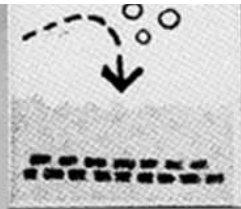


LANDSCAPE DESIGN COMPETITION - 1ST EDITION WINNERS

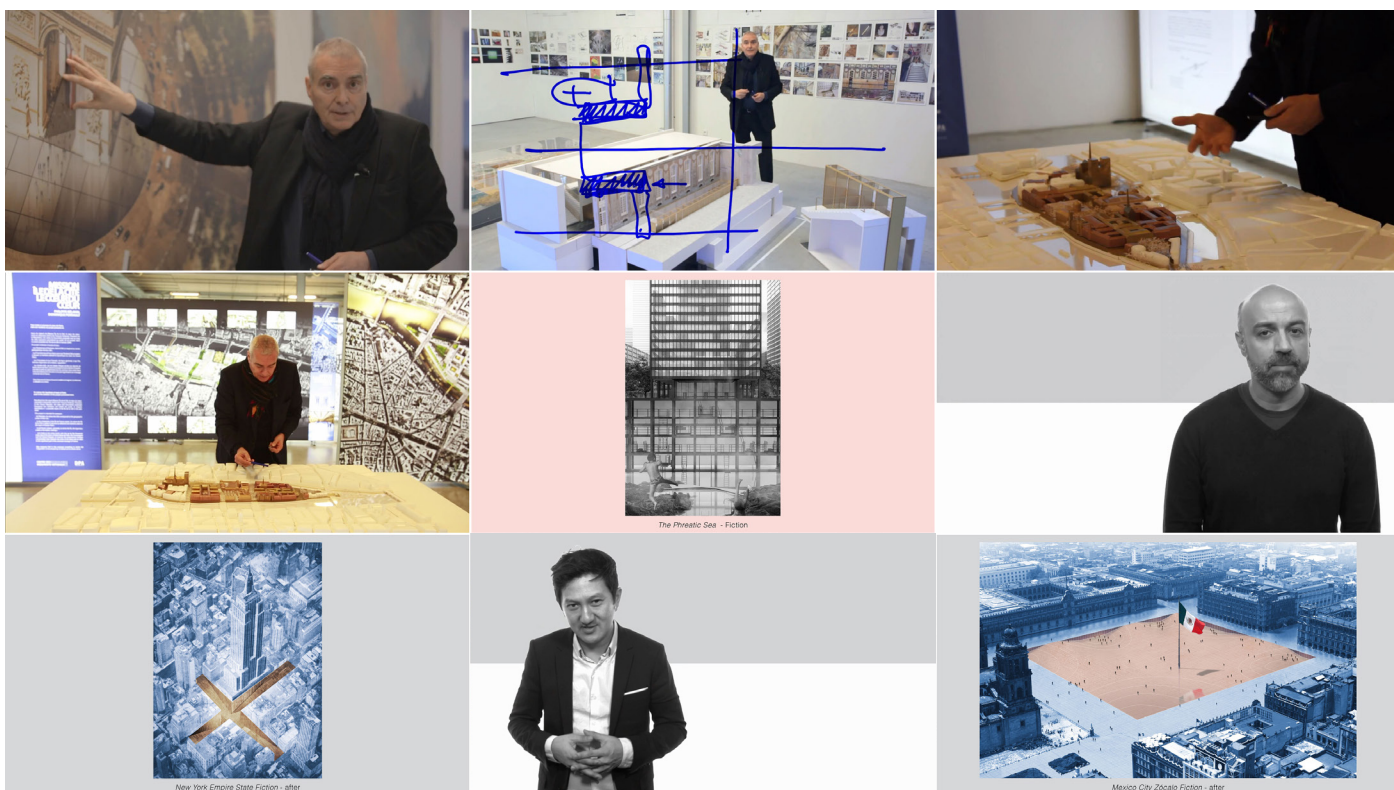
AS PART OF THE 1ST OPEN ONLINE COURSE OF *LANDSCAPE ARCHITECTURE*



PRESS KIT

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A COURSE ABOUT *GROUNDSCAPE* ARCHITECTURE

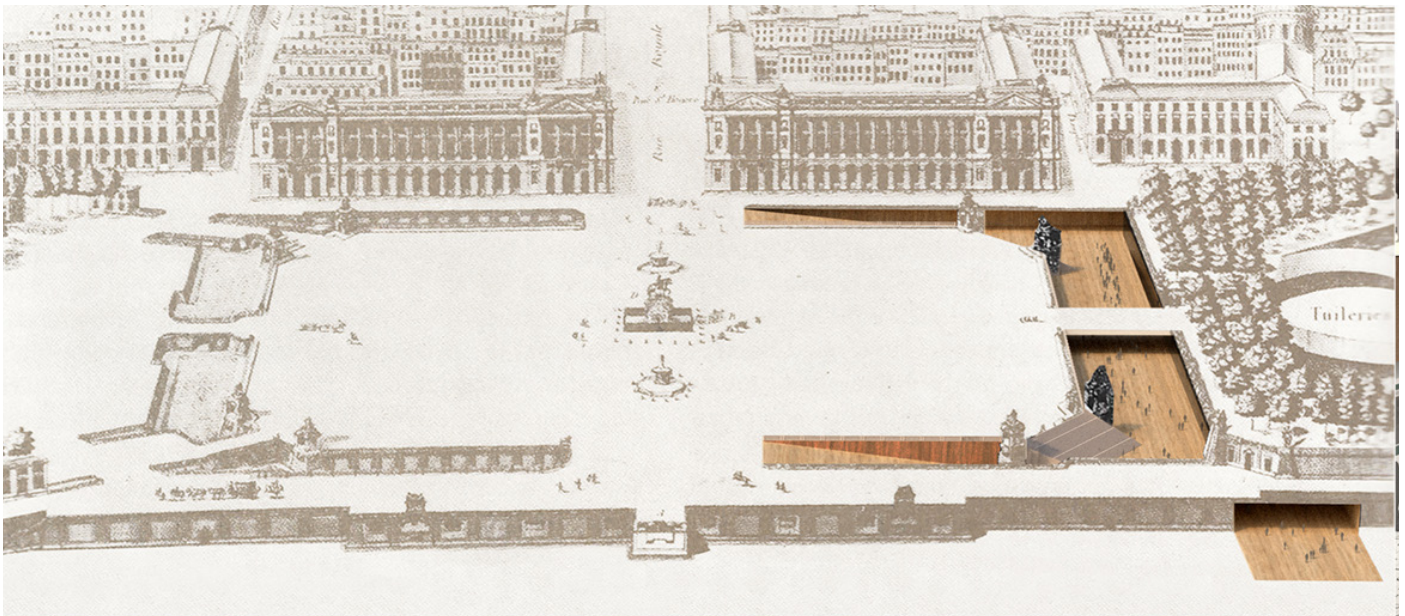
A new field of research for architects, designers and urban planners, this unique form of architecture explores the spatial potentialities located beneath the surface of our cities. It offers a different way of exploring the soil by providing a resilient, responsible, aesthetic and sustainable response to the many current urban challenges. The reflections and experiments related to this new field of study have been conducted for several years in the *SubLab*, an academic think tank and multidisciplinary research platform founded in 2013 by Dominique Perrault at the Ecole Polytechnique Fédérale de Lausanne (EPFL).

