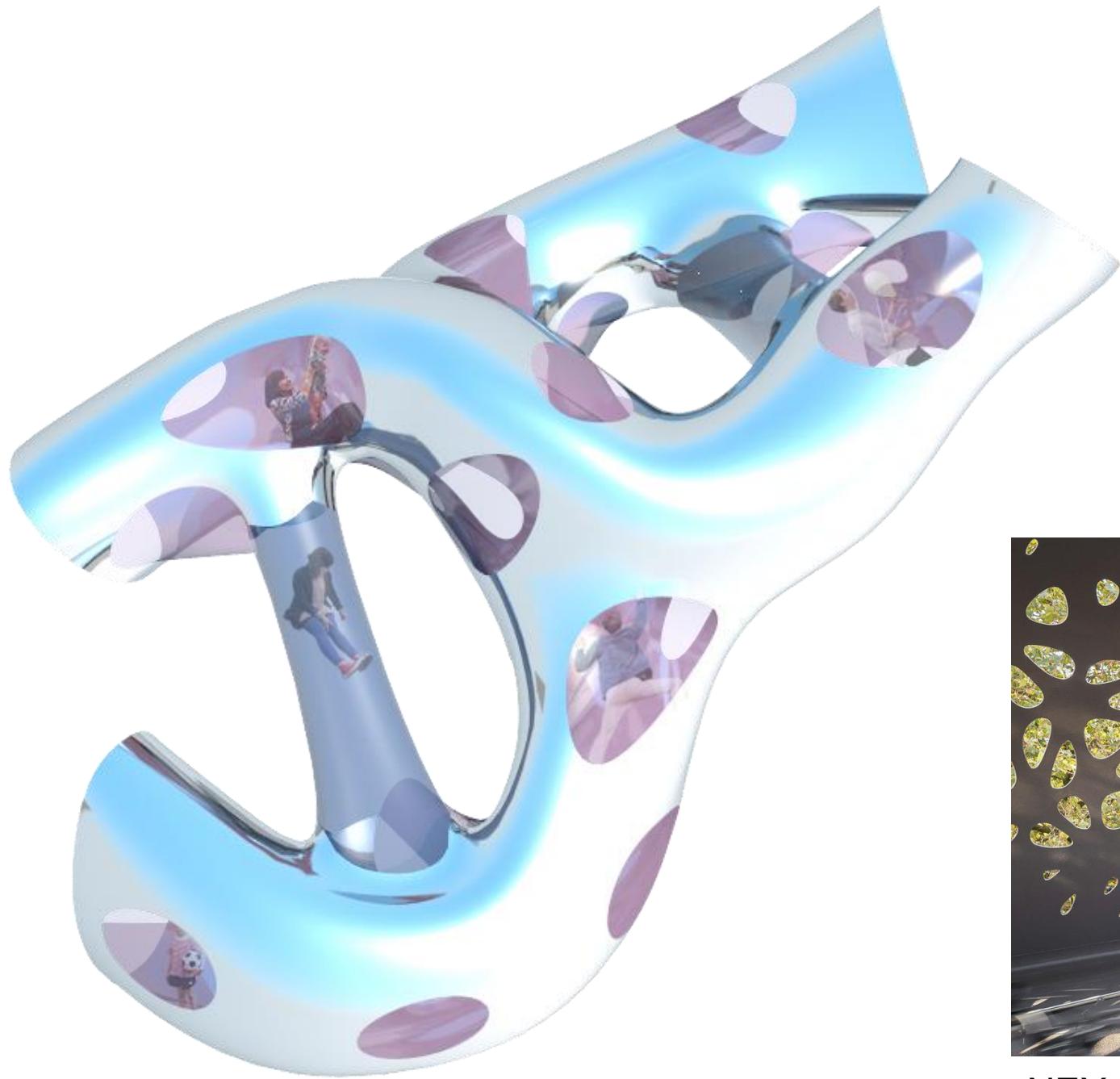
Activities



Bron: Handboek veiligheid van speelgelegenheden, 2003



