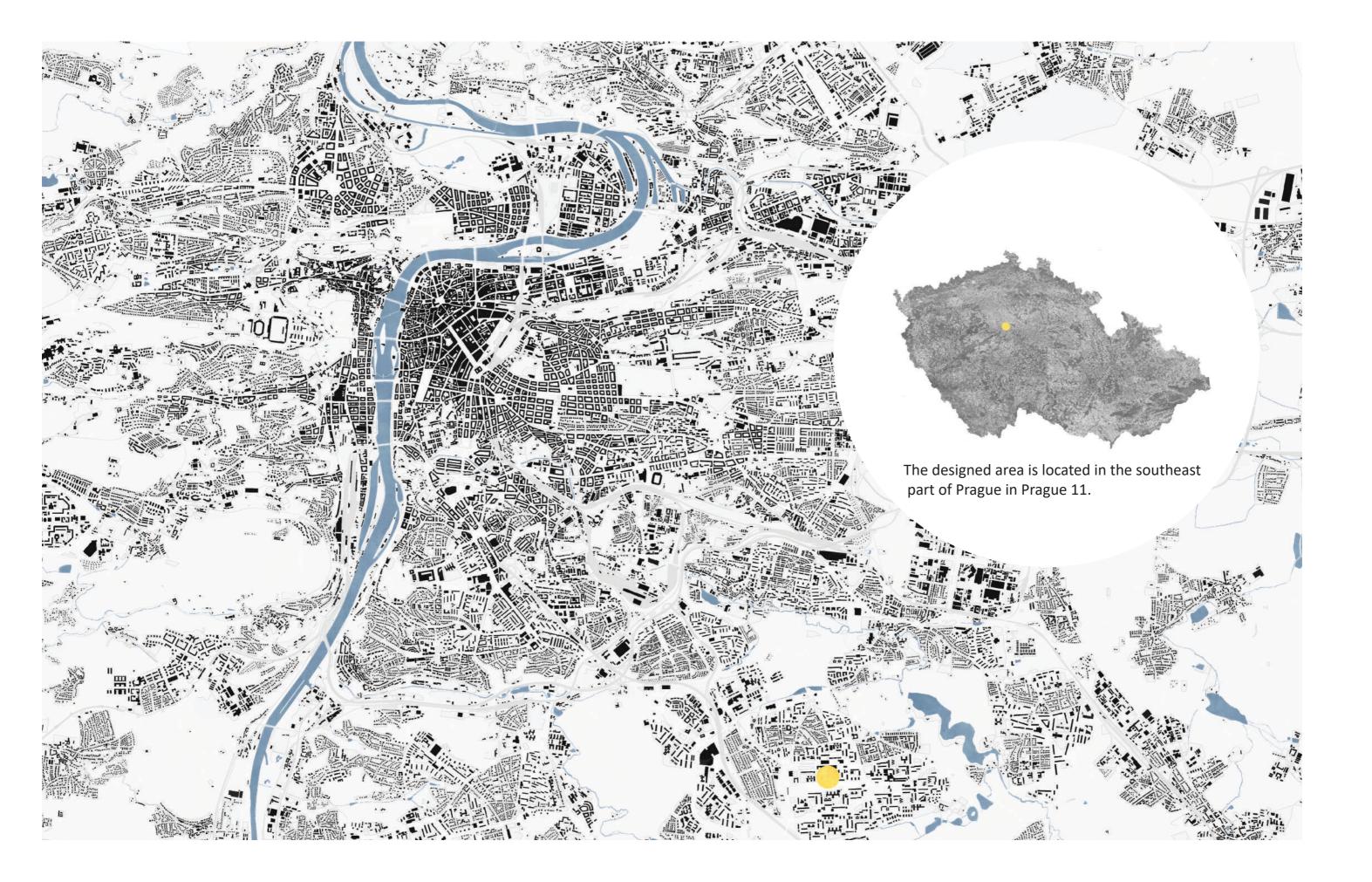


# THE SOUTH TOWN PLAYSCAPE

ATELIER REHWALDT 15120 ÚSTAV KRAJINÁŘSKÉ ARCHITEKTURY AGÁTA SYROVÁ AT3KA ZS 2021\_2022

## ANALYSES\_location 1:50 000



## ANALYSES\_wider connections 1:15 000



## ANALYSES\_Jižní město

### housing estates in general

a rejection of the traditional concept of the city

built mostly between mid-1950's to early 1990's

One third of czech population lives in housing estates

70 - 80 % of public space

nameless "greenery" everywhere

unclear hierarchy of streets, paths and spaces

different functions are divided horizontally

different means of transport are strictly separated

vast and empty public spaces can feel dangerous at night

houses are more or less the same (prefab panels)



### Jižní město

The base of village Chodov was Chodův (possibly Hodův) dvorec. The very first mention about it's citizens is from 1185, as well as the eldest archeological founds from the Chodov stronghold or castle. Prehistoric routes didn't cross Prague's center, which changed in the Middle Ages. This fact helped today's Jižní Město to become relevant to Prague in the future.

