

A simple comparison

Copenhagen



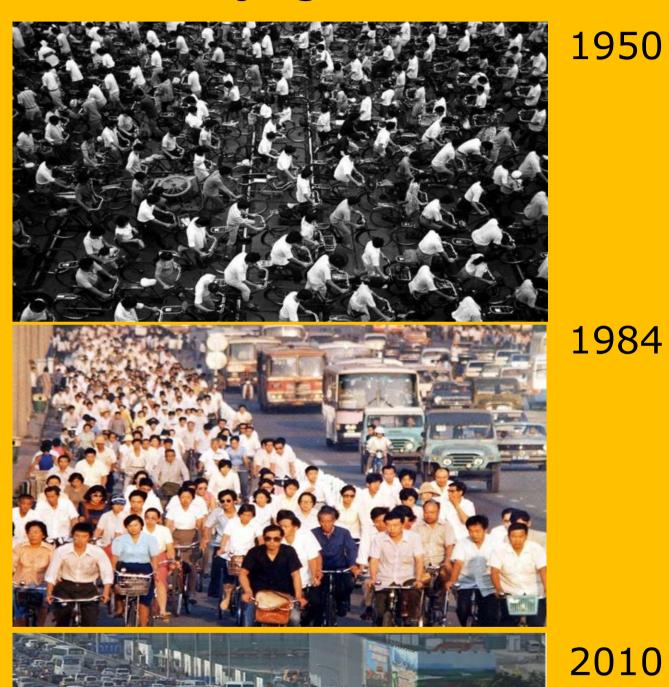
1995



2010



Beijing





Shocks and stresses - impacting urban living?

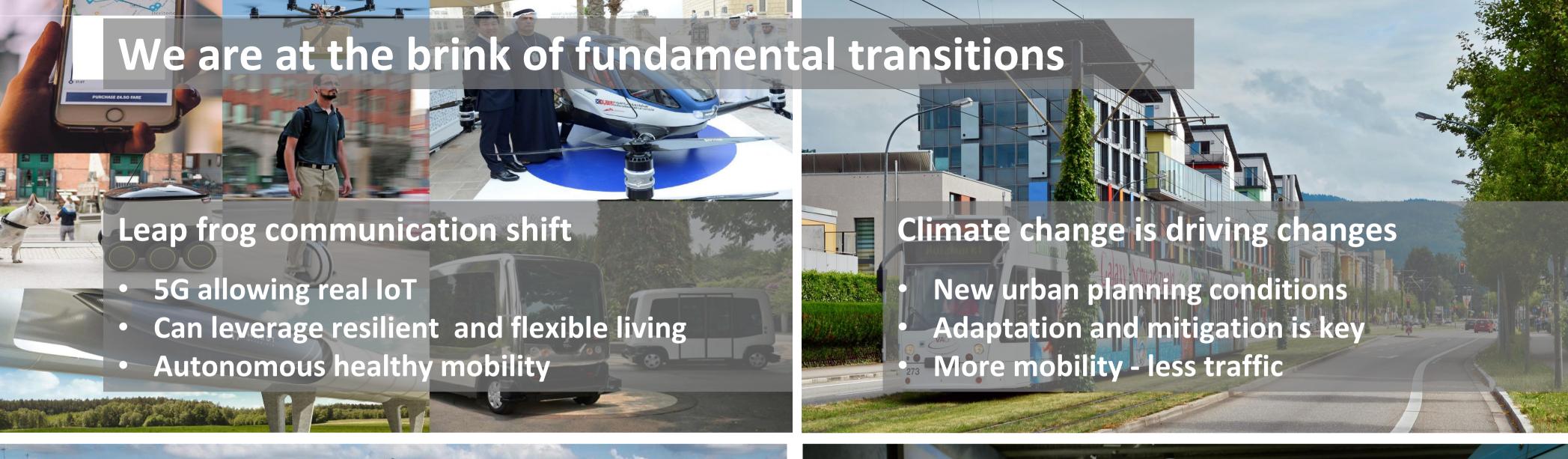
What have we learned? How have we responded?