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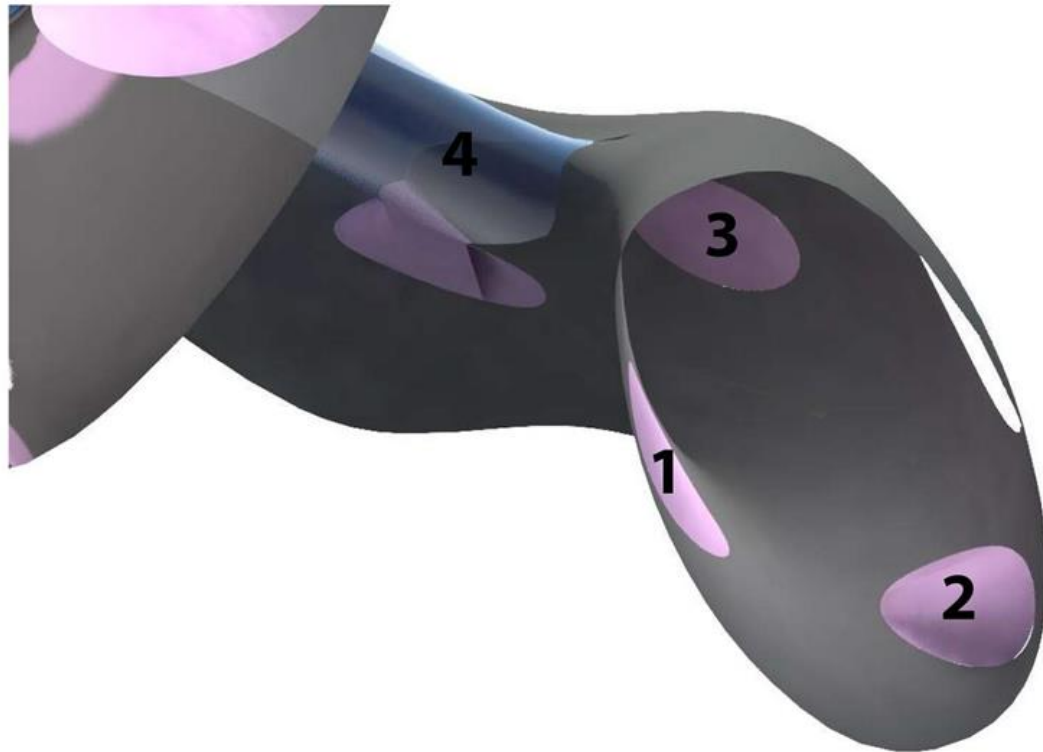
NEY - Park Bridge Spoor Noord

