



The picturesque medieval city of Marbor is situated on the north bank of the Drava river. The disappearance of the city wall has opened the city to the river in the south.

The topography of Marbor's sloped vineyards pierces deeply into the urban fabric giving the city a contemporary landscape identity.

These two basic elements define the proposals concept - reinforcing the old city matrix, the linear water's edge is transformed into a series of squares, parks, and gardens.

The promenades along the northern shore thematizes floating pontones, referencing the old wood industry once prevalent along the Drava River.

The field of poles of various uses thematizes vineyards, reeds, as well as barges - for example the pedestrian bridge across the Drava is a series of barges on poles, the ambient lighting is a field of poles, a field of wooden poles in the river measures the depth.

Through the extension of programmatic and thematic fields into the river the width of the water surface is fully engaged transforming the 120 meter span into an active event space - a public zone of high quality.

The steepness of the southern shore as well as its natural character are preserved through the insertion of sports and recreation programs at the way to the fish ponds, further articulated and accentuated by the extension of the green belt.

The insertion of pavilions into the slope of the southern shore provides views towards the old city. The glass facade of the northern side also provides lighting to the southern side.

**Pure energy = ecology**  
The basic starting of the project adopts an ecological agenda, the use of local materials. The lighting is low energy and future phases of the project could rely on natural energy.