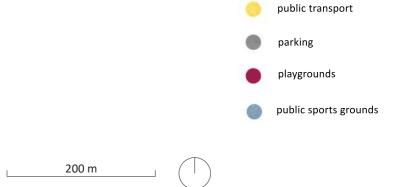
First Chodov nobility that we know is the Order of the Guardians of God's Grave (řád Střážců božího hrobu). Prague 11's parts used to belong to many other church orders as well, but later, whole Chodov was owned by the Guardians. During the Thirty Year's War in 1618-1648 Jiří Vilém Michna z Vacínova owned Chodov's farmhouse. Both court and stronghold were severely damaged and just a minority of it's citizens survived. In 1676, benedictine monastery of Old Town's St. Nicolas claimed Chodov and rebuilt it's court and farmhouse. Later it was no longer their interest and they sold it to the owner of Kunratice in 1728. After cancellation of corvée in 1848 villages Chodov, Litochleby, Šeberov and Hrnčíře formed one village, eventhough Šeberov and Hrnčíře separated in 1908. During this event, the 2nd military mapping was happening, followed by the 3rd one.

In 1918, plans of the Great Prague were made, but Chodov wasn't included in it. Háje and Milíčov belonged to Hostivař back then, but eventhough Hostivař was accepted as a part of Great Prague, Háje and Milíčov were excluded. Later in the 1920s, owner of Kunratice, whose family owned Chodov for almost 200 years, sold it to Prague. In 1949, Chodov and Háje belonged to district Praha - východ, but in 1960 it changed to Praha - západ. During the 1950s it was still used as a farmland as in 1948 Chodov court was transformed to a farm of Státní statek Praha (National farmhouses), so in 1959 it became part of Chodov JZD.

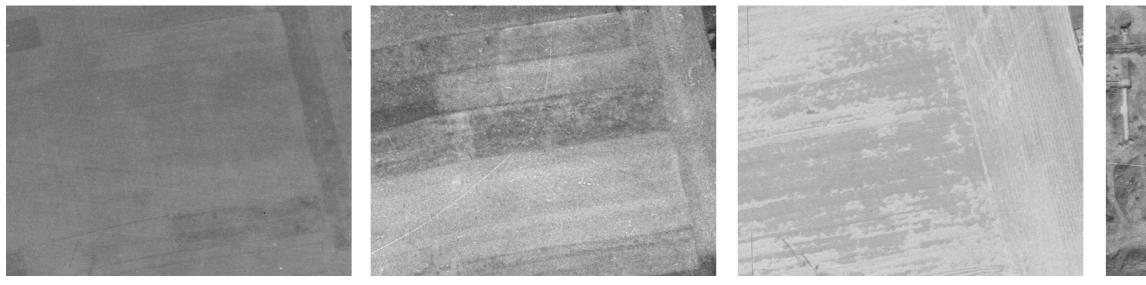
There's a huge difference between 1950s and today's ortophoto map. In the 50s there's still just a lot of small fields, as it was shot before privatization. The biggest boom of Jižní Město started in the 70s with growth of housing estates.

## ANALYSES\_wider connections 1:5000

There is an unused area of a green space connected to a Cetral Park in the Jižní Město Housing Estate located near Mikulova Street between the Opatov and Háje underground stations.



## ANALYSES\_history



1945

1953

1966

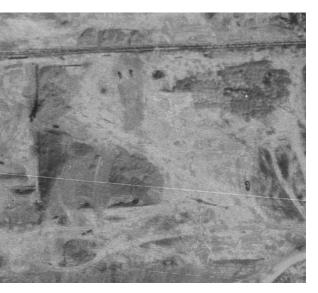


1988-89

2007

2012

Before there was Jižní město housing district, the whole area was not developed. An underlying change happened between 1975 and 1988-89 when the area was developed. Since then, the area has not changed apart from demolition of a building in the south part of the area that was originally meant to serve as a post office.