Interactive flexible landscape

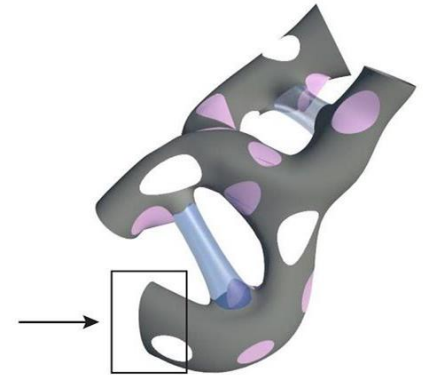
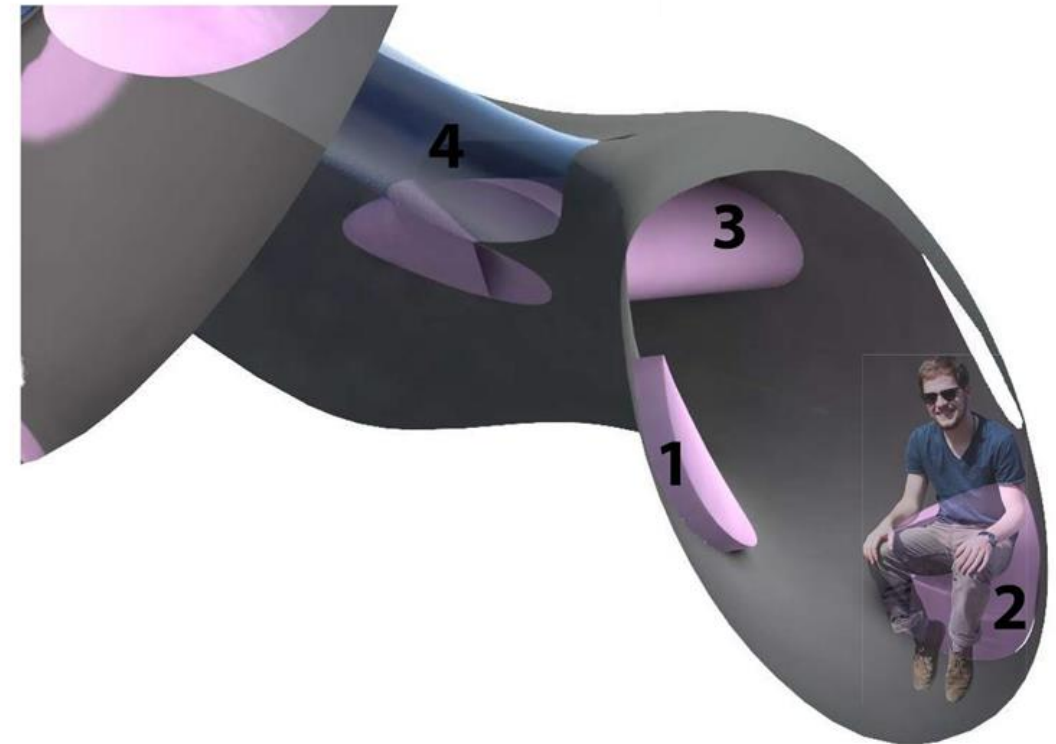
INTERACTION OF THE "DOTS" WITH THE PEOPLE