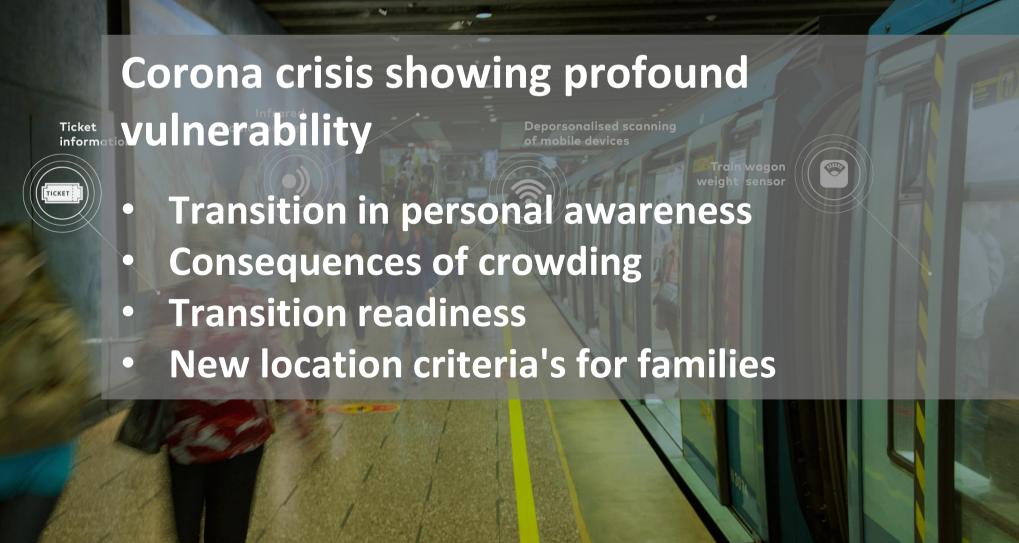
- We are extremely vulnerable and have no plan B
- We are leaning on compact living, mass transit, mega-cities, instant global accessibility - but the smallest of all germs put it all to a stop.

