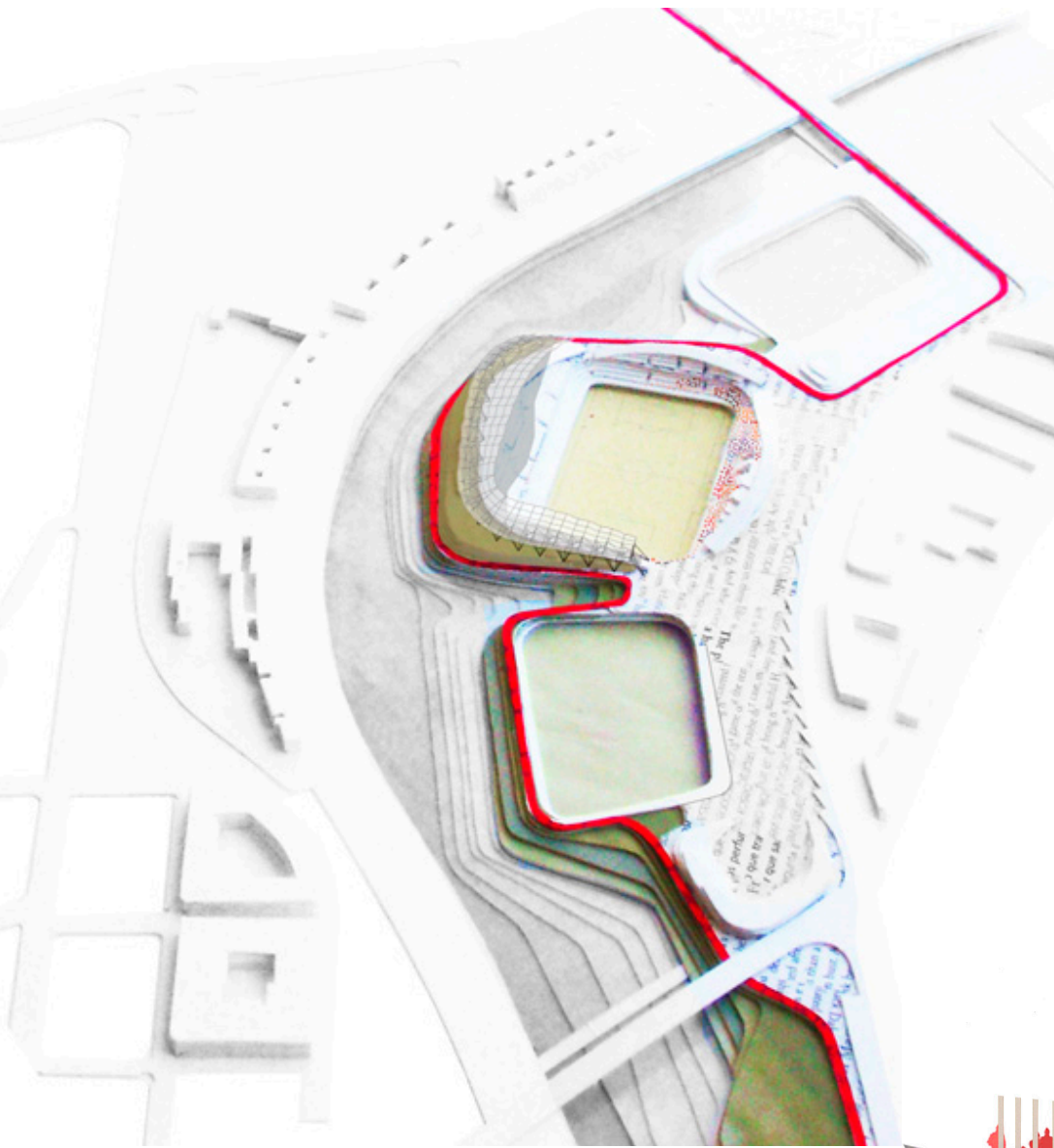


ESCALA URBANA



No more super-stadiums!
The Calderón is located in a dense neighbourhood and on game days, 70,000 visitors are added up to the residents. People come by car, by subway ... saturation. It is not feasible. The current stadium is about to be demolished. A new project arises. Thus, I propose the project as a large park in which different sports uses are generated, with a stadium with a more limited capacity whose use does not involve the destruction of the area, but quite the opposite.