The Ecole Polytechnique Fédérale de Lausanne and Dominique Perrault inaugurated in Fall 2018 a MOOC (Massive Open Online Course) on the *Groundscape* architecture, entitled "Groundscape Architecture Design Lab, Rethinking cities underground".

Along with Sublab teachers Richard Nguyen, Ignacio Ferrer Rizzo and Juan Fernandez Andriano, Dominique Perrault offers for the first time an online course, which will allow each student to acquire the fundamental skills necessary to design a project about the underground architecture. It offers a discovery of the underground territory, in order to reverse the negative perception associated with it. It will also make viewers more familiar with urban strategies, design tools and construction processes necessary for the creation of underground spaces.

As outcome project, the MOOC offers the opportunity to participate in the *Groundscape Design Competition* by creating an architectural *Groundscape* project.

- **The MOOC includes 10 weeks of theoretical and practical instruction.**
- **The second registration session will open on April 15, 2019.**



© Alexis Peyer

LANDSCAPE DESIGN COMPETITION - 1ST EDITION WINNERS ANNOUNCED

The Sublab – Laboratory of Underground Architecture, an academic think tank and research platform directed by Professor Dominique Perrault, has announced **the winners of the 1st edition of the Groundscape Design Competition**. The award is established to recognize visionary ideas that through the novel use of urban strategies, spatial organizations, programs, aesthetics, technology, and materials, challenge the way we understand subterranean architecture and its relationship with the built environment. Even further, the competition aims at distinguishing submissions that explore the possibilities of this new field of research by providing resilient, responsible, and sustainable answers to some of the many urban difficulties our cities face today.

Above all the jury wishes to underline the overall quality of the entries, the diversity of the approaches, and the different interpretations that broaden the boundaries of what Groundscape can offer. The results of the competition point towards the idea that Groundscape is indeed most interesting when operating at the heart of the metropolitan complexity. By unveiling and acknowledging the multiple layers that hide beneath our cities, the underground can provide more luminous networks and richer interactions to our everyday lives.

The competition's 1st edition has seen 48 submissions and sites from 25 countries from across the globe, with winners selected by a jury presided by Professor Dominique Perrault along with instructors Juan Fernández-Andrino, Ignacio Ferrer, and Richard Nguyen.

The jury nominated 2 winners, 6 honorable mentions, and 1 special mention.

Winners

- *Ready-Made* by Ange-Jacques Gabriel (Alexis Peyer, France)
 - *The backlash icon* (Ernesto Ibáñez, Spain)

Honorable Mentions

- *Domus* (Leandra Di Mineo, Australia)
- *Facing the reality* (Gerard de Benito Mengual, Spain)
- *Life under the heritage* (Ramón López González, Spain)
 - *Park stations* (Federico Marino, Argentina)
 - *Plus* (Lorenza D'Orazio, Germany)
- *Sous les pavés, la plage* (Emmanuelle Valersteinas, France)

Special Mention

- *Culture Basin at the Water's Edge* (David Marcoux, USA)

LANDSCAPE DESIGN COMPETITION WINNERS

1ST PRIZE EX AEQUO

Project Title: **READY-MADE BY ANGE-JACQUES GABRIEL**

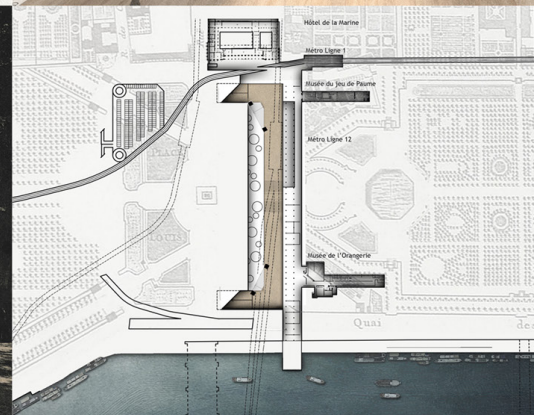
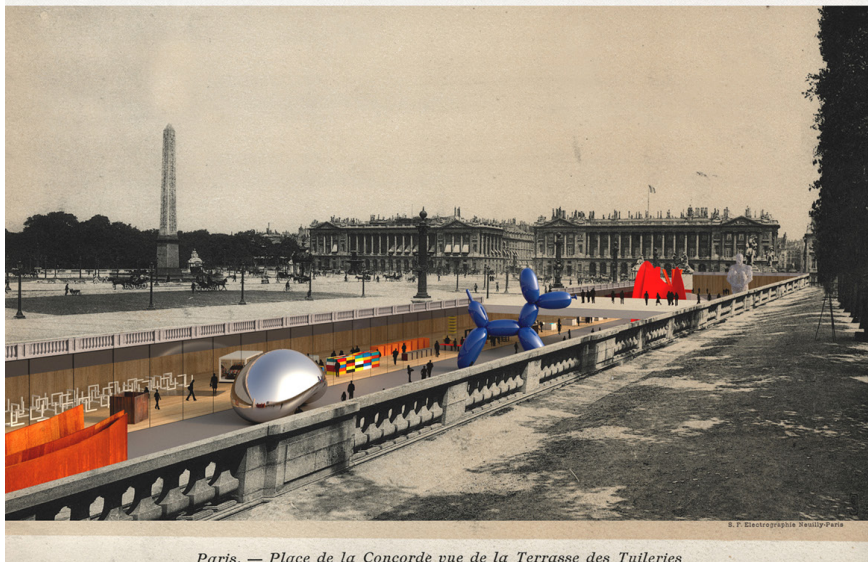
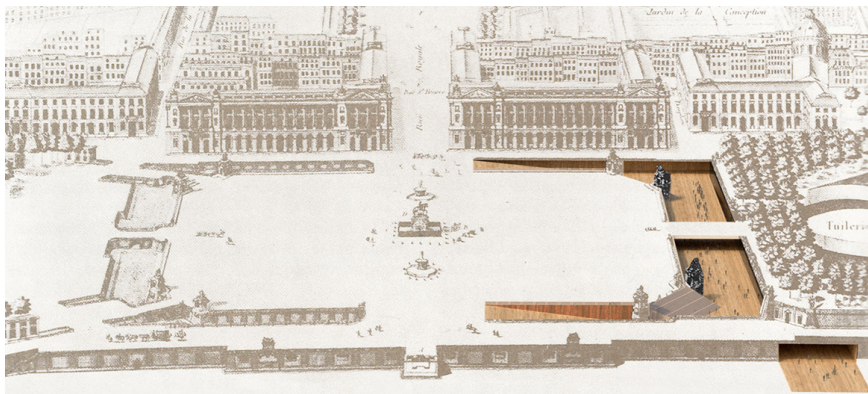
Author : **Alexis Peyer (France)**

