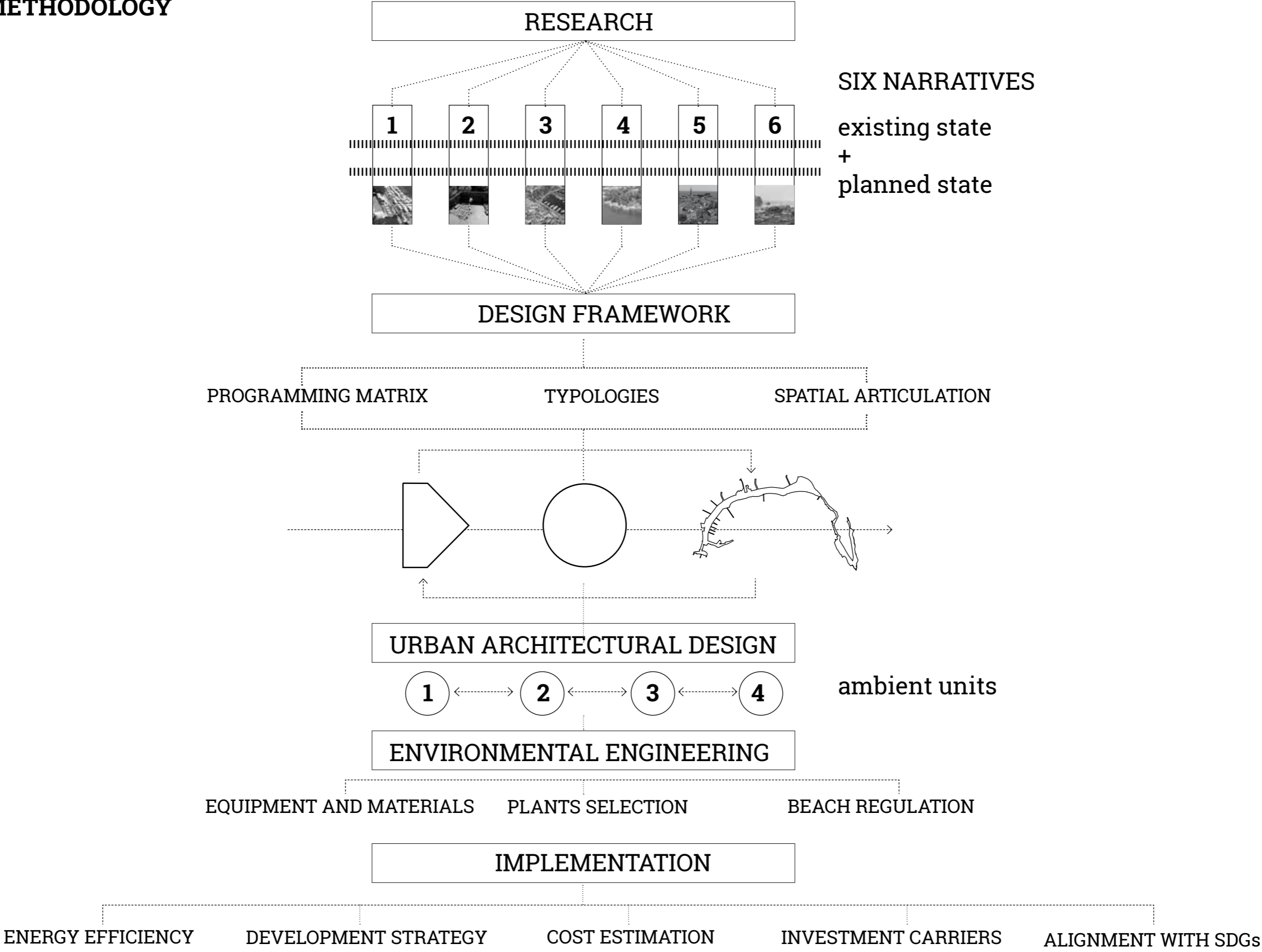




DESIGN METHODOLOGY



SIX NARRATIVES FOR BUDVA BAY

01



PORT OF MEDITERRANEAN DREAMS

02



HIDDEN TREASURES AND ROUTES OF MONTENEGRO RIVIERA

03



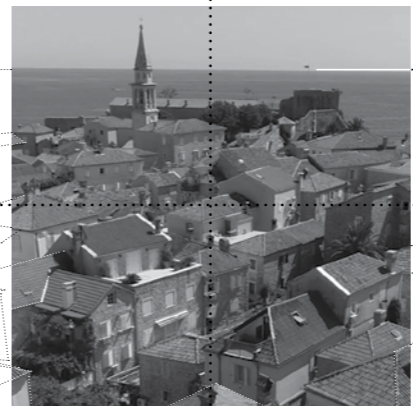
PORTA VERDE DEL MAR

04



ARCHIPELAGO OF CENTRES

05



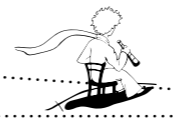
ADRIATIC COAST LINE Lighthouses of Culture

06



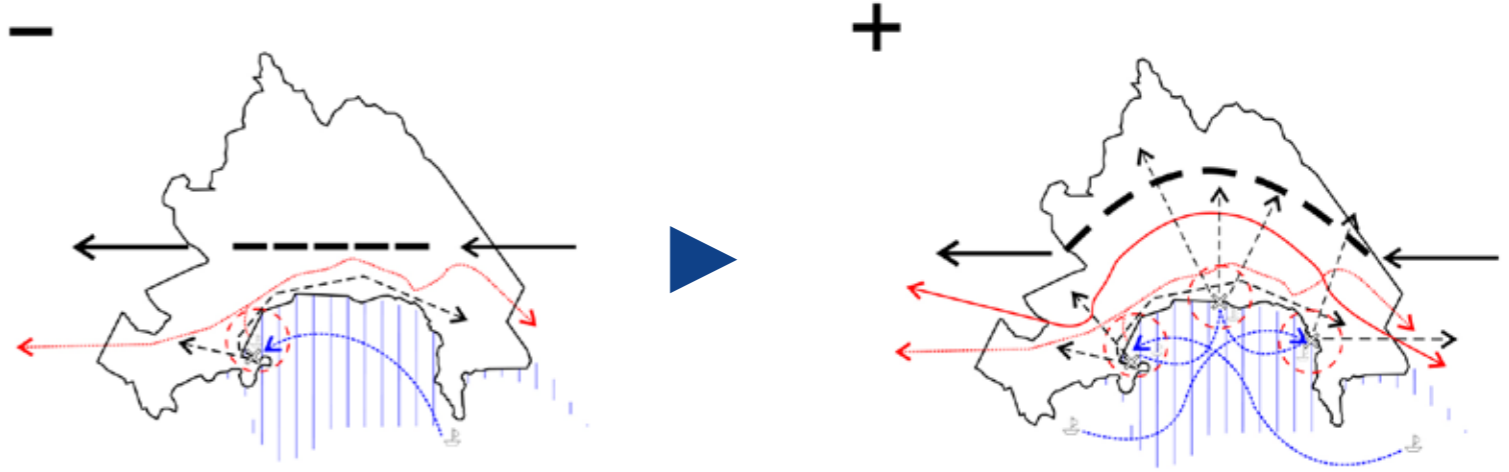
MARE NOSTRUM

01



PORT OF MEDITERRANEAN DREAMS

The Mediterranean is not one landscape but countless landscapes. The Mediterranean is not a single civilization, but many civilizations that settled on each other. The Mediterranean is both place and time, change and permanence, wood and stone, sea and river, tradition and modernity. The Adriatic repeats the frequent Mediterranean pattern of coasts (with islands) and mountains in the hinterland. On the Adriatic, this is emphasized in the contrast between the Adriatic and Dinaric cultural zones characterized by specific cultures and lifestyles and contrasts between predominantly rural communities of the mainland and the urbanized, sea and world-oriented coastal ports. Thus, the Montenegrin coast fits into the general cultural pattern of the Mediterranean. The Bay of Budva is traditionally connected by sea with the wider context of the Mediterranean and, accordingly, Budva's main traffic communication was and, in the future, should be by sea. Marine culture, an urban matrix of the port city, food, trade and military issues were and are still closely connected to the importance of the port and its development. The social context in the city is connected via the port with the Mediterranean context of time, space, geography, history and purpose and all with the idea of the Mediterranean as a personal and cultural signpost. Mediterranean cities, like others in their history, were subject to the same laws, that is, they live by conquering space with a network of roads, changing modes of transport, successive adjustments, slow or sudden development. Consequently, there is a need to strengthen existing and add new connections of Budva to the Mediterranean - both related to the program and transport.



challenges

- Highway as a dividing element of the city
- Traffic jams in the season
- Unclear pedestrian routes
- Insufficiently defined connection with the sea area and beach

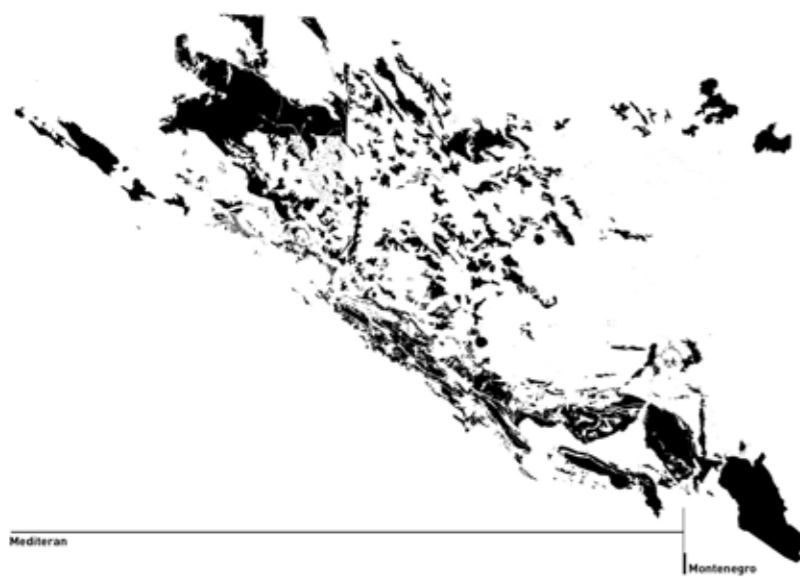
goals

- strengthening existing street network and functional re-organization
- improving marine traffic
- promoting ecological mobility (eco-bus and bicycle lane)
- Increasing connectivity and adjusting street network to the behavioural flow

Regional level

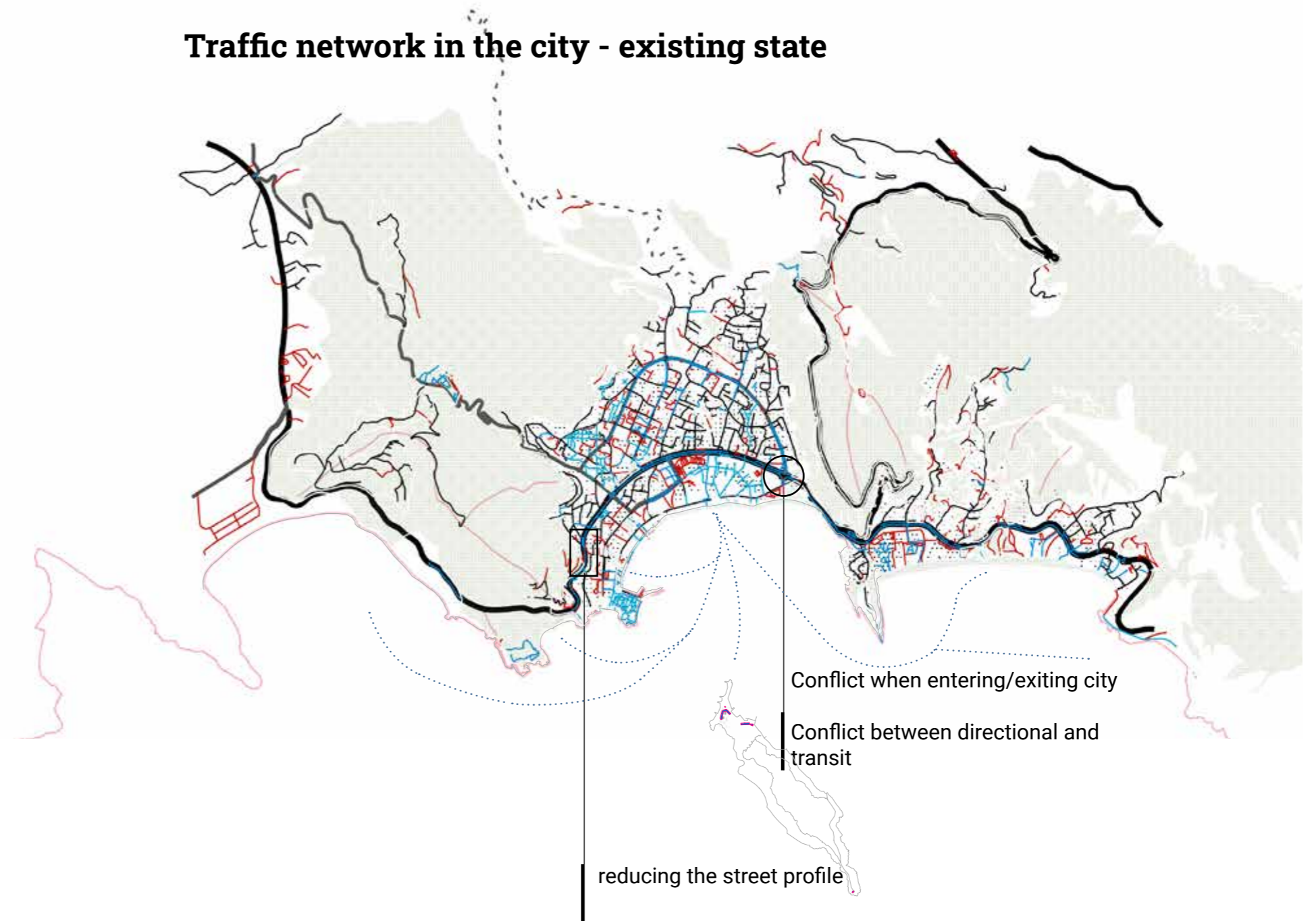






Connection by the sea as a main route for historical, cultural and civilizational flows



Countless landscapes of the Mediterranean

Traffic network in the city - existing state

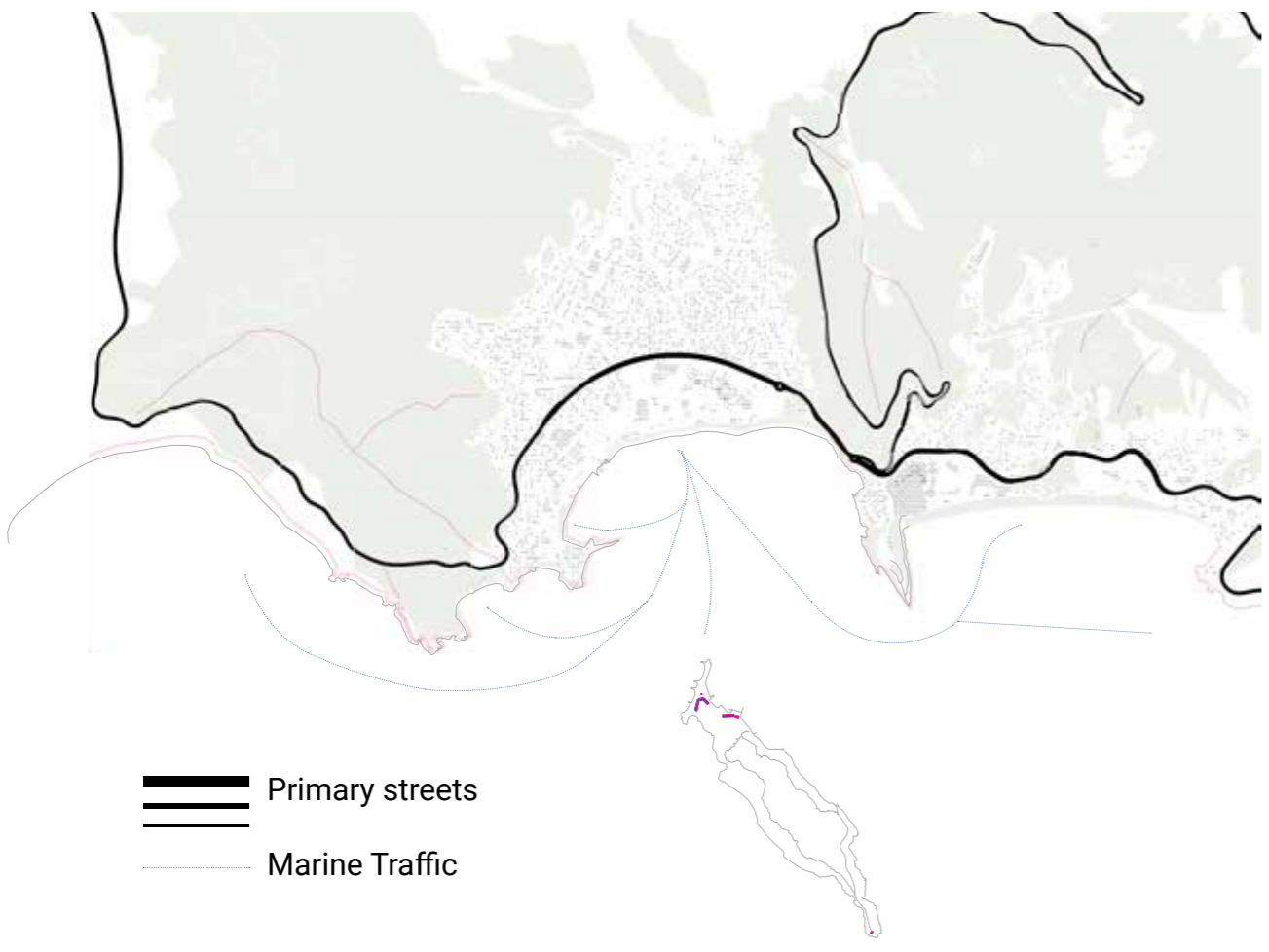


-  Street hierarchy (primary, secondary, tertiary)
-  Service
-  Pedestrian
-  Marine traffic

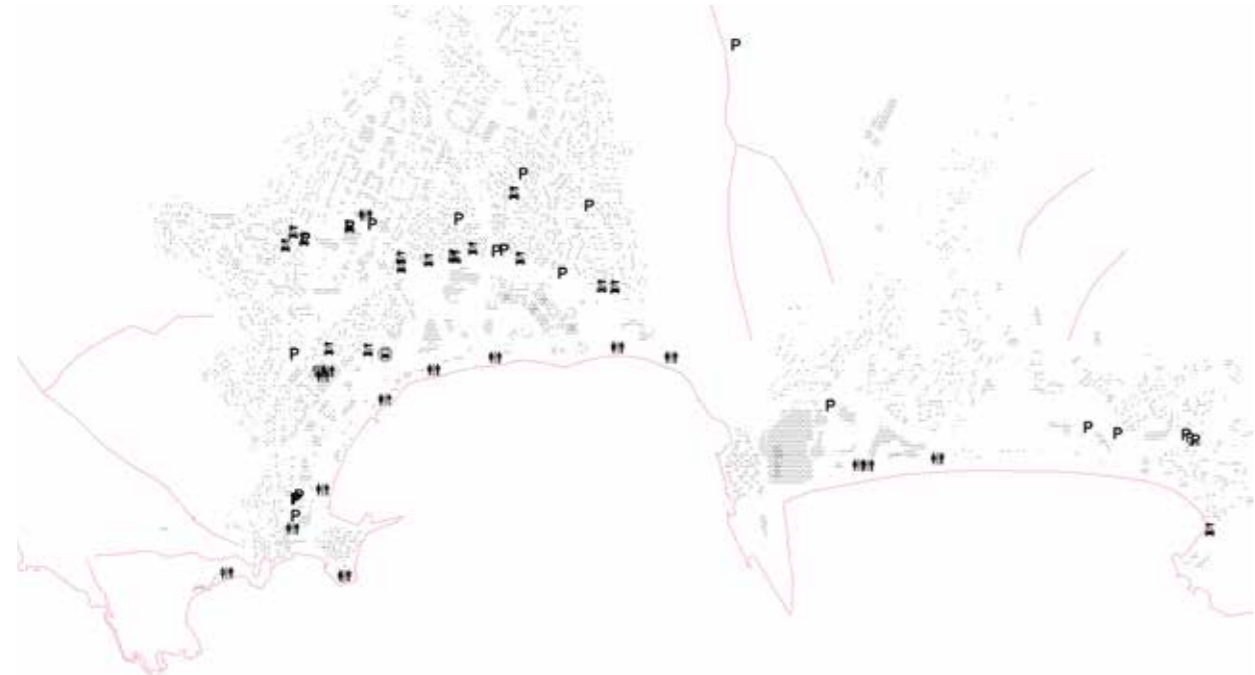
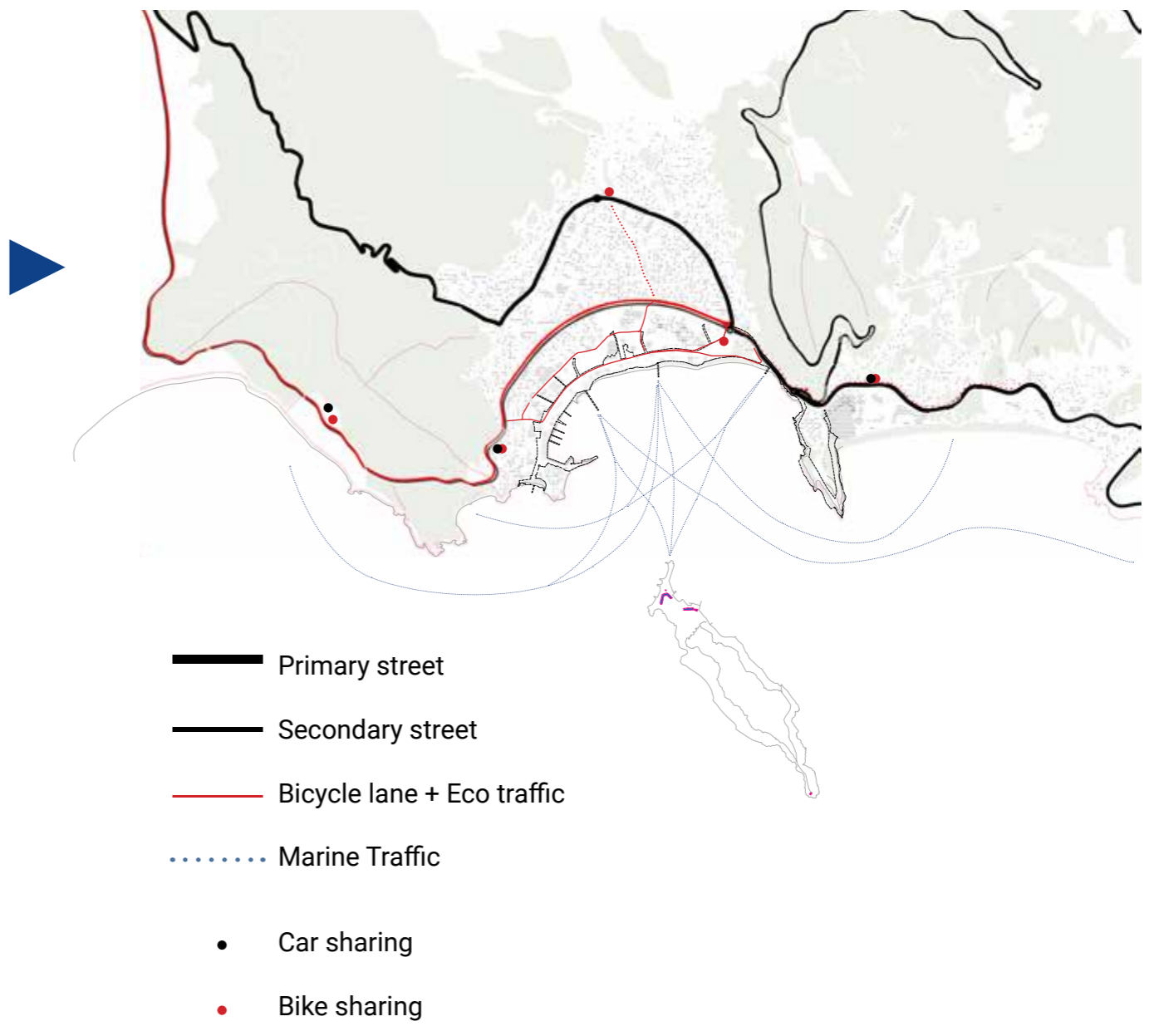
Comment:

The main problem arises from the fact that the secondary streets are missing from the network. Consequently, all of the traffic is concentrated on the Adriatic Highway creating a traffic jam and increasing congestion and CO2 emission. Additionally, transit and local journeys are overlapping while pedestrian routes and movement are endangered.

Existing state of main traffic corridors



Proposal for main traffic corridors



Car rental - 16 recognized individual spots for car rental

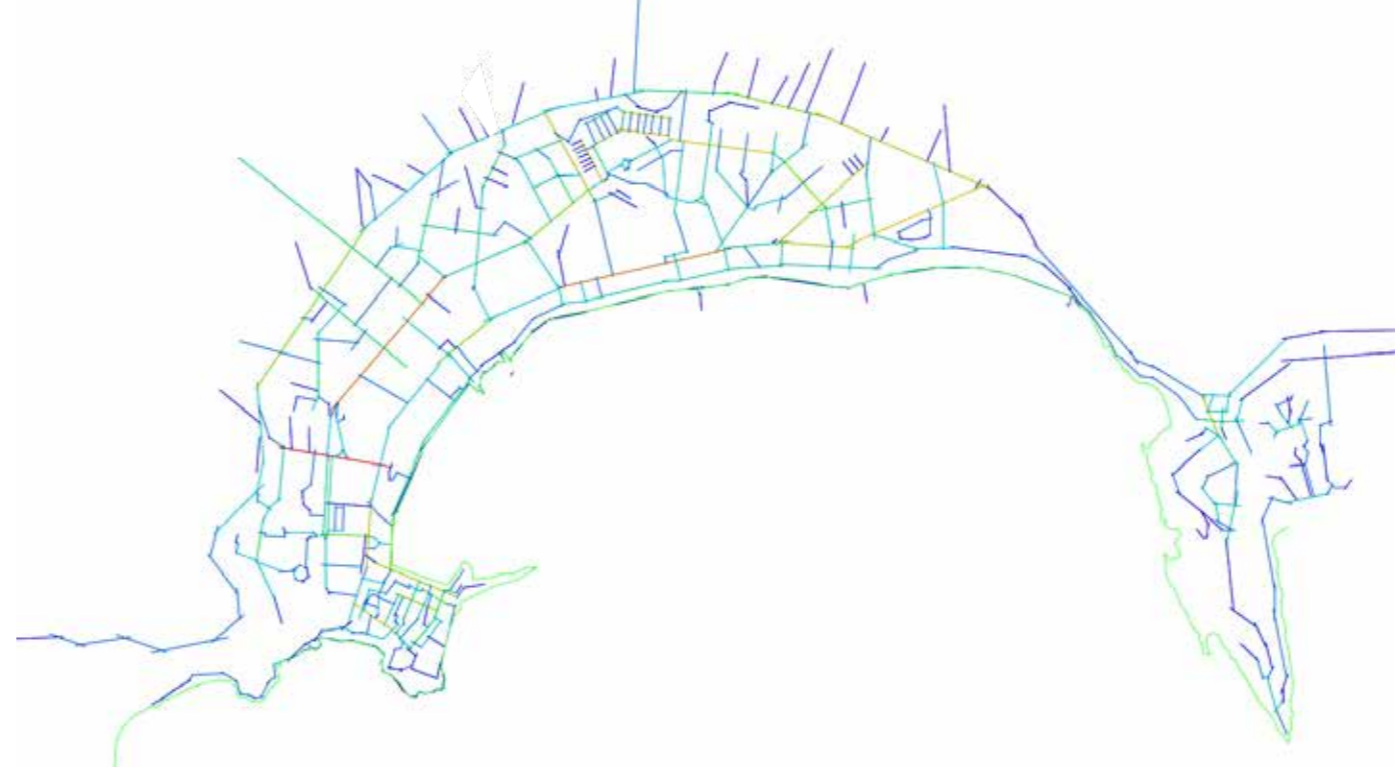
Comment:
 Locating Eco - mobility center in the vicinity the roundabout - enabling circulation and providing multimodal spot (bike + ride). Bike and Car sharing nodes are planned on the rear of the competition site area. There is a need to promote new routes and to establish clear lines of marine traffic.