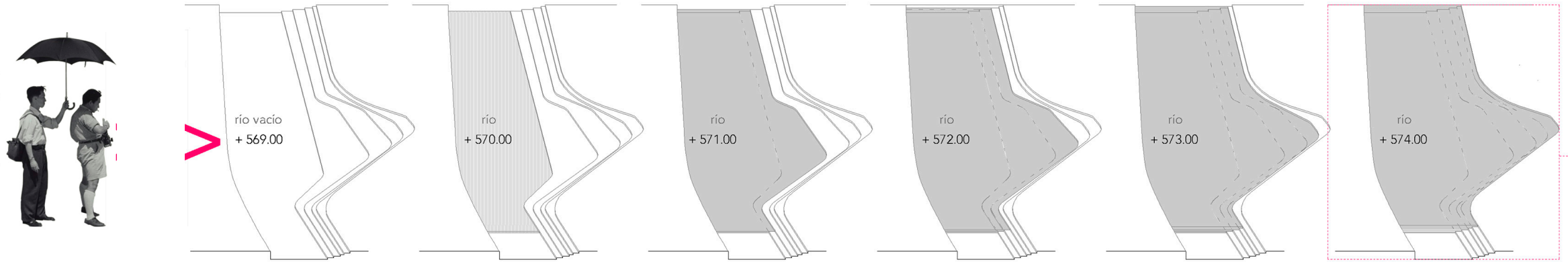
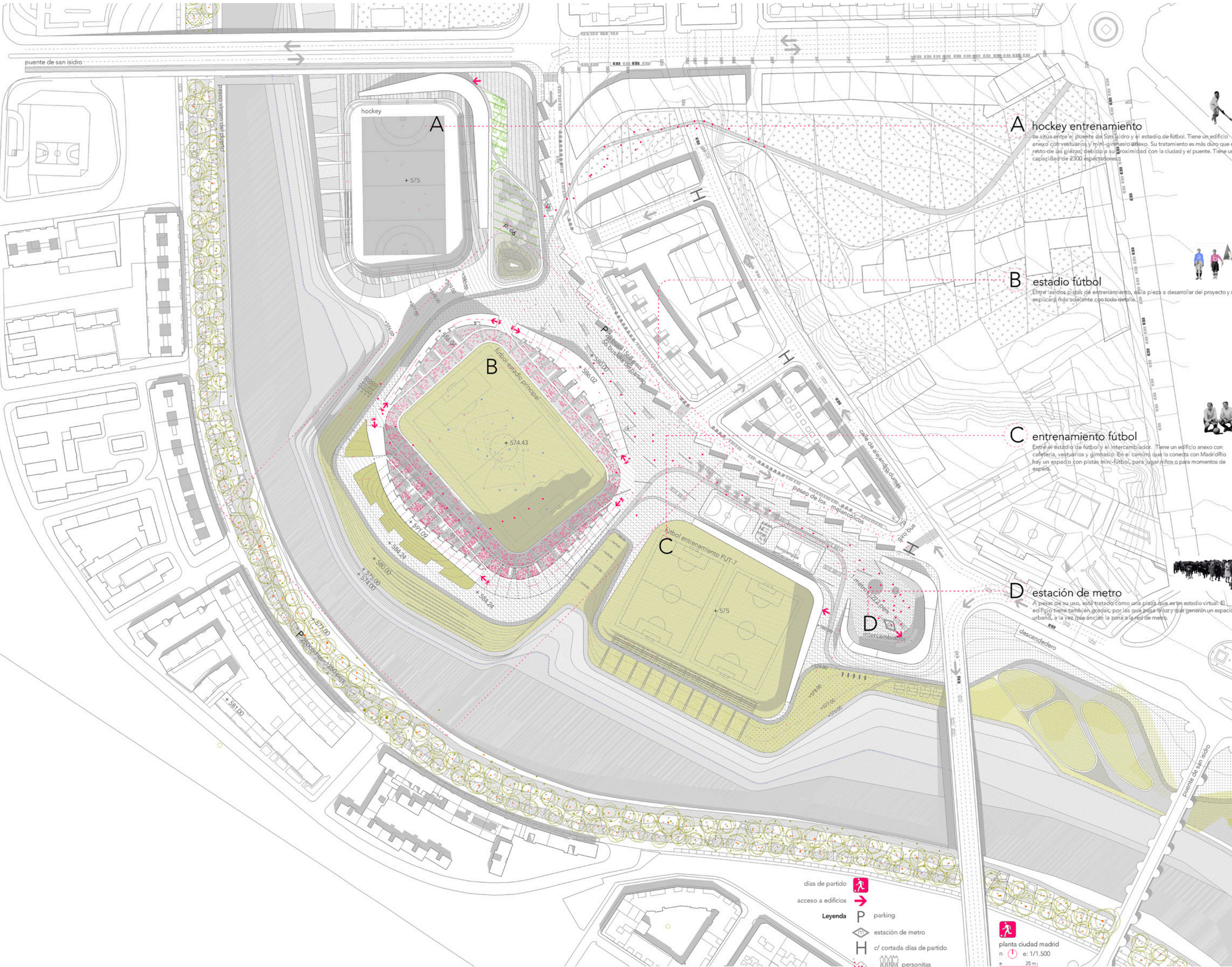
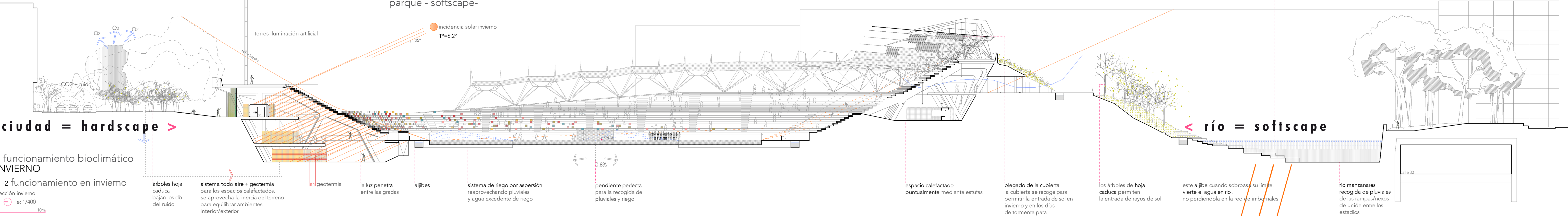
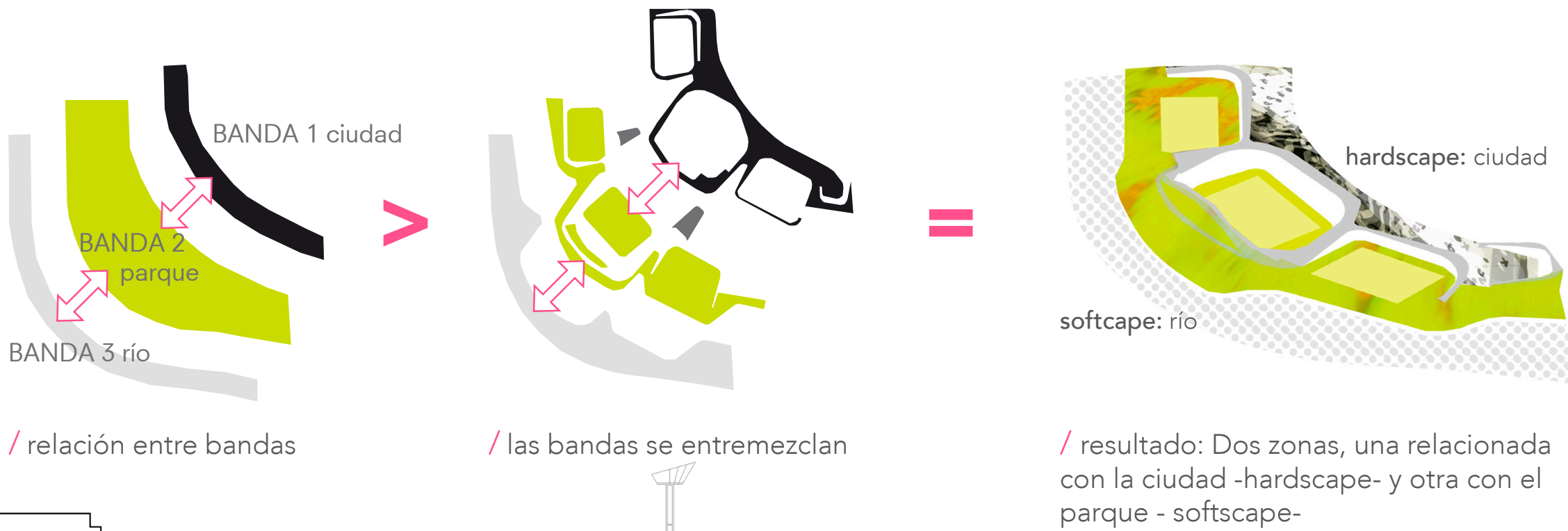
Madrid Río
The Manzanares Park North and South, are divided by the city but united by the river. As the m30 is parallel to it, the river becomes a residual element that divides the city. The M-30 disappears and gives space to a large linear park that accompanies the river. However, there are discontinuities: the area of Calderón generates an edge. The project let continue that great park and stadium becomes part of it.