Location : **Paris, France**

The Place de la Concorde is the biggest place in Paris (8.64ha). Located in the center of Paris, this square is a highly symbolic place, support for major events of the French Republic. Its positioning, between the National Assembly and the Church of the Madeleine, places it in the continuity of the Tuileries gardens of Le Notre, the Grand Louvre. The Champs Elysees start there towards the West in the great historical perspective that leads to La Défense. Despite this illustrious history, the Place de la Concorde lives today in an essentially automotive logic, becoming a break in the course of Tuileries Champs Elysees. And becomes little used, lived by Parisians, a kind of no-man's land in the heart of the capital. Thus the proposal invites to rediscover the project of Ange-Jacques Gabriel for the project of this former royal place, place Louis XV.

The Groundscape is characterized by the opening of two «trenches» in the shape of a square to the east of the square at the interface with the Jardin des Tuileries and the two terraces designed by André Le Notre overlooking the Place de la Concorde.

The ground is cracking, the light is infiltrating. Main North / South, East / West lines: cardo / decumanus are revealed. The small scale of micro-spaces confronts the large dimension of the historical monument. These two ditches, large openings in the ground, leave intact the urban landscape on the surface. They offer facades to a long semi-buried building that connects the Hôtel de la Marine in the North (Building designed by Ange-Jacques Gabriel) to the Seine in the South. Along the route, this cultural hub connects the underground line N ° 1, the bases of the Jeu de Paume museums and the Orangerie museum, the underground line N ° 12 below and finally a pier on the water.



LANDSCAPE DESIGN COMPETITION WINNERS

1ST PRIZE EX AEQUO

Project Title : **THE BACKLASH ICON**
 Author : **Ernesto Ibáñez (Spain)**
 Location : **Las Palmas de Gran Canaria, Spain**

As the first Catholics did in the catacombs, it is sometimes necessary to hide you in order to stand out. In 1976, Albert Meister imagined an underground cultural utopia under the main square of the Pompidou Centre. Thus, even if it were not seen, it robbed the category of icon to the new building and channelled the 'free' cultural activity to its underground project. How could a building even compete with a buried cultural centre? That same year, Bernard Tschumi, within his works of countercultural advertising, coined the powerful phrase 'To really appreciate architecture, you may even need to commit a murder'. The proposal for this project is, precisely, to commit a murder.

The intervention. How many square meters of church squares are there in Spain? Each city, each village and each neighbourhood of Spain has at least one church. And each one has its square. And although their role in the urban ecosystem is losing relevance, their squares are still often the public space of reference. We do not pretend to appropriate the churches or the squares, but to take advantage of its subsoil as a suitable opportunity space in an increasingly saturated urban fabric. Thereby, we achieve a non-destructive operation directly in the heart of the city, town or neighbourhood, whatever its scale, whatever its nature. There is still a need for a cult, but a social and cultural cult instead of a religious one. We create an icon that makes it possible.

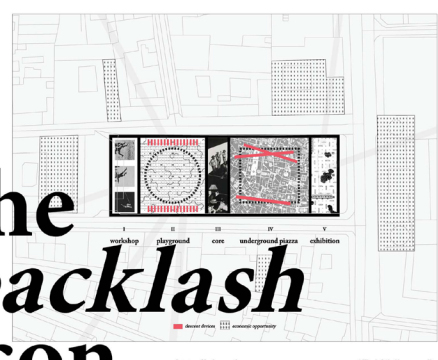
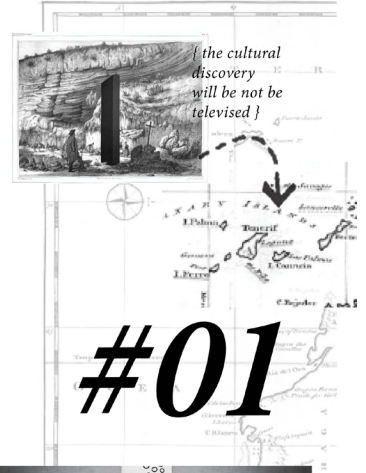
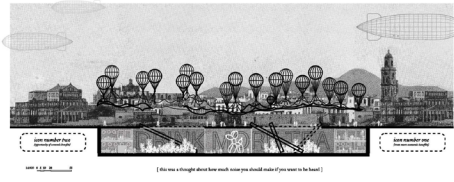
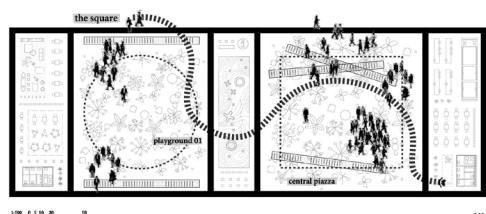
The goal of this intervention is to recover the activity of a standard public space, that of the church squares, which is often relieved to a purely contemplative role. Now the square will be the protagonist and the church, the backdrop. The program is divided into bands, the narrowest are closed spaces with multiple activities that, in the manner of Cedric Price, will change over time. The largest are open spaces that function as an extension of the public space, and that serve as a space of exchange for the established program. You go down through exempt stairs directly from the upper square to the lower ones.