1. BLOW LEVEL 1
2. BLOW SEAT LEVEL
3. BLOW FROM ONE SIDE TO THE OTHER
4. OPENING IN THE SLIDING CONNECTION

BEFORE

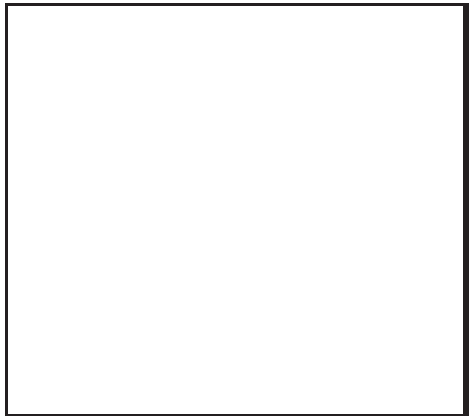


AFTER



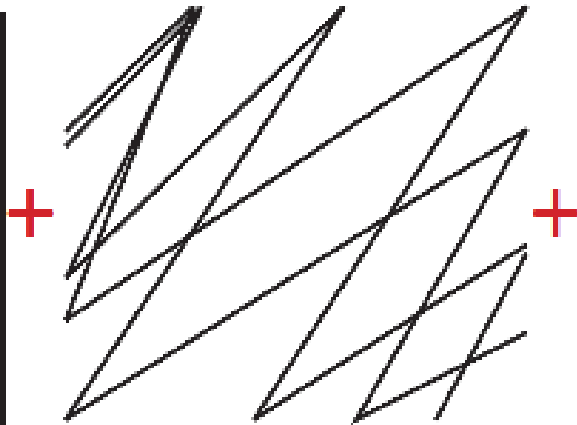
Sandwich panel

1



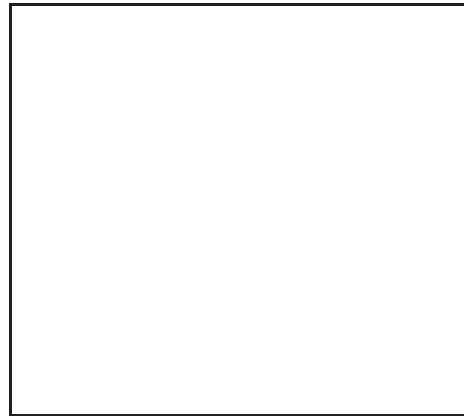
ETFE FOIL

2

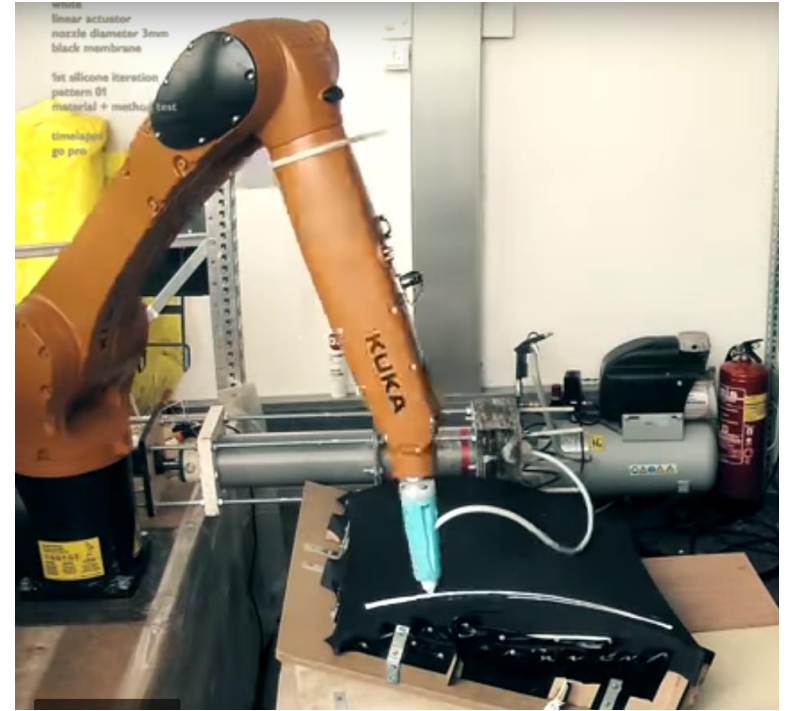


3D PRINTED SILICON

