

# URES OF CITIES

PRINCIPLES  
CONGRESS  
COMPETITION

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#### HOP - HOLMENKOLLEN SKIJUMP, OSLO

When we addressed the issue of skijumping one thing became immediately obvious: The building will have to frame the discipline but not overwhelm it. To celebrate the sport rather than colonizing architecture. But it should also be a spectacle for the entire city and by being so extend the tradition of Holmenkollen as the symbol of Oslo as well as a place where the city is celebrated and embraced. A place to see Oslo...

For the visitor it should be where all ski-disciplines can be unified into one knot. In our project the multiplicity of programs, topography and actors is resolved by one architectural element which enhances the clarity and purpose of the parts... And ultimately brings back the essence of skijumping into focus.



#### AMA HEADQUARTER MASTERPLAN

In the heart of Montagnola we will propose a mountain. A mountain inhabited by Montagnola's residents and providing all facilities from private homes to restaurants and cultural equipment. There will be sports facilities inserted in its center as well as shops and a market place. The southern face would be flanked by living units all enjoying sun and amazing views to the EUR district while the northern face will front the AMA piazza and welcome visitors from the Gesù Buon Pastore church and the Piazzale dei caduti della Montagnola to its cafes, restaurants and cinemas...

#### SHENZHEN LOGISTIC CITY

The mountains have been made part of city planning and are making up "rules" and "logic" of how the city is expanding and where it is developing. This creates a unique characteristic for the project - and even a brand value. We've been requested to design projects that are, in scale, non-contextual, towers standing 111m and 666m high and a shopping mall/commercial district. This massive urban intervention will, however, be used as a tool for reforestation in the city. It is our obligation to consider green space as the main aspect of the buildings; therefore, we re-insert the mountain experience: ascending and descending paths, traversing the crevasse, navigating both gradual and steep slopes, and the proliferation of plant life wrapping the buildings.



# JDS

JULIEN DE SMEDT ARCHITECTS  
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2 KILOMETRES OF ARCHITECTURE

Size is an ongoing architect's wet dream. In an architect's world the term vertical city is cliché. Not so long ago we, at JDS Architects, were asked to do a piece of city in Shenzhen, China. Shenzhen is the factory equivalent to Hong Kong.

It had to be 666 meter tall.

And/or 888 meter tall.

Actually, it should really be 1111 meter tall.

And twisted.

There's a strange way about working on big things for the sake of them being big. We had to realize that to make a vertical city is not to make a tower! We suddenly felt the glimpse of achieving that architect's dream of a three-dimensional city. From 1986 to 1996 Shenzhen's region mutated from a landscape of mountains and forests into a continuous dense city! No nature subsisted. In Chinese modern times of growth there's neither time nor space to preserve those experiences.

But why is it so? Why does urbanity require the erasure of public space and nature?

This project is an attempt at reconciling these oppositions.



**ICEBERG**  
Iceberg is a 25,000 m<sup>2</sup> housing complex that includes the provision of affordable rental housing and the creation of a socially diverse neighbourhood. The project deals with the challenge of creating a dense development that respects the height restrictions for the area and that secure the provision of ocean views for the greatest number of flats. The proposal is formed as "peaks" and "canyons", opening up for waterfront views and increasing the intake of daylight. JDS + CEBRA in collaboration with Louis Pallard and SeArch