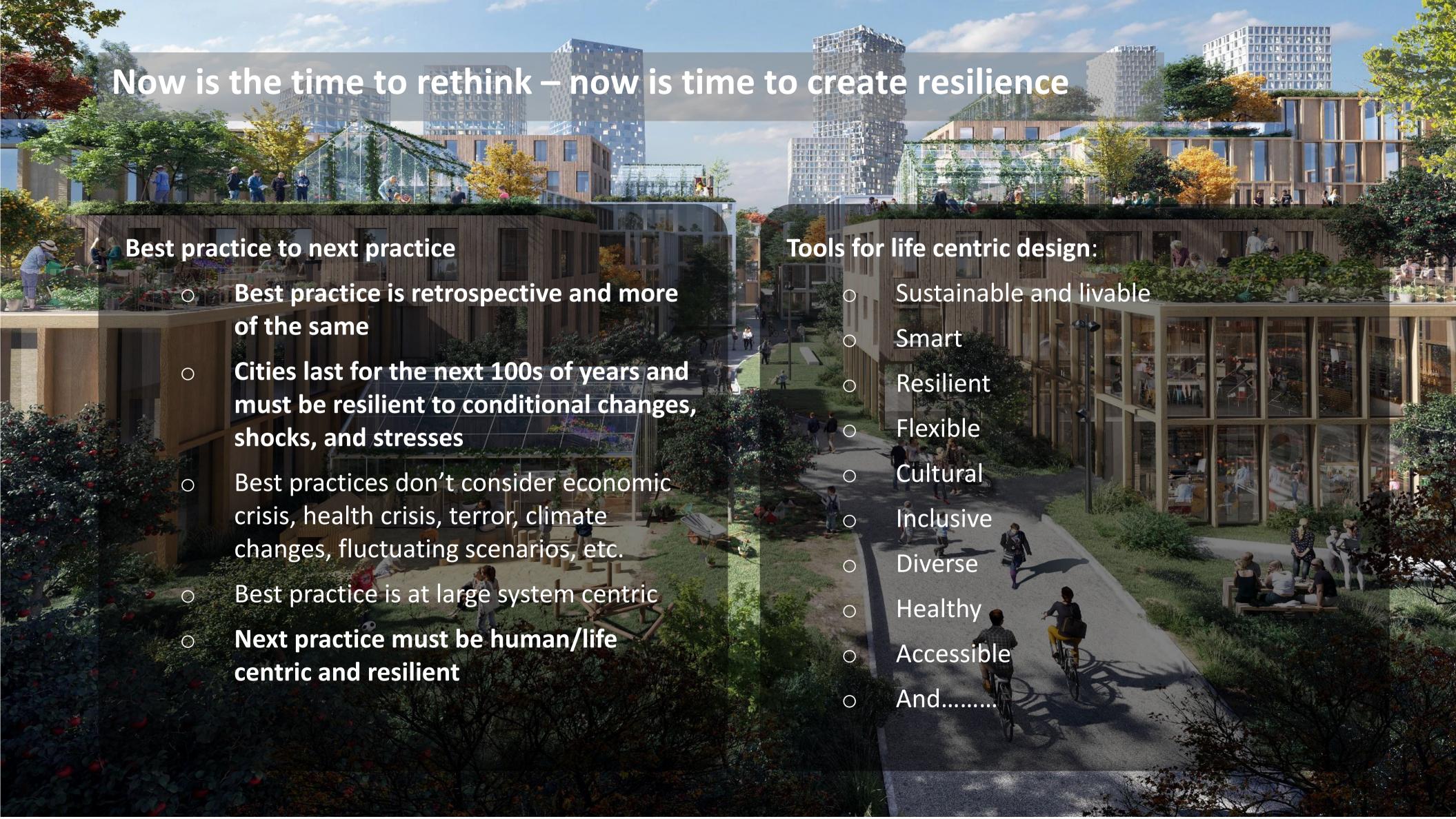








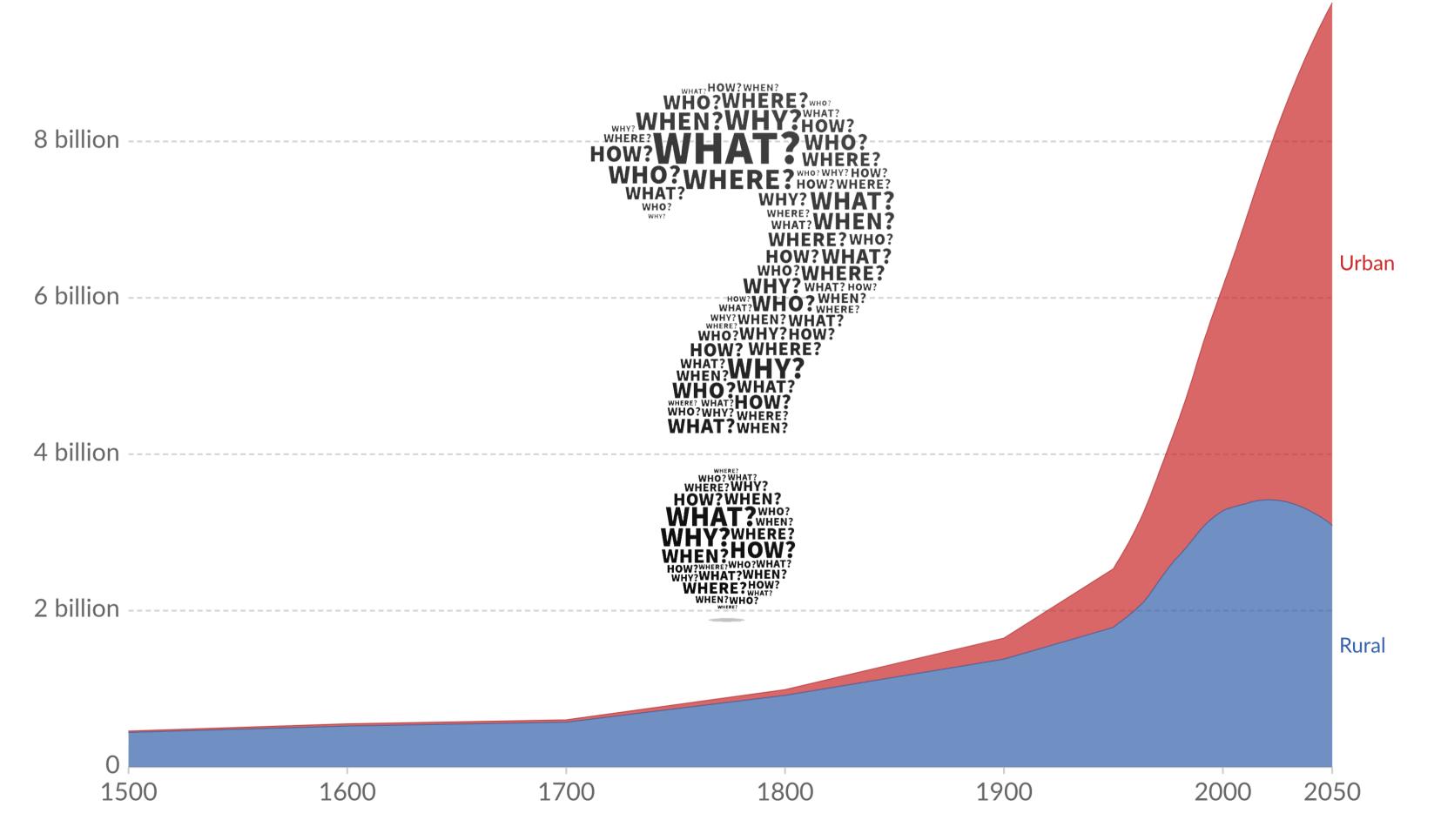




Urban and rural population projected to 2050, World, 1500 to 2050



Total urban and rural population, given as estimates to 2016, and UN projections to 2050. Projections are based on the UN World Urbanization Prospects and its median fertility scenario.



In plain sight