Streets connectivity - Space syntax analysis

City level



Site level / Existing state

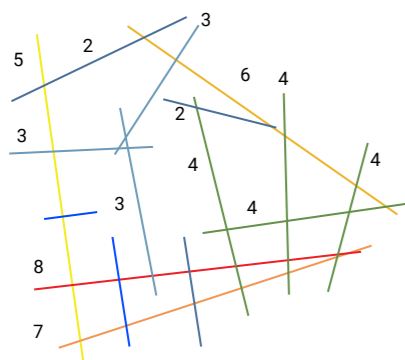


Comment

The majority of the site is characterized by very low connectivity. The central streets are Lovćenska Street, Mediteranska and part of Slovenian beach.

Low level of connectivity by this method and theory indicates **low level of attractiveness, low economic vitality and low level of safety.**

Space Syntax - How to read



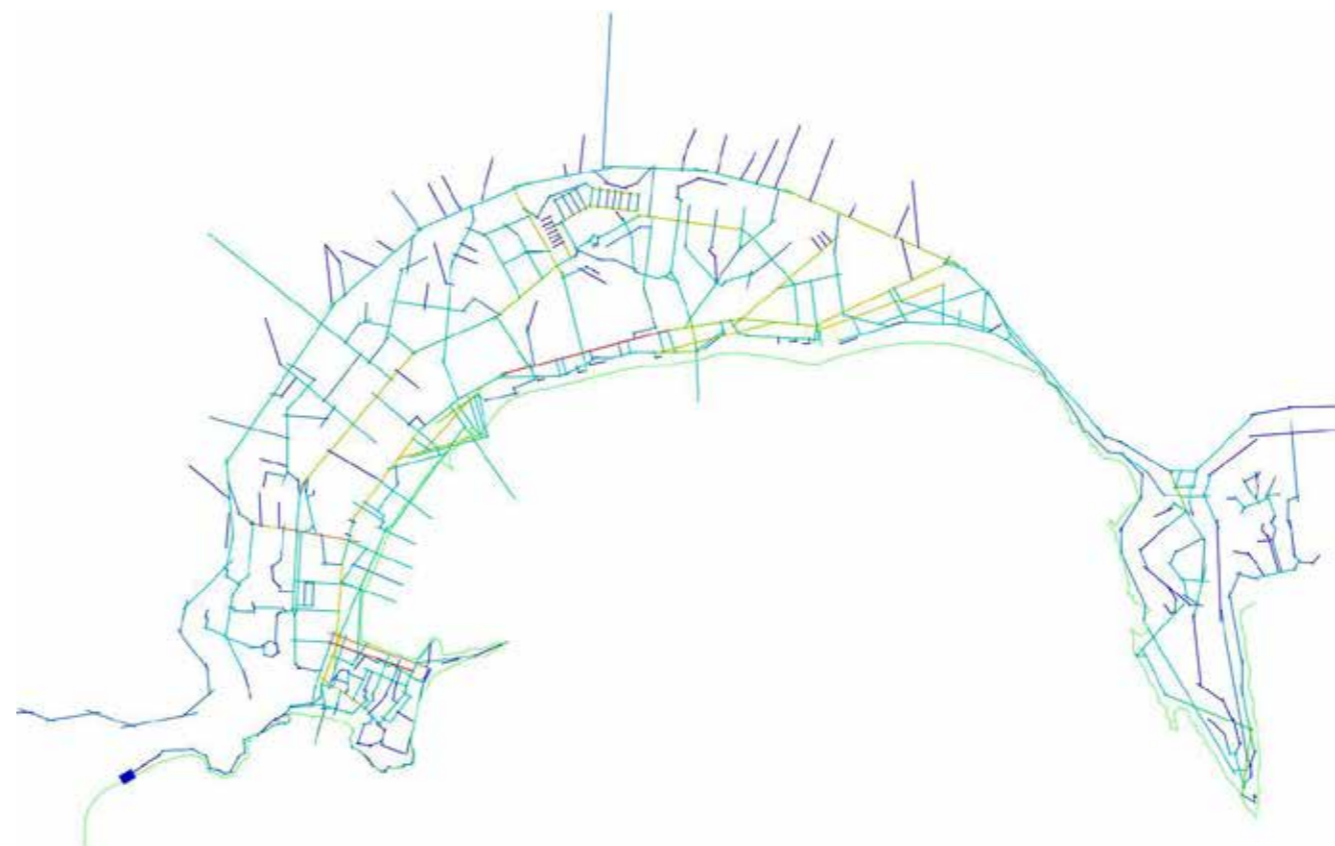
Connectivity is applied to explain the number of connections each street has to its direct neighbouring streets. The red is the best connected street (8 connection) while dark blue is the least connected (1 connection)

low connectivity



high connectivity

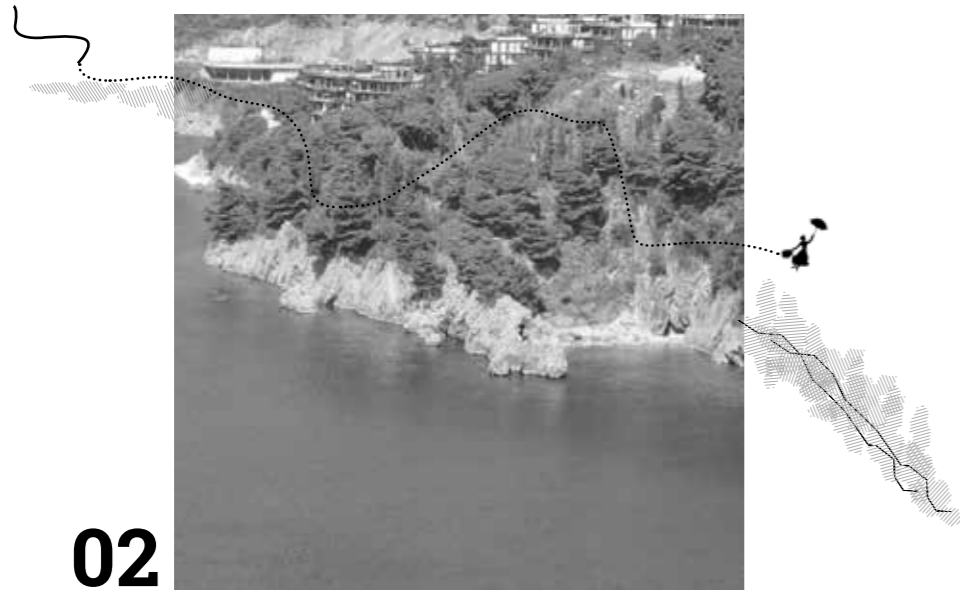
Site level / Proposal



Comment

By implementing idea of polycentricity and successive appearance of archipelagos of centers, a new matrix is planned characterized by moderate level of connectivity and connection to the streets that were marked as the most connected ones at the analysis phase. Each new center is surrounded with streets of higher connectivity that gradually decreases and rises towards the next center.

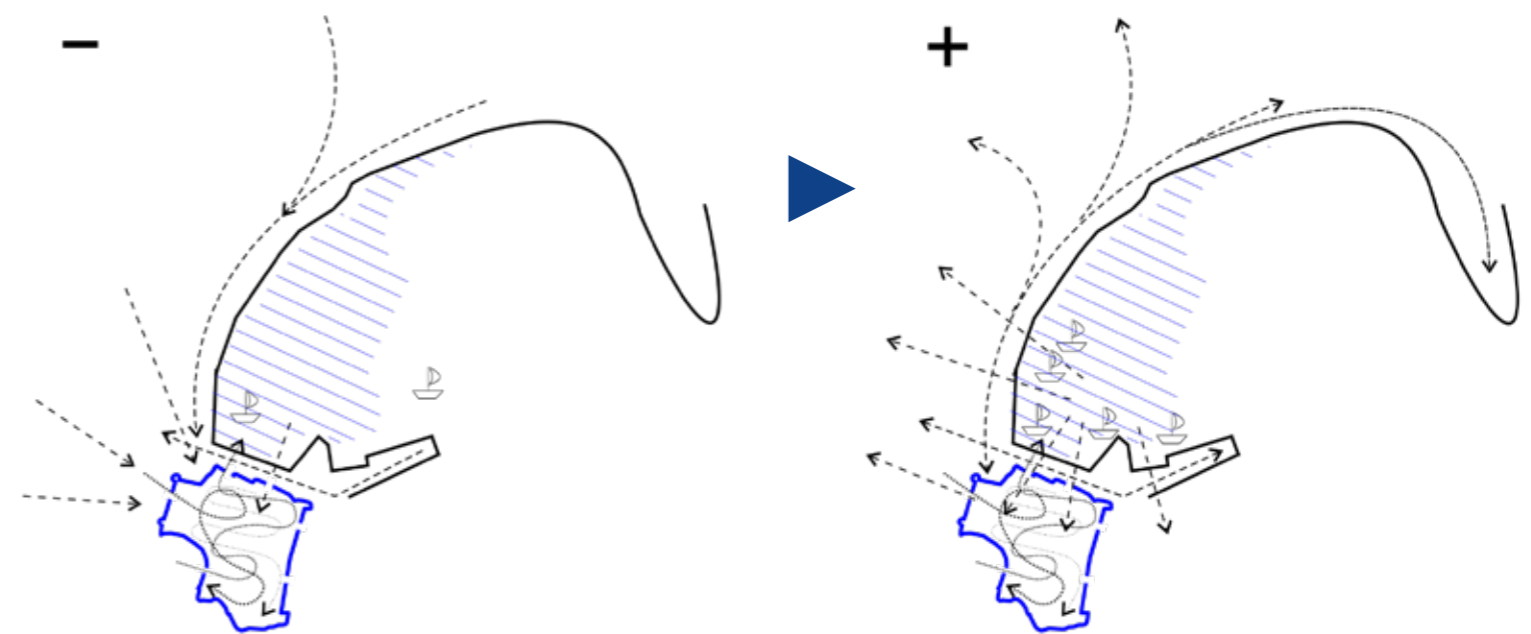
Consequently, hierarchy of streets, and use of economic and social potential of the streets are secured.



02

HIDDEN TREASURES AND ROUTES OF MONTENEGRO RIVIERA

Open sea, sandy beaches and nearby St. Nikola Island are indisputably the most prominent points, along with other natural and manmade environments connected to other parts of the Montenegro Riviera and Adriatic region via the "Jadranska magistrala", which are strengthening the attractiveness and regional tourist profile of Budva Bay. The specific topography of the surrounding area, the value of both natural and cultural landscapes and ecological diversity in the territory of the Budva municipality provide stimulating opportunities for future improvement of a tourist offer in the form of Geotourism, through enhancing the character of the place being visited – its environment, culture, aesthetics, heritage and the well-being of local residents. Besides the tangible heritage as a valuable resource that is and should be more prominent in the touristic offer of Budva, the intangible heritage should be more actively promoted. Specific manifestations such as the habits of local residents, the food and wine culture, local stories ranging from olive groves, guided interpretative tours and principles of active vacations (admiring scenery, viewing wildlife, hiking, bird watching etc.) should have a prominent place within the city life as a part of an "experiential vacation". The variety and abundance of local histories, myths and tales of other times can supplement the offer for demanding modern tourists who are looking for experiences that give them a feeling of closeness to both natural values and the local community. Through a unique programmatic and spatial concept, a framework can be created that will define Budva as a destination that provides a feeling of closeness to natural values and the local community. The diversity of hidden treasures and routes will be presented and created through the combination of exceptional natural values with different local traditions of the use of space, which developed as a reflection of cultural-historical and socioeconomic conditions that are **flavored with sea and flavored with salt**.



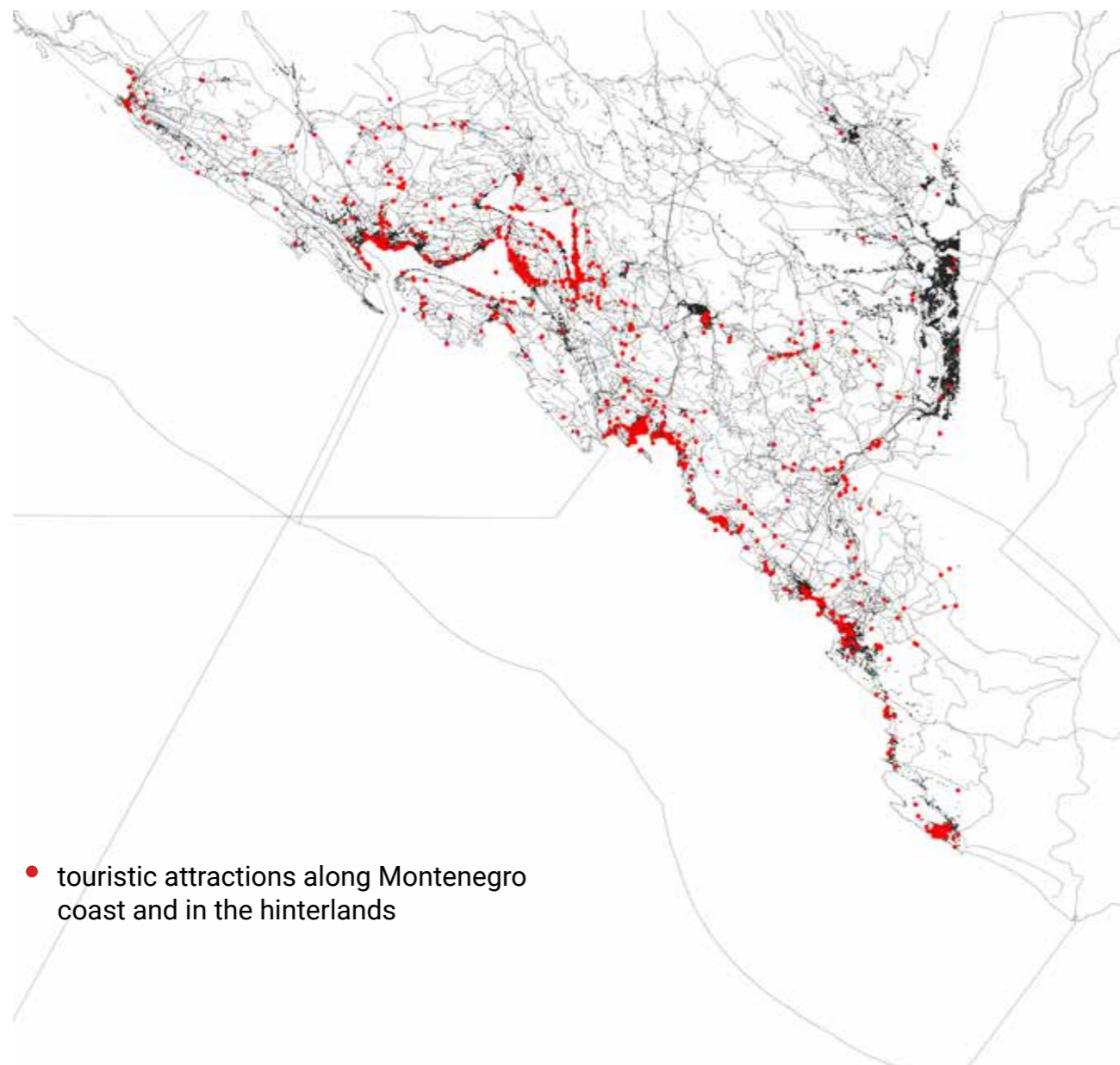
challenges

- Existing touristic offer limited to the Old town of Budva
- limited offer to the summer period of the year

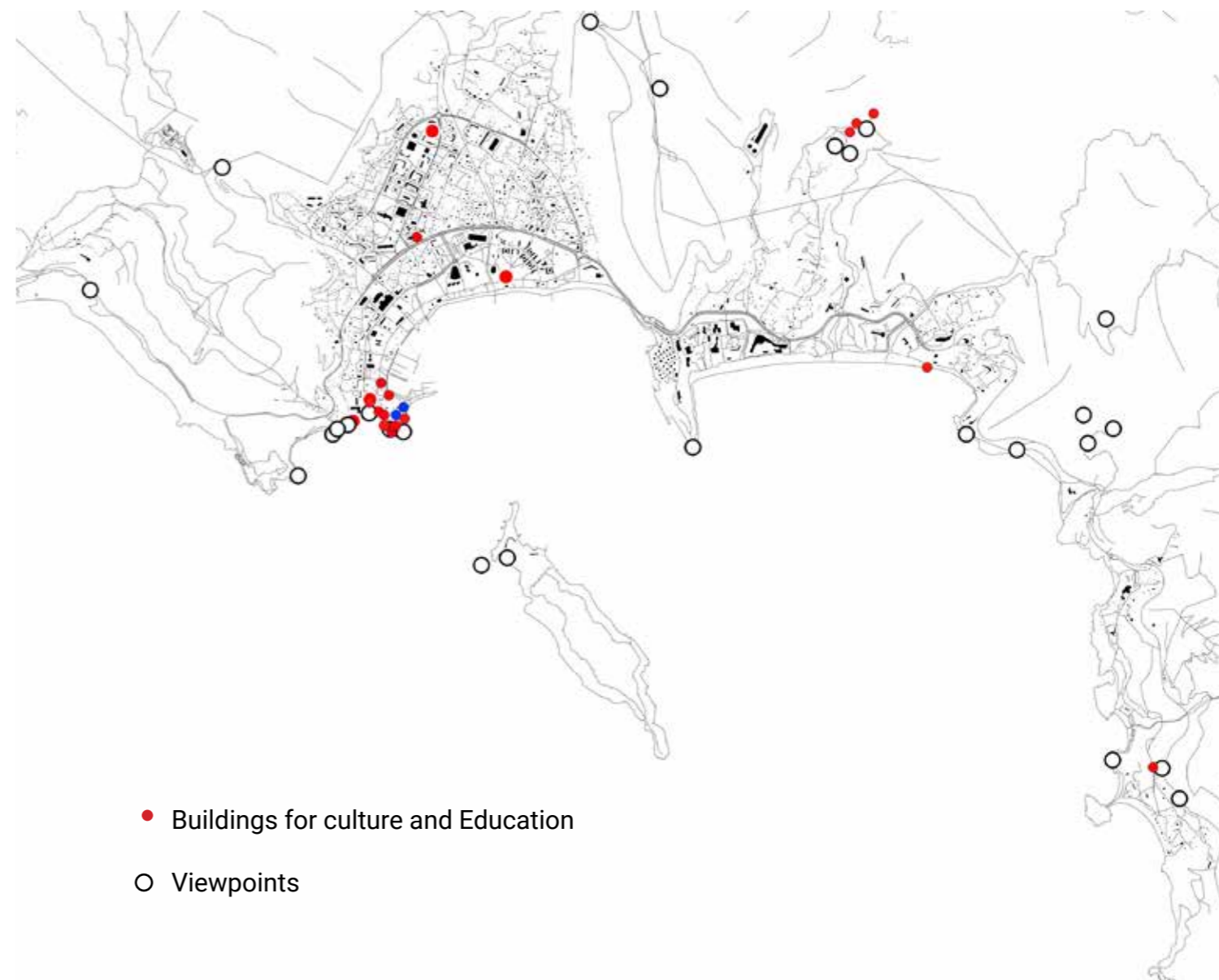
goals

- expanding touristic offer in the region and the city
- Promoting experiential vacation
- discover new places and emphasize new values
- combine natural values and local traditions

REGIONAL LEVEL



CITY LEVEL



B2B - BUDVA TO BOKA

The idea builds on the application for the European Capital of Culture in 2028 - define and promote unique touristic offer on the route from Budva to Boka and Boka to Budva, titled B2B, that can be both seen in the directional sense and as relating Budva/Boka's existence and their near future - as European Capital of Culture.

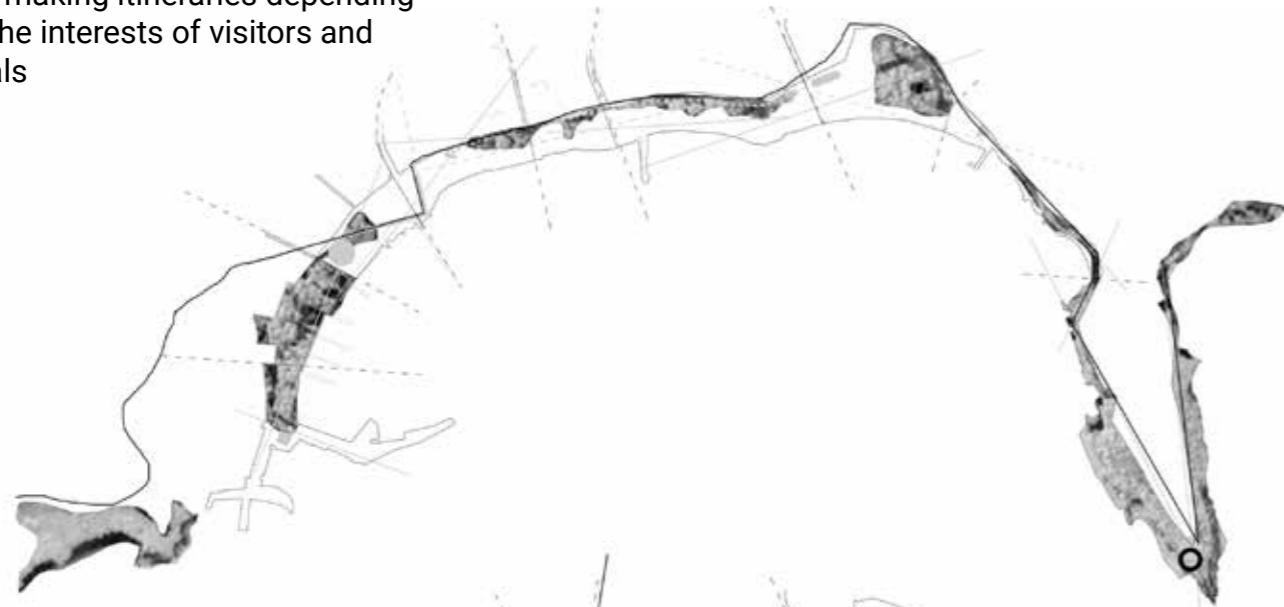
BUDVA

Regarding current state, most culture buildings and places are located in the Old city. The importance of the Old city for the Balkan region is seen through the lens of „Creative History Balkans Tour“ (CHBT) project that promotes this fortification and makes it more visible. Second pole is Slovenska plaža. Due to the topography, incredible natural sceneries can be perceived from numerous viewpoints located along the coast and on the hinterland.

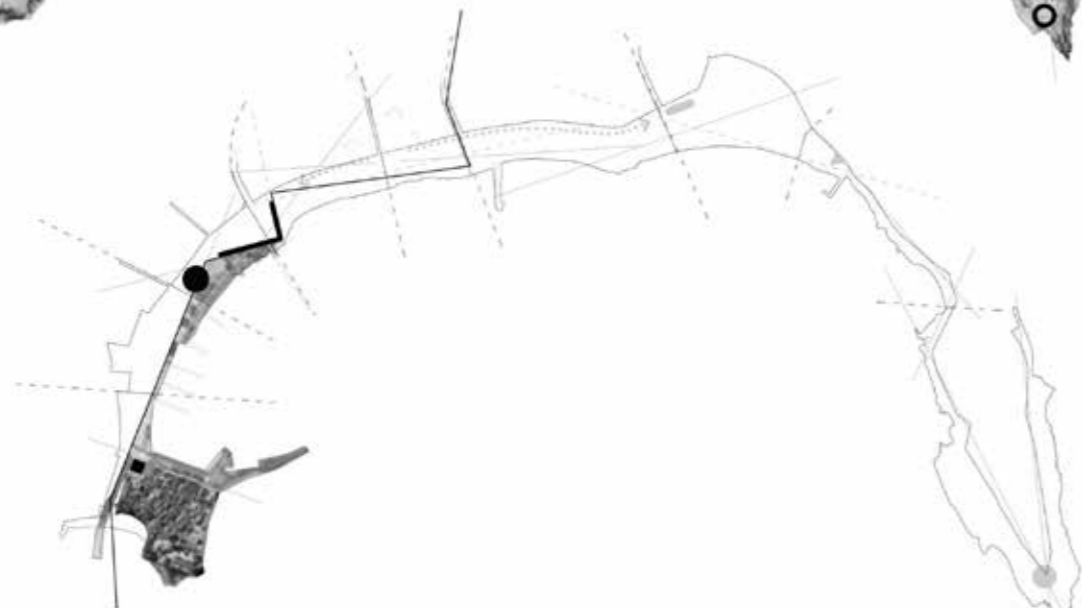
ROUTES

Three main routes were developed. They intersect, merge, but also provide the possibility of tracing and making itineraries depending on the interests of visitors and locals

1.



2.



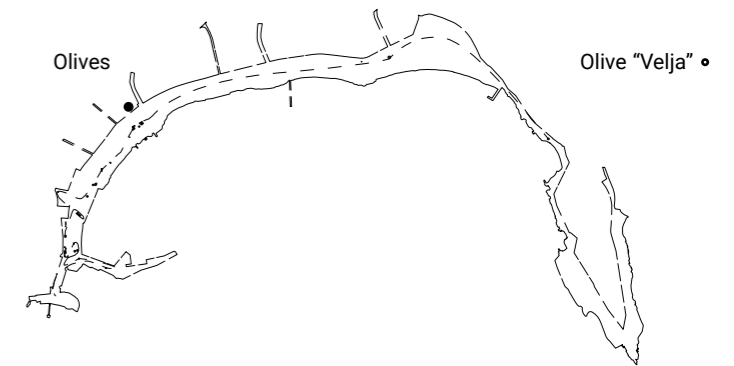
3.



The route of nature

The route of culture

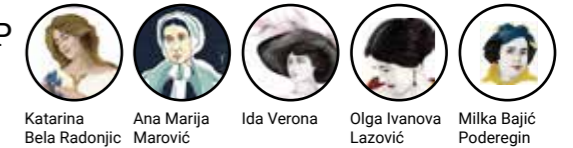
The route of recreation & leisure



Routes of the Olive Tree

Launched in 2005. Mapping landscapes and everyday life of Mediterranean people. Olive tree Velja in the village of Ivanovici which is with the olive tree in Bar considered as one of the oldest in the Adriatic and can be part of this experience.

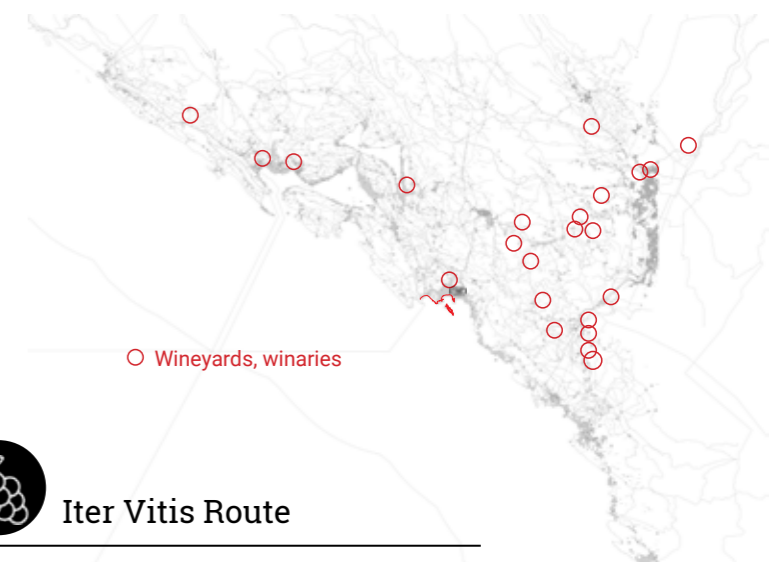
UNDP



Woman writers



Launched in 2022. reveals life and creativity of women writers at the turn of the 19th and 20th century. Linking symbolic and physical points of their lives and takes visitors to real and imaginary spaces.