To really appreciate architecture, you may even need to commit a murder.

* Bernard Tschumi - 1976

As the first Catholics did in the catacombs, it is sometimes necessary to hide you in order to stand out. In 1976, Albert Meister imagined an underground cultural utopia under the main square of the Pompidou Centre. Thus, even if it were not seen, it robbed the category of icon to the new building and channelled the 'free' cultural activity to its underground project. How could a building even compete with a buried cultural centre? That same year, Bernard Tschumi, within his works of countercultural advertising, coined the powerful phrase 'To really appreciate architecture, you may even need to commit a murder'. The proposal for this project is, precisely, to commit a murder.

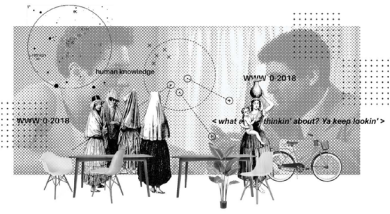
I AM AN ANTI-MONUMENT



the backlash icon.
 (title or slogan) < 28.100616, -15.415453 >



How many square meters of church squares are there in Spain?
 Each city, each village and each neighbourhood of Spain has at least one church. Everyone has their own church. And each one has its square. And although their role in the urban ecosystem is losing relevance, their squares are still often the public space of reference. We do not pretend to appropriate the churches or the squares, but to take advantage of its subsoil as a suitable opportunity space in an increasingly saturated urban fabric. Thereby, we achieve a non-destructive operation directly in the heart of the city, town or neighbourhood, whatever its scale, whatever its nature. There is still a need for a cult, but a social and cultural cult instead of a religious one. We create an icon that makes it possible.



LANDSCAPE DESIGN COMPETITION WINNERS

Honorable mention

Project Title : **DOMUS**
 Author : **Leandra Di Mineo**
 Location : **Liverpool, Royaume-Uni**

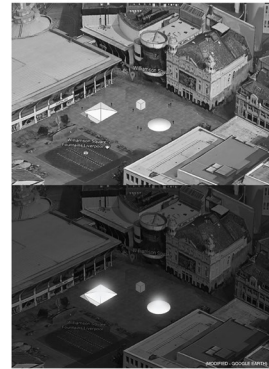
Williamson Square is located in the city center of Liverpool and surrounded by shops and includes the historical Playhouse Theatre to the East. The Square also used to include the Theatre Royal to the North until it was demolished in 1965. In recent years, the City of Liverpool has been looking to re-animate Williamson Square to liven up the otherwise bare and quiet area. A new multi-purpose cultural space has been proposed to sit below the Square with glazed roof/ceilings that protrude up over the ground. This will provide natural light whilst acting as visual clues to the spaces below and adding interest to the mostly-bare Square through sculptural form and illumination at night. The main space includes a multi-purpose hall in the shape of a dome. This gives the illusion of infinity and spatially-compliments a range of functions/events including art exhibitions and performances. Other spaces includes a bar with a pyramid ceiling, and service rooms. The design references forms of the site, and the 18th century architecture of its time, which was often based on pure classical geometries influenced by Italy and France.

DEVICES / Domus

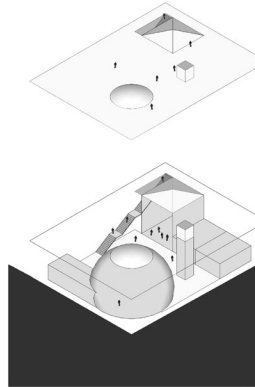
domus
 (Domus) - Latin for house

WILLIAMSON SQUARE, Liverpool UK
 Williamson Square is located in the city centre of Liverpool. Originally established as a residential square in 1745 by Mr. Williamson, the Square today is surrounded by shops and includes the historical Playhouse Theatre to the East. The Square also used to include the Theatre Royal to the North until it was demolished in 1965. Today the Square also features a fountain as a later addition. In recent years, the City of Liverpool has been looking to re-animate Williamson Square to liven up the otherwise bare and quiet area.

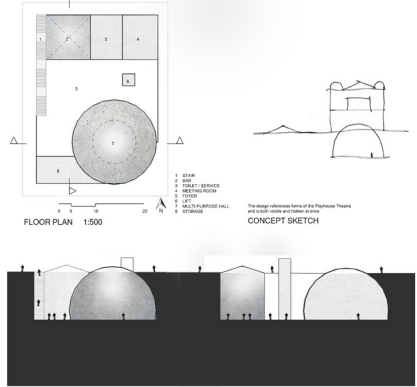
LANDSCAPE PROPOSAL
 A new multi-purpose cultural space has been proposed to sit below Williamson Square with glazed roof/ceilings that protrude up over the ground. This will provide natural light whilst acting as visual clues to the spaces below and adding interest to the mostly-bare Square through sculptural form and illumination at night. The main space includes a multi-purpose hall in the shape of a dome. This gives the illusion of infinity and spatially-compliments a range of functions/events including art exhibitions and performances. Other spaces includes a bar with a pyramid ceiling, and service rooms. The design references forms of the site, particularly of the former Theatre Royal and the Playhouse Theatre, with its spherical elements and triangular pediment. It also references the 18th century architecture of its time, which was often based on pure classical geometries influenced by Italy and France.