Design with the invisible

Designing with the invisble

Socio economics data Climate

Soil conditions

Mobilitet

Waste-water

Health

Choices

Belonging

Behavior

Energy

Happyness

Infrastructure

Security

Networking

Biodiversity

Smells

Sounds

Culture



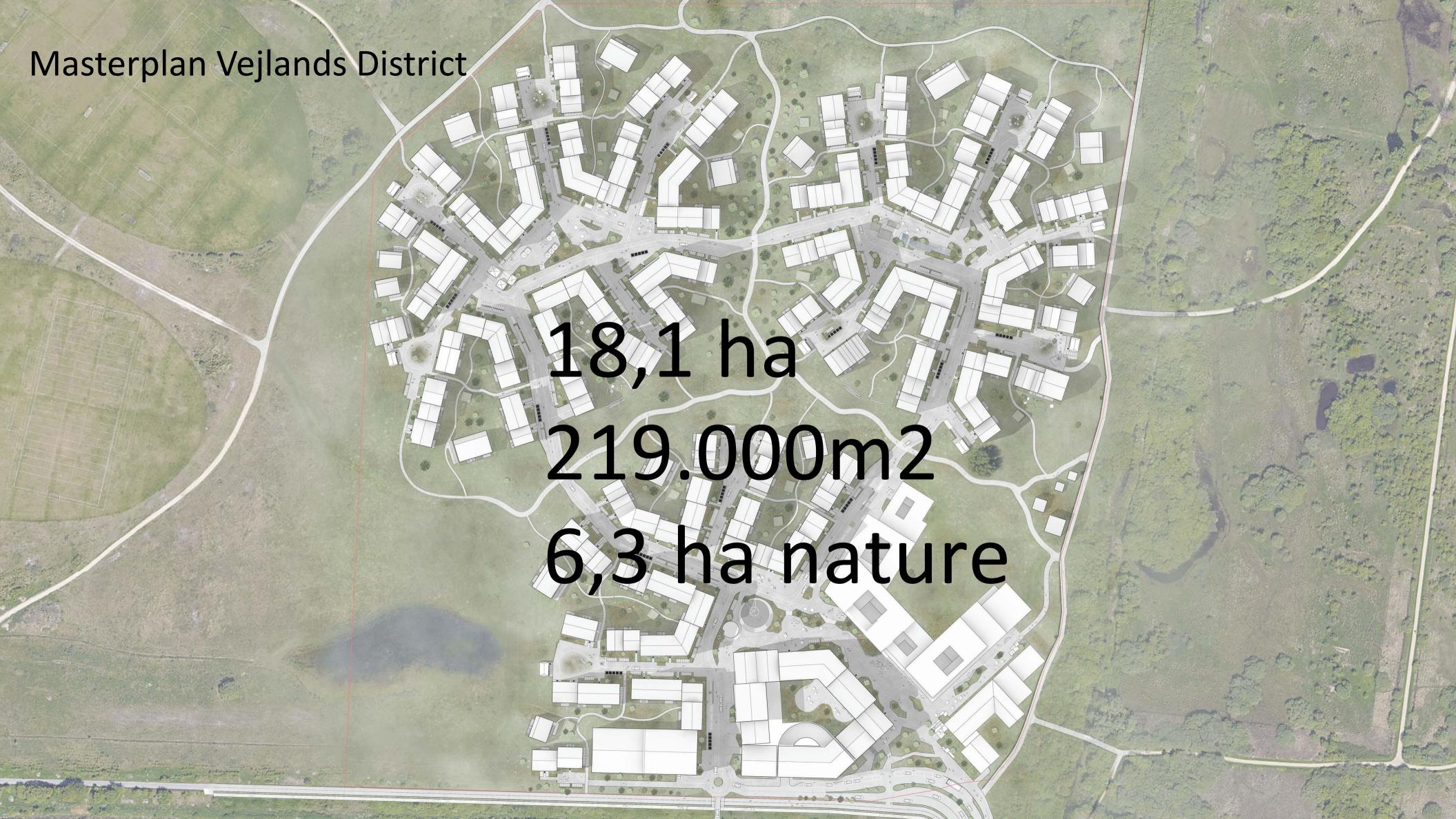
Designing with the invisible enables a transition from