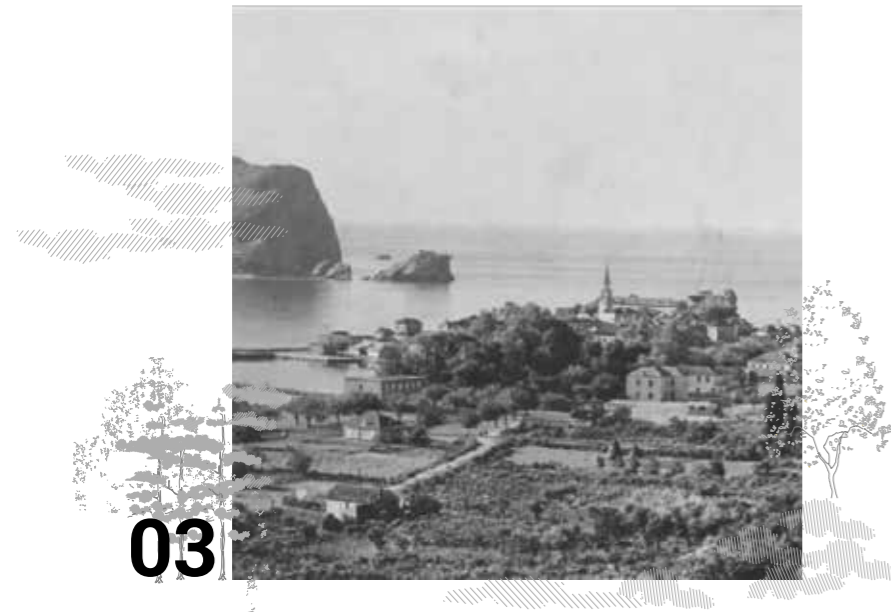


Iter Vitis Route



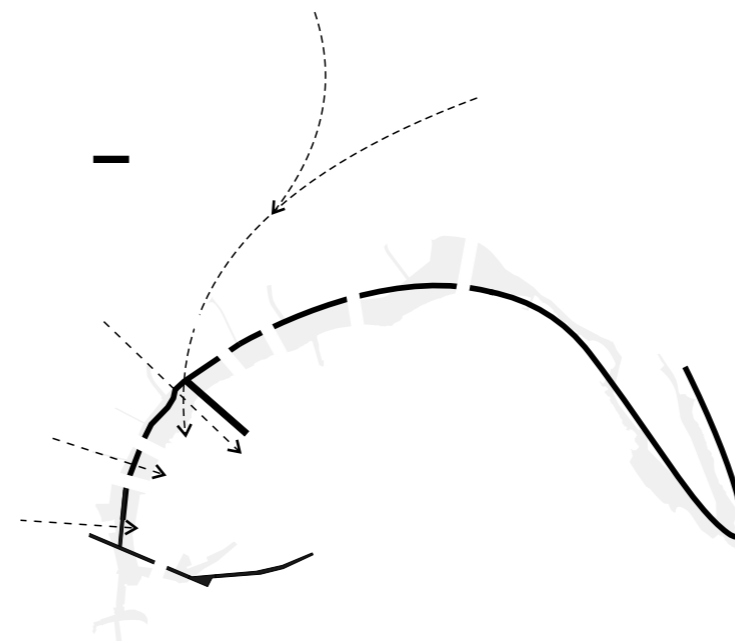
Launched in 2009. It aims to present the history, memory, landscape and current living-heritage related to the cultivation of grapes for winemaking in Europe. Montenegro is listed as partner but there are no cities involved in the route. This is perceived as a great opportunity for Budva and Boka.

Cultural Routes of the Council of Europe



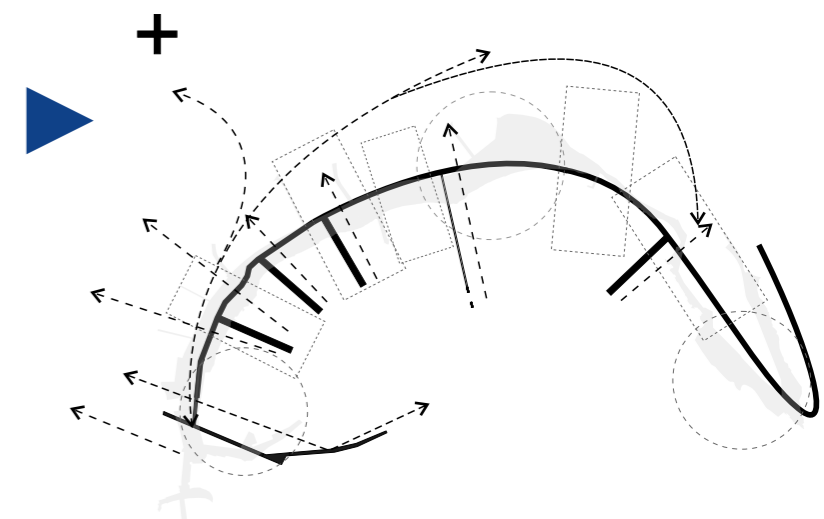
PORTA VERDE DEL MAR

Considering the fact that in 1991 Montenegro was declared an ecological state, principles based on the conservation of nature and ecological awareness should be of great importance. Porta Verde del Mare (Green Gate of the Sea) is the overall conceptual design motto that will enable the planning and design of new ecologically sustainable spaces that will contribute to the cultural and tourist development of Budva and its vicinity. The representativeness, recognition and architectural qualities of Lungo mare will be complemented by a green corridor that will connect the two poles of Budva - from the Old Town via the tourist resort "Slovenska Plaža" to the Tourist Complex "Zavala". Existing green areas and parks should be kept as Budva's trademarks, while new green pathways and areas will be added in order to create a Mediterranean atmosphere of pleasure and relaxation. The Green Gate will add new layer to the image of the city, and it will be an additional asset within the already established environmental units and zones. Green and Blue infrastructure will become an inseparable part of the city's beach promenade and its organization will facilitate connections with the hinterland of the city. Sustainable urban transformation and resilience should enable the creation of a collective awareness at two levels – among the local inhabitants of Budva as permanent users of the space and among tourists and visitors as a temporary and occasional users of the space.



challenges

- Construction of tourist complexes at the expense of green areas
- Devastation of the green image of the city
- Insufficient awareness of the importance of environmental protection



goals

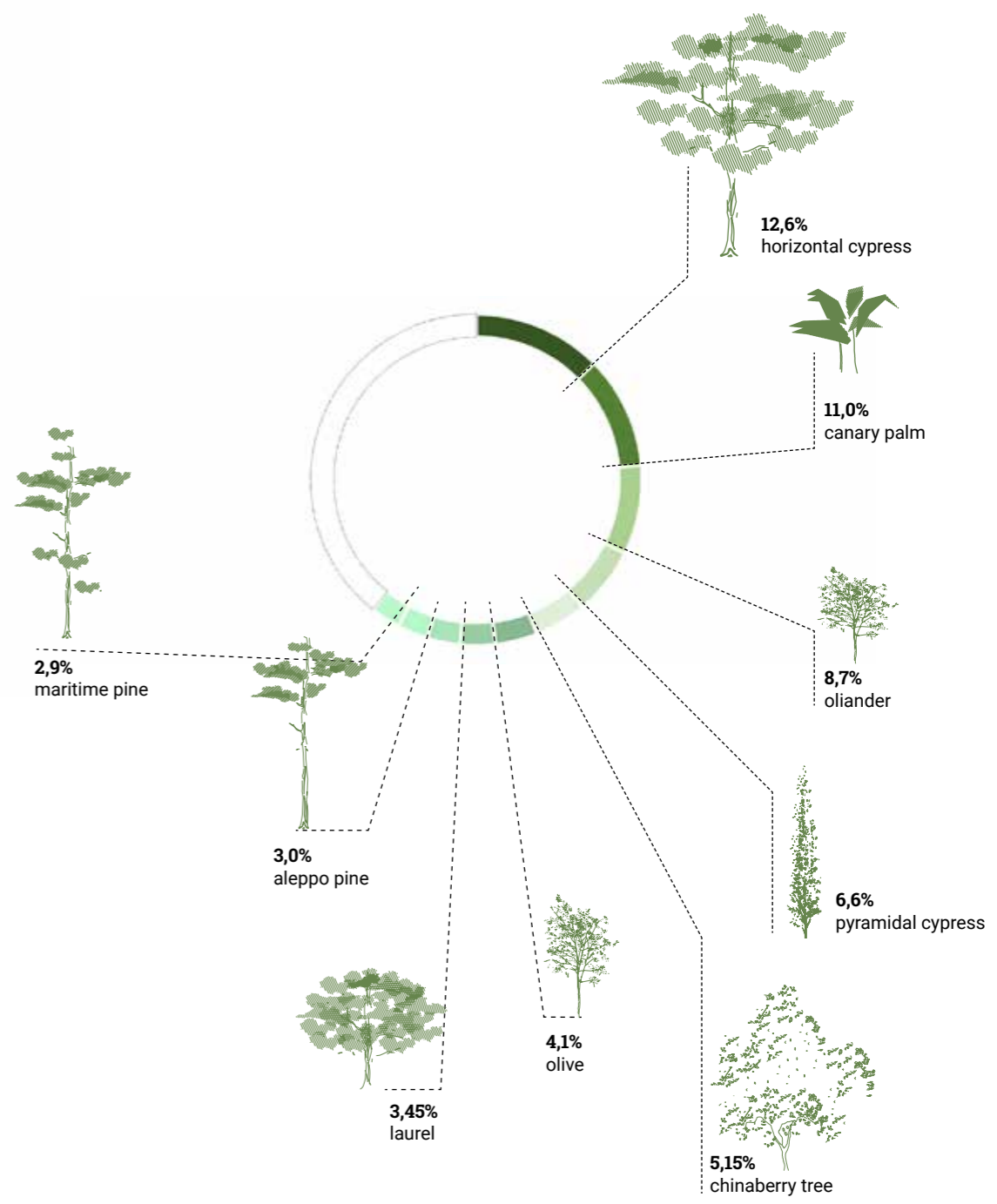
- planning and design of new ecologically sustainable spaces
- creating green corridor that will connect the two poles of Budva - from the Old Town via the tourist resort "Slovenska Plaža"

ROUTES

Perceiving city of Budva in the wider green network

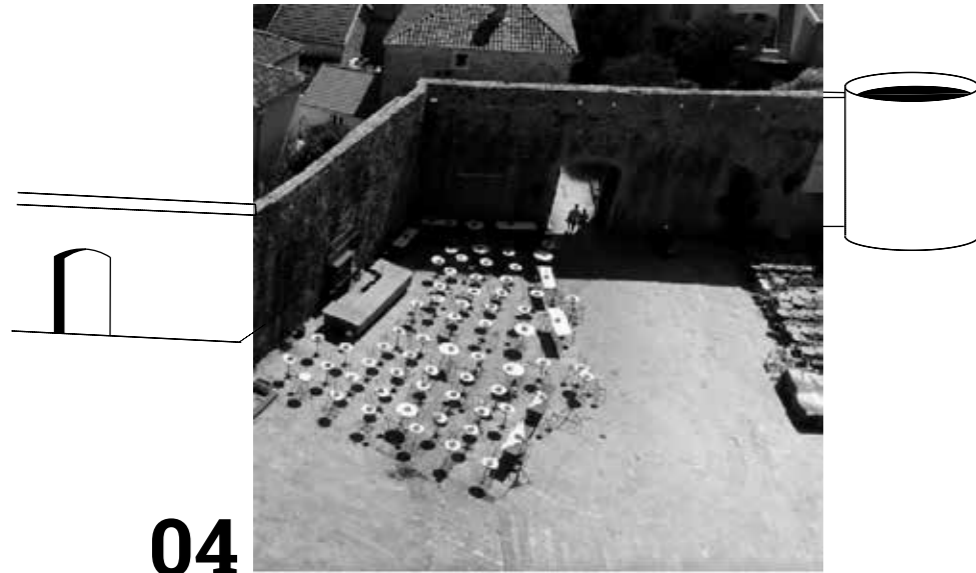


Creating network of greenery



Principles:

Keep and preserve all trees at the site following the study of greenery assessment and introduce and strengthen the species that are already present, authentic and locally specific.

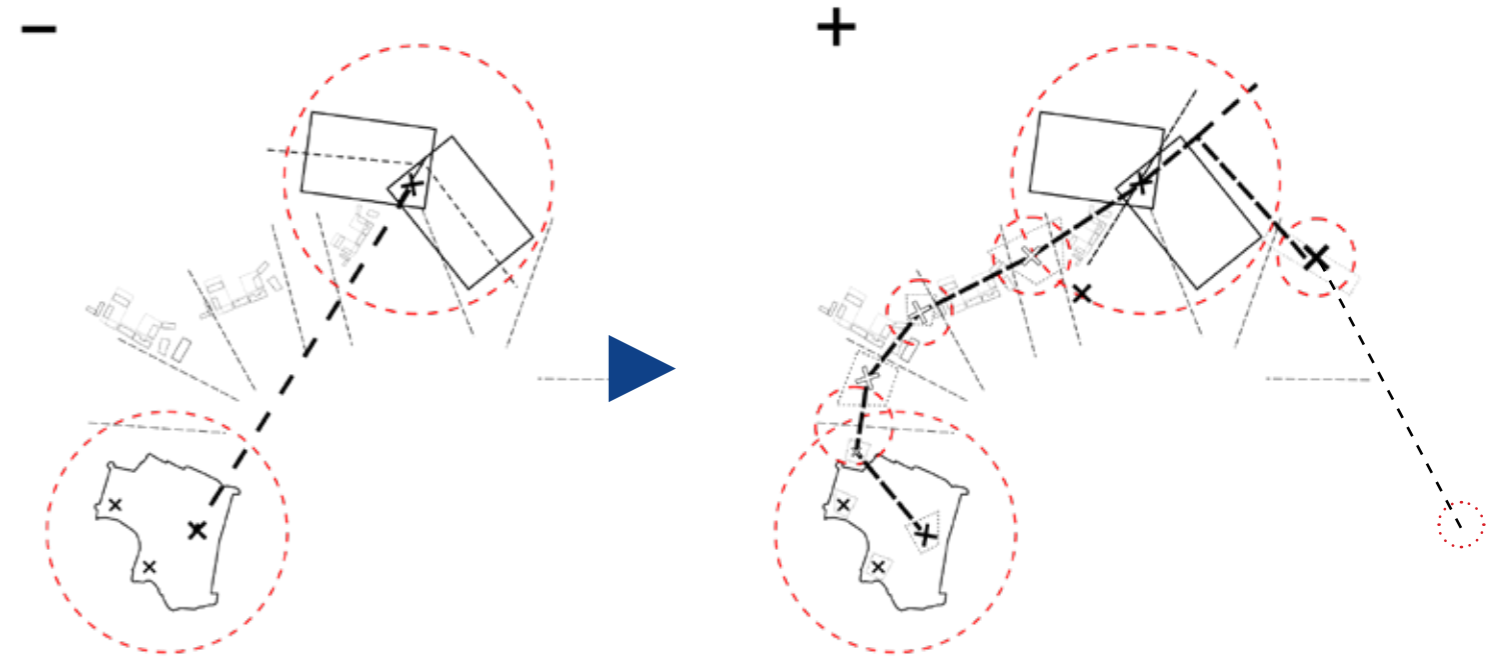


04

ARCHIPELAGO OF CENTRES

Archipelago as narrative provides guidelines for the creation of an archipelago, but in this case not islands, but public spaces (squares, plateaus, piazzas, etc.) that will enable the connection of parts of the coast, the newly designed Promenade and the surrounding area of Budva. Bearing in mind the existing condition of the location, it can be seen that the existing urban structure of the town along with the system of public spaces has shortcomings that are related to the organization of the space as well as to the interconnection of public spaces and their hierarchy. Through the newly designed archipelago of public spaces, it is possible to connect the two poles of Budva - the part with the Old Town and the space opposite to it with Zavala's hinterland.

The basic guidelines and principles for spatial transformation refer to establishing the continuity of public spaces, contemporary extensions and a reinterpretation of the existing public spaces and creating pedestrian routes circulation through which will enable the Promenade to be connected with the wider area of the center of Budva. Accordingly, the area along the coast is treated as a unique and indivisible, natural, functional and technological entity, within which the definition of a clear spatial framework for the protection and rehabilitation of existing public spaces is established. **Archipelago of centers** will provide a level of urban comfort, improve the living conditions and safety of both citizens and tourists and at the same time contribute to a stronger connection between the coastal zone, Promenade and the city itself. At the same time newly established public spaces along with those already existing, should provide multifunctional spatial platforms for various cultural events and facilities in open spaces, and will form an extensive polycentric network of Budva's cultural sites, which are currently concentrated in and around the Old Town.



challenges

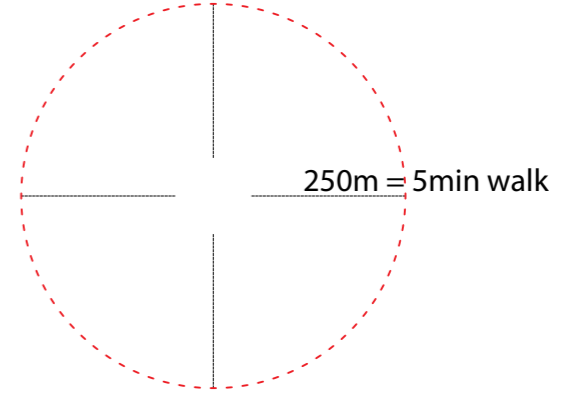
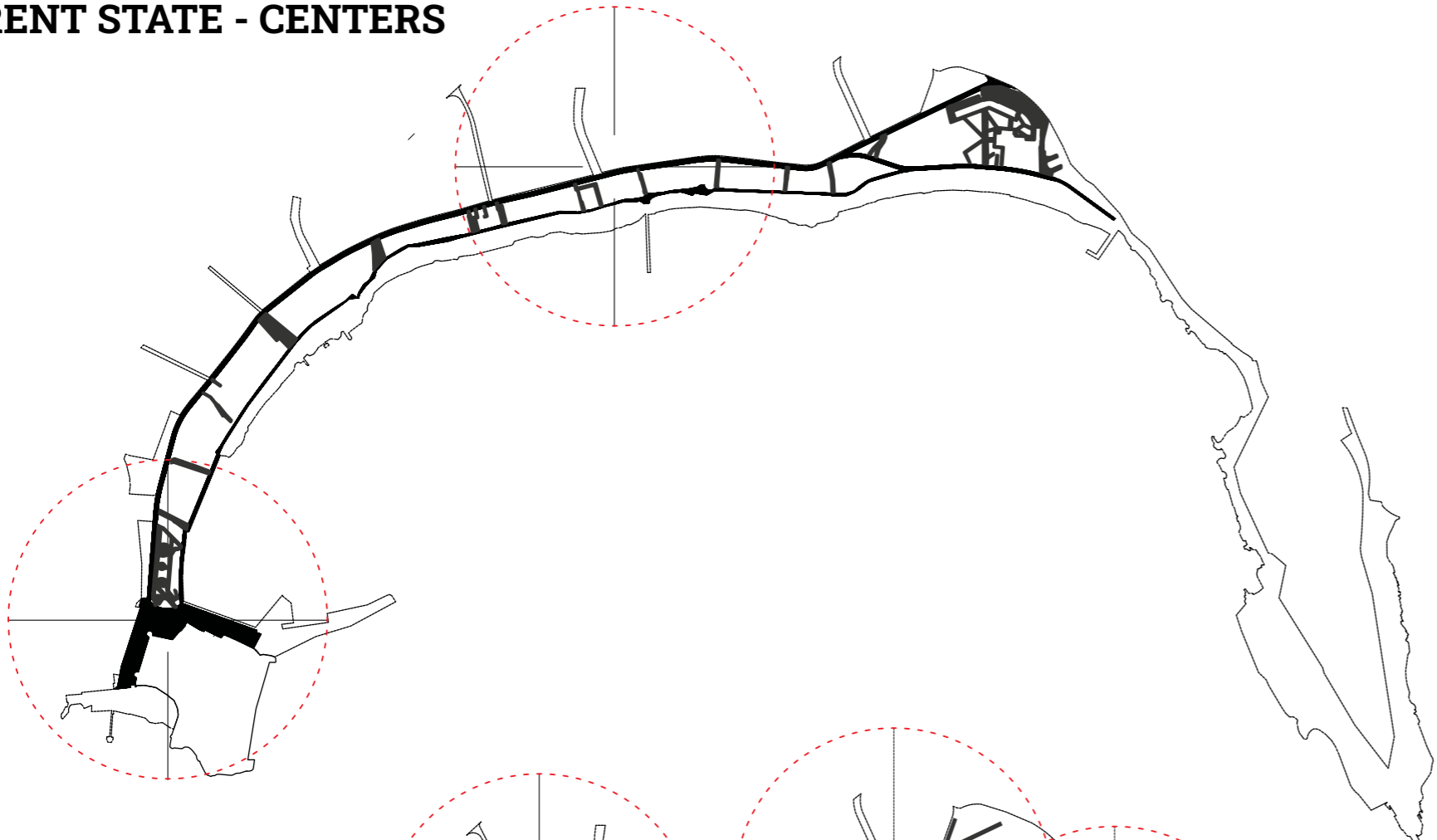
- two poles of the central uses
- lack of public space hierarchy
- lack of public spaces organization

goals

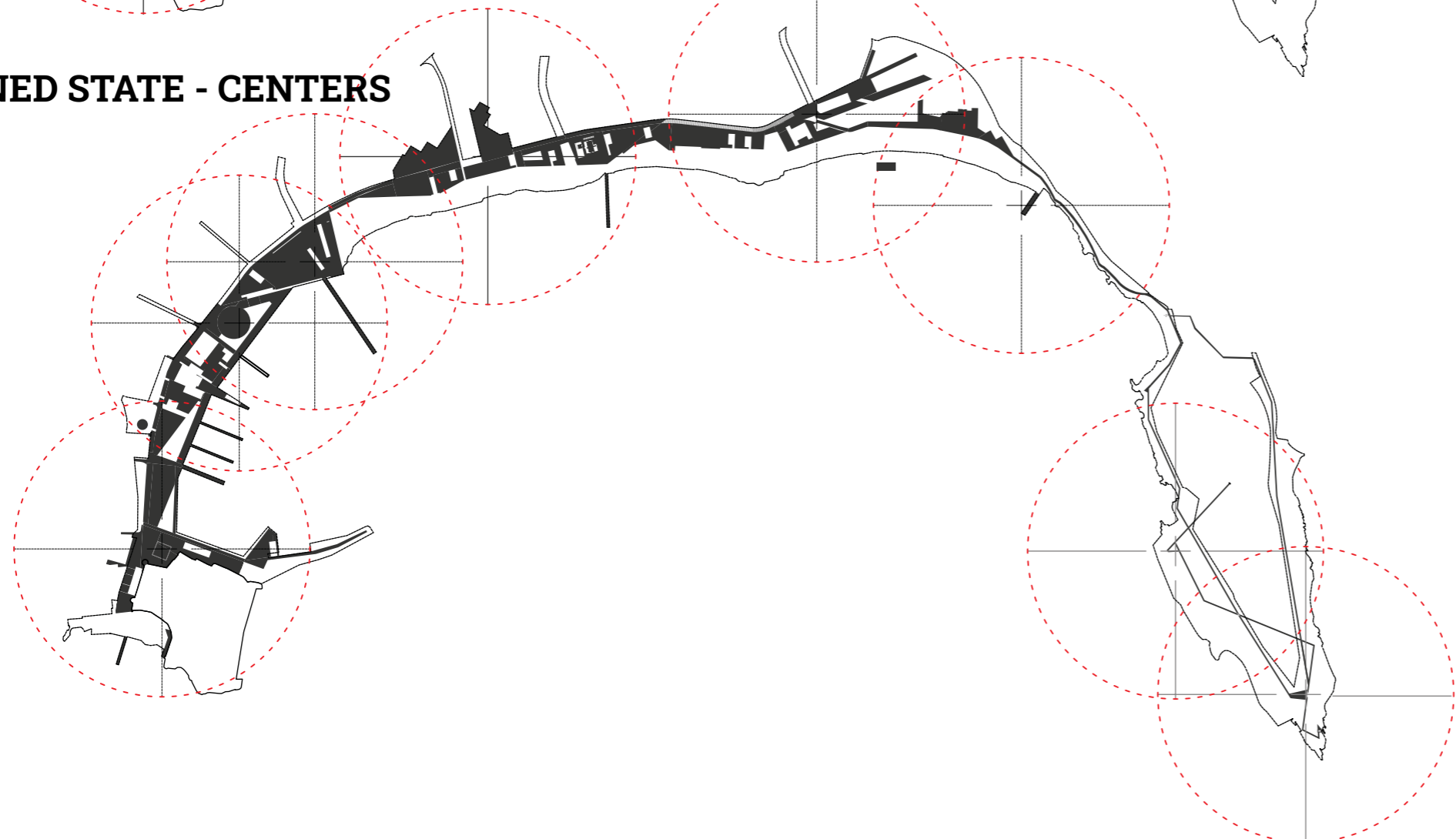
- connecting two poles of Budva
- polycentric network of Budva's cultural sites
- establishing network and continuity of public spaces
- functionally connect the water promenade with the surrounding

ARCHIPELAGO OF CENTERS

CURRENT STATE - CENTERS



PLANNED STATE - CENTERS



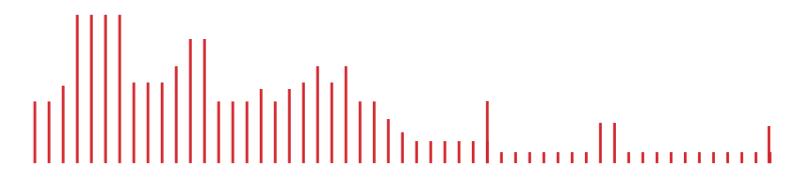
Developed principles:

1. Develop network of public spaces based on 250m matrix distance (5min walk)
2. Provide equal distribution of public spaces along the coast
3. Articulation of existing public spaces and their architectural frame
4. Define the scale of public spaces to meet the capacity need and follow behavioural patterns of both tourists and visitors

Existing dynamics of public space use

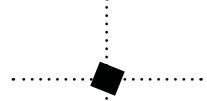


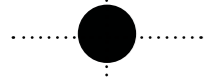
Planned dynamics of public space use

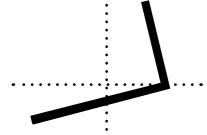



ARCHIPELAGO OF CENTERS


LEGEND OF CENTERS


- 

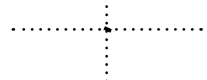
Event plaza
By significance: International
By form: polygonal
By type: general
- 


Nautical plaza
By significance: regional
By form: nodal
By type: specialized
- 

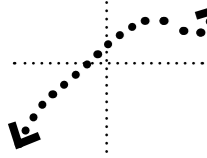
Sea entrance plaza
By significance: International
By form: polygonal
By type: general
- 

Fair plaza
By significance: local
By form: nodal
By type: specialized
- 

Eco-Intermodality hub
By significance: local
By form: nodal
By type: specialized
- 

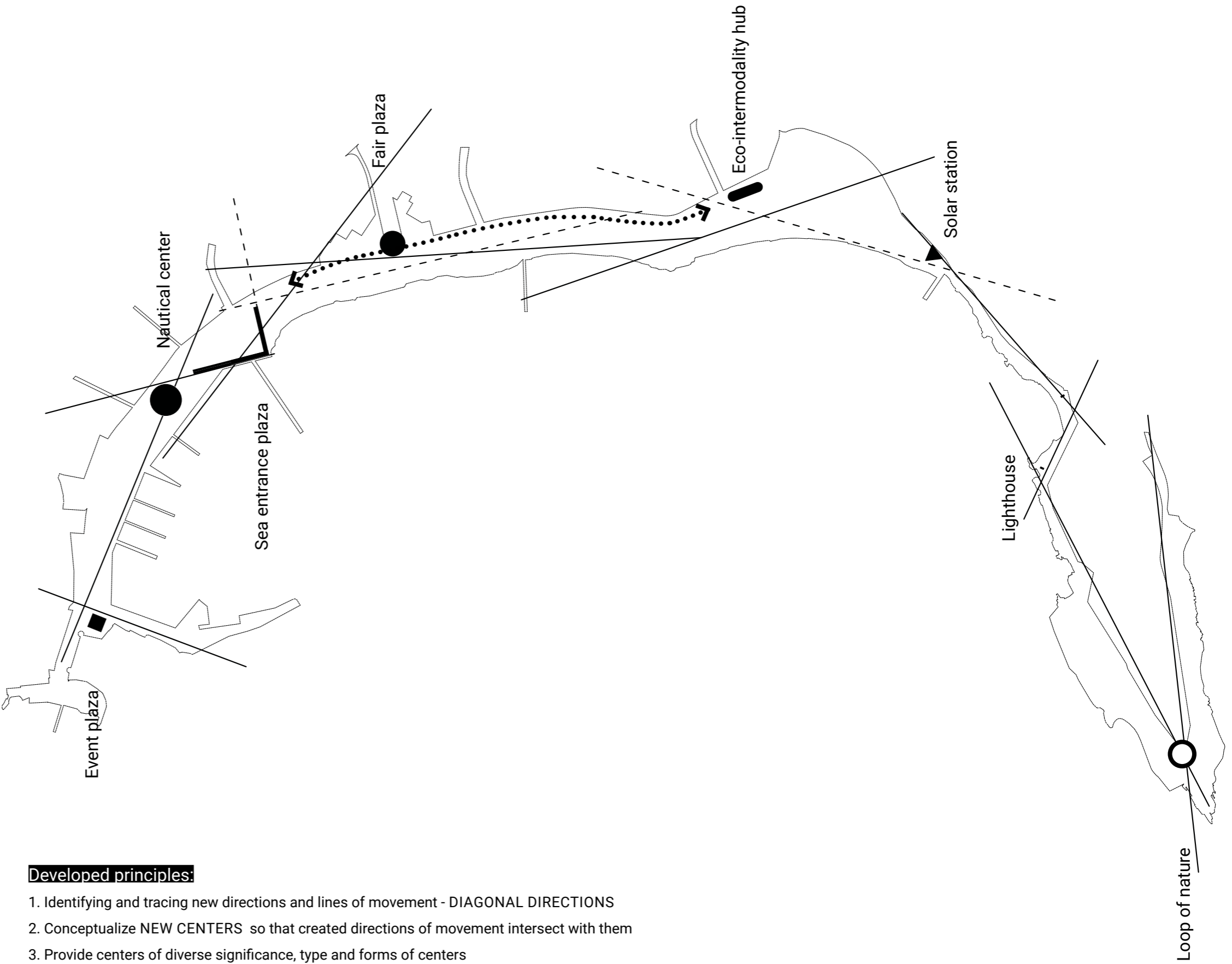
Solar station
By significance: local
By form: nodal
By type: specialized
- 