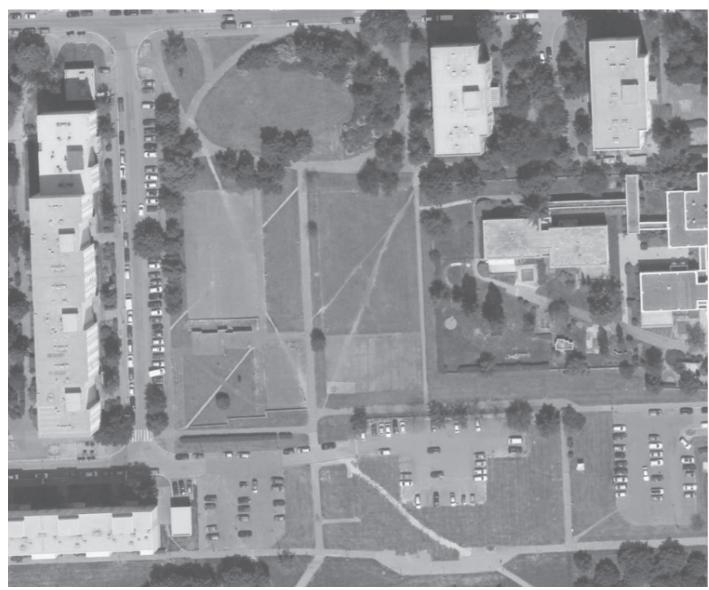


1975

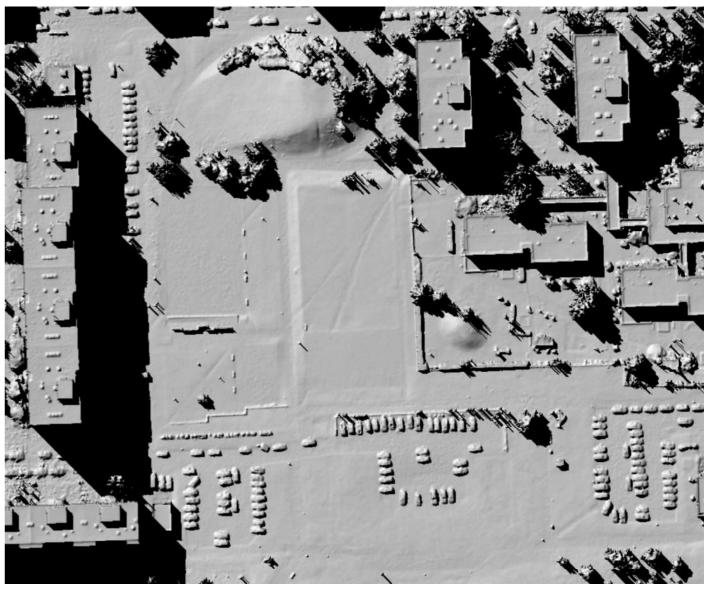


2020

### ortophoto map



geomorphology

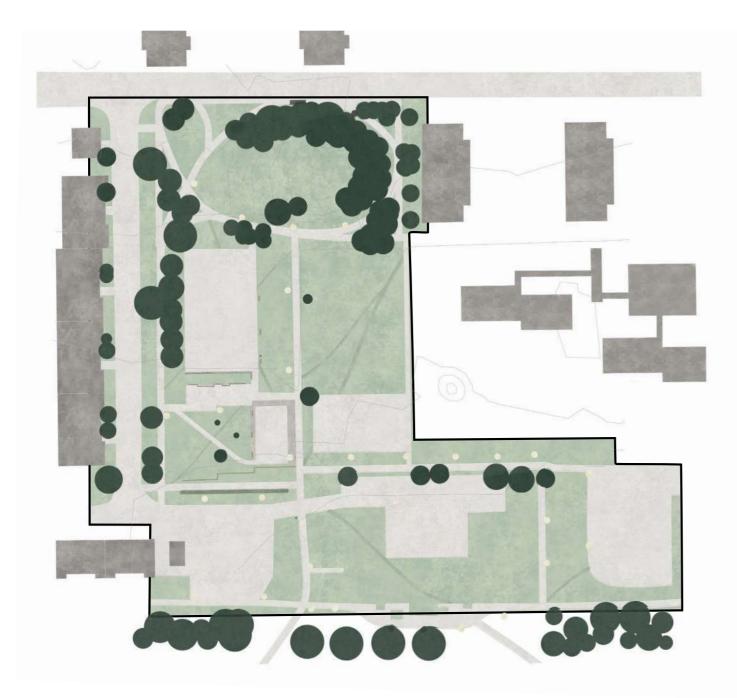


An up-to-date ortophoto map allows us to see the current state of the area which consists mostly of non-functional path network, other human-created paths and empty unutilised paved surfaces. The terrain is mostly flat with a small hill in the north part.

## ANALYSES\_current state

50 m

## ANALYSES\_current state



Strenghts	W
terrain difference	ur
connection to Central park	ра
traffic availability	ba
schools and kindergartens	la
within walking distance	in
vegetation	

Opporunities	
potencial of a cultural centre	

functional path system

unification of surfaces

the place

Opporunities	Th
potencial of a cultural centre	hic
increase the attractiveness of	vai
the place	

Threaths dden corners andalism

Veaknesses inused area ath system without function ad condition of trees ack of care mproperly placed furniture



