SITE COLLAGE - AT DAY + NIGHT



AXONOMETRIC 1:500



FLOOR PLAN 1:500

CROSS SECTION 1:500

LONGITUDINAL SECTION 1:500

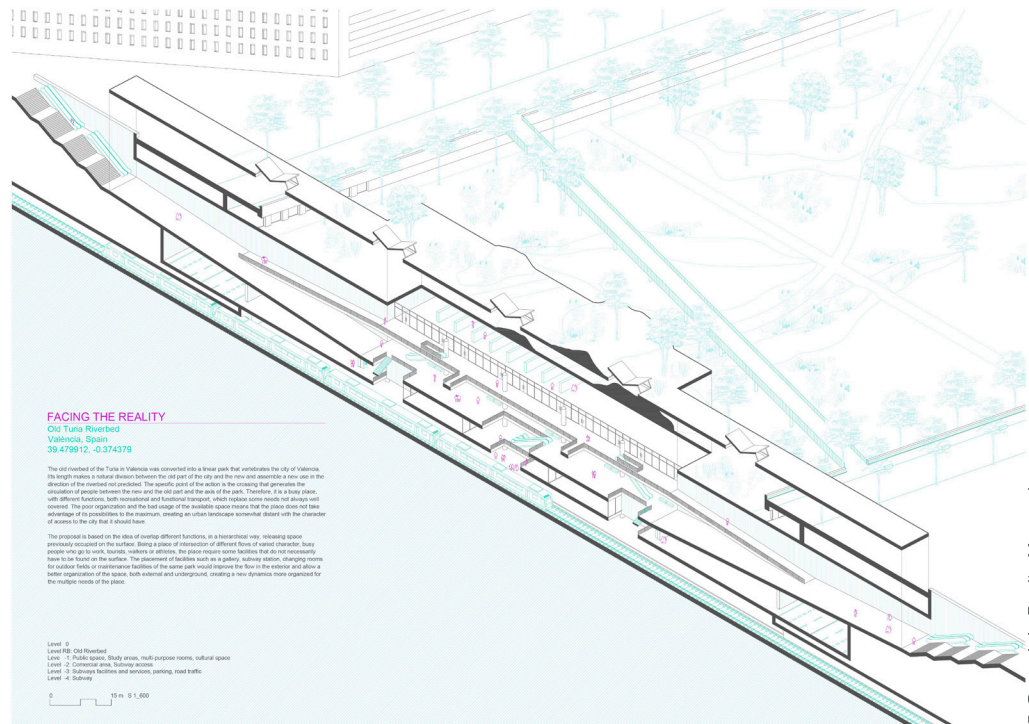
LANDSCAPE ARCHITECTURE DESIGN LAB - PLACE'S DESIGN COMPETITION - LEONORA & DANIELA

© Leandra di Mineo

Honorable mention

Project Title : **FACING THE REALITY**
 Author : **Gerard de Benito Mengual**
 Location : **Valencia, Espagne**

The old riverbed of the Turia was converted into a linear park that vertebrates the city. Its length makes a natural division between the old and the new part of the city and assemble a new use in the direction of the riverbed not predicted. The specific point of the action is the crossing that generates the circulation of people between the new and the old part and the axis of the park. It is a busy place, with different functions, both recreational and functional transport, which replace some needs not always well covered. The proposal is based on the idea of overlap different functions, in a hierarchical way, releasing space previously occupied on the surface. Being a place of intersection of different flows of varied character, the place require some facilities that do not necessarily have to be found on the surface, as a gallery, subway station, changing rooms for outdoor fields or maintenance facilities of the same park would improve the flow in the exterior and allow a better organization of the space.



FACING THE REALITY
 Old Turia Riverbed
 Valencia, Spain
 38.479912, -0.374379

The old riverbed of the Turia in Valencia was converted into a linear park that vertebrates the city of Valencia. Its length makes a natural division between the old part of the city and the new and assembles a new use in the direction of the riverbed not predicted. The specific point of the action is the crossing that generates the circulation of people between the new and the old part and the axis of the park. It is a busy place, with different functions, both recreational and functional transport, which replace some needs not always well covered. The poor organization and the bad usage of the available space means that the place does not take advantage of its possibilities to the maximum, creating an urban landscape somewhat cluttered with the presence of access to the city that it should have.

The proposal is based on the idea of overlap different functions, in a hierarchical way, releasing space previously occupied on the surface. Being a place of intersection of different flows of varied character, busy people who go to work, leisure, habits or others, the place require some facilities that do not necessarily have to be found on the surface. The placement of facilities such as a gallery, subway station, changing rooms for outdoor fields or maintenance facilities of the same park would improve the flow in the exterior and allow a better organization of the space, both external and underground, creating a new dynamics more organized for the multiple needs of the place.

Level 0: Old Riverbed
 Level 1: Public space, study areas, multi-purpose rooms, cultural spaces
 Level 2: Outdoor fields, leisure services
 Level 3: Suburban facilities and services, parking, road traffic
 Level 4: Subway

0 10 m 1:1,000

© Gerard de Benito Mengual

LANDSCAPE DESIGN COMPETITION WINNERS

Honorable mention

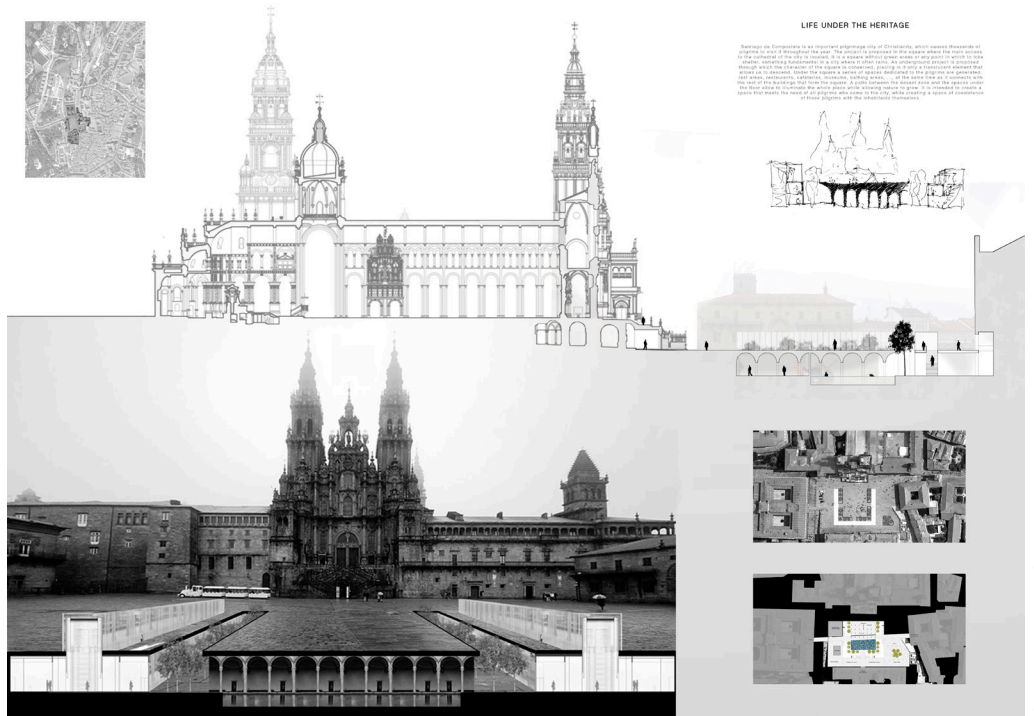
Project Title : **LIFE UNDER THE HERITAGE**