hardscape / softscape: URBAN scale
The project belongs to the park -softscape- and to the city -hardscape-. Therefore, the different uses are articulated depending on the proximity to the existing elements. The project has 4 main developments: A-hockey training track. / B-main football stadium. / C-football training track. / D-subway exchanger. The pieces are set like a collar, changing the surroundings. The river gets transformed and adapted to this structure.

River
The topography enters into the river, letting that the less water, the larger is the space. Or, conversely, if it decreases, the area, in a flood-controlled manner, and the road along the river, would be more in touch with it. With a lock you could regulate the water and start generating different situations depending on its level. The main stadium, facing the river, is a green slope that works as terraces, like a virtual stadium with the river as the observation point.

Hardscape-softscape: STADIUM scale
This track is between the football and the hockey training track. The initial idea of the stadium was an underground one, from outside, you would never think it was a stadium but a hill. It would all be kind of a mountain park. But some amenity uses arise which are also related to the city. That is when elevations appear. The main access are surrounding ramps. There are two worlds also inside the stadium. One is the outside green slope and the cover -softscape- and the other, the interior, a Piranesian one, -hardscape-.

concepto / hardscape-softscape



ESCALA ESTADIO //

concepto /

3 cubierta >

+

2 plástico >

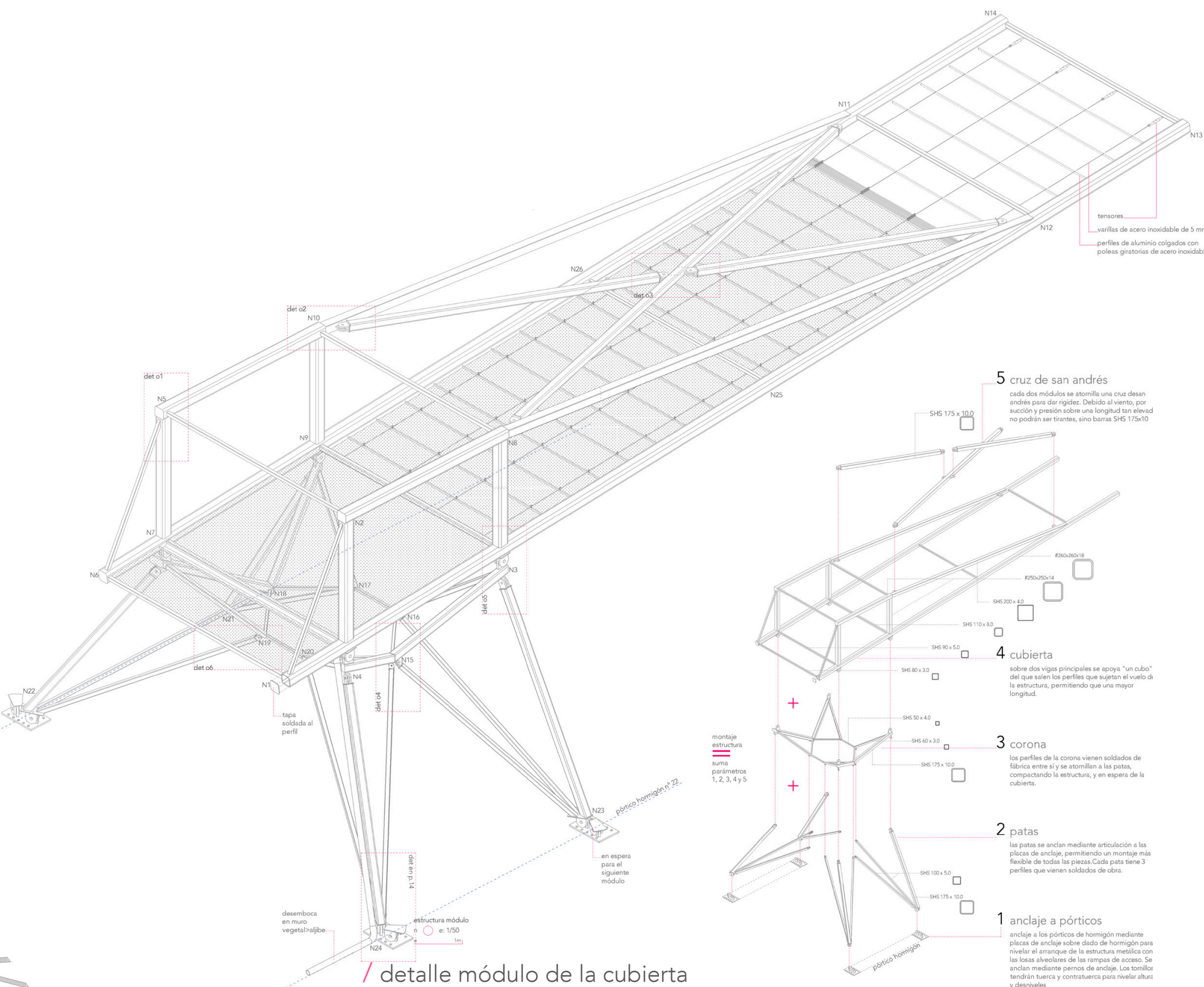
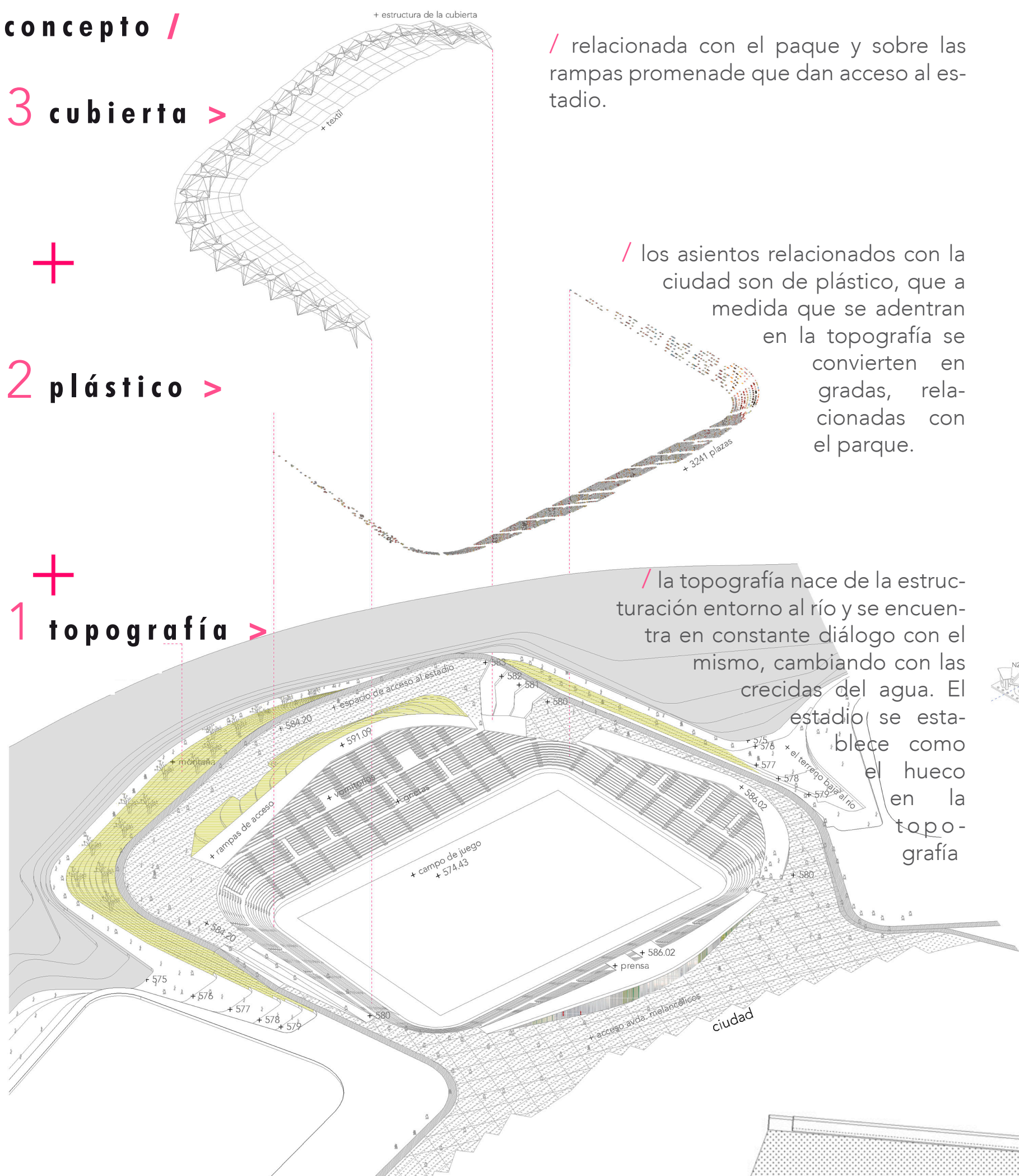
+