Lighthouse
By significance: local
By form: nodal
By type: general
- 

Loop of nature
By significance: regional
By form: linear + nodal
By type: specialized
- 

"Slovenska Obala"
By significance: local
By form: linear
By type: specialized

ALLOCATION OF CENTERS



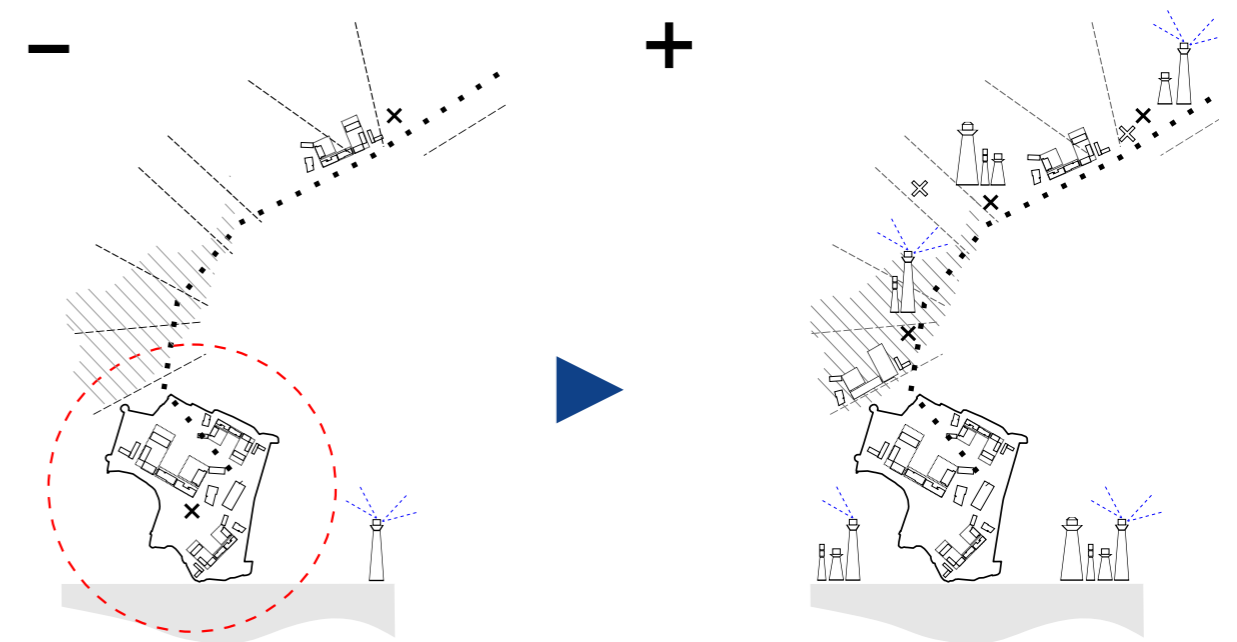
Developed principles:

1. Identifying and tracing new directions and lines of movement - DIAGONAL DIRECTIONS
2. Conceptualize NEW CENTERS so that created directions of movement intersect with them
3. Provide centers of diverse significance, type and forms of centers



ADRIATIC COAST LINE LIGHTHOUSES OF CULTURE

The legacy of lighthouses is specific to most coastal cities and is characterized by a symbolism related to strength, durability, hope and a "safe passage and return home". Lighthouses have an immense social and historical value both for seafarers and for the local population, standing as important focal points and safeguarding navigational platforms that had the role of marking and warning, seeing off and welcoming and being witnesses and representatives of local symbols and universal values at the same time. As multi symbolic structures, lighthouses in the vicinity of port cities were the first thing in the image of the city that travelers saw on arrival and the last on departure. Both tangible and intangible values of lighthouses are aligned as places of "anxiety and nostalgia" through a combination of symbols and places of integrated technological and scientific innovations. The network of lighthouses that surrounds the Adriatic Sea can be interpreted not only as a navigation network that is losing its importance in the contemporary context, but also as a network of vibrant cultural spaces that could have a significant role in spreading cultural messages in a contemporary context. As a response to the local heritage and contextual uniqueness of Budva Bay, through new conceptual proposal a network of spaces for culture is planned, that could take the symbolic role of lighthouses for the 21st century and provide a content for people seeking refined and reclusive experiences beyond the spectrum of mass tourism. Multi-dynamic spaces of culture are proposed as a response to the present day situation where it is noticeable that new construction in Budva is primarily for tourism purpose, which covers almost the entire territory of the strip behind the present promenade. The lack of cultural content and places for this these content is a consequence of a strong tendency to spread residential construction to the surrounding hills while the construction of tourist facilities is mainly oriented to the area between the Adriatic highway (Jadranska magistrala) and the sea. Newly designed structures in the form of pavilions should be placed along the Promenade with an emphasis on a linear flow that would be carefully integrated with lateral routes from the rest of the city and contact zones. Along with the introduction of public spaces, areas for recreation, outdoor events and commercial activities are planned with the idea to create new modes and regimes of use of the coastal strip of land by the sea.



challenges

- Touristic offer limited to the Old tow of Budva
- limited offer to the summer period of the year

goals

- expanding touristic offer on the region and the city
- Promoting experiential vacation
- discover new places and emphasize new values
- combine natural values and local traditions

CULTURE IN BUDVA



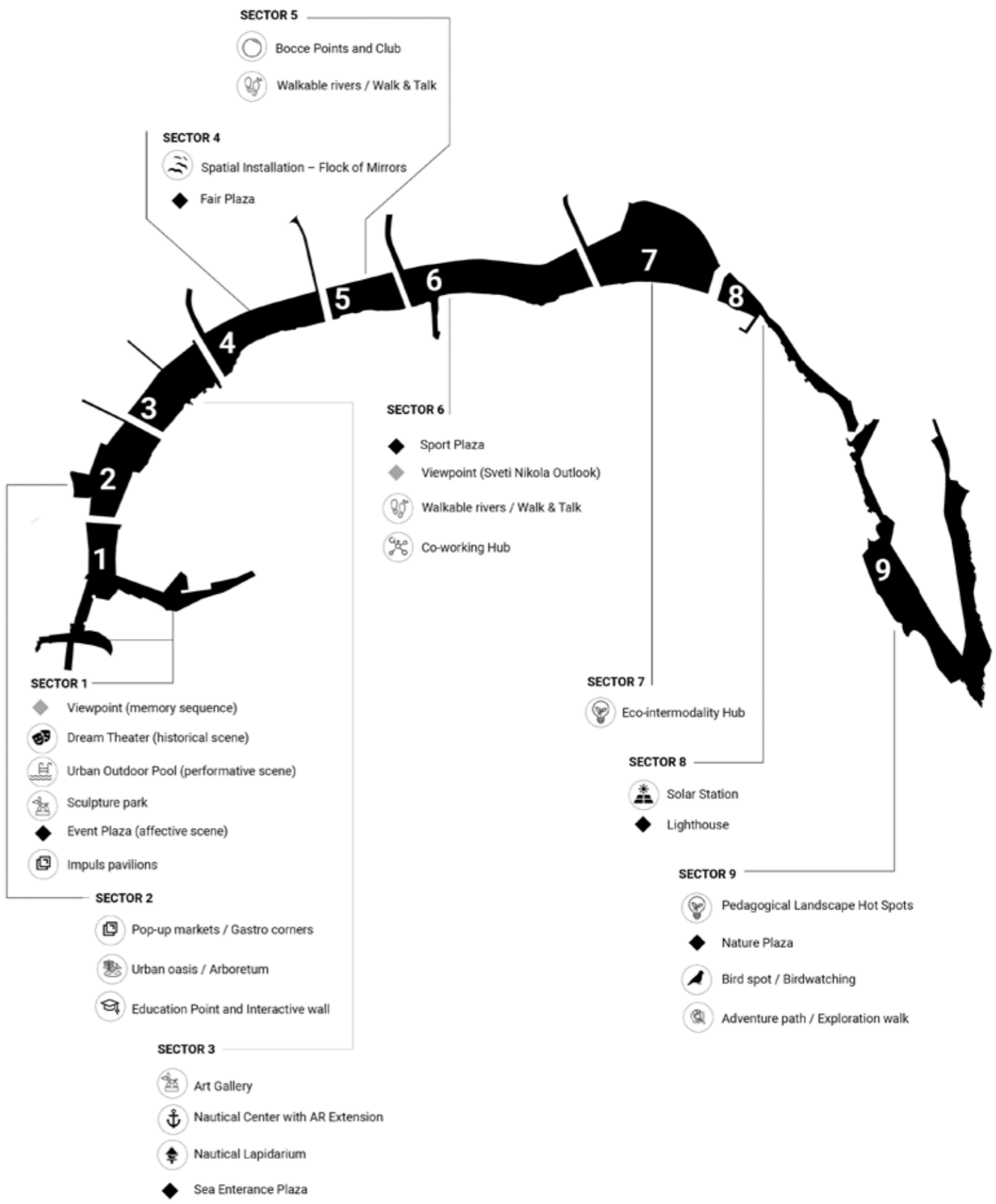
- bars, pubs, restaurants
- culture
- viewpoints

Comment

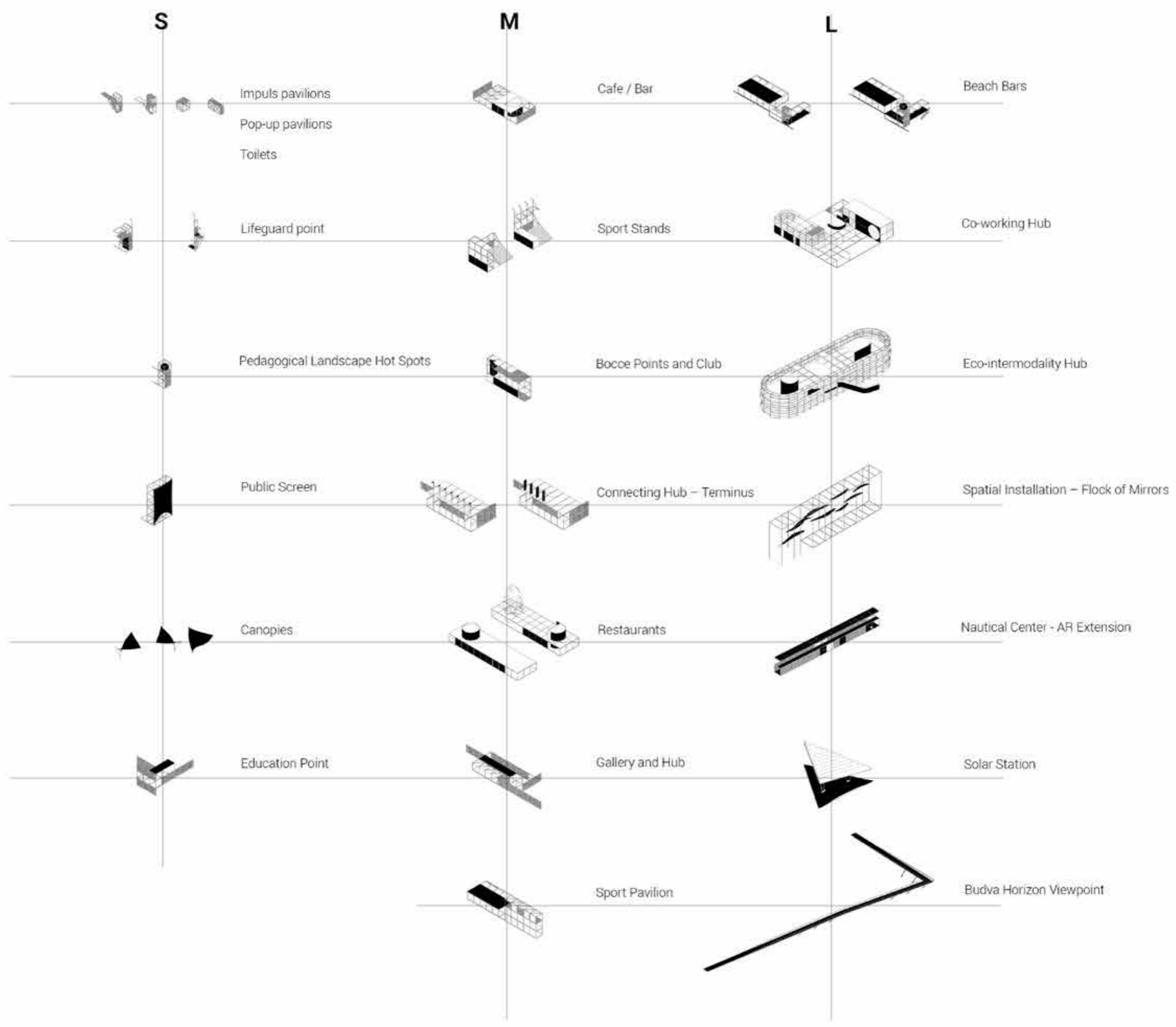
The analysis of the distribution of bars, pubs, casinos and restaurants in the Budva are in the disproportion in relation to places of culture.

In order for Budva to become European Capital of Culture besides the regeneration of the water promenade, there is a need to establish a unique profile for the city, breathing new life into the city's culture through new "infrastructure" and enhancing the image of the city in the eyes of its own inhabitants.

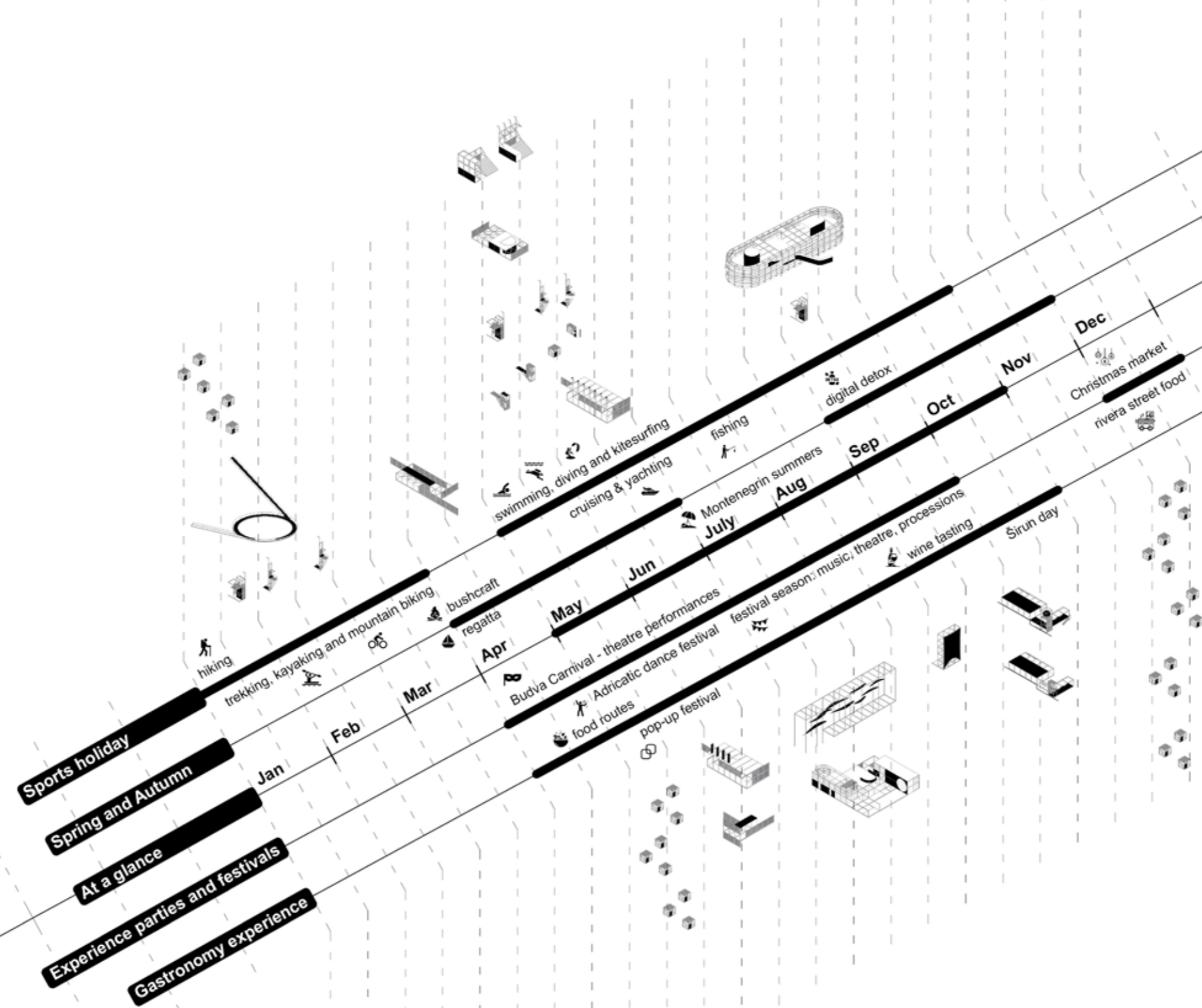
CULTURAL INFRASTRUCTURE

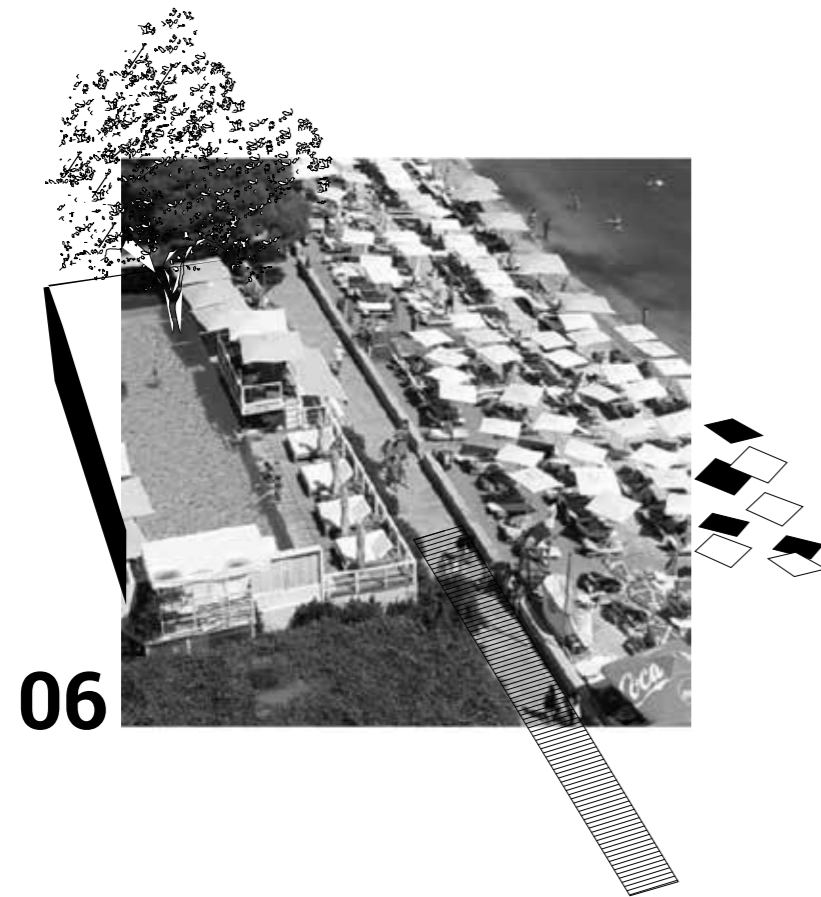


PAVILLIONS AS NEW ELEMENTS OF IDENTITY



SCENARIOS: SEASONS AND PAVILIONS

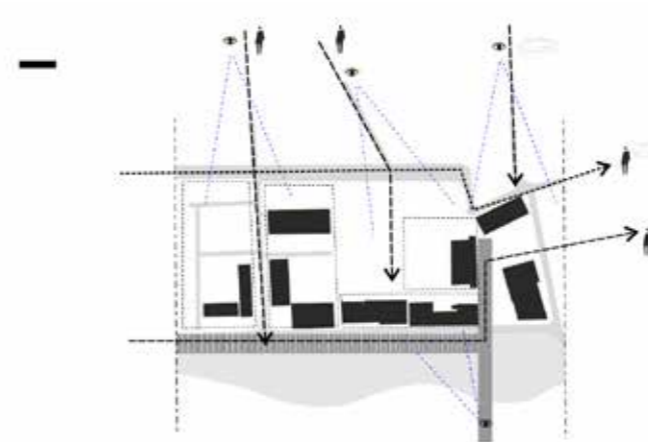




MARE NOSTRUM

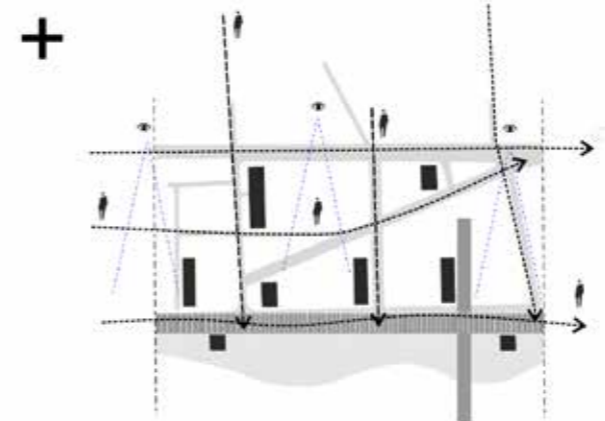
The Latin phrase **Mare Nostrum** was used as one of the many names that Romans gave to the Mediterranean Sea. The literal translation of the phrase – our sea, is used as conceptual framework for the development of urban and architectural design for the promenade in "Budva Bay". **Our sea** refers to the idea of collective right for the view and use of the coast and the sea, as a resource and space. The historical and contemporary practice of planning, privatization and public lease programs of Budva's seafront testify to the usurpation and undesirable privatization of the coastal commons. Privatization of the coastline and sea as a process that transfers exclusive property rights to private entities along with the urban and touristic expansion of Budva in previous decades caused an increase in the number of users but reduced the capacity of beaches for their original purpose.

In addition to the anthropogenic influence that caused the degradation of the environment and increased the city's vulnerability, there are also changes that are the result of natural factors because of climate change and sea level rise, which additionally raise the issue of access to the sea. As a response, the conceptual approach of Mare nostrum proposes an approach to the use of the coastal zone by creating a series of new public spaces, routes and beaches that allow the democratization of the coastline and the **spatial transformation of the site through open programs and democratic spaces of social diversity and accessibility**



challenges

- Degradation of the environment
- Usurpation of the Sea domain
- Increased city vulnerability

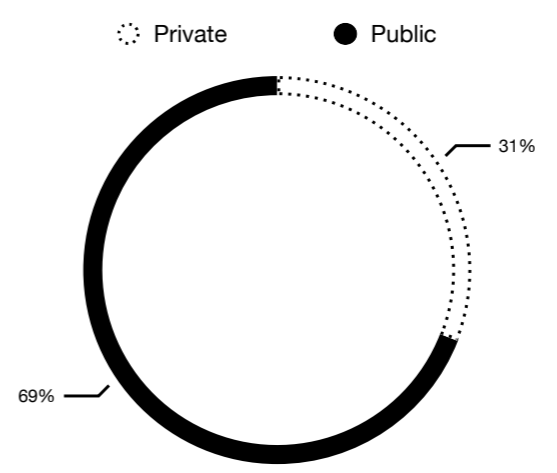
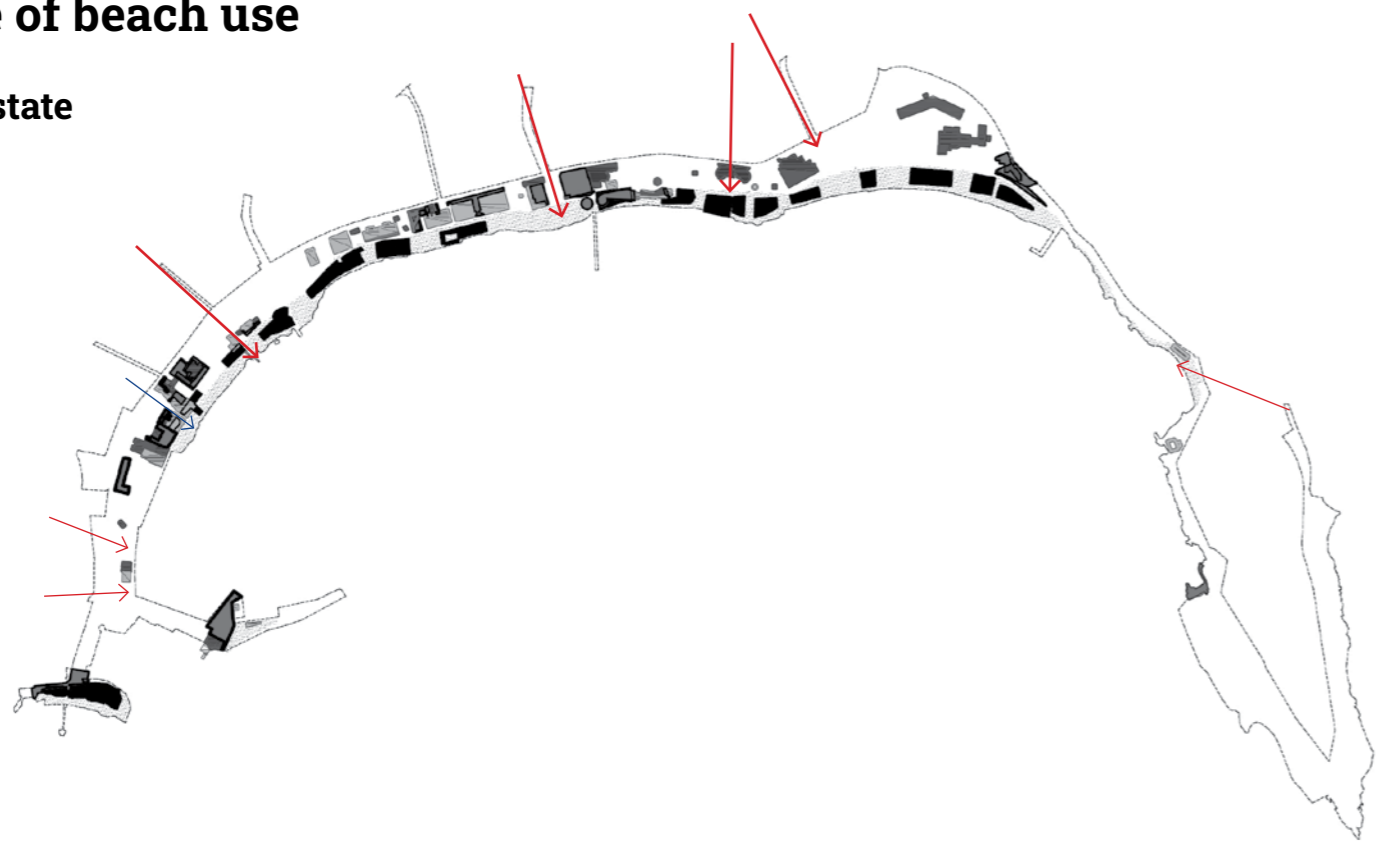


goals

- increasing site accessibility
- promoting right to the view and right to the use
- democratization of the coast