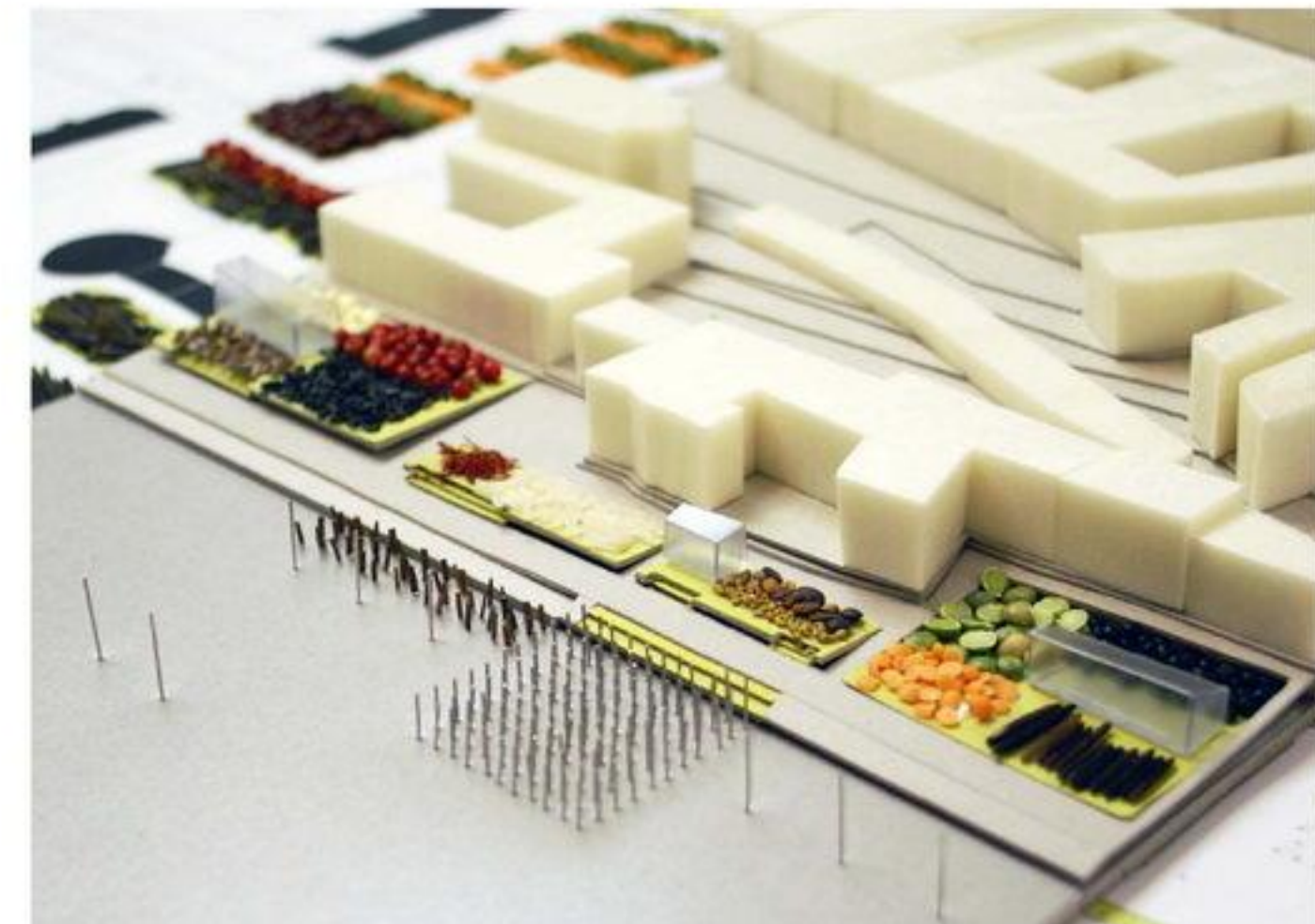
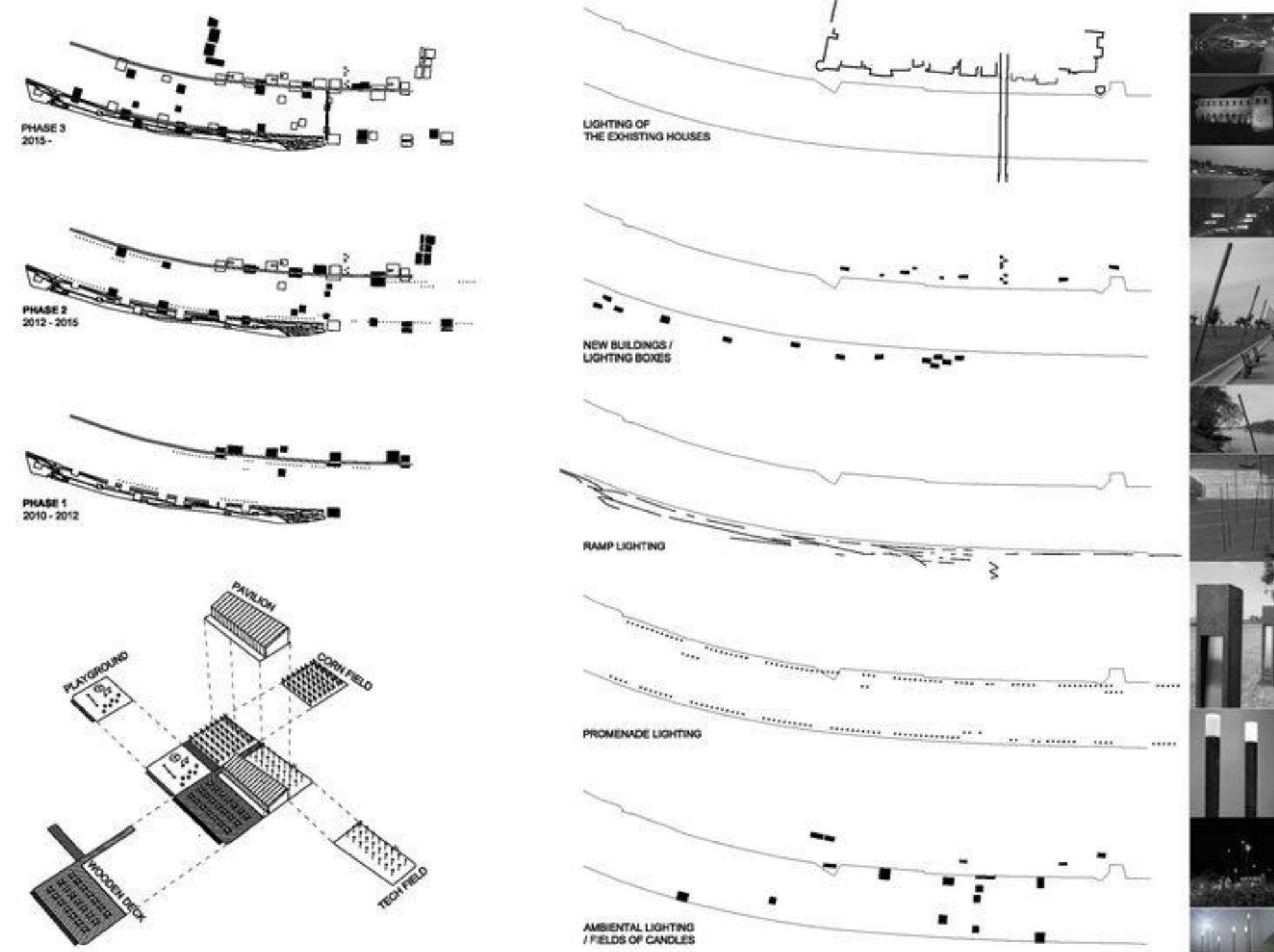