1 topografía >

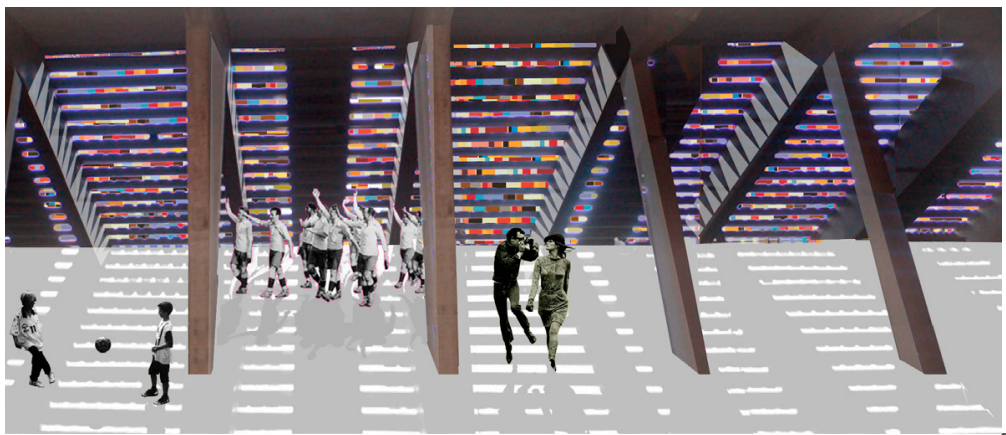
/ relacionada con el paque y sobre las rampas promenade que dan acceso al estadio.

/ los asientos relacionados con la ciudad son de plástico, que a medida que se adentran en la topografía se convierten en gradas, relacionadas con el parque.