Regime of beach use

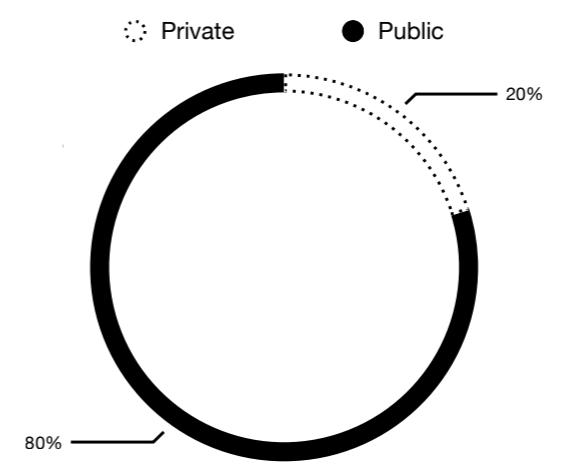
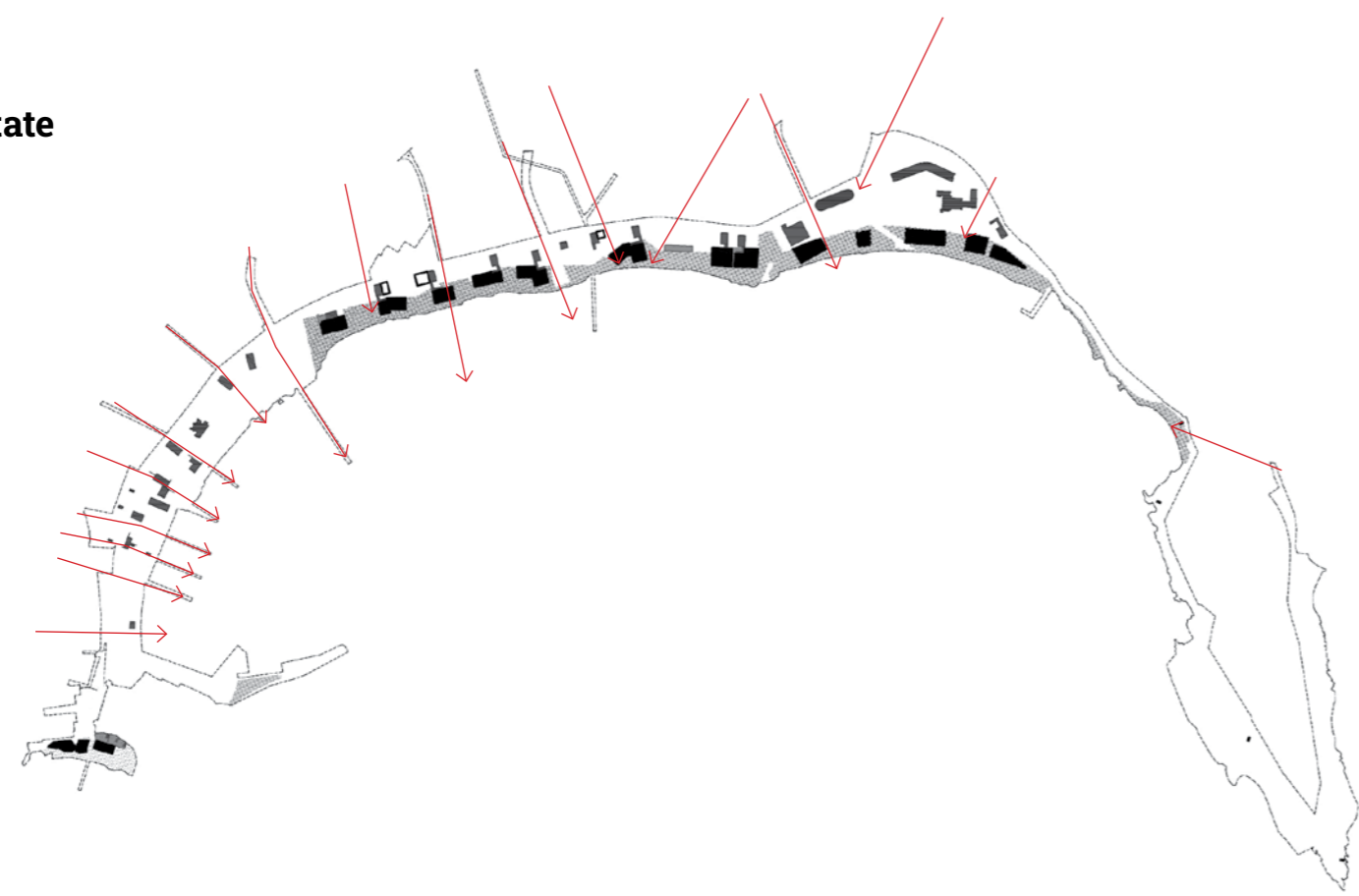
existing state



Comment

The analysis reveals that 31% of the competition area is occupied by private use or ownership.

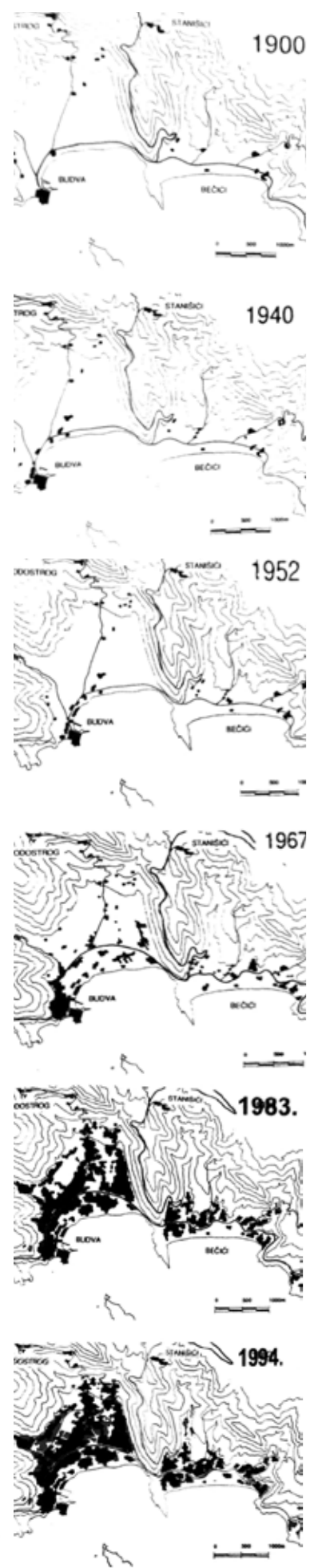
planned state



Comment

The proposal seeks to reduce area occupied by private use or ownership for 10%.

20th century history



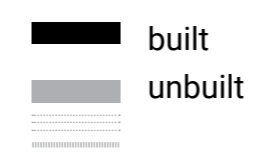
Comment

Although built as a fortified city and confined to the walls of the Old Town for most of its history, Budva started significant expansion into the adjacent Budva field in the 20th century. The main development driver was the tourism industry. Hotels were firstly built near the Old Town and to the west of it, along the 1600m long Slovenska beach, including the landmark Avala hotel (built in 1939), the Mogren hotel, and the Slovenska plaža hotel complex (built in 1984). By 1995, city has reached the natural limits of the topography and was exposed to transformation.

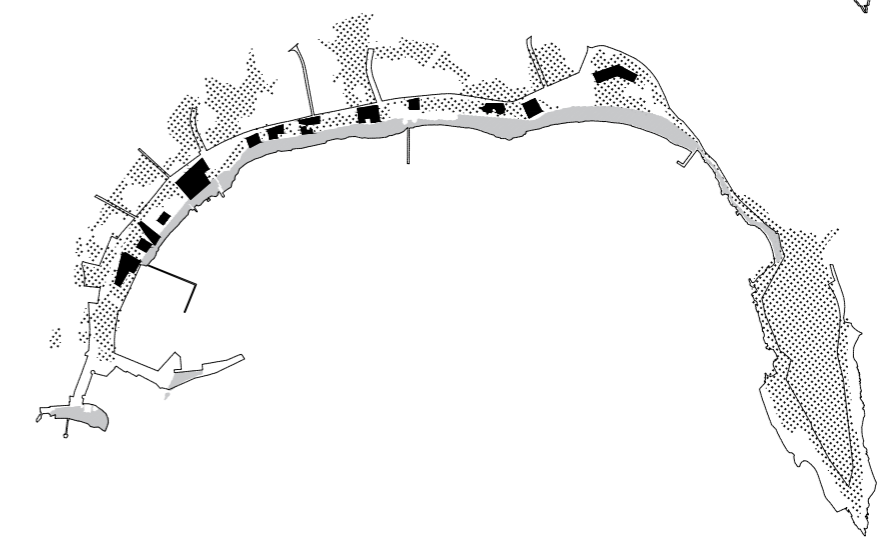
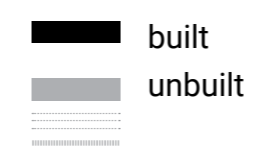
source of the images to the left: Radulovic, V. 2005
 source of the images to the right: Authors research

21st century history

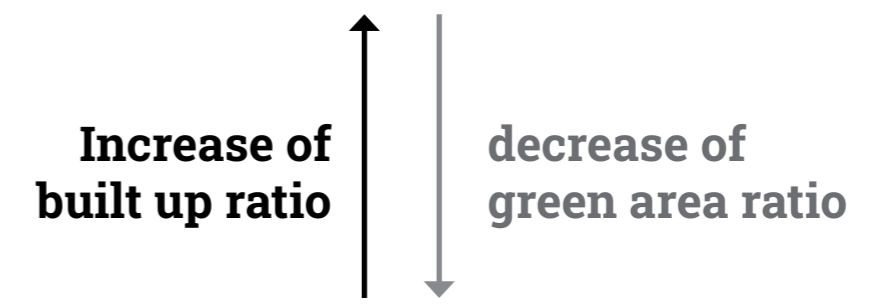
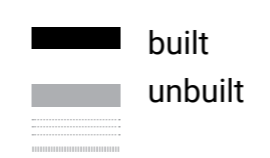
Before 1990s



2005



2023



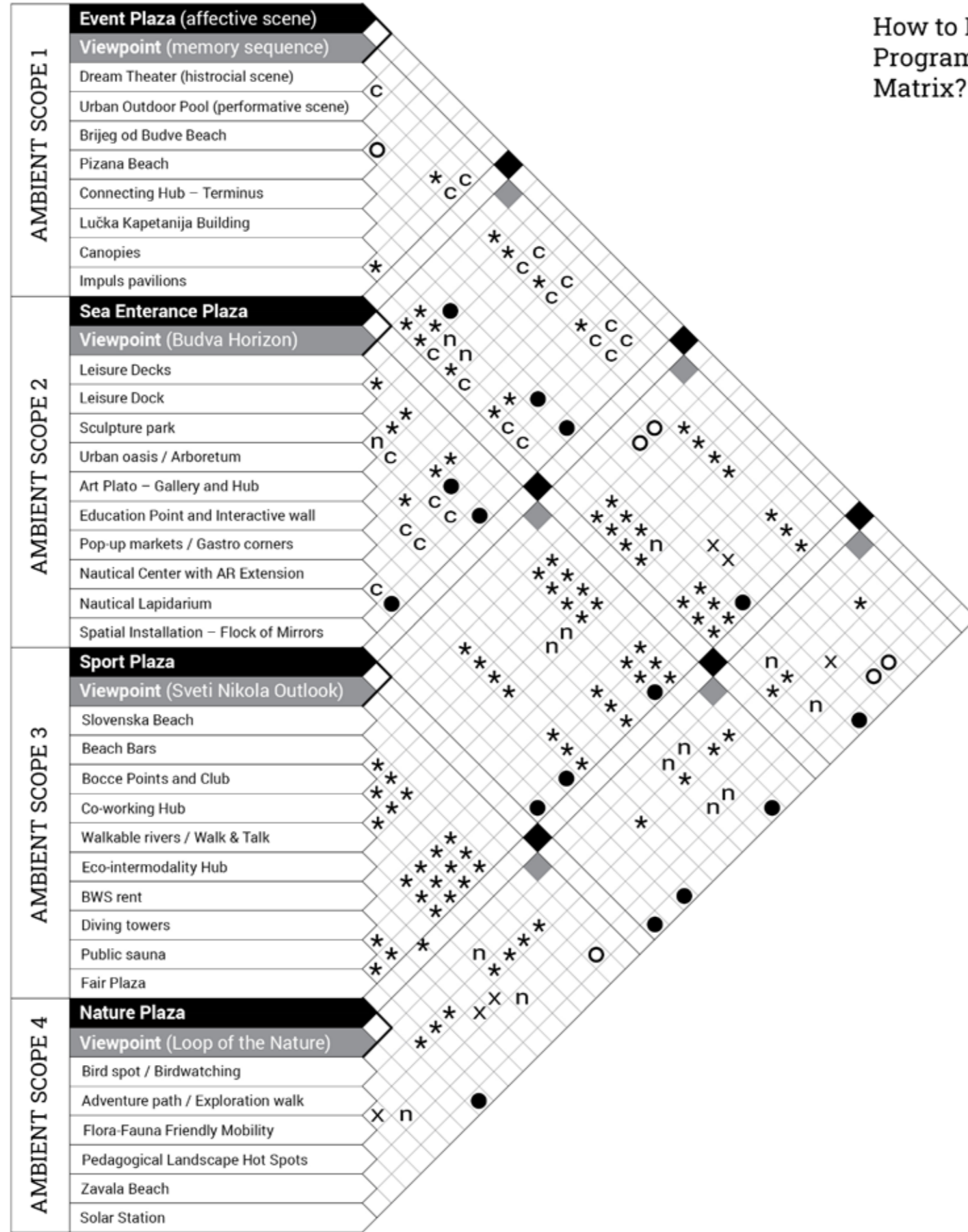
DESIGN FRAMEWORK



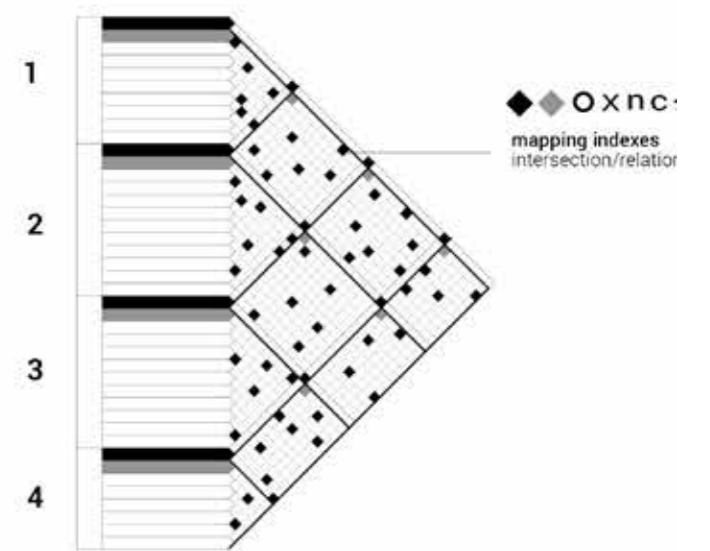
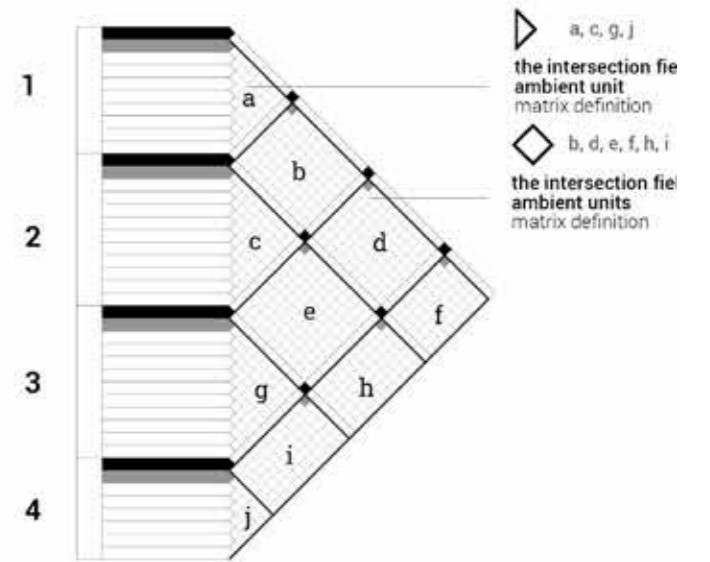
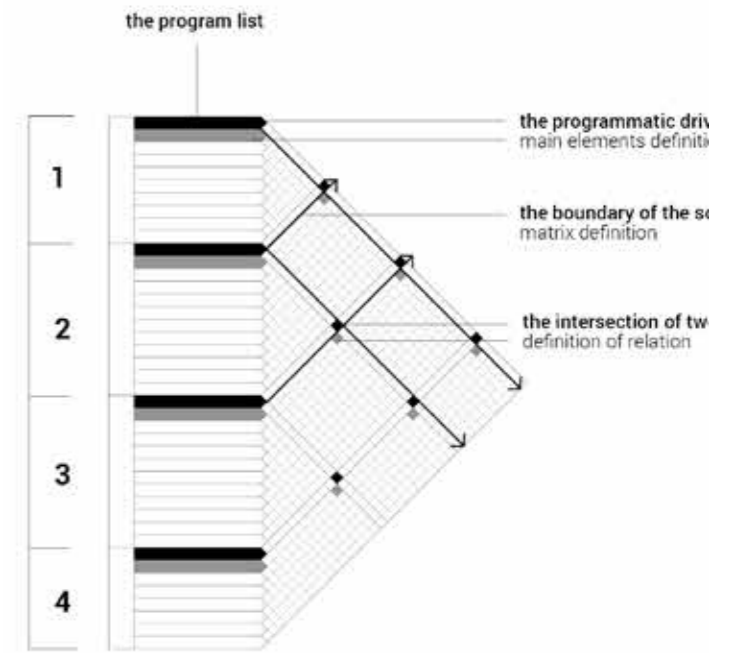
PROGRAMMING MATRIX

How to Read Programming Matrix?

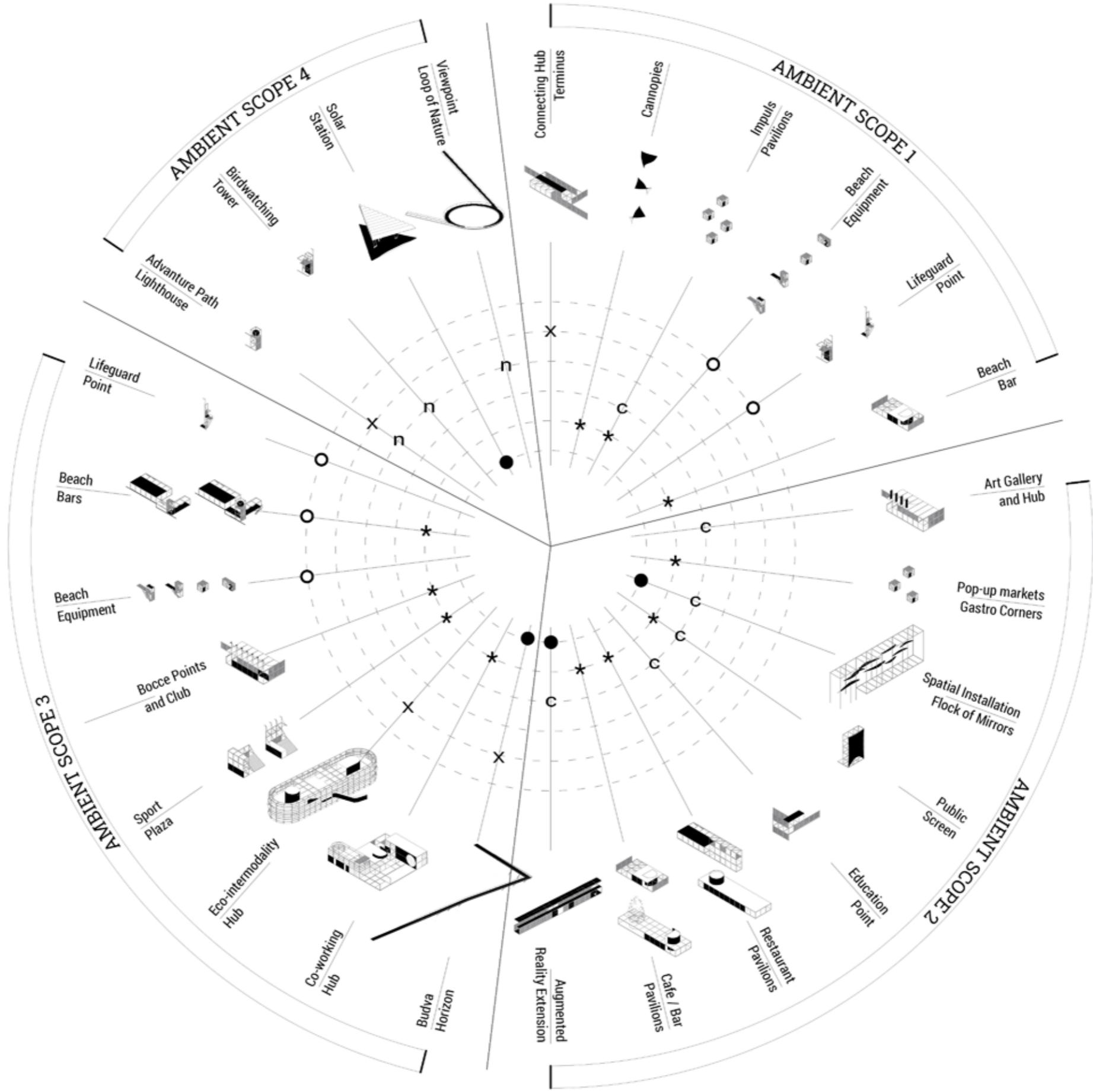
Ambient Scopes



- Indexes:
- ◆ Plaza
 - ◆ Viewpoint
 - Beach System
 - × Mobility Network
 - π Natural Entities
 - c Cultural Features
 - ★ Recreation & Leisure
 - Benchmarks



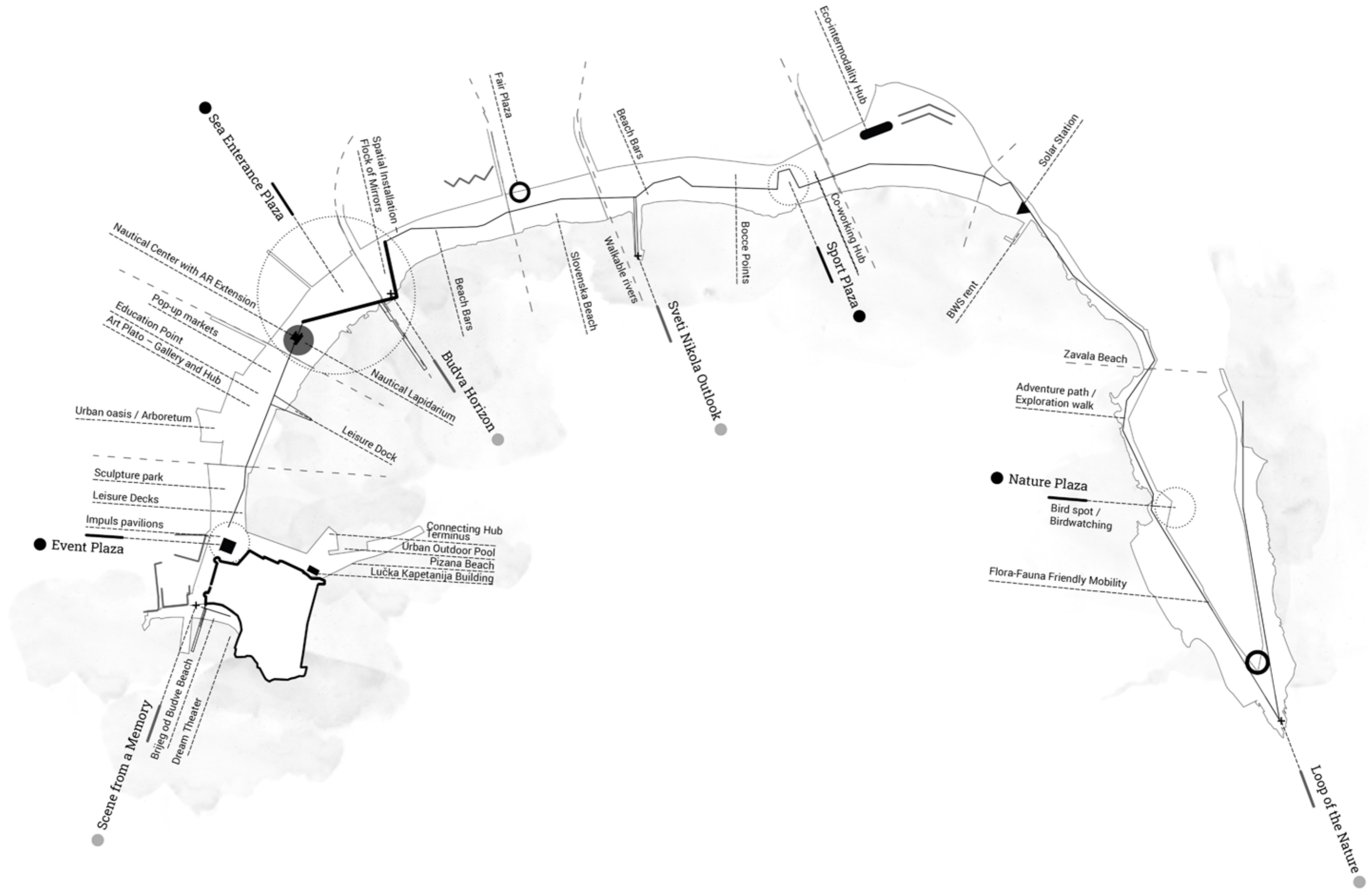
EMERGING TYPOLOGIES



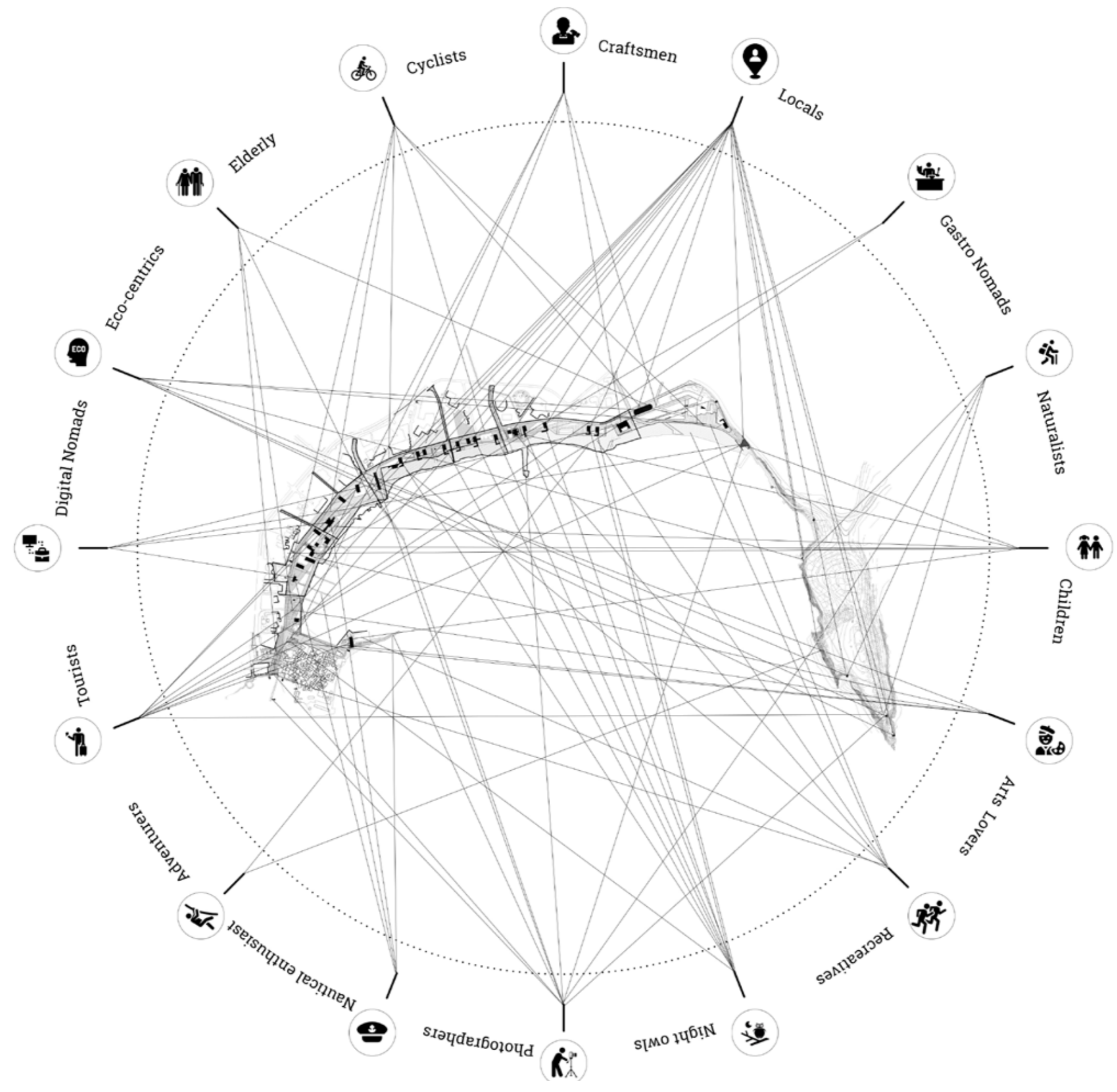
Indexes:

- Beach System
- × Mobility Network
- ∩ Natural Entities
- C Cultural Features
- ★ Recreation & Leisure
- Benchmarks

SPATIAL ARTICULATION



WHEEL OF USERS



URBAN ARCHITECTURAL
PROPOSAL
-comprehensive site area-



SITE PLAN



3D VIEWS

Comprehensive site area

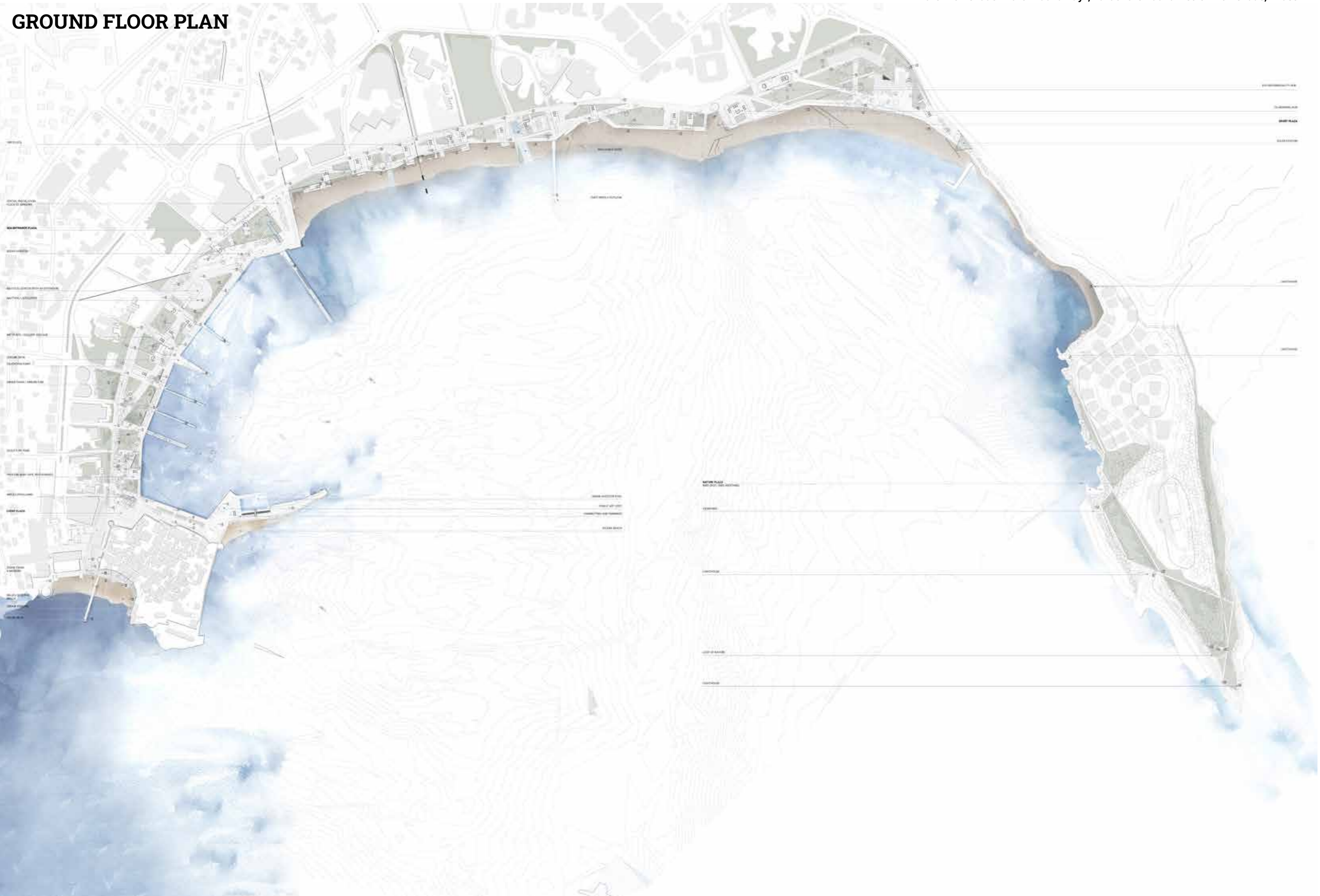
**Comprehensive site area composition**

The main goals that guided urban composition on the site were (1) preservation and affirmation of greenery, (2) the articulation of movement along the entire coast through diagonal axis, and (3) opening of new directions and vistas towards existing or newly created landmarks..

All trees marked within the Study of greenery assessment were kept and additionally emphasized through proposed park of Sculptures. Although it may seem radical in threatment of grass areas, this design decision is incremental for eliminating the bottleneck problem that restricts pedestrian flows and pedestrian movement from the square located in the Old town of Budva to the rest of the waterfront.

The grass area were remodeled but kept within same surface area, green areas and comfort zones were enlarged with keeping all existing trees and increasing their number for 10%. Additionally, the permeable surfaces were included within paved areas.

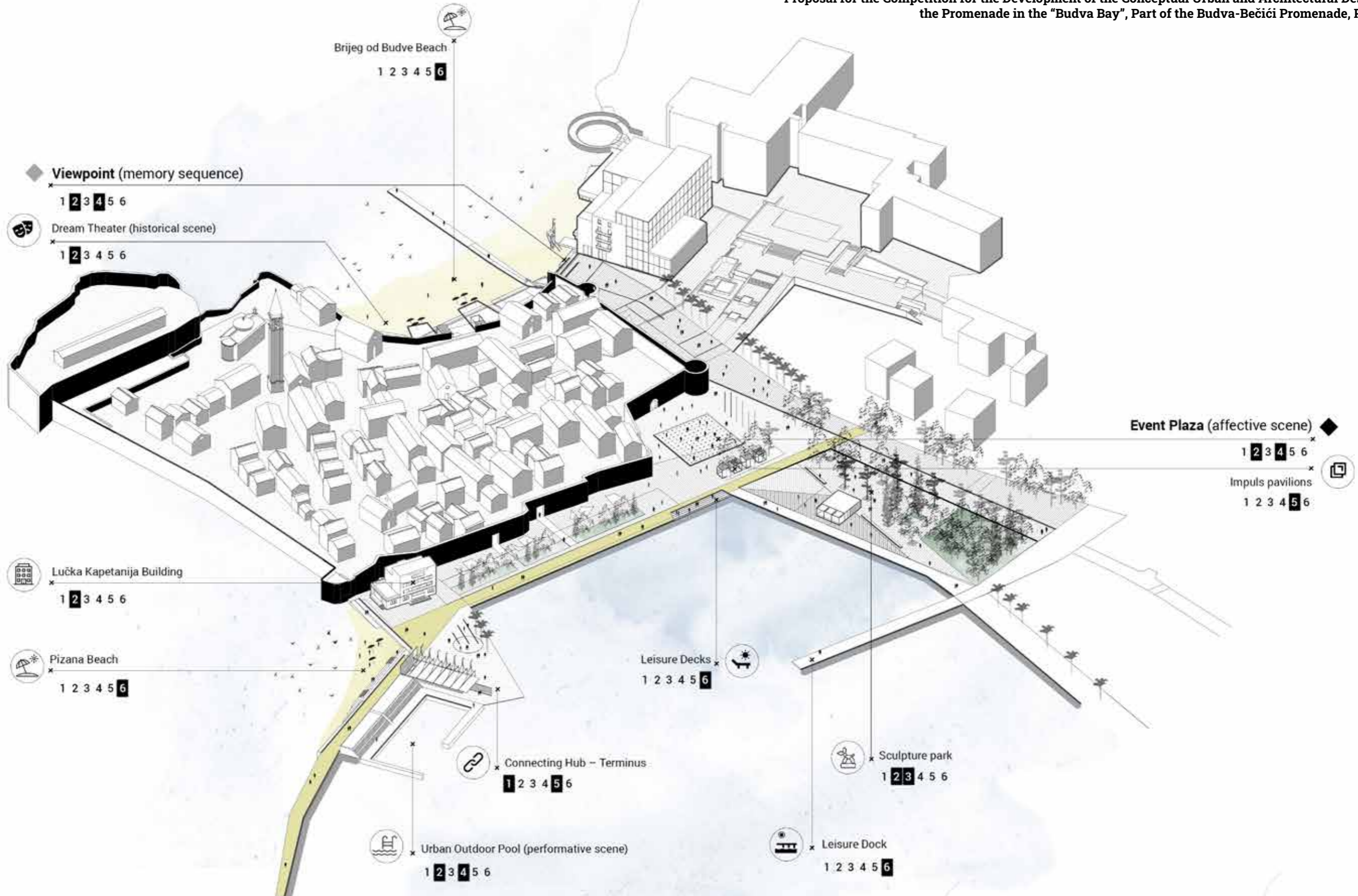
GROUND FLOOR PLAN



Event plaza

Ambient UNIT 1





Dynamic pedestrian flow

Moderate pedestrian flow

Gathering place



How to read design narrative index of axonometry?

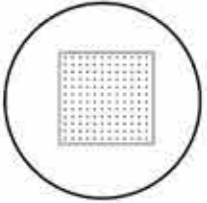




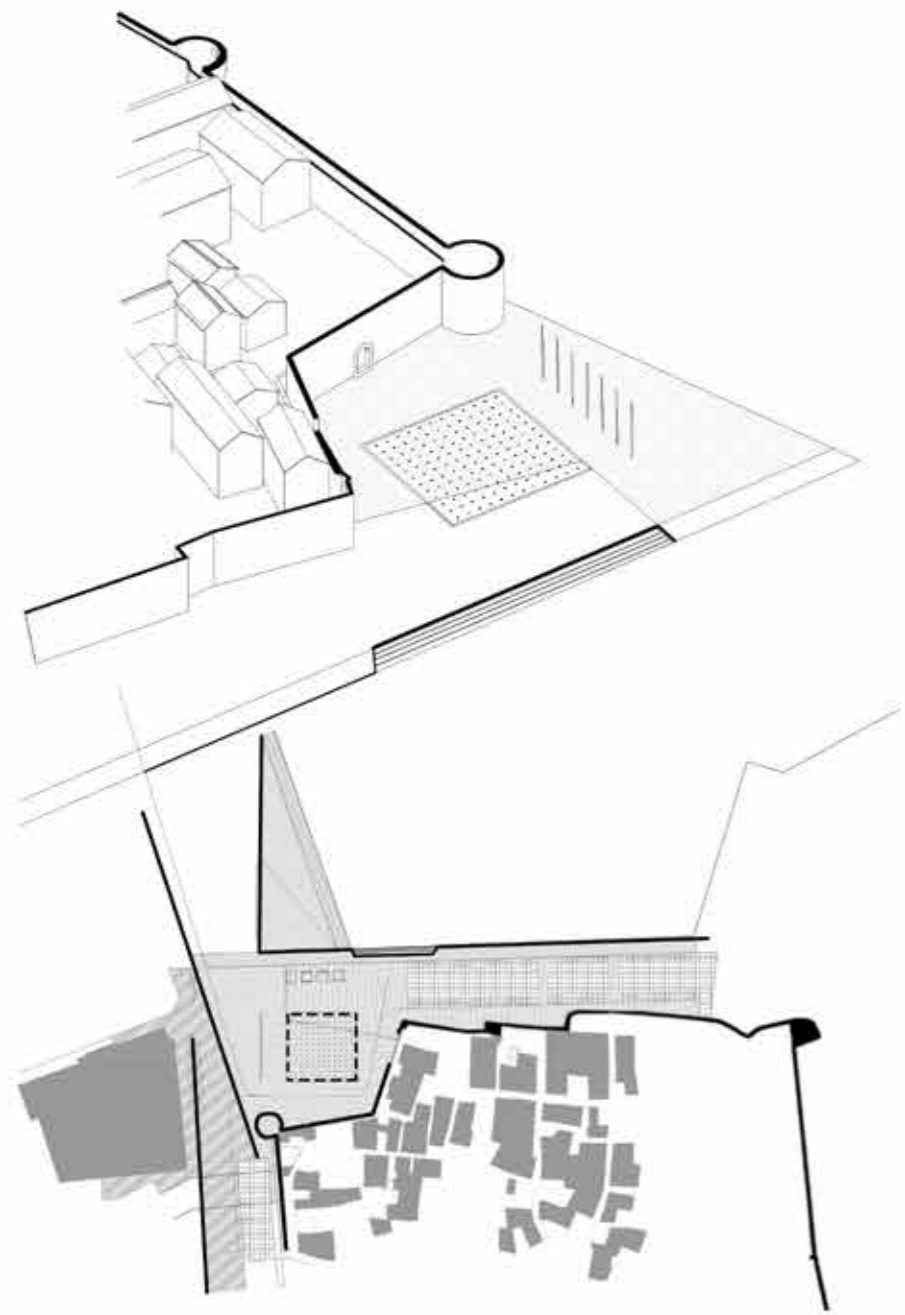
section 1-1

The area around Old Town is perceived as a unique ambient unit, designed in a contextually sensitive manner yet introducing new elements as drivers for new use and perception of city walls. The elements are ephemeral in nature, while surfaces are structured to emphasize original walls geometry and support dynamic and moderate pedestrian flows.

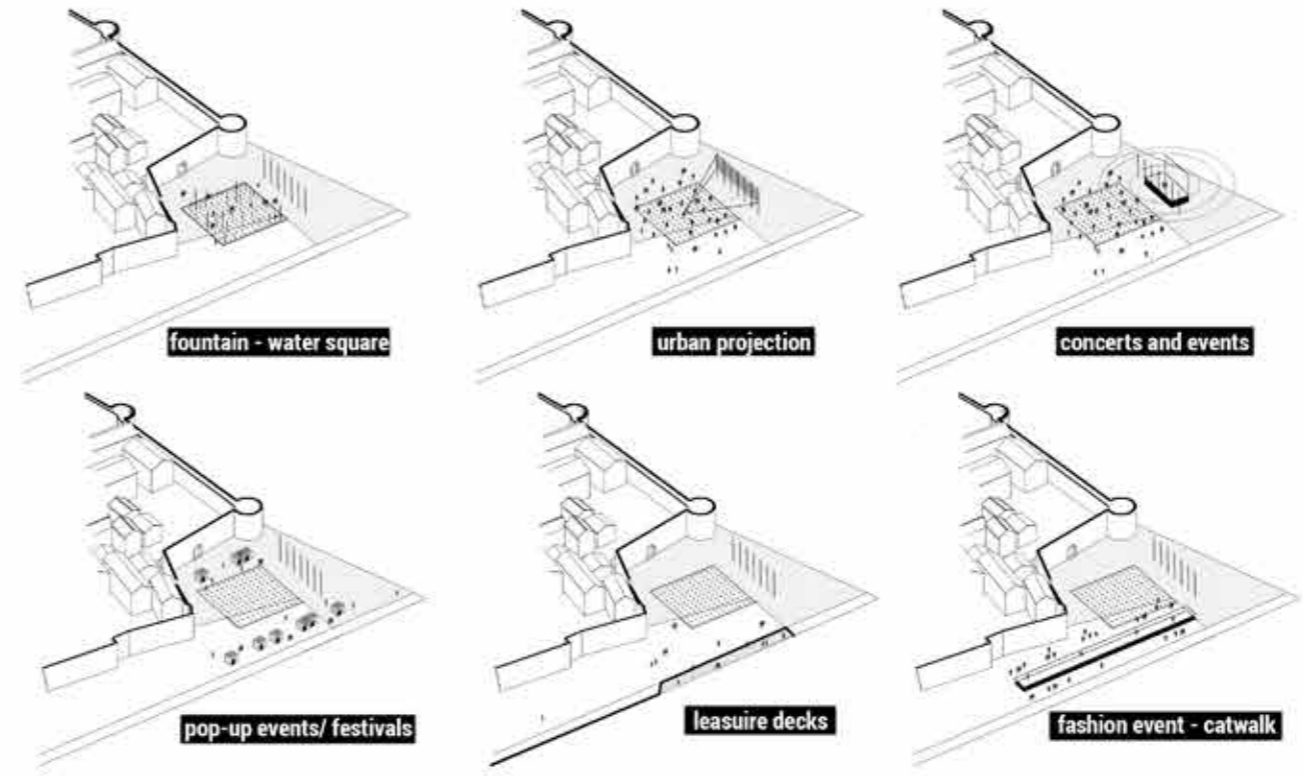




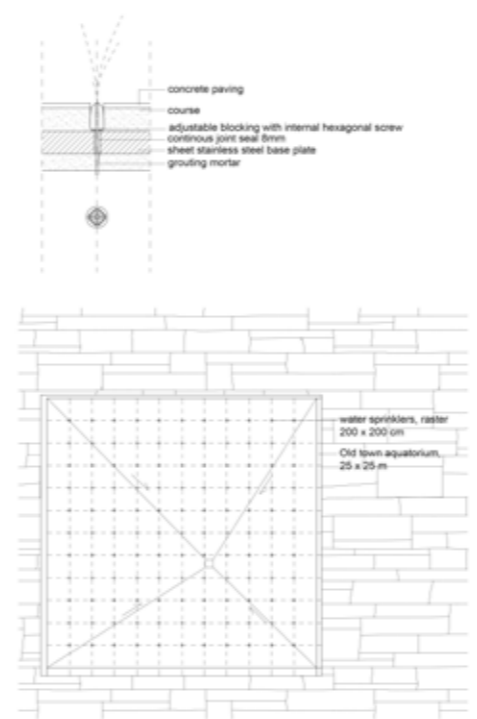
Event Plaza



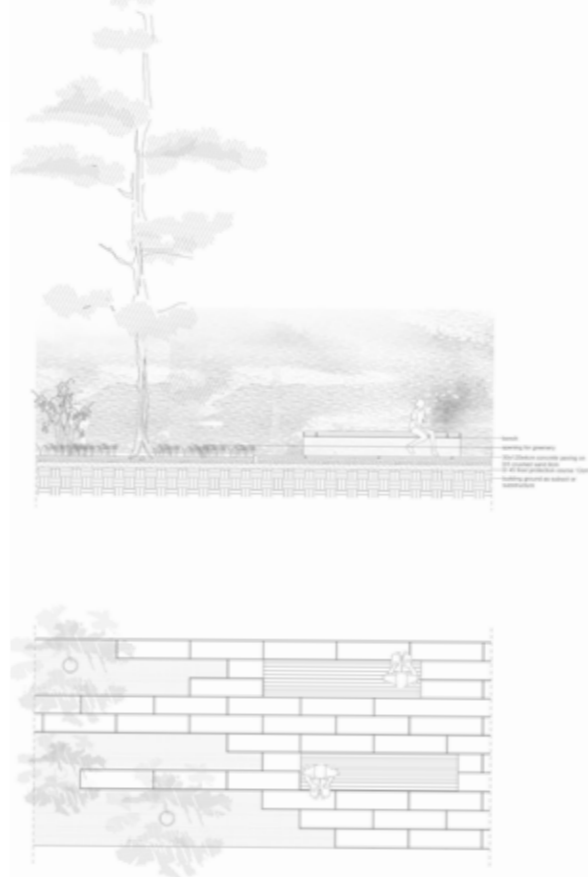
Scenarios of Event plaza



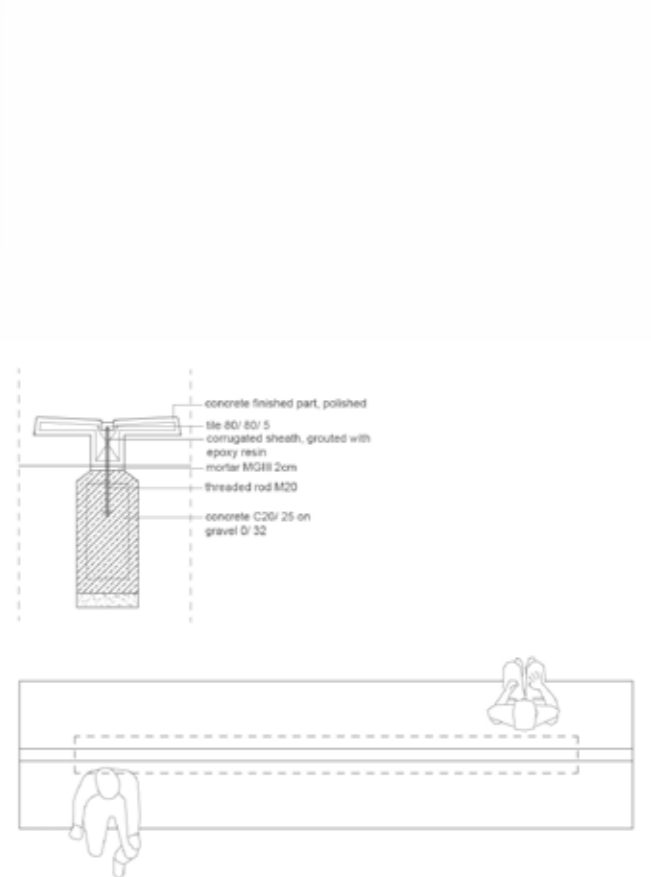
Water sprinkle detail



Single side bench detail



Double side bench detail



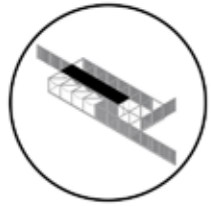
Design approach

Event Plaza is designed by considering historical layers of the Old town of Budva, current use and role in cultural and touristic offer of the city, and in accordance for imagined future for the Budva Horizon. The main carrier of the identity are floor fountains that will serve both as attractors and as generators of cool islands that contribute to microclimate conditions at the area.

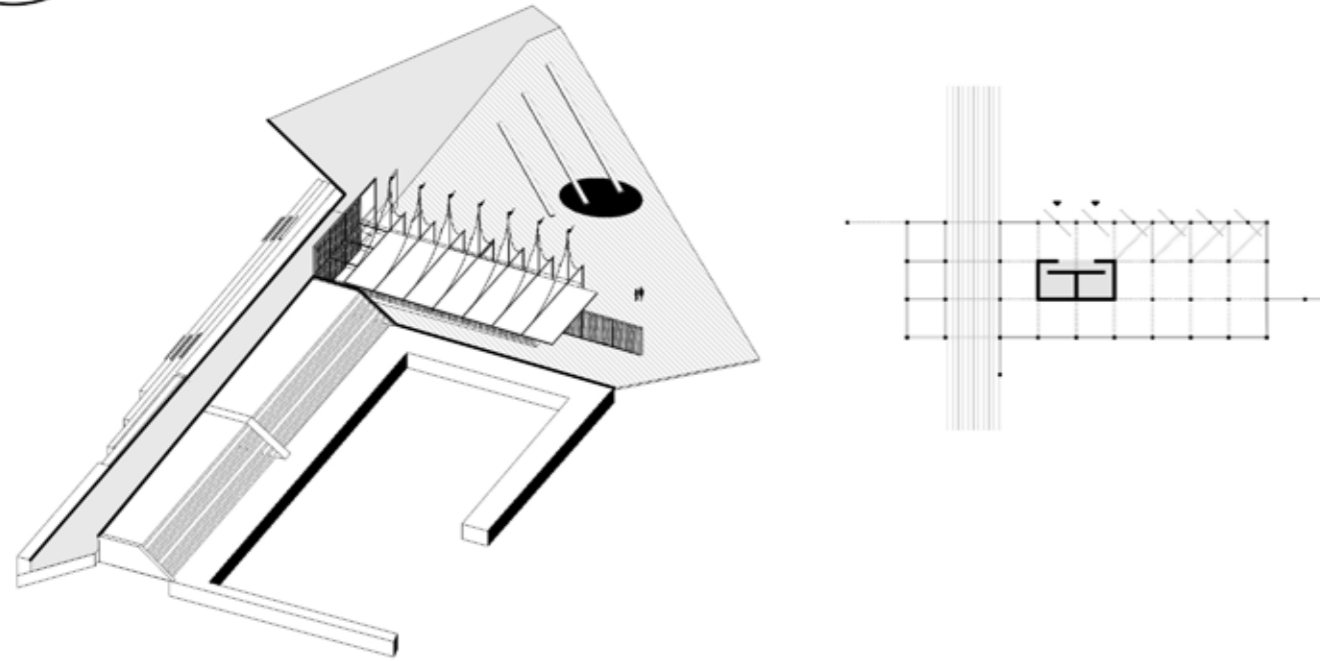
Public space is defined to accommodate different scenarios that vary from daily use of climate island and meeting place, to urban projections, concert, events, festivals up to fashion event.

The walls of the Old town provide the framework of the square, while the existing routes of movement enable the clear formation of zones of dynamic and moderate pedestrian flows.