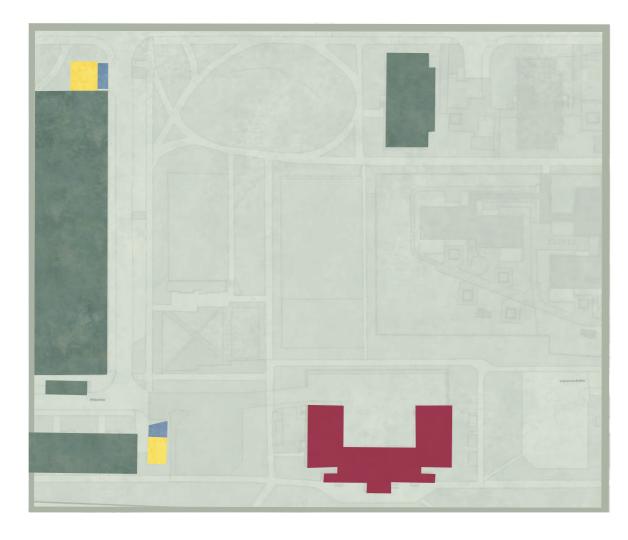
## ANALYSES\_photodocumentation



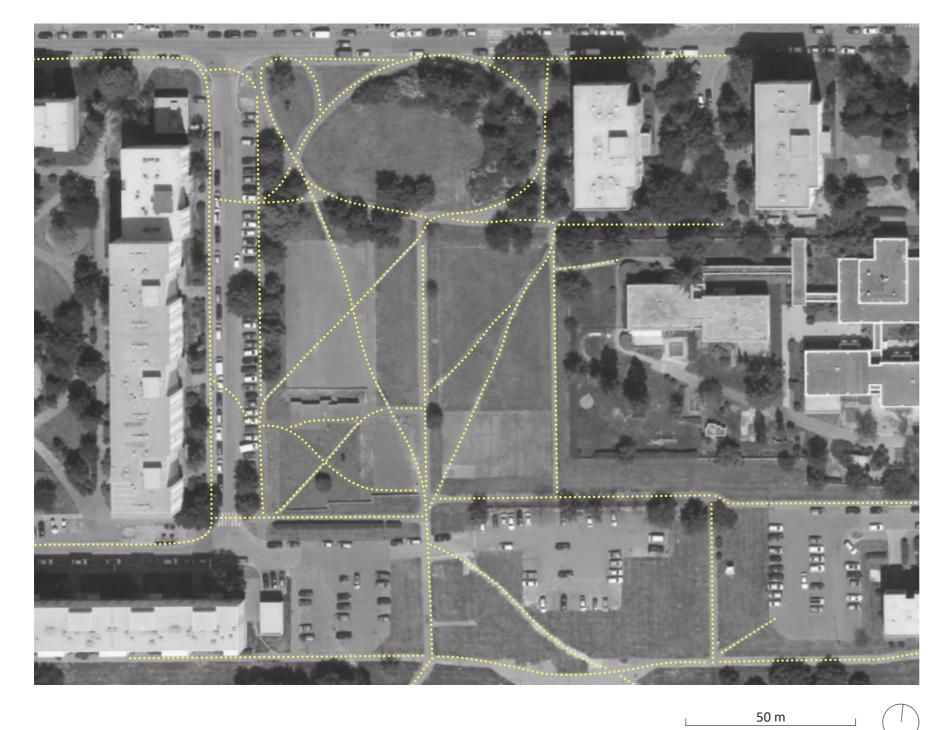




## ANALYSES\_ownership







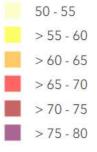
50 m

## ANALYSES\_permeability

## ANALYSES\_noise map



Designed area is located in the most peaceful part of the Jižní město housing estate. Mikulova and Bachova Streets together with Hviezdoslavova Street are the only source of a slight noise. Hviezdoslavova Street is a busy four-lane road but the noise is muted by the fact that the designed area lies 70 meters away and there is a prefabricated house between Hviezdoslavova and Bachova Streets.



