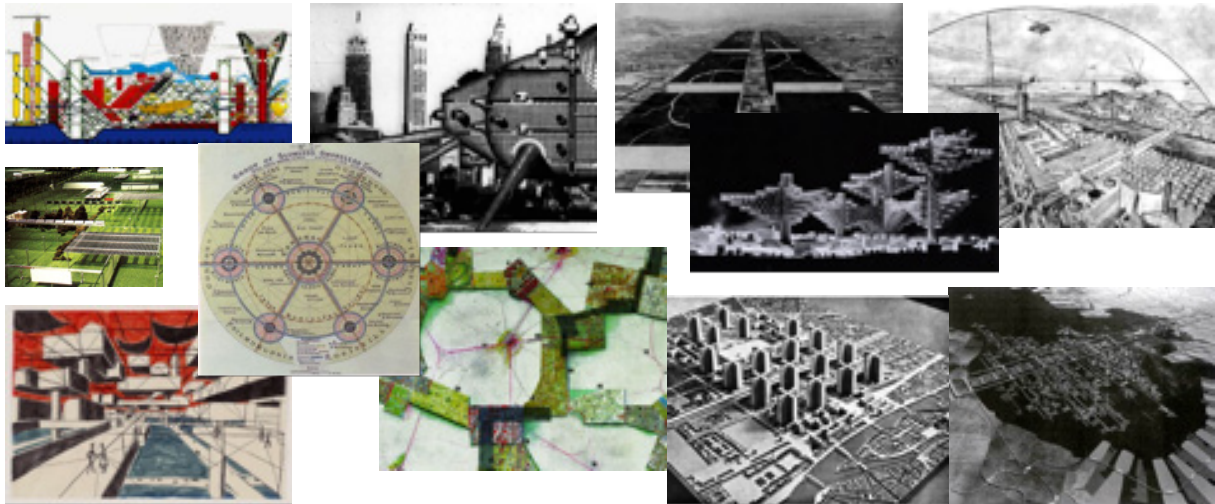


AUFGABE 0

Utopian Atlas



Aufgabe 0 gives you the opportunity to be provocative, critical and speculate on future cities. Utopia is a powerful tool to challenge conventional methods of urban design and rethink the main components that structure a city. This initial assignment will help us to assess your intellectual and design skills. Remember that this is a fun exercise, however we want to see your skills. Be creative and impress us with your vision.

Assignment

- 01 Choose an Utopia from the attached list.
- 02 Analyse the social, economic or political issues the Utopia tried to address.
- 03 Identify the components that structure the urban plan of the Utopia such as buildings, roads, landscape or infrastructural components.

Design

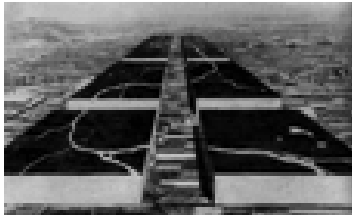
- 01 Make an atlas of your own Utopian components (draw minimum 4) **1 x A3 landscape**
- 03 Apply your Utopian atlas to Berlin and demonstrate how the city and its residents might benefit from your Utopia. **1 x A3 landscape**

Drawings can be hand-drawn or digital and should be in A3 landscape. Please indicate your full name and email address on every sheet.

Presentation of Aufgabe 0 will take place on Friday, 12.10.2018 from 12:00 - 14:00 at room A816. Please print your A3 sheets and present your vision for 3 minutes. Studio allocation will be announced on Monday 14:00.

AUFGABE 0

Utopian Atlas



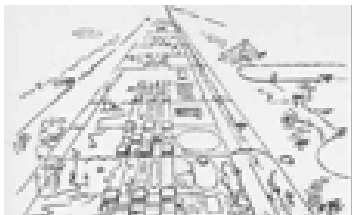
Archizoom: Non-Stop City



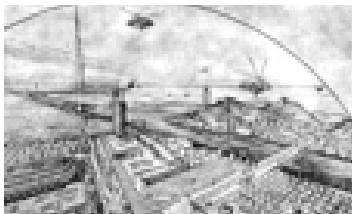
Constant: New Babylon



Andrea Branzi: Weak Urbanism



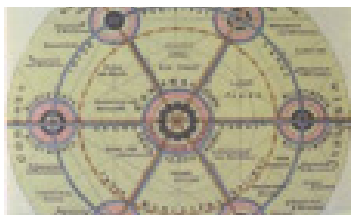
Ivan Leonidov: Magnitogorsk



Frank Lloyd Wright: Broadacre City



Ludwig Hilbersheimer: The City in the Landscape



Sir Ebenezer Howard: The Garden City

AUFGABE 0

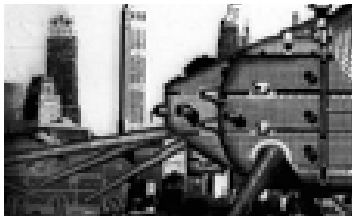
Utopian Atlas



Kenzo Tange: Tokyo Bay Project



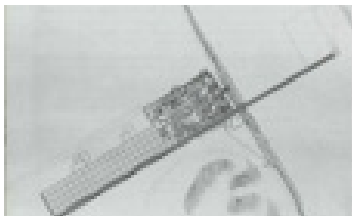
Archigram: Plug-in-City



Archigram: Walking City



Yona Friedman: Spatial City



Cedric Price: Potteries Thinkbelt



Arata Isozaki: Clusters in the Air



Le Corbusier: City of Tomorrow