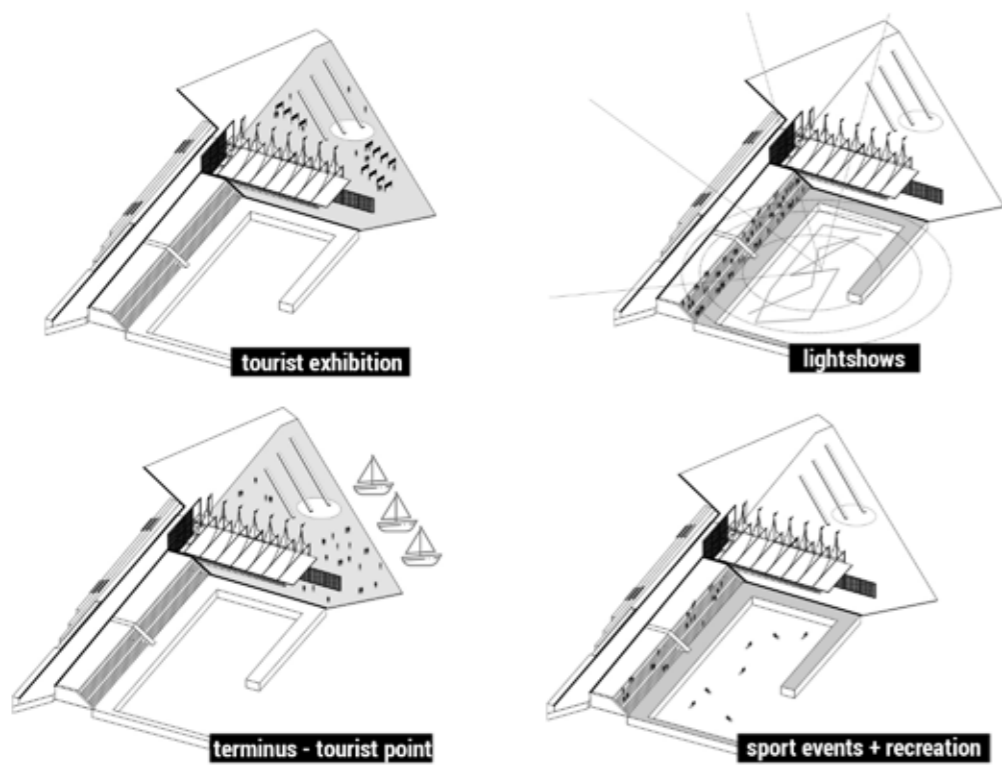
Connecting Hub - Terminus



Urban outdoor pool Sunrise



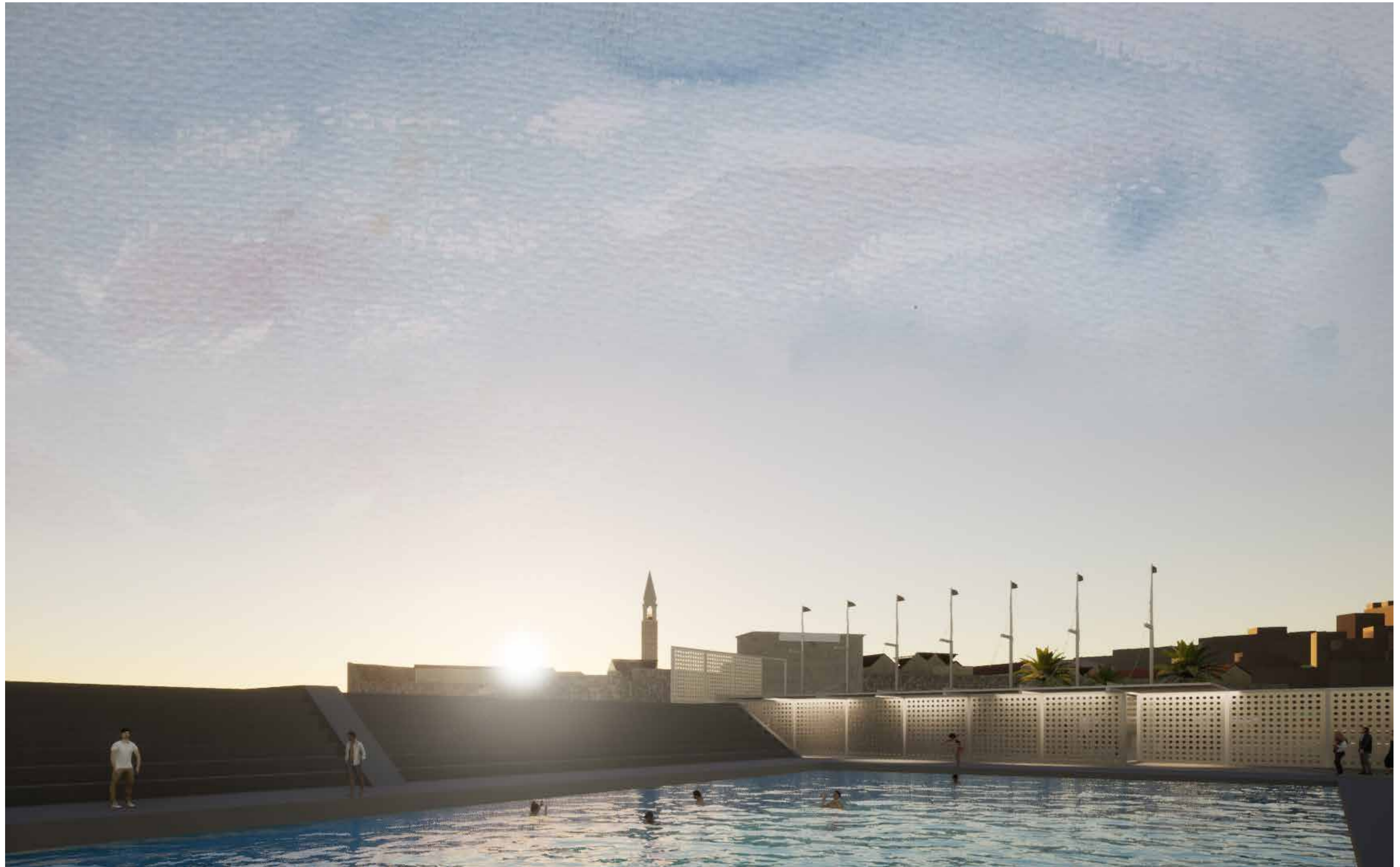
Scenarios for Connecting Hub and Outdoor Public Pool



Connecting Hub offers different services and experiences operating on the intersection between mobility, technology, and media. It envisions consequent interchange between tourists exhibitions, local traditional sport events and lightshows, while offering tourist information regarding cultural and natural routes, guided tours or local manifestations and attractions. Additionally, it creates new and attractive meeting place. The pavilion is designed to allow accessible connection to the Pizzana beach and to secure controlled acces to the break-water coastal structure in case of high waves.



Urban outdoor pool Sunset



SCULPTURE PARK

SUNSET
View to the Old City

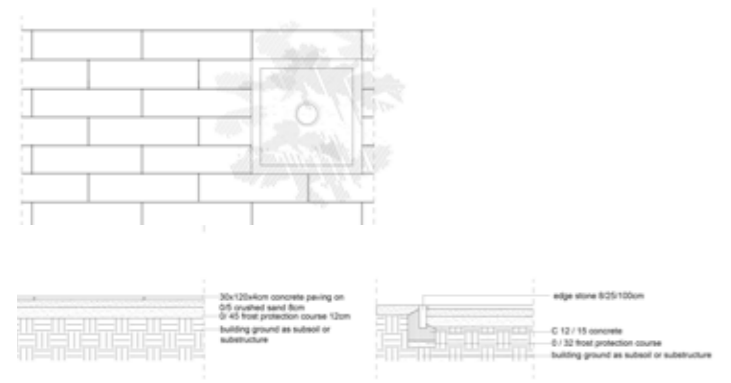


SUNRISE
View to the Old City

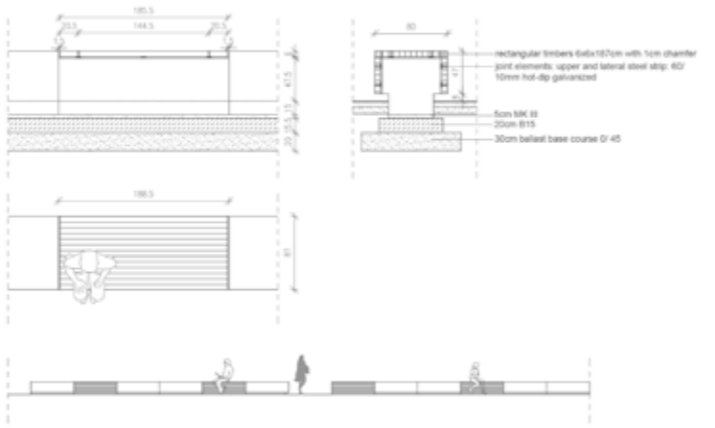


Details of the parterre

Sculpture Park Pavement detail



Sculpture park bench detail



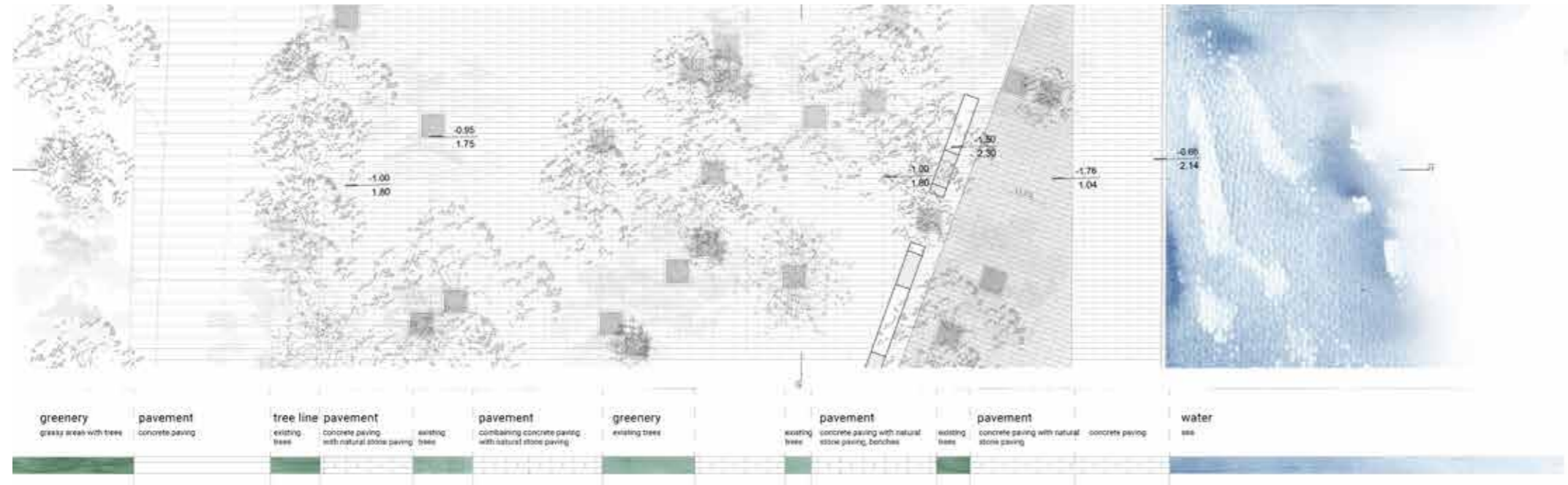
Pavilion in Sculpture Park



Sculpture Park



Details of the parterre Sculpture Park - base



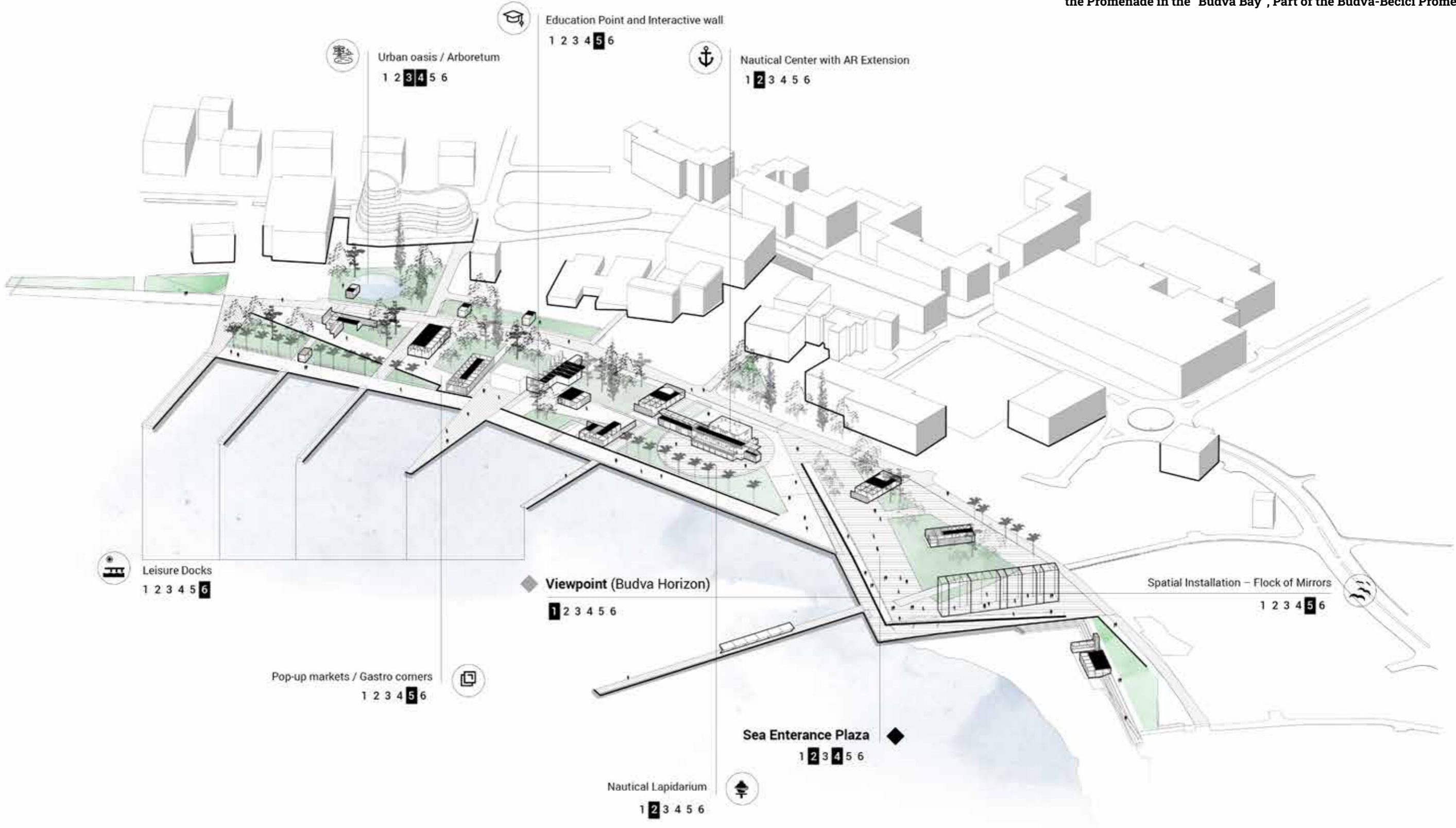
Details of the parterre Sculpture Park - section 1



Sea entrance plaza

Ambient UNIT 2





Promenade area

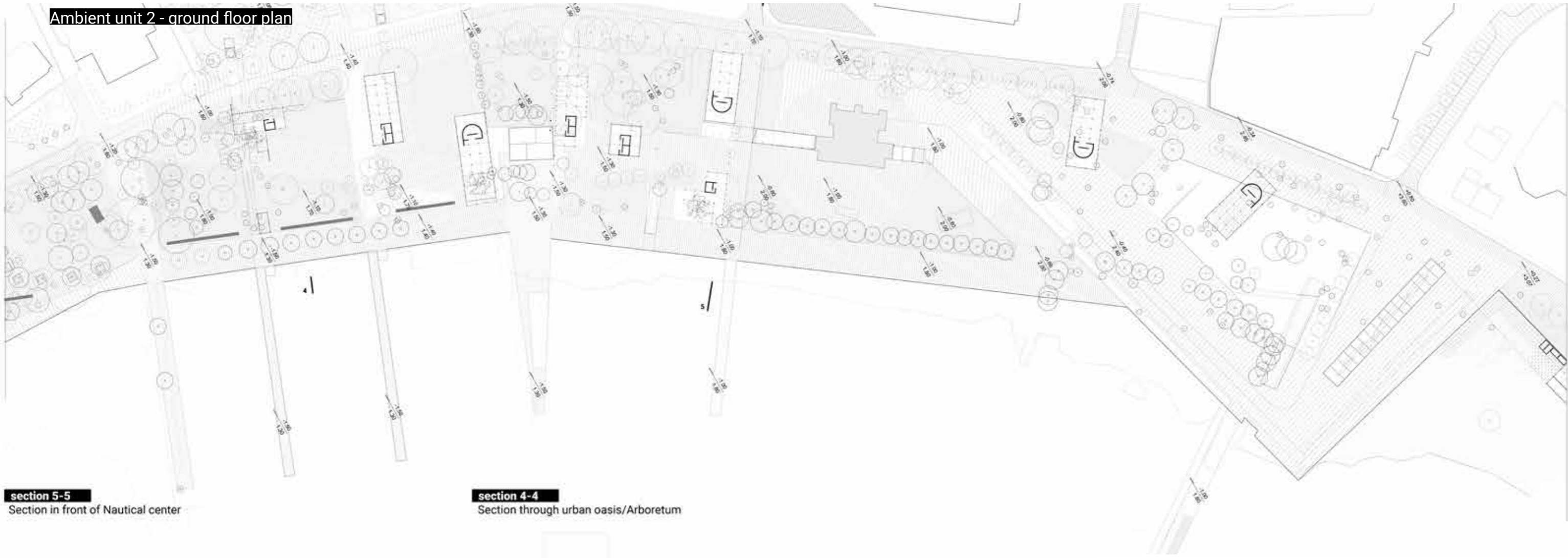
Built structure

Connecting elements

How to read design narrative index of axonometry?



Ambient unit 2 - ground floor plan



section 5-5
Section in front of Nautical center

section 4-4
Section through urban oasis/Arboretum



View from the Sea



Budva promenade



Details of the parterre

SPECIFIC DETAILS AND VIEWS IN AMBIENT UNIT 2

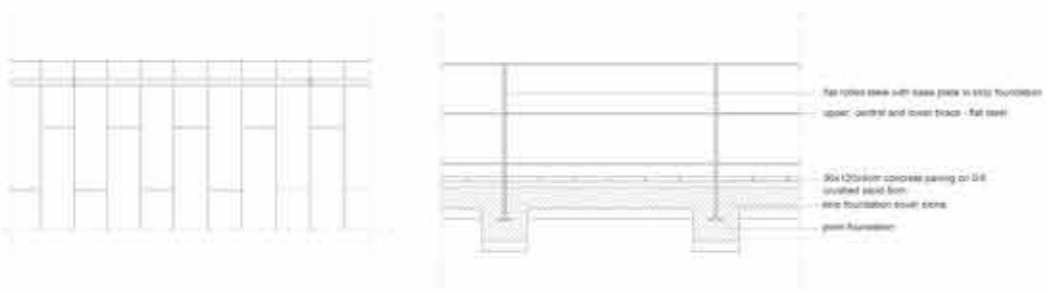
Ambient unit 2 - Sea view



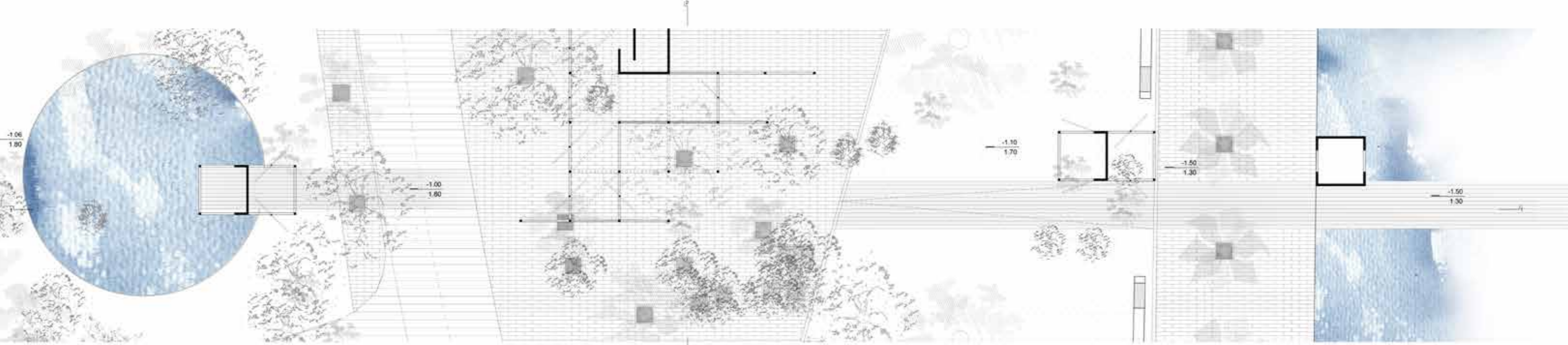
Ambient unit 2 - area



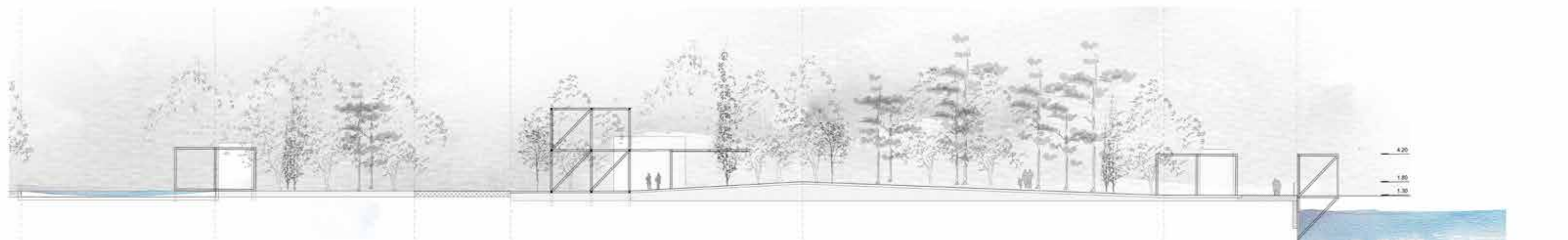
Sea fence detail



Details of the parterre
Urban oasis - base plan



Details of the parterre
Urban oasis - section





74564

Urban oasis

Proposal for the Competition for the Development of the Conceptual Urban and Architectural Design of the Promenade in the "Budva Bay", Part of the Budva-Bečići Promenade, Phase I

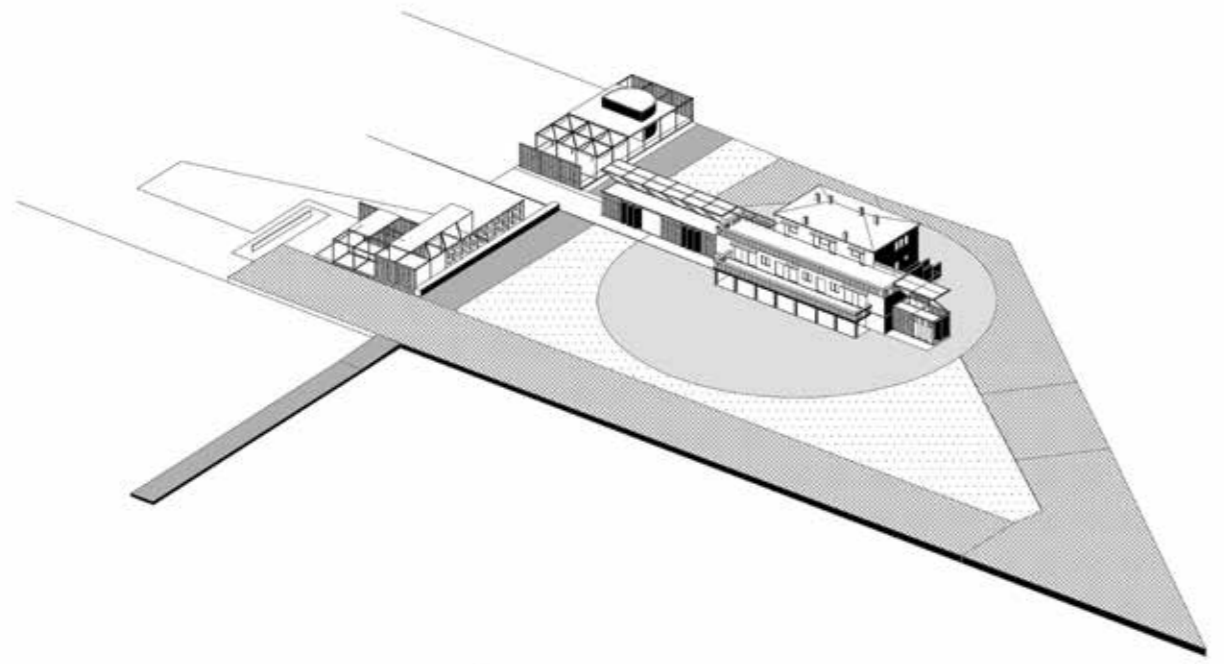


NATUICAL MUSEUM

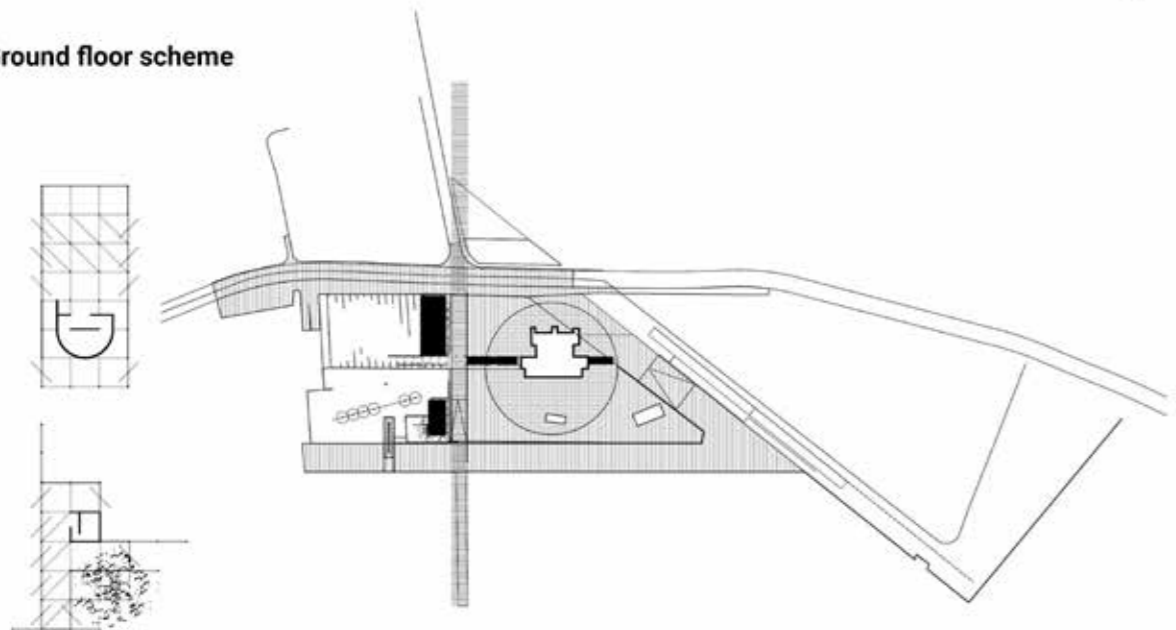


Nautical Museum - Augmented Reality Extension

Axonometric view



Ground floor scheme



Elevation



Nautical center provides specific program framework which tends to support and promote nautic culture. Center is situated in the iconic building of Jugoslovensko recno brodarstvo by engaging it in Budva Horizon flows through adaptive reuse. The building includes three parts: **Nautical Museum** - reprogrammed ground and first floor of the existing building, **Nautical Lounge** - reprogrammed second floor of the existing building, and **Augmented Reality Experience Room** - extension on the existing building aligned with original volumetry.

AR Experience

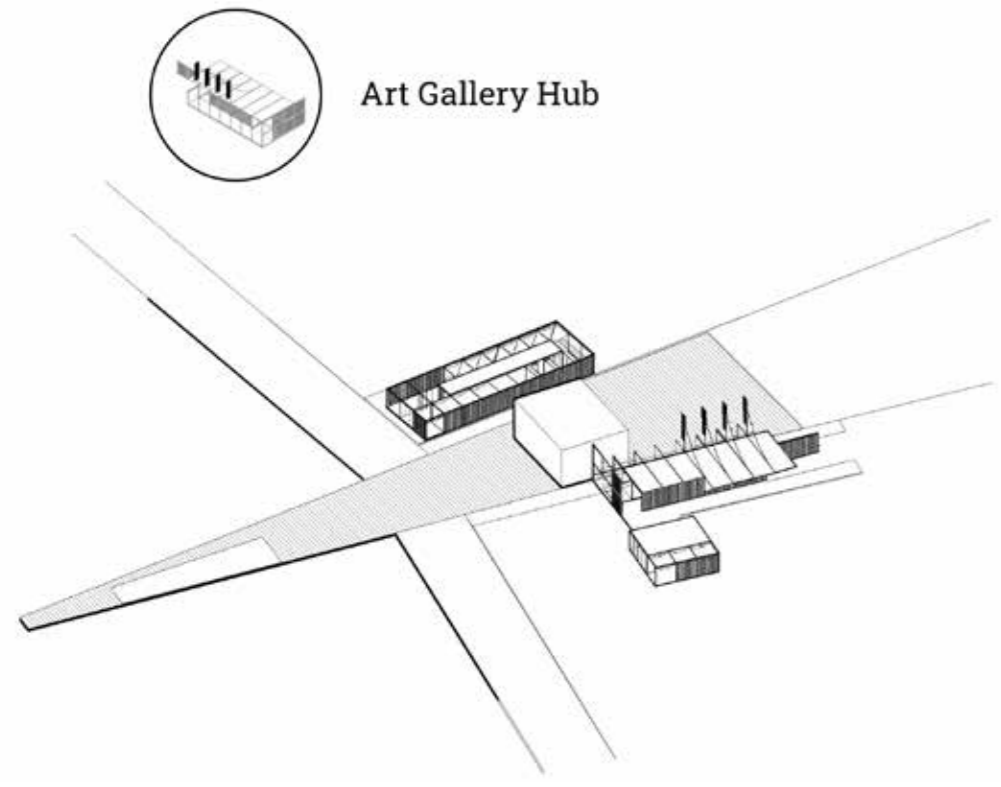


Nautical Museum - Day



Nautical Museum - Night



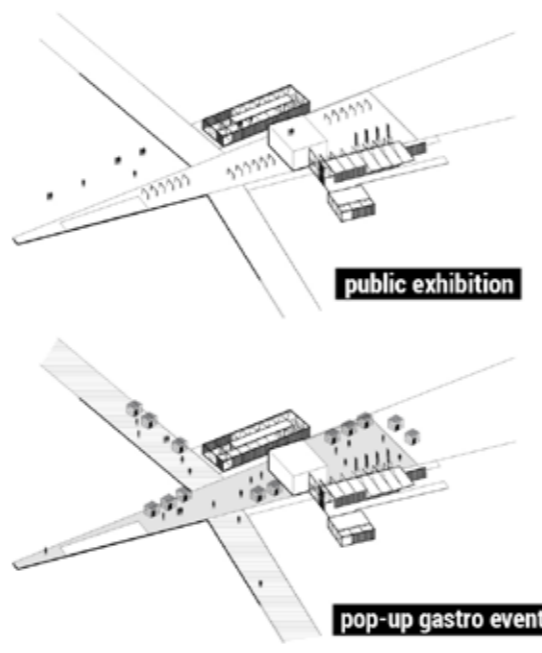
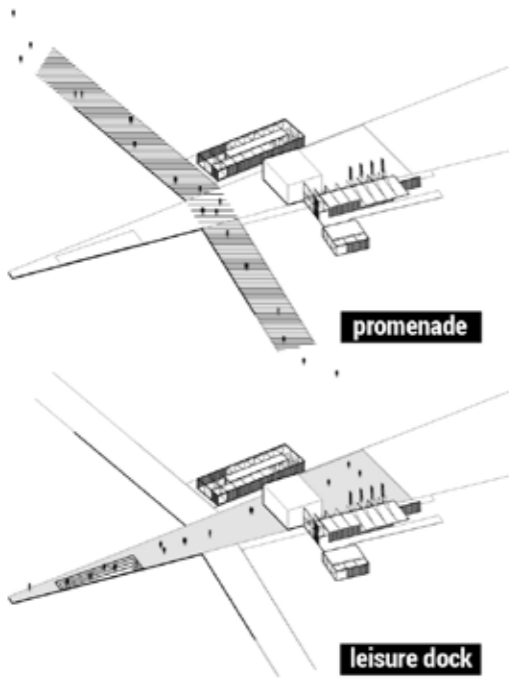


Art Gallery Hub

The newly designed Art Gallery is strategically positioned as an extension of the Artist's house and to enhance the education features of the competition area for multiple groups of users. In functional terms, it is conceptualized as a flexible spatial framework that can host different pop-up events and social gatherings.