### 21.6.2021

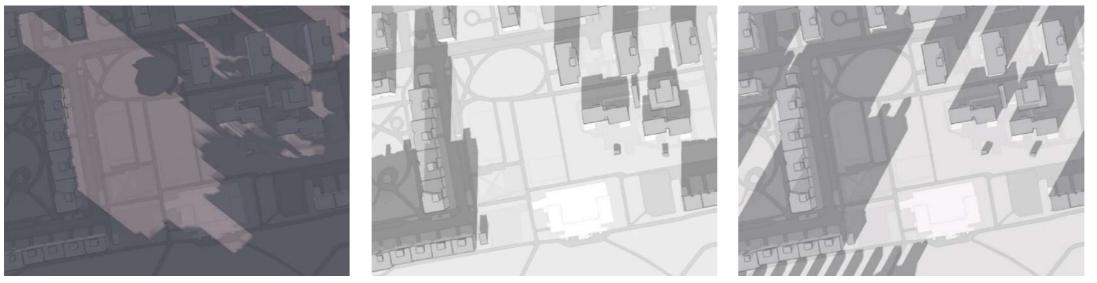


8:00



16:00

21.12.2021

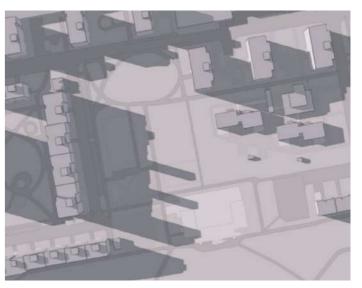








## ANALYSES\_sunlight

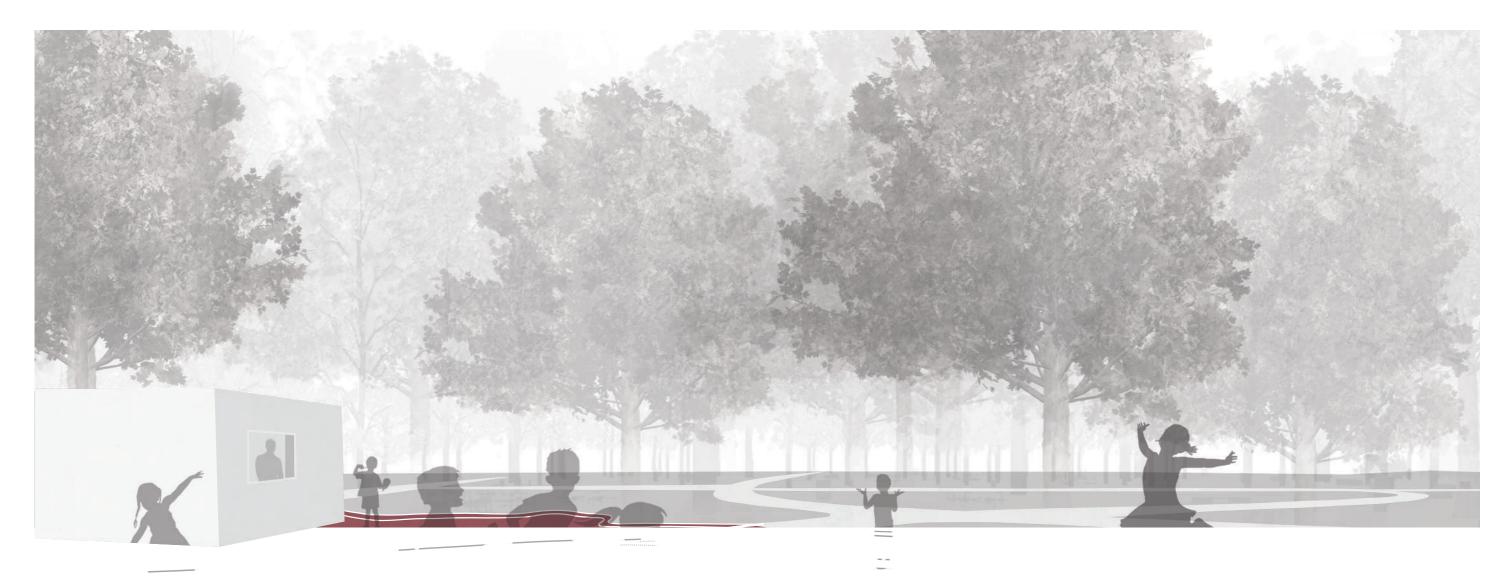


19:00



16:00

# THE SOUTH TOWN PLAYSCAPE



## PERSPECTIVE

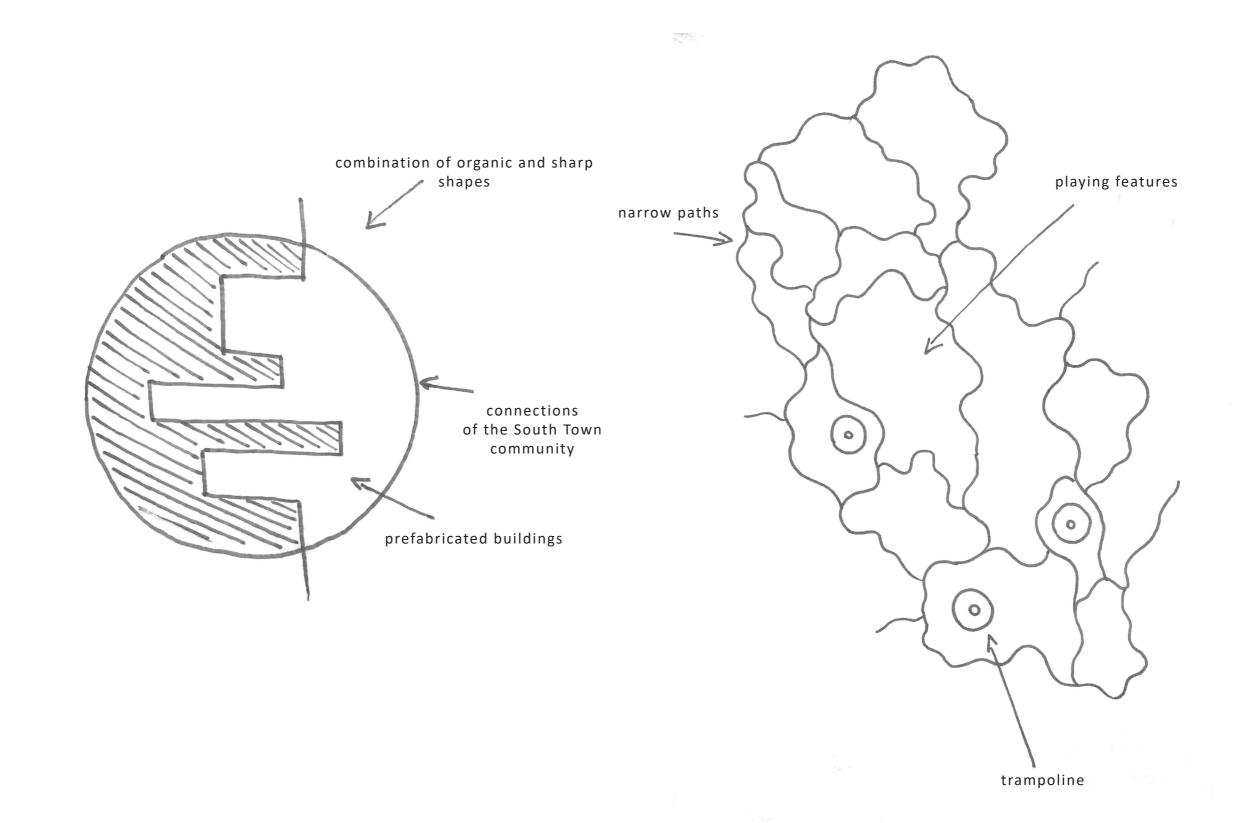
## CONCEPT



There is an unused area of a green space connected to a Cetral Park in the Jižní Město Housing Estate located near Mikulova Street between the Opatov and Háje underground stations. This study to bring new ideas and activities for all age groups and also aims to let people pass through the area but also to stop and decompress for a while. A hill, organically-shaped paths and irregularly planted trees create a contrast to the nearby prefabricated houses.

