ONEPRIZE:Maquetación 1 02/07/12 19:25 Página 1 FOUR FOR UNE/1

**BUOY** 

EMPTY PATRIMONY IS LIKE A BUOY IT CAN SAVE US MAKING US FLOAT IF WE LEARN HOW TO LIVE IN

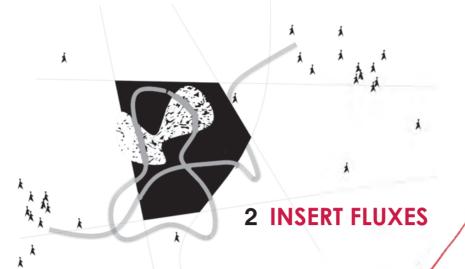
WE HAVE NO ONLY ONE ANSWER **WE SEED A PROCESS** 

COOKING

**REMAINS** 

FOUR PLACES
FOR ONE PROCESS
FOR ONE PRIZE



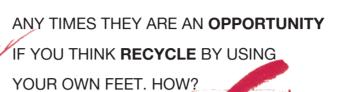


**3 SEED COMMUNITY** 

1 DETECTION



WALKING THE CITY IN YOUR NORMAL LIFE YOU'RE USED TO SEE EMPTY BUILDINGS. SOME TIME YOU SEE THEM AS PERFECT PALACES, SOME TIMES YOU SEE THEM



STOP FOR A WHILE OPPOSITE ONE OF THEM. LOOK

AS A SYSTEM Ø

GET PERMISSION TO SEE CITY FROM

SPACE AMAZE YOU. BIG SPACE. EVEN NOT BEAUTI

NUDE STRUCTURE AND WALK THROUGH

GET PERMISSION TO OPEN DOORS. LET PEOPLE STEP THE PLACE.

INSERT **FLUXES**.

MAKE **TEMPORARY USE**. **ACTIVE GREEN**: EVERY PLACE, EVEN HARD NUDE PLACE, CAN RECEIVE ACTIVE GREEN ONLY BY TUNING A BIT.

**IDENTIFY** ACTIVE GREEN. A) FOOD ACTIVE GREEN TO 0-KM RESTAURANTS. B) ACTIVE GREEN FOR **PLAY** AND READ. C) BIG **NATURE**.

POSITION ACTIVE GREEN: ROOF, INSIDE ALL, THROUGH, MIX.

1ST TUNING: CLEAN, RETRANSPARENCE, NUDE. CHECK SOIL AND TRANSFORM IT INTO GROWING TOPSOIL.

URBANIZE. DISTRIBUTE.

2ND TUNING: **SPONGE**, EXTEND ACTIVE GREEN, CONNECT WITH NATURE OUTSIDE. YOU'RE SEEDING

AN EMERGENT COMMUNITY.

SO TEST MAKING RESIDENCE! MIX USES AND ADD A PLUS.

SEED COMMUNITY AND SEW CITY WITH FABRIC.