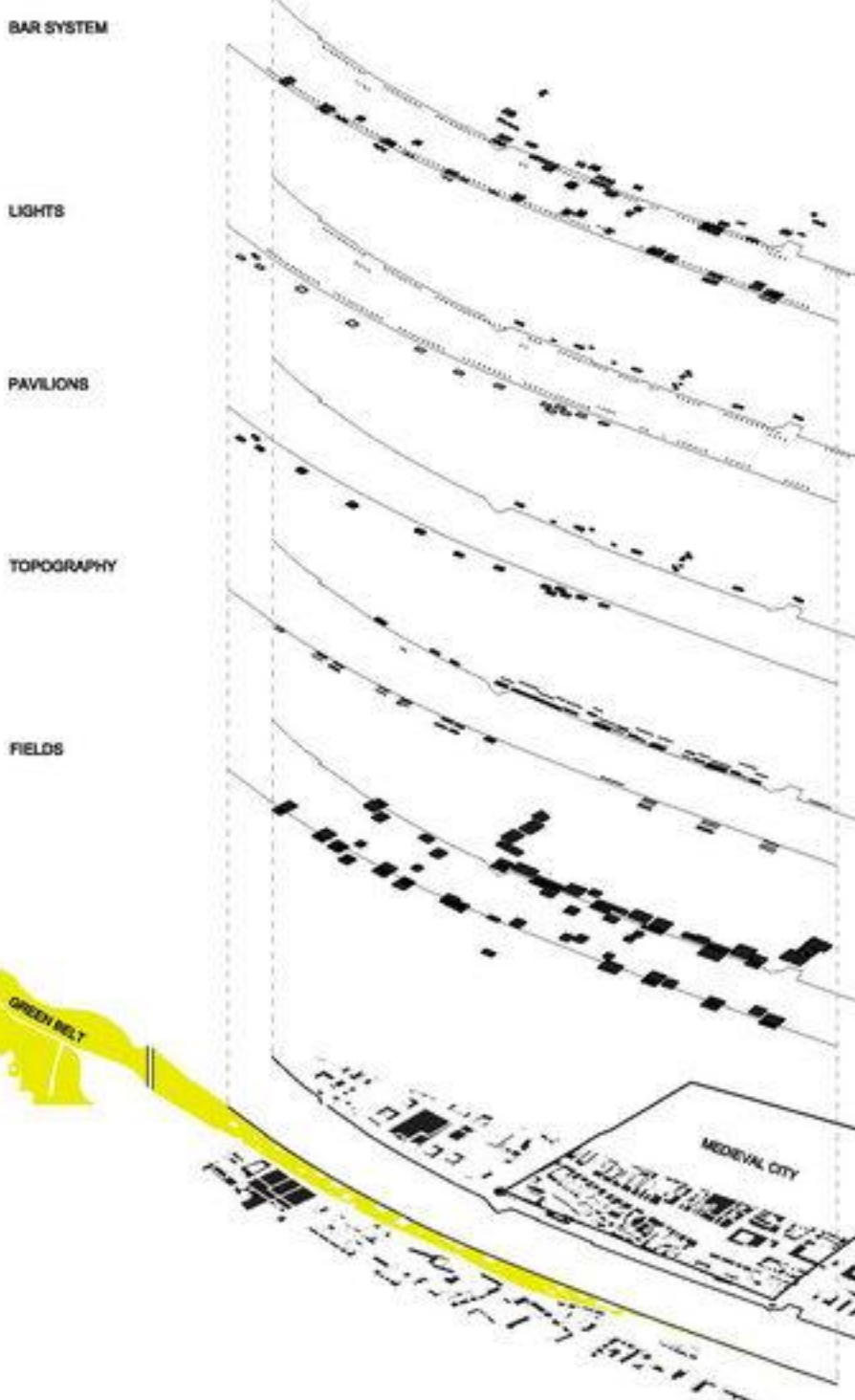
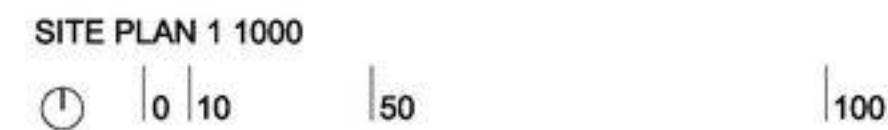