Residents of the Jižní Město housing estate can therefore enjoy a view of different shapes other than only geometrical buildings they live in. As soon as a visitor passes the grove which divides the area from the Central Park, he finds himself in a place different in its character. He can enjoy an ice-cream cone or a nice cold drink (or a mug of mulled wine when not sleighing) in the kiosk, play a match in a public sports area or watch other people's matches from the sitting steps which are lining the sports area, sit back, relax and listen to the trees or visit the playscape for children AND adults.

The area is designed to offer an escape from the everyday life and, at the same time, promotes the Jižní město housing estate and supports its community.



## SITE PLAN



### materials



playground - tartan

Ι

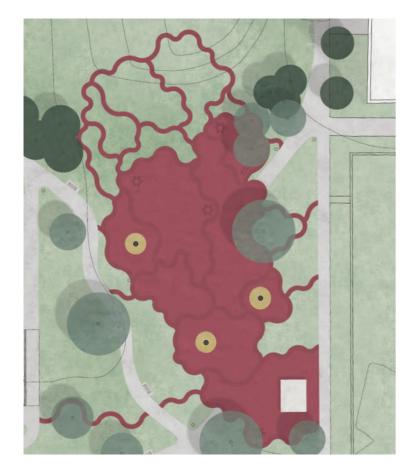




path - poured concrete

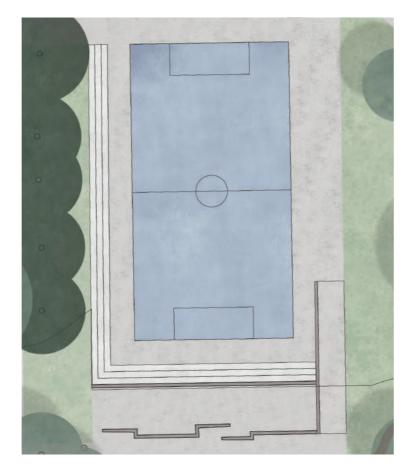
kiosk - wooden shingles

### playscape



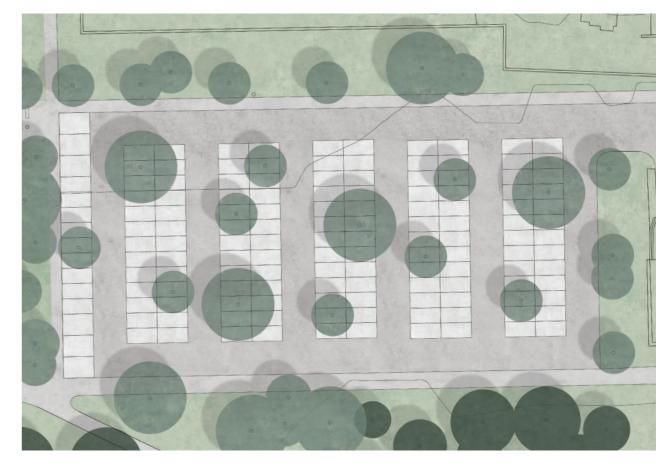
Urban playscape designed for kids and adults includes trampolines and other playing features.

### sports ground



You can play a match in a public sports area or watch other people's matches from the sitting steps which are lining the sports area.

### parking lot

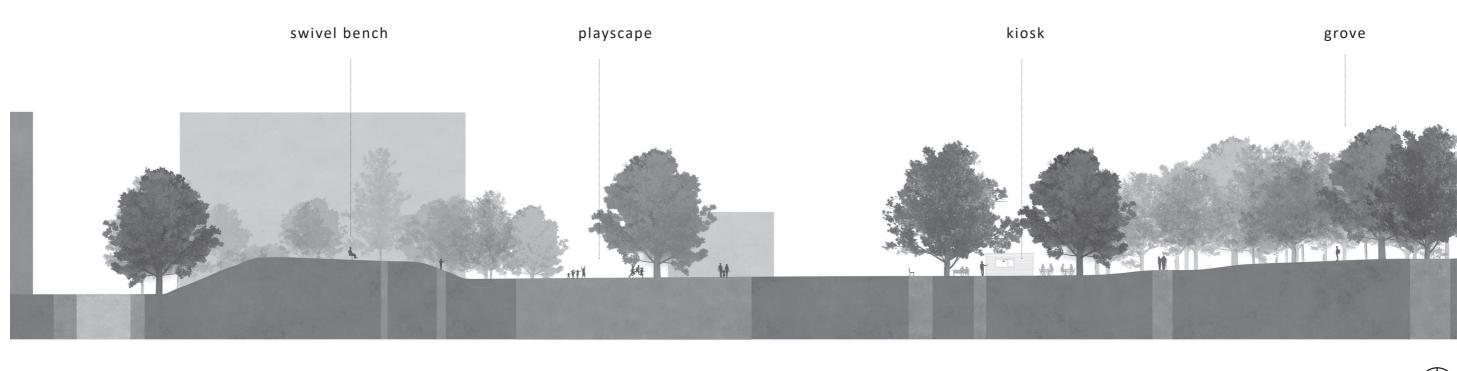


Designed parking lot replaces three sr located in Mikulova street.