system-centric to
life-centric urban design





Henning RAMBOLL





New typology

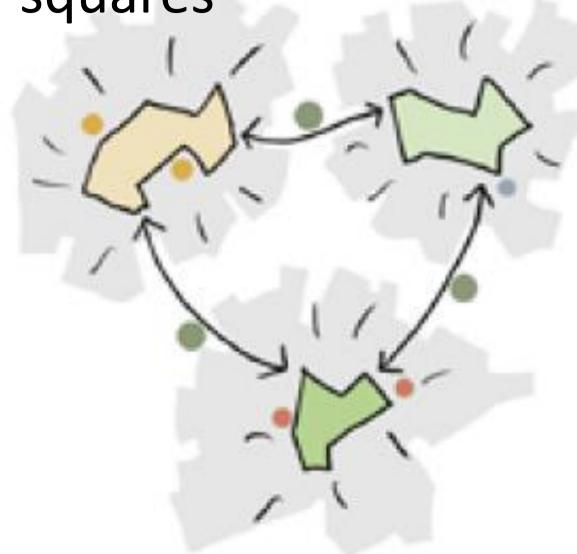
City block Village **New Typology Dense Close proximity to Celebrating diversity**

nature

One district – 3 neighborhoods Ca. 2.000 residential units = 5.000 population



Interaction squares

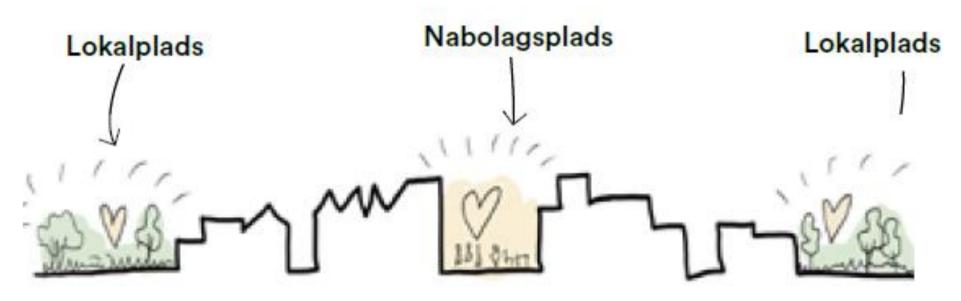


Nabolagspladser

Centralt i hvert nabolag finder man større byrumspladser, hvor store forsamlinger kan mødes.