Author: **Ramón López González**

Location : **Santiago de Compostela, Spain**

Santiago de Compostela is an important pilgrimage city of Christianity, which causes thousands of pilgrims to visit it throughout the year. The project is proposed in the square where the main access to the cathedral of the city is located, it is a square without green areas or any point in which to take shelter, something fundamental in a

city where it often rains. An underground project is proposed through which the character of the square is conserved, placing in it only a translucent element that allows us to descend. Under the square a series of spaces dedicated to the pilgrims are generated: rest areas, restaurants, cafeterias, museums, bathing areas, at the same time as it connects with the rest of the buildings that form the square. A patio between the descent zone and the spaces under the floor allow to illuminate the whole place while allowing nature to grow. It is intended to create a space that meets the need of all pilgrims who come to the city, while creating a space of coexistence of these pilgrims with the inhabitants themselves.



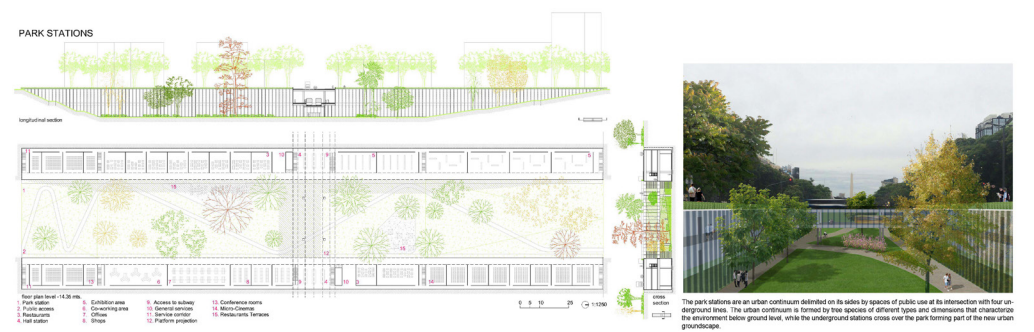
© Ramon Lopez Gonzalez

Honorable mention

Project Title: **PARK STATIONS**

Author : **Federico Marino**
Location : **Buenos Aires, Argentina**

The park stations are an urban continuum delimited on its sides by spaces of public use at its intersection with four underground lines. The urban continuum is formed by tree species of different types and dimensions that characterize the environment below ground level, while the underground stations cross over the park forming part of the new urban groundscape.



© Federico Marino

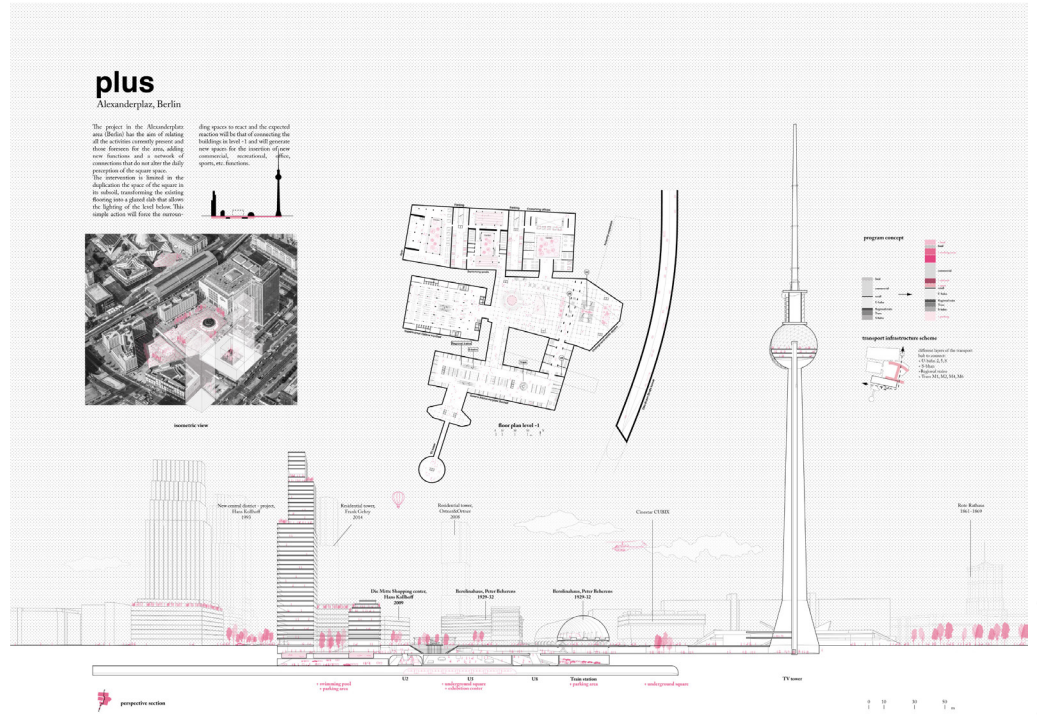
LANDSCAPE DESIGN COMPETITION WINNERS

Honorable mention

Project Title : **PLUS**
 Author : **Lorenza D'Orazio**
 Location : **Berlin, Germany**

The project in the Alexanderplatz area (Berlin) has the aim of relating all the activities currently present and those foreseen for the area, adding new functions and creating a network of connections that do not alter the daily perception of the square space.

The intervention is limited in the duplication of the space of the square in its subsoil, transforming the existing flooring into a glazed slab that allows the lighting of the level below. This simple action will force the surrounding spaces to react and the expected reaction will be that of connecting the buildings in their level -1 and will generate new spaces for the insertion of new commercial, recreational, office, sports, etc. functions.