## DETAIL SITE PLAN

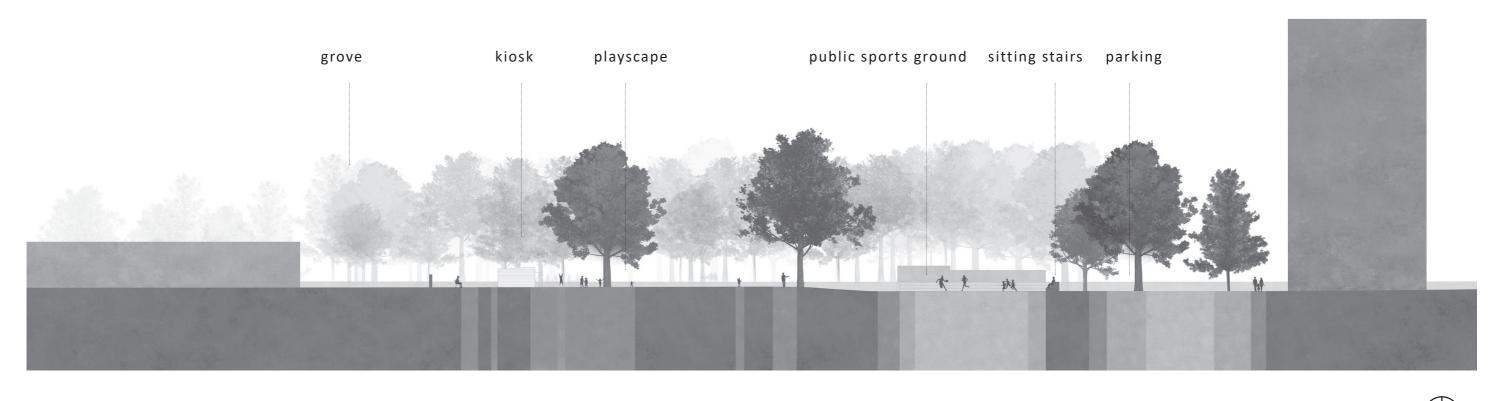
Designed parking lot replaces three smaller parking lots which are nowadays

## SECTION A-A'



20 m

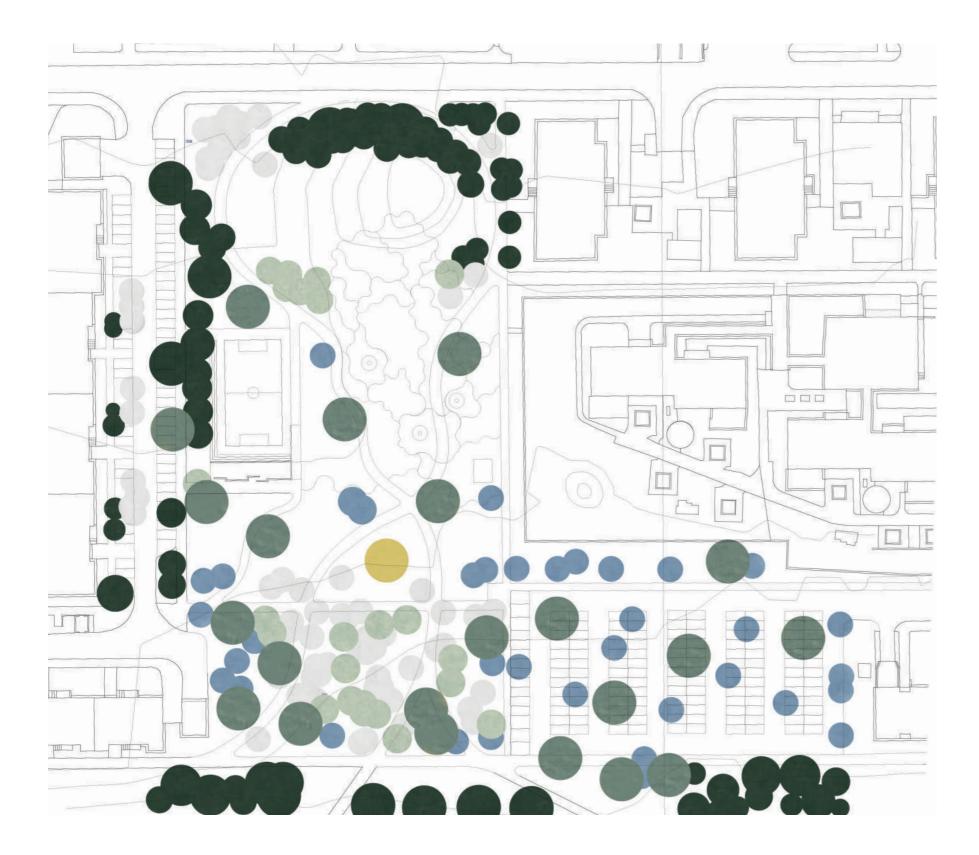
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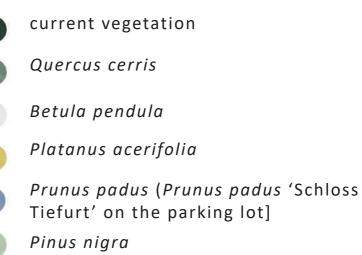


## SECTION B-B'

20 m	(   )
20 m	
	$\sim$

## VEGETATION





### current vegetation:

Acer negundo Acer platanoides Acer pseudoplatanus Ailanthus altissima Betula pendula Crataegus monogyna Fraxinus excelsior Picea abies Pinus bigra Prunus avium Prunus cerasifera Sorbus aria Robinia pseudoacacia Tilia cordata Clematis vitalba Cotoneaster dammeri Forsythia x intermedia Juniperus sabina Ligustrum vilgare Spirea trilodata