**Fields**  
Every square is made up of:  
Green garden - meadow flowers, fruit trees, water plants  
Technical fields - children playgrounds, sports fields, art installations, info points, interactive stations  
Larger squares also have pavilions with terraces - bars, thematic restaurants, summer stages  
Water surfaces - fountains, surfaces of water to walk through (childrens ice skating in the winter), sprinklers in the floor surface for particularly hot summer days  
Water gardens protect local fauna and flora

**Topography**  
The natural topography is maintained - the northern shore is gently sloping, the edges of the fields are modeled along the rhythm of stairs, 35-45cm.

**The Shore**  
The natural green berm is broken in parts by squares and transforms into benches for sitting with a view of the Drava River.

**Plantings**  
The planned plantings will domesticate the public space and allow for direct citizen participation. Every field is defined by one plant type:  
- fruit trees - apple, pear, plum  
- olive trees - protected in the winter by a white rapper  
- lamender and other herbs



- 1. APPLE GARDEN MEADOW
- 2. CHERRY GARDEN GRASS
- 3. APRICOT GARDEN MEADOW VINEYARD INFO PAVILION
- 4. SUN FLOWER GARDEN CHILDREN PLAYGROUND
- 5. SWEET CORN GARDEN VOLLEY BALL SQUARE QUINCE GARDEN LAVENDER GARDEN
- 6. POPPY GARDEN CANE GARDEN CORTEN BARS
- 7. PEAR GARDEN BASKETBALL SQUARE
- 8. PLUM GARDEN GRASS
- 9. BADMINTON SQUARE APRICOT GARDEN
- 10. WOODEN BARS
- 11. FOUNTAIN TABOR
- 12. PEACH GARDEN GRASS BAR + TERRACE
- 13. FIG GARDEN "THINK PAD" - TECHNICAL GARDEN
- 14. SWAN GARDEN
- 15. CANE GARDEN ART INFO POINT
- 16. LENT SQUARE WINE BAR + TERRACE OLIVE TREES SKATING PARK SPRINKLE SQUARE