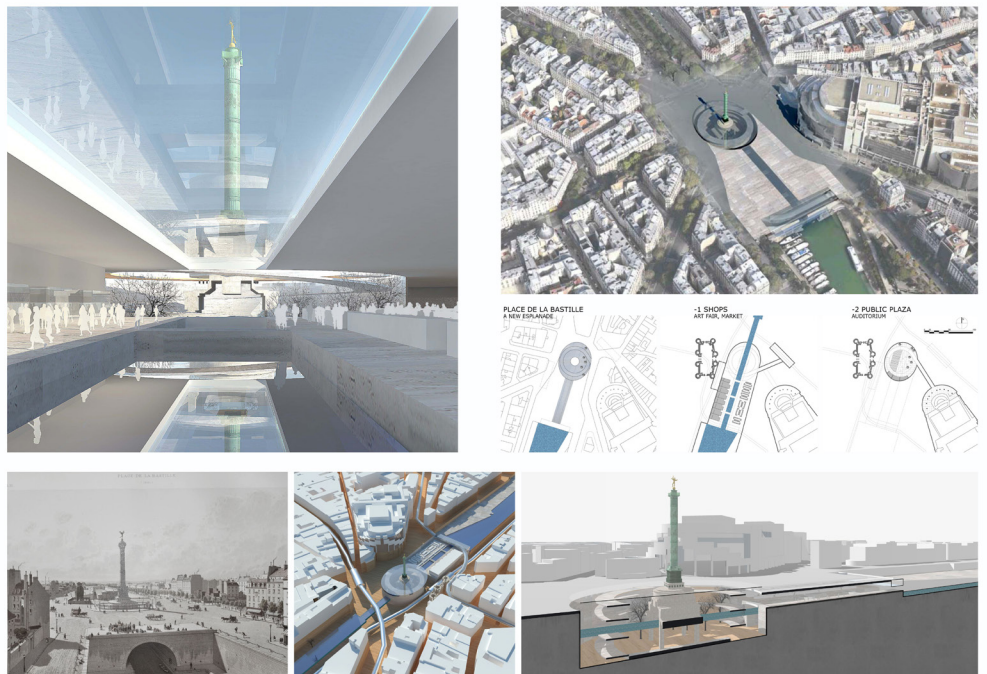


© Lorenza D'Orazio

Honorable mention

Project Title : **SOUS LES PAVÉS, LA PLAGE**
 Author : **Emmanuelle Valersteinas**
 Location : **Paris, France**

In the center of Place de la Bastille, the ground opens in ellipse on the Groundscape: a ramp makes it possible to go down in spiral in the depth of the ground. The descent is a gentle walk that serves the two levels of use located under the ground. The walls that accompany this descent are curved and covered with stone. The first



© Emmanuelle Valersteinas

level served is the shops, on both sides of the canal that crosses the square. There are shops on one side and a generous and flexible space on the other allowing the installation of markets, art fairs or exhibitions of all kinds. The ramp then serves to serve the 3 metro stations that intersect under the ground. Finally, the last level is a public place, inhabited by an auditorium making the connection with the Opera Bastille (whose workshops go down to -20m under the stage). It is a place of exchange and meeting, largely lit by the zenith light that comes from the glass roof. The lights are varied, coming from the different openings and plays of reflection of the water of the channel. The views are multiple towards the canal and towards the Génie de la Bastille.

LANDSCAPE DESIGN COMPETITION WINNERS

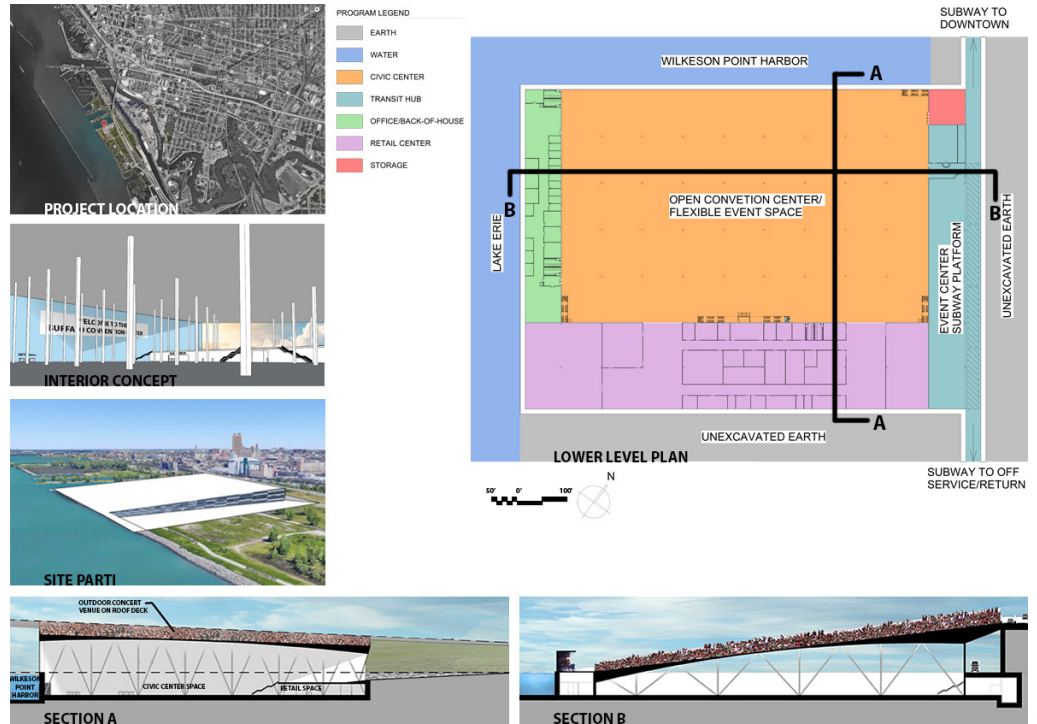
Special mention

Project Title: **CULTURE BASIN AT THE WATER'S EDGE**

Author: **David Marcoux**

Location : **Buffalo, USA**

The proposal uses the Groundscape strategy for considering the design of a new major civic center, located on the outer harbor of Buffalo, New York, immediately adjacent to Lake Erie, and facing Canada, approximately 2 miles to the West. The ongoing revitalization in this area suggests that such a substantial infrastructure element would serve to