Anemone blanda ,Blue Shades', Balkanwindröschen Helleborus niger

,Christmas Carol

White'

Aster divaricatus, Wildaster

Anemone blanda ,White Splendour', Balkanwindröschen



Smilacina

racemosa,

Schattenblume





Eranthis hyemalis, Winterling Carex pendula, Hängesegge

## FRONT YARDS





*Vinca minor* ,Alba', Immergrün



Scilla siberica, Sibirischer Blaustern

## MOBILIAR



mmcité



bega



mmcité



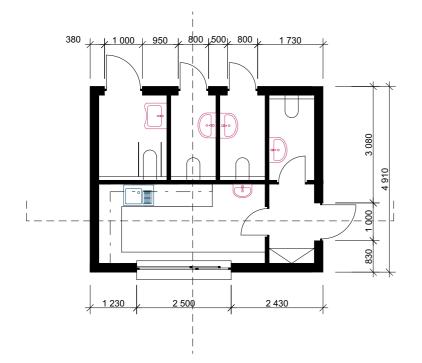


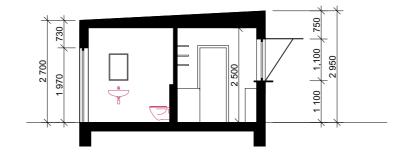
streetpark

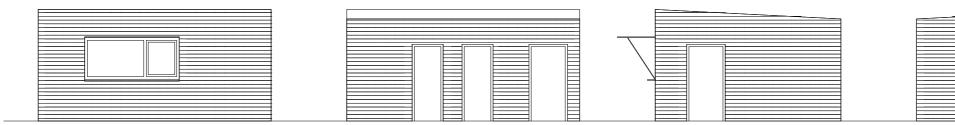




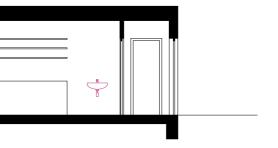
streetpark

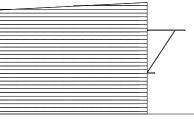




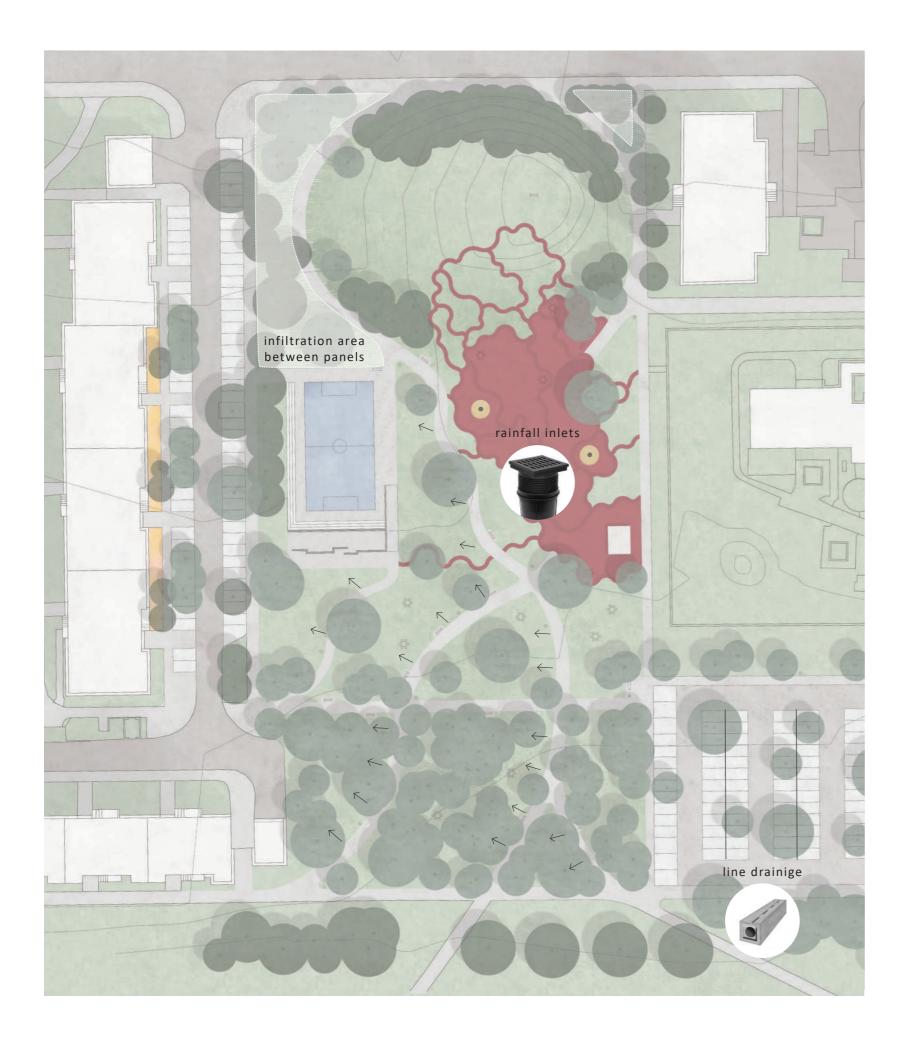


## KIOSK





## WATER SYSTEM





## LIGHTING