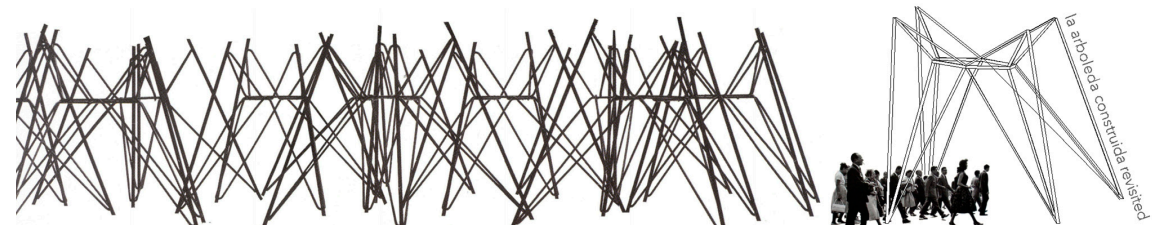
/ la topografía nace de la estructuración entorno al río y se encuentra en constante diálogo con el mismo, cambiando con las crecidas del agua. El estadio se establece como el hueco en la topografía



/ detalle módulo de la cubierta



/ sillas de colores: hardscape



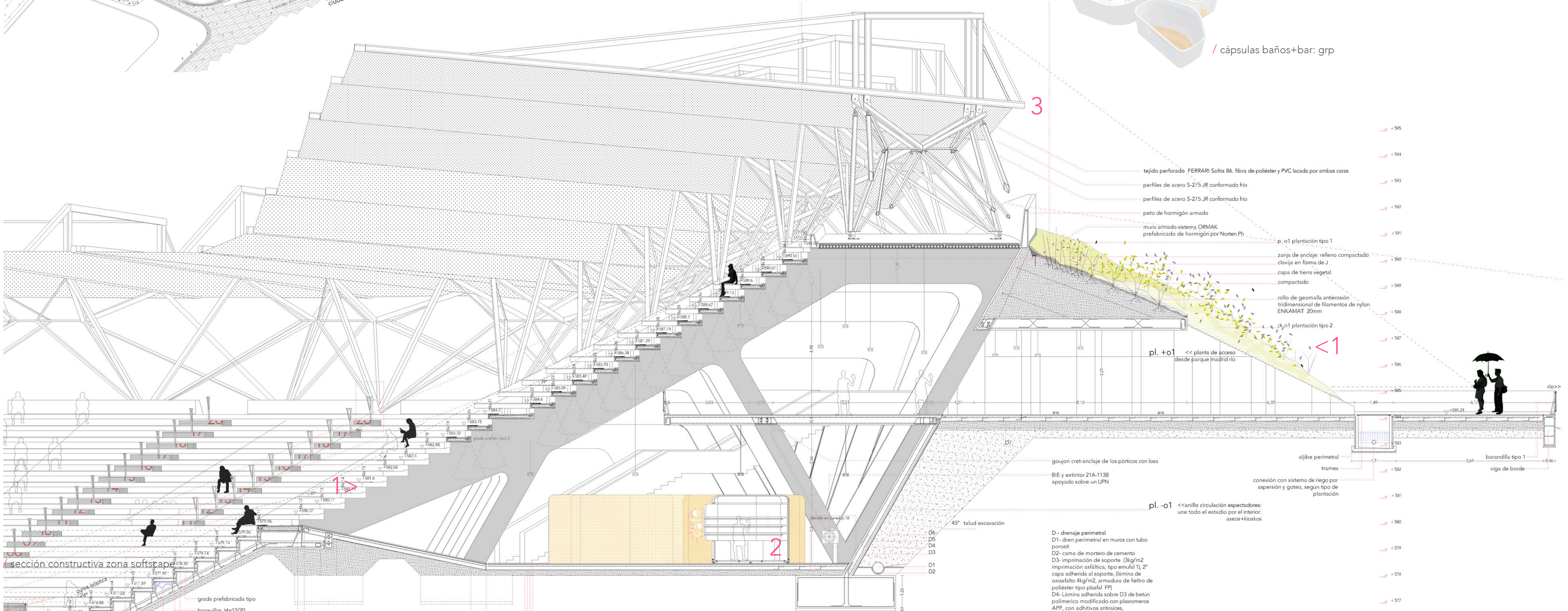
/ revisitando a los smithsons: la arboleda construida



/ interior: plástico



/ cápsulas baños+bar: grp



/ sección constructiva zona softscape