anchor and accelerate further development efforts nearby. This proposal would tie together programmatic needs, and further justify the expansion of the city's existing light rail system to this newly forming cultural district on the lakefront. The proposal also includes a large retail venue to bolster this new district's viability, independent of the downtown core to the North; one need not be constantly travelling to another part of the city for groceries or other retail goods. By calling upon the language and tools of Groundscape, the scheme reconciles disparate, adjacent ground planes and defines a residual space for programmatic use. By connecting the traditional ground plane with that of the elevated roadway, a surface presents itself for outdoor assembly, sloping towards the lake; potentially a concert venue. By use of the toolkit strategy UP-03 "Geography", this surface will also function as the "lid" of the major program space below, the new civic center. Simultaneously, by sloping the lower ground plane downward as one approaches the main entrance façade from the South, the ground becomes an inclined garden space which leads to the entrance several stories below the original grade. When this is coupled with the manipulated topography of the roof structure, the convention center floor is now several stories below ground, while still allowing the ample daylight of a south-facing, 7-storey curtain glazing system (this is in effort to counterbalance the subterranean nature that is easily manifest in this type of scheme). The Groundscape method affords the addition of a substantial new public space (over 800,000 square feet), without presenting another hulking imposition on the city's urban fabric. Also, by situating the site immediately adjacent to Wilkeson Point Harbor to the North, it is hoped that a phenomenological experience will emerge. When occupants stand inside the convention center, they will not be able to necessarily observe the water line to the North, but when boats and other watercraft enter Wilkeson Point, the observer will be able to register their own relative position below the ship and this will present a unique incongruity of occupying space that one would expect should be fully submerged.

© David Marcoux

THE TEACHERS



Praemium Imperiale award winner (Japan), the French architect and urban planner, Dominique Perrault, is a professor and director of the Underground Architecture Laboratory (SUB) at the Ecole Polytechnique Fédérale de Lausanne in Switzerland. He is also the founder of DPax, a multidisciplinary research platform exploring architecture from a wider perspective, and DPA Lab, a laboratory of research and innovation developing processes that reinvent the vocabulary of architecture. Along with the Bibliothèque Nationale de France, his main projects to date include the Olympic Velodrome and

Swimming Pool in Berlin, the extension of the Court of Justice of the European Union in Luxembourg, the Olympic Tennis Stadium in Madrid, the Ewha Womans University in Seoul and the Fukoku Tower in Osaka. In recent years, Dominique Perrault inaugurated the tallest tower of Austria in Vienna, the DC Tower 1, and led various heritage rehabilitation projects, including the new public entry pavilion for the Château de Versailles and the repurposing of La Poste du Louvre in Paris. Current studies and urban research projects include the Olympic Village – Paris 2024 and the “Mission Ile de la Cité,” an urban study commissioned by the president of the French Republic that reflects upon the future of the thriving, historical center of Paris from now until 2040.



Juan Fernández Andrino

Teacher of SubLab, Laboratory of underground architecture of EPFL. Architect graduated from ETSAM, Madrid Technical University of Architecture. He is also a graduate of the Mackintosh School of Art. His professional career began in Seville with the architect Guillermi Vazquez Consuegra (1997-1999). Since 2001, he collaborates with Dominique Perrault in Paris as head of project development in Spain. Since 2005, he is director of DPA Spain in Madrid. Among the projects carried out within the agency are the Olympic Tennis Center in Madrid, the Melia Tower in Barcelona, the Arganzuela Footbridge in Madrid and the Leon Convention and Exhibition Center.



Ignacio Ferrer Rizzo

Architect graduated from ETSAM, Technical University of Architecture Madrid, he also attended EPFL as a student during an exchange program. Ignacio Ferrer Rizzo has been a collaborator since 2014 in Dominique Perrault's Geneva office. As a professor-researcher, in 2016 he joined the SubLab, Laboratory of Underground Architecture at EPFL.



Richard Nguyen

Architect graduated from the Paris Malaquais School of Architecture, after studying at the University of Sydney. During his twelve years of collaboration with Dominique Perrault agency, he has directed numerous projects, including the French Ministry of Defense, the Paris Ile de la Cité mission and the Longchamp racecourse in Paris. His academic career began alongside Sir Peter Cook, founder of Archigram at the Ecole Spéciale d'Architecture in Paris. He has also been a professor at the School of Industrial Design in Paris. Since 2014, he teaches architecture design studio at EPFL, as part of the underground architecture laboratory SubLab, and received in 2016 the Gold Polysphere Prize, which rewards the best EPFL professor.

TEACHING PLATFORMS



THE SUBLAB - Laboratory of underground architecture

Funded by Dominique Perrault in 2013 at the Ecole Polytechnique Fédérale de Lausanne (EPFL), the SubLab is a group of academic reflexion and a platform research multidisciplinary dedicated to the investigation of the underside of our cities.

The SubLab explores an architecture that penetrates the territory, which calls into question visibility, demonstrativity or salience in favor of a more telluric architecture. Geography, the specificities of the territories, their topography, the remarkable or non-existent elements that compose them, are explored as the material of architecture.

Today, basements host above all technical and logistical architecture, buried to be concealed. The Sub Lab wants to overcome this underexploitation and the unflattering terminology associated with it. While environmental issues and the urban question require architects to expand their fields of research, it is a question of finding new ways of occupying the territory in depth.



EPFLX, online course of the Federal Institute of Technology Lausanne. Many free and open-access courses are now offered by EPFL via the edX platform, on a wide variety of topics, and students can choose to receive a verified certificate for a small fee. The main campus of EPFL brings together 12.600 students, professors, researchers and collaborators in a dynamic learning and research environment.

Over the last decade, EPFL has reached the top of the European scientific and technological institutions: it is ranked #1 in Europe in the field of engineering by the Times Higher Education (publications and citations); Leiden Rankings and Academic Ranking of World Universities.

More informations on: <https://www.edx.org/school/epflx>



edX is a non-profit online learning platform, founded by the Massachusetts Institute of Technology (MIT) and Harvard University in May 2012. It hosts and provides free online courses, or MOOC (massive open online course) at university level, all over the world. She also conducts research on e-learning.

In 2014, approximately 50 schools, associations and international organizations, including the University of Berkeley, Oxford University, The Sorbonne in Paris and McGill University in Montreal, offer or plan to offer courses on edX. As of July 2014, edX had more than 2.5 million users following more than 200 online courses.

More informations on: <https://www.edx.org>



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