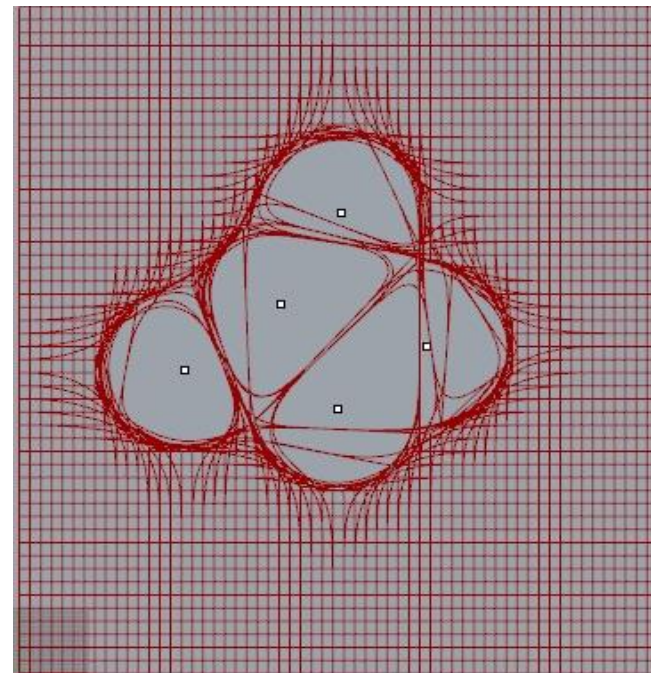
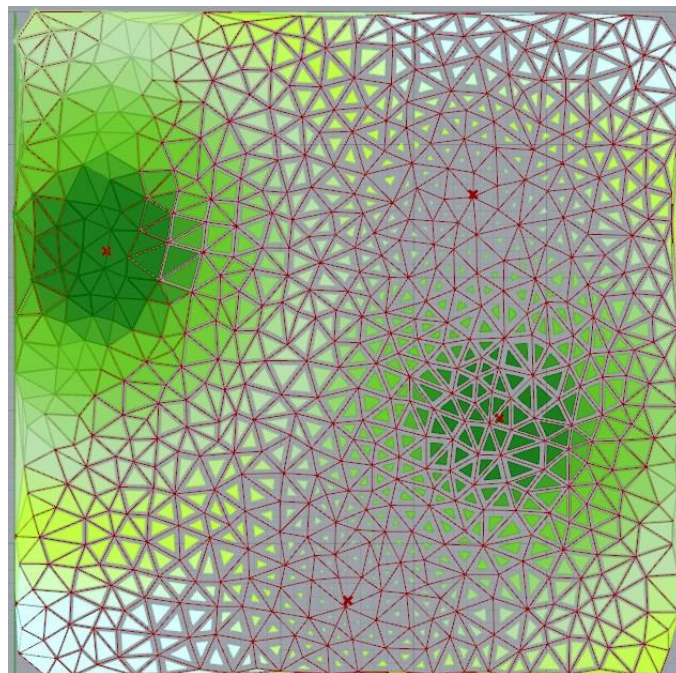
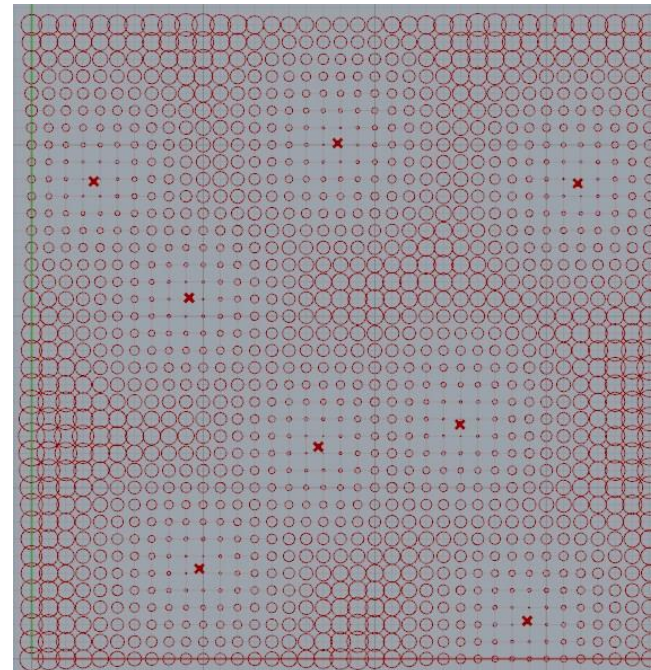
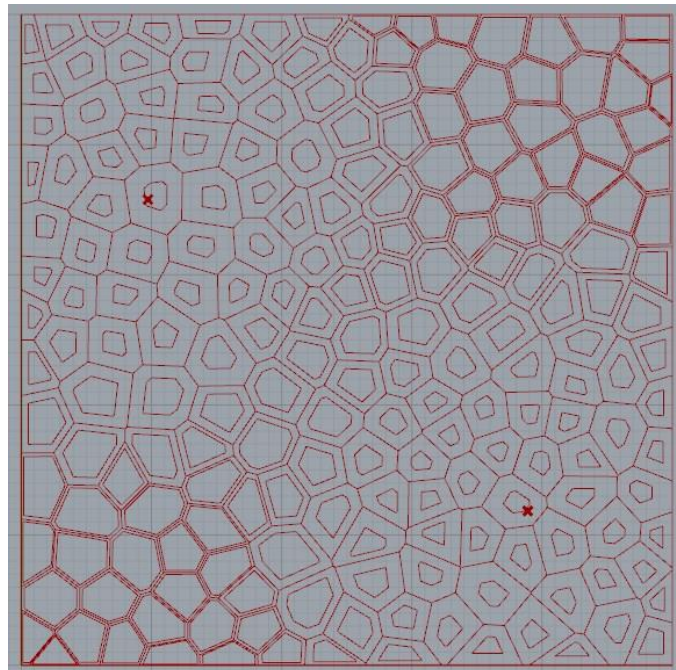
3



ETFE FOIL



Pattern



Overview

- Playground that connects people
- Interactive flexible landscape
- Workshop: produce a small section based on predefined patterns