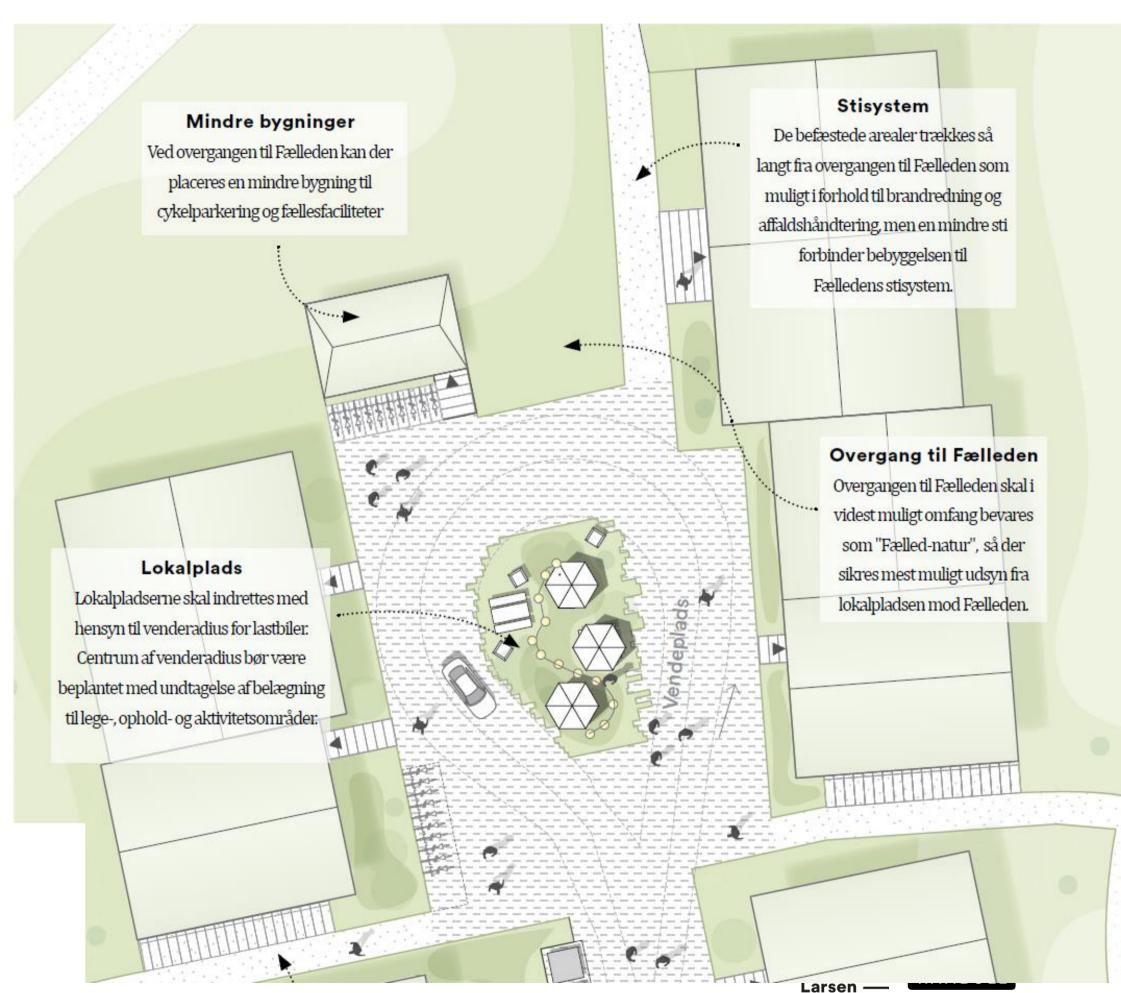


Community squares



Lokalpladser

På grænsen mellem Fælleden og bebyggelse er der mindre lokalpladser, hvor gadens beboere samles.

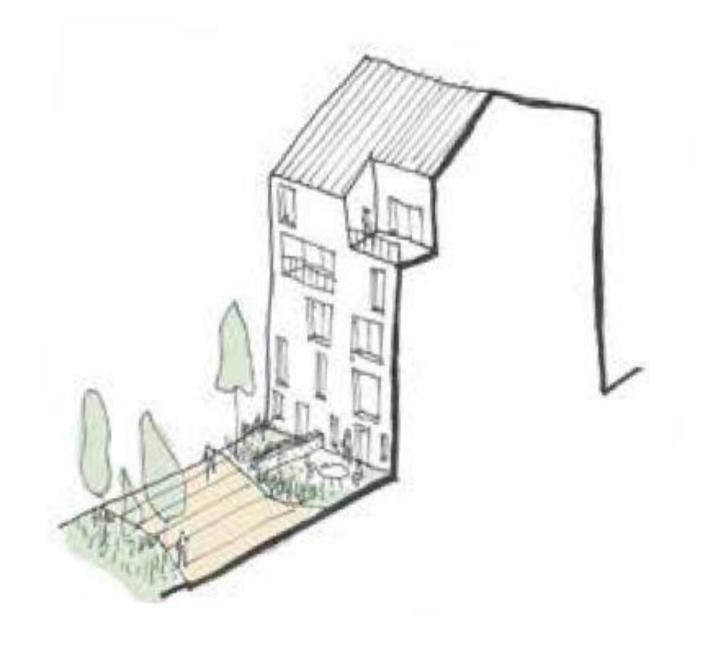


Local and private squares



Gårdrum og gade

I gårdrummet kommer naturen helt tæt på og giver mulighed for fællesskabsdannende aktiviteret med naturen i fokus. Her er der mere roligt og privat



Det nære fællesskab

Langs facader og ved indgangspartier er der små opholdsmuligheder, som skaber ramme om uformelle møder mellem naboer.





THANK YOU

SØREN HANSEN – SH@HENNINGLARSEN.COM HEAD OF URBANISM DEVELOPMENT



