

FABRICA DE PAISAJE  
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## COSTA DE ORO

Category: speculations  
Location: Canelones, Uruguay  
Surface: N/A  
Project Year: 2007

\*Winning proposal - international territorial development and landscape ideas competition.



dms - 34° 31' 2" S / 56° 17' 04" W  
elevation - 28 m / 92 ft

**“The landscape factory in based on the production of culture, ecological awareness, and entertainment”**



Site view

**T**hree fictions from a landscape factory.

### **The forest**

Through history the forest has been one of the structures in landscape with the biggest cultural impact. There are many allusions to the life in the forest or to the forest as the aesthetic experience in music, literature, and romantic paintings. From the dark picturesque forest to the organized baroque one. Also

in different films it has been used as a poetic image. If we remember the primitive cabin of Laugier a displacement to nature will allow us understand the tree as the unified image of the landscape.

### **The void**

In the undefined territory, the possibility of beauty exist. The garden is built in that void as a natural expression, and the definition of a natural registration. The void allows us to explore with more liberty,

understand processes in a more natural way, and open paths that will be register, and verified as the time pass by. The beauty is conceived by the creation of liberty. The construction of the void is not a result of a lack of involvement with the territory.

### **The island**

If the void is defined like the free territory in between the consolidated like holes in the forest. The islands are artificial nodes in the void.





## Plan proposal

The forest, the void, and the island are the three chosen fictions for the construction of this project landscape. The continuity of the forest is interrupted by the voids. The continuity of the field is interrupted by the islands. It is all about extending conditions on the landscape, of exacerbating two limit situations, and place on them value of building a landscape over the existing one, and connective them through fibres. With the same logic the city, its identity, and the sense of belonging is built.

The landscape is built through time like a succession of unfinished fictions, over the base of a light urbanism, a methodology with the capability of change, a method rather than a formal action.

The landscape factory is a unity of cultural production. It is the own Costa de Oro the

one that will generate its own landscape identity, and its territorial brand.

Seven different interventions are produced along Costa de Oro. 1. The bridge, 2. The Green Bowl, 3. The Canal, 4. The eco, 5. The barrancas, 6. The future, and 7. the observatory.

This interventions are the most important indirect operations in the area of study. But each of the strategies must be develop on its own. By avoiding the inter-tangled relationships the successfulness of this project is secure.

This project is based on the understanding of the three different scales, the landscape, it architecture and the urban planning.



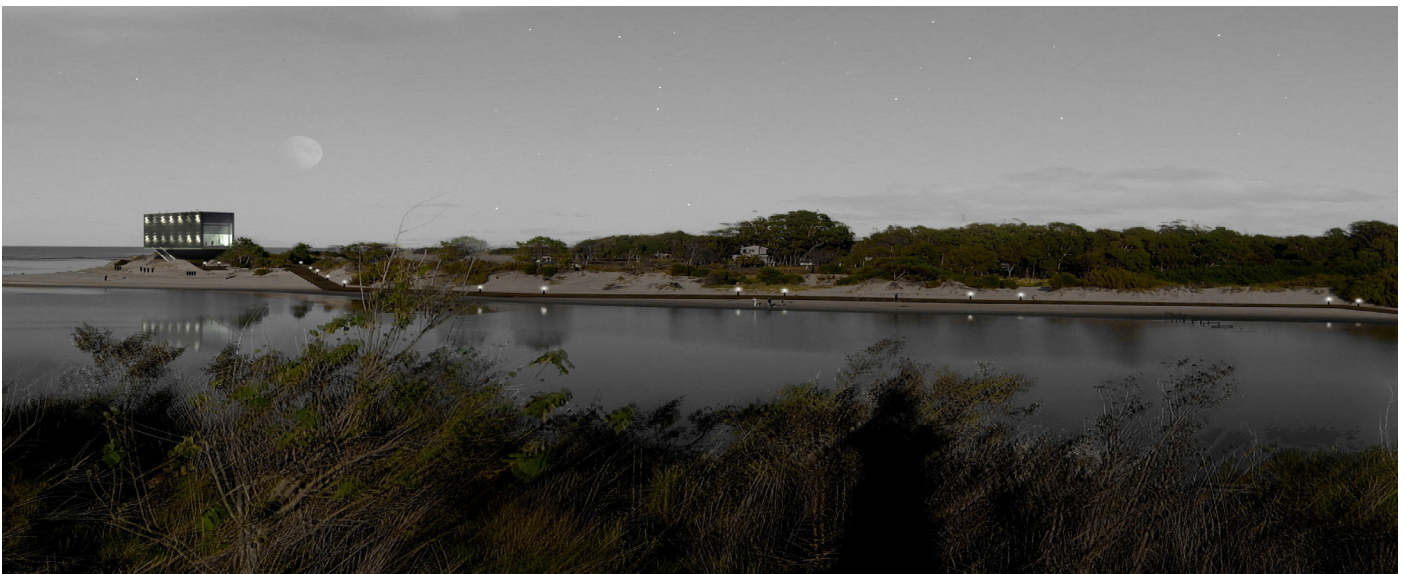
Dock render



Beach infrastructure render



Beach render

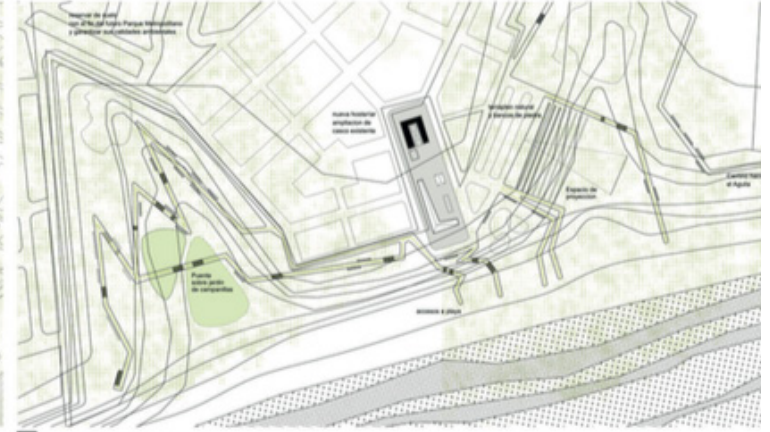


Site render





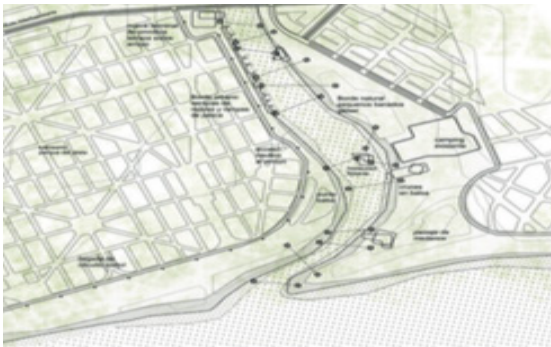
Phase 1



Phase 2



Project phases plan



Phase 3



Phase 4



Phase 5



Phase 6

C7 EL OBSERVATORIO