The specific position of the built structure enables the juxtaposition of two public areas: (1) the front plaza and (2) the leisure deck in the rear.

Scenarios for Art Gallery Hub



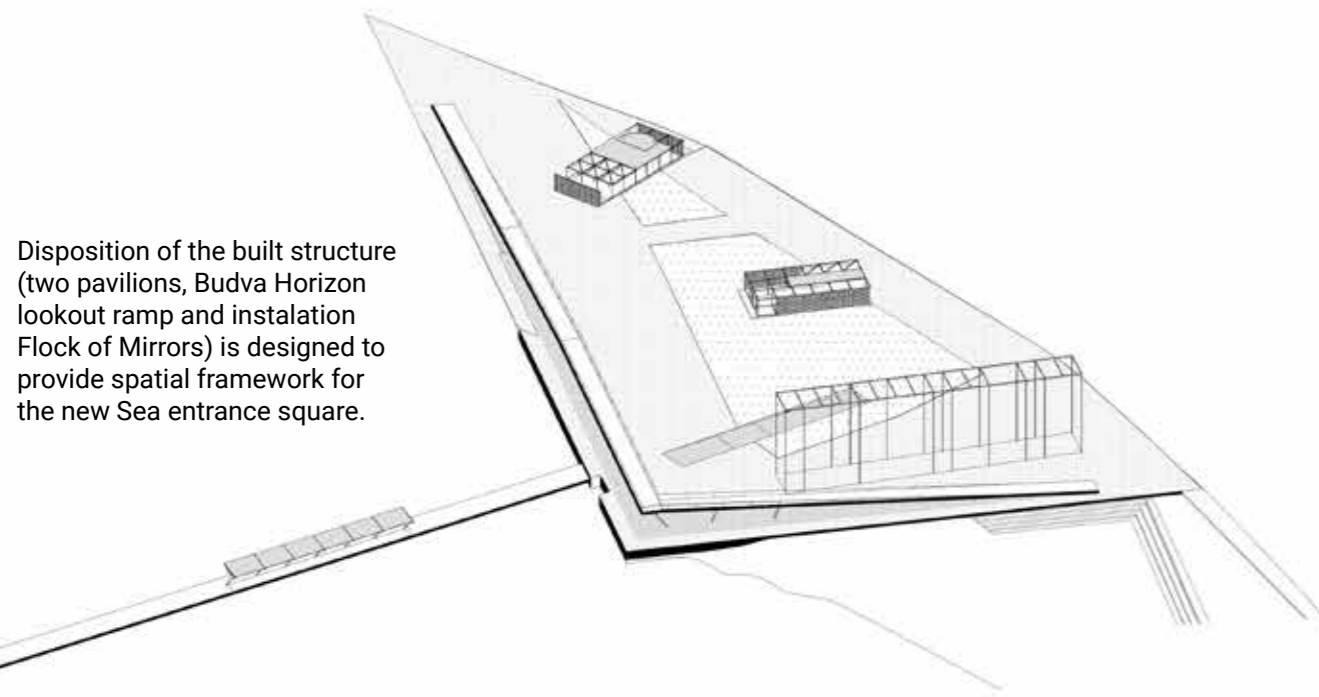
Art Gallery Pavilion



PAVILIONS



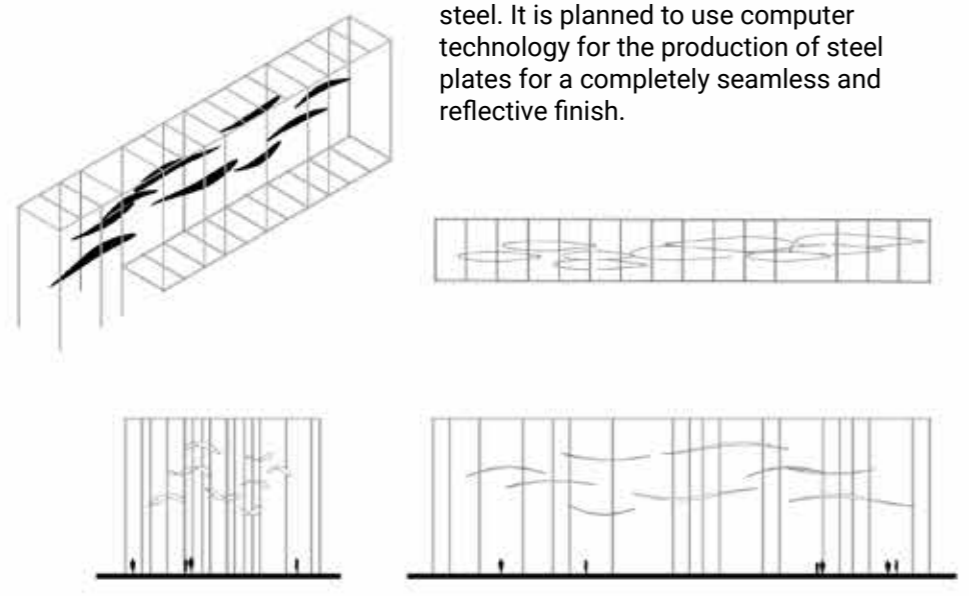
Central Plaza - Spatial Installation Flock of Mirrors



Disposition of the built structure (two pavilions, Budva Horizon lookout ramp and instalation Flock of Mirrors) is designed to provide spatial framework for the new Sea entrance square.

Flock of Mirrors Projections

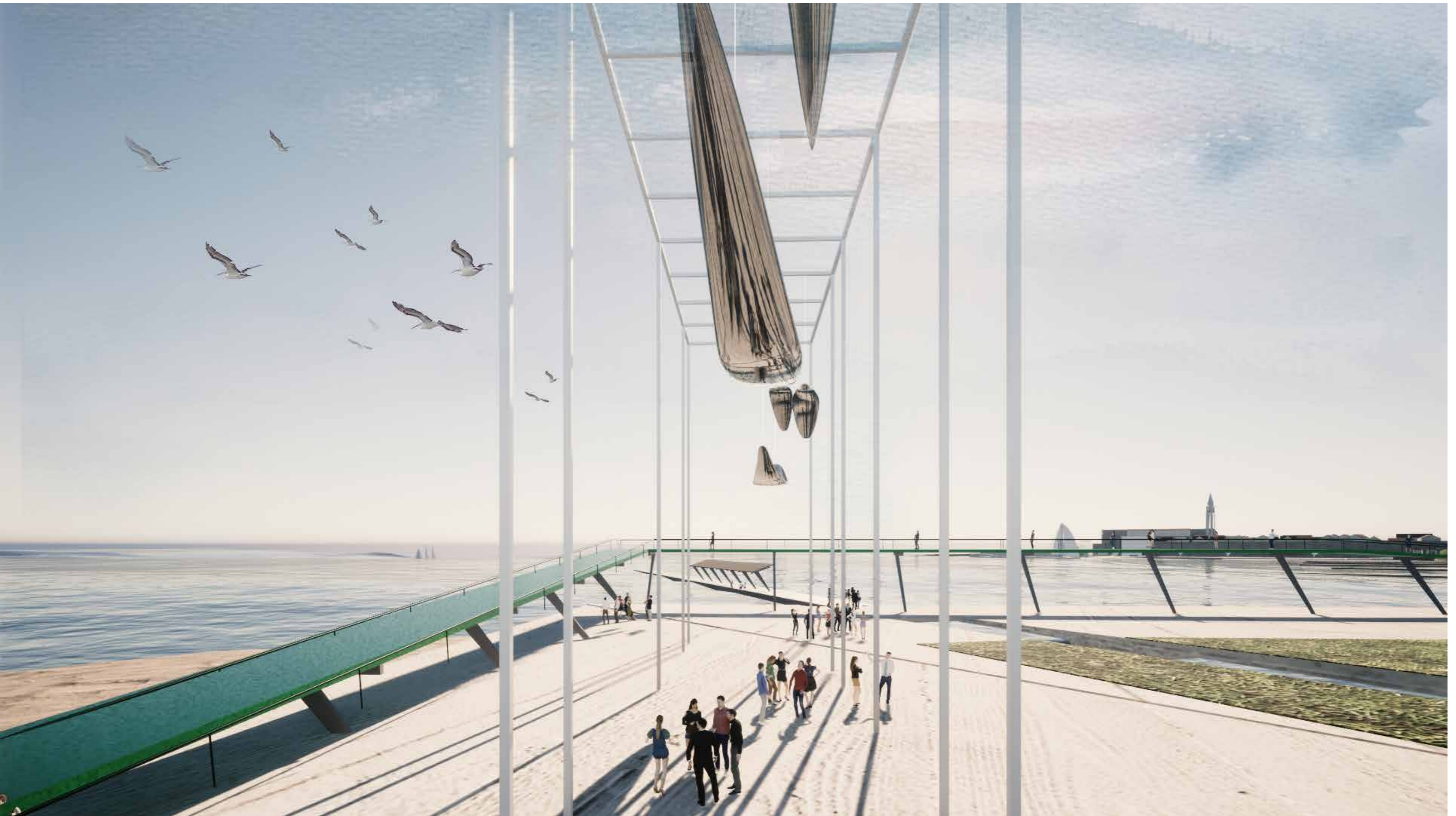
The main elements of the sculpture Flock of Mirrors are made of stainless steel. It is planned to use computer technology for the production of steel plates for a completely seamless and reflective finish.



Sea entrance plaza



Sea entrance plaza



PAVILION EXTERIOR VIEW



The importance of these spaces is widely known and appreciated although in some opportunities they are observed as a challenge to the sea-front and formal characteristic of the Promenade. Within Budva Promenade it is planned to preserve, remodel and build new structures that will host supporting activities and provide places for refreshment and presentation of local food and drinks.

Pavilion-like structures are connected to surrounding public spaces, parks, and at some points to the lower part of the beachfront area. The selection of materials and furnishings had an important role both in the interior and exterior given the character and marine environment that is planned for the new Budva promenade.



Cafe restaurant Pavilion - interior view



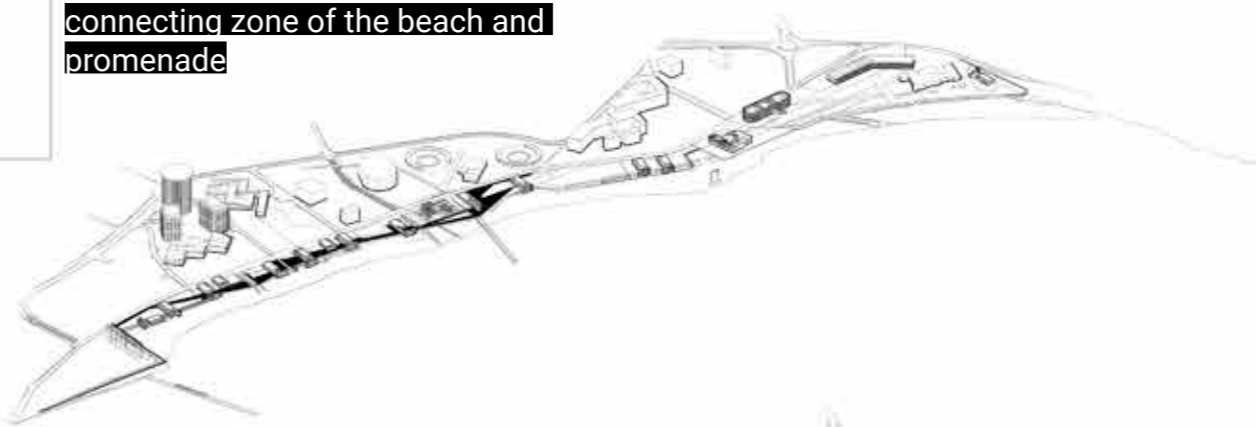
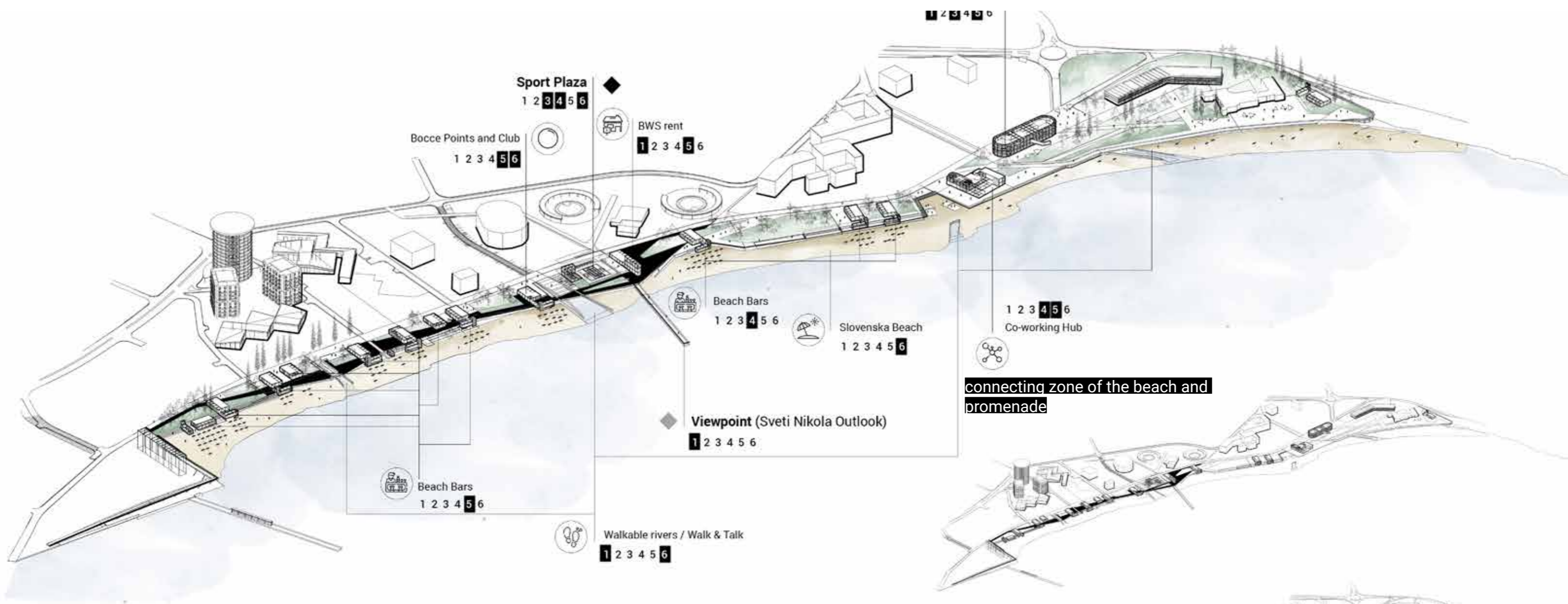
Cafe restaurant Pavilion - existing landscape



Slovenska Beach

Ambient UNIT 3





Slovenska Beach



Built structure

How to read design narrative index of axonometry?



2 3
1 4
Sectors 4,5,6,7
view of the ambient unit



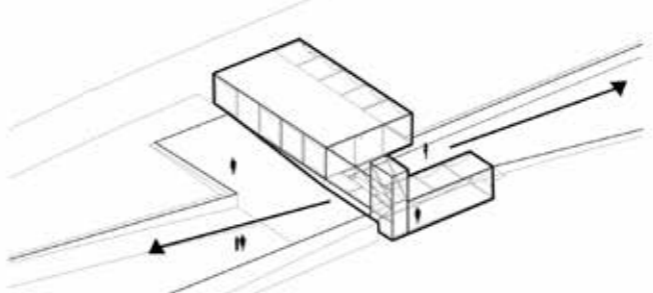
section 7-7
Section through Slovenska beach



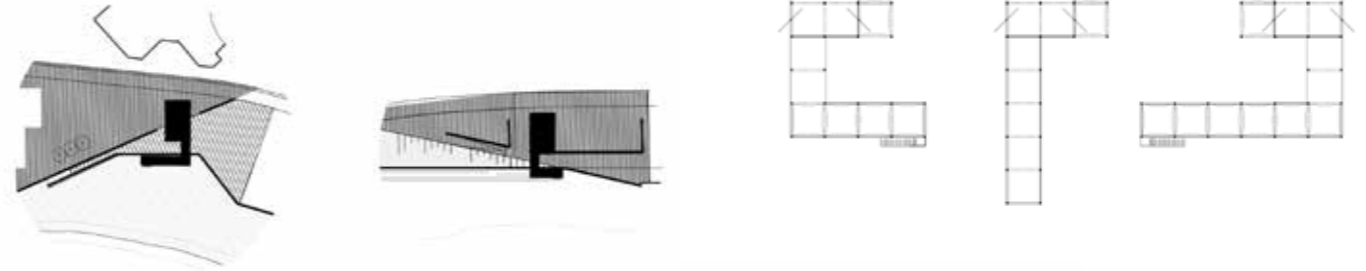
section 9-9
Section through Slovenska Beach



Beach Pavilions - Beach Bars
Pavilion in relation to pedestrian routes



Variation of pavilion disposition and structure



Each pavilion has an outdoor deck area and elevated restaurant area that are connected to the sea both physically and visually. Each structure was carefully positioned and designed in order not to endanger pedestrian routes and vistas both from and to the sea area, but yet to respect land ownership.

Walking river



Beach pavilion



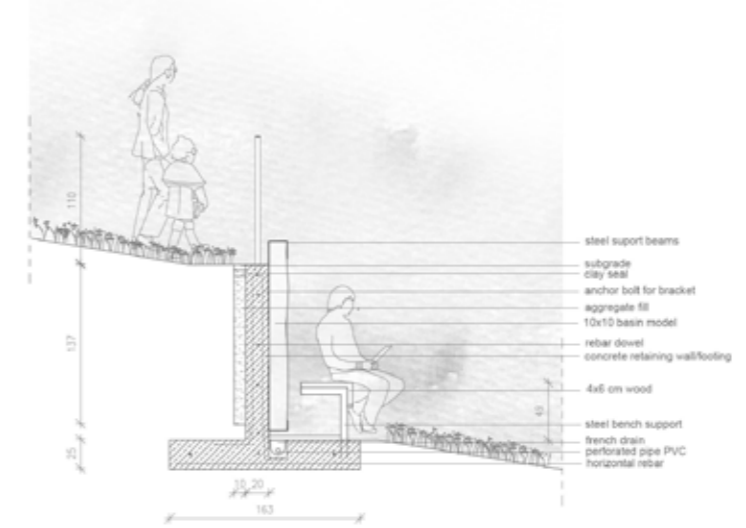
Slovenska beach - Front



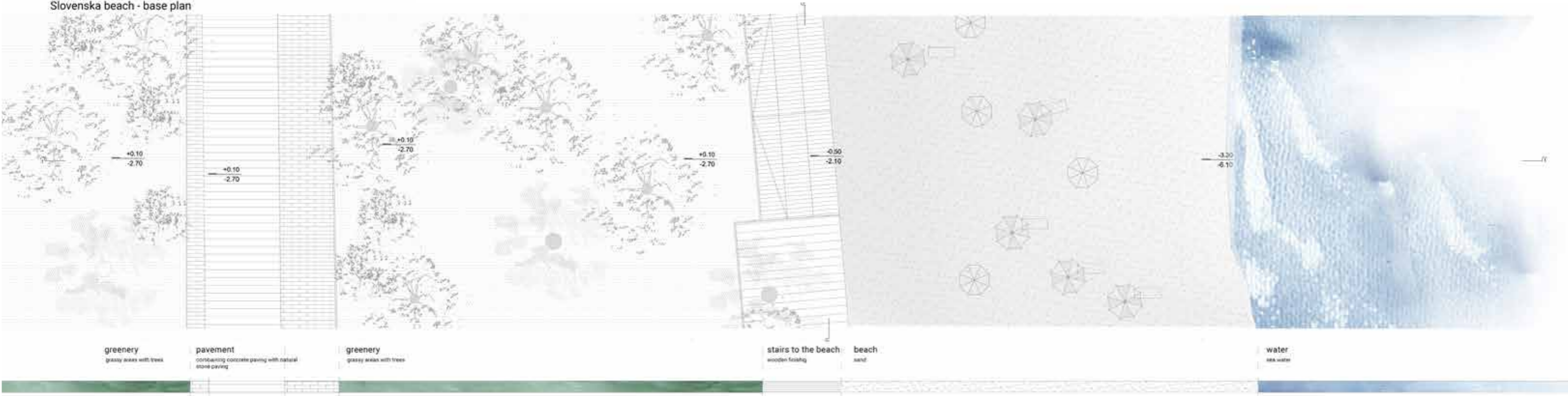
Slovenska Beach



Detail of support beam



Details of the parterre
Slovenska beach - base plan



Details of the parterre
Slovenska beach - section

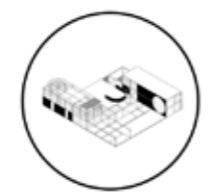


View to the Sea entrance plaza

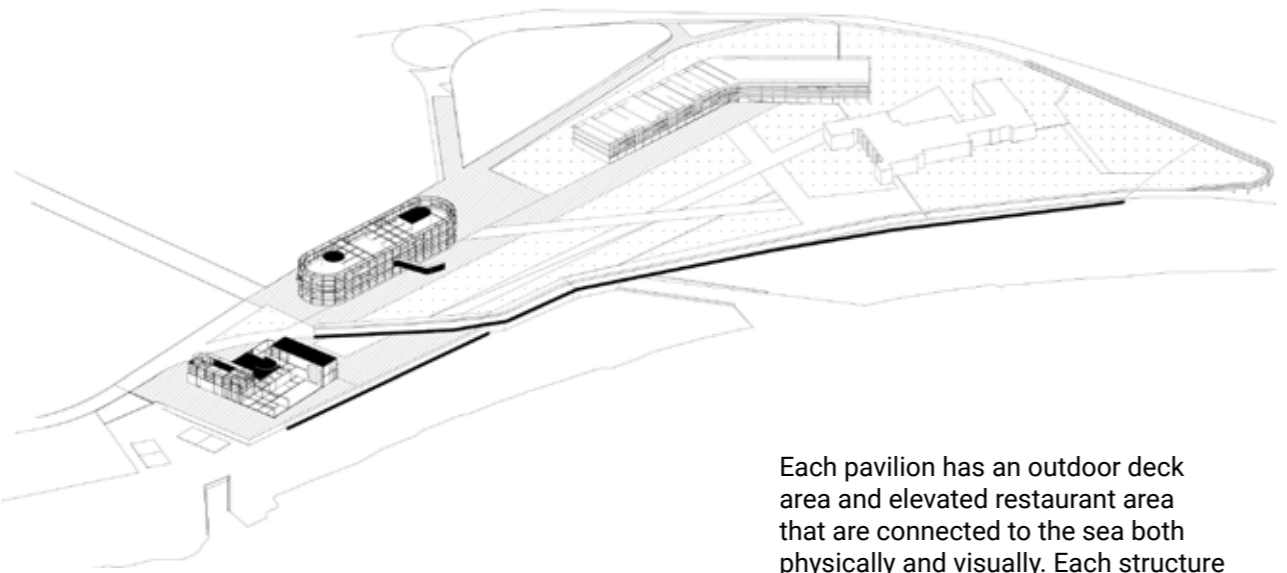




Eco-mobility Hub



Co-working Hub



Each pavilion has an outdoor deck area and elevated restaurant area that are connected to the sea both physically and visually. Each structure was carefully positioned and designed in order not to endanger pedestrian routes and vistas both from and to the sea area, but yet to respect land ownership.

Co-working space



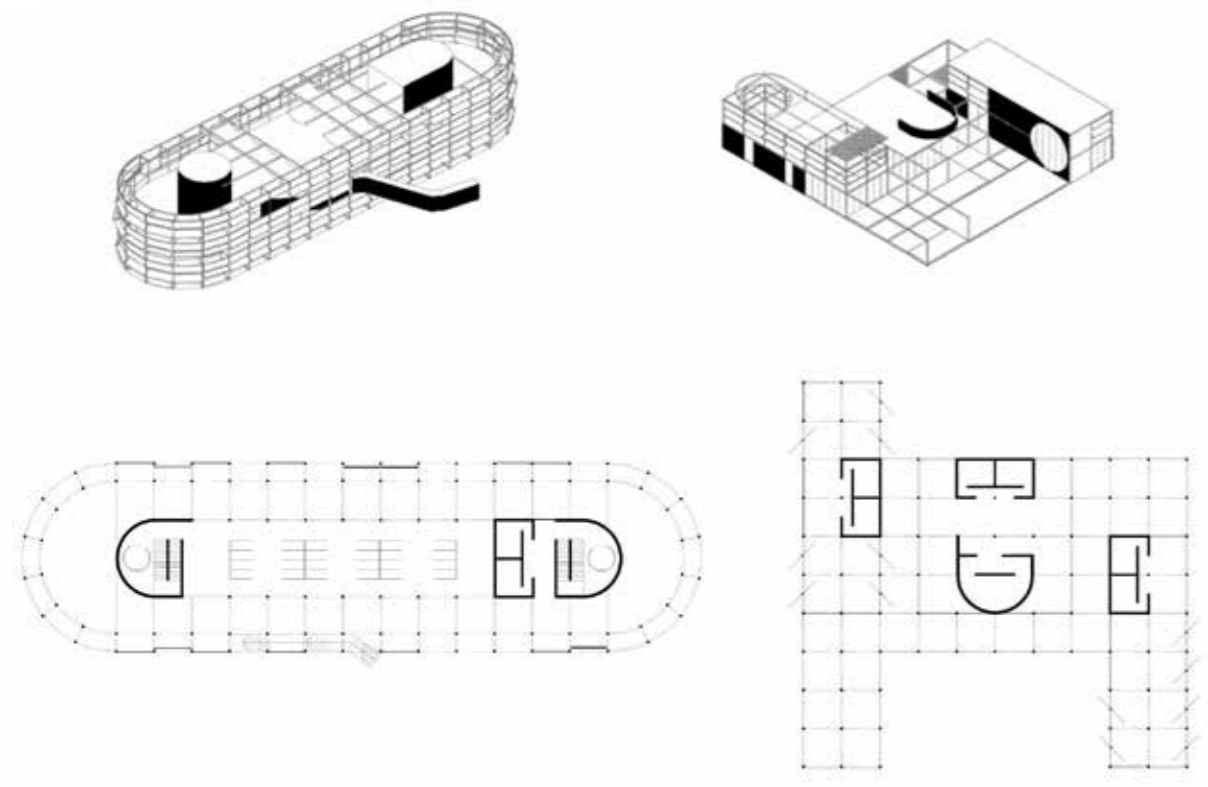
Eco-mobility roof garden



Eco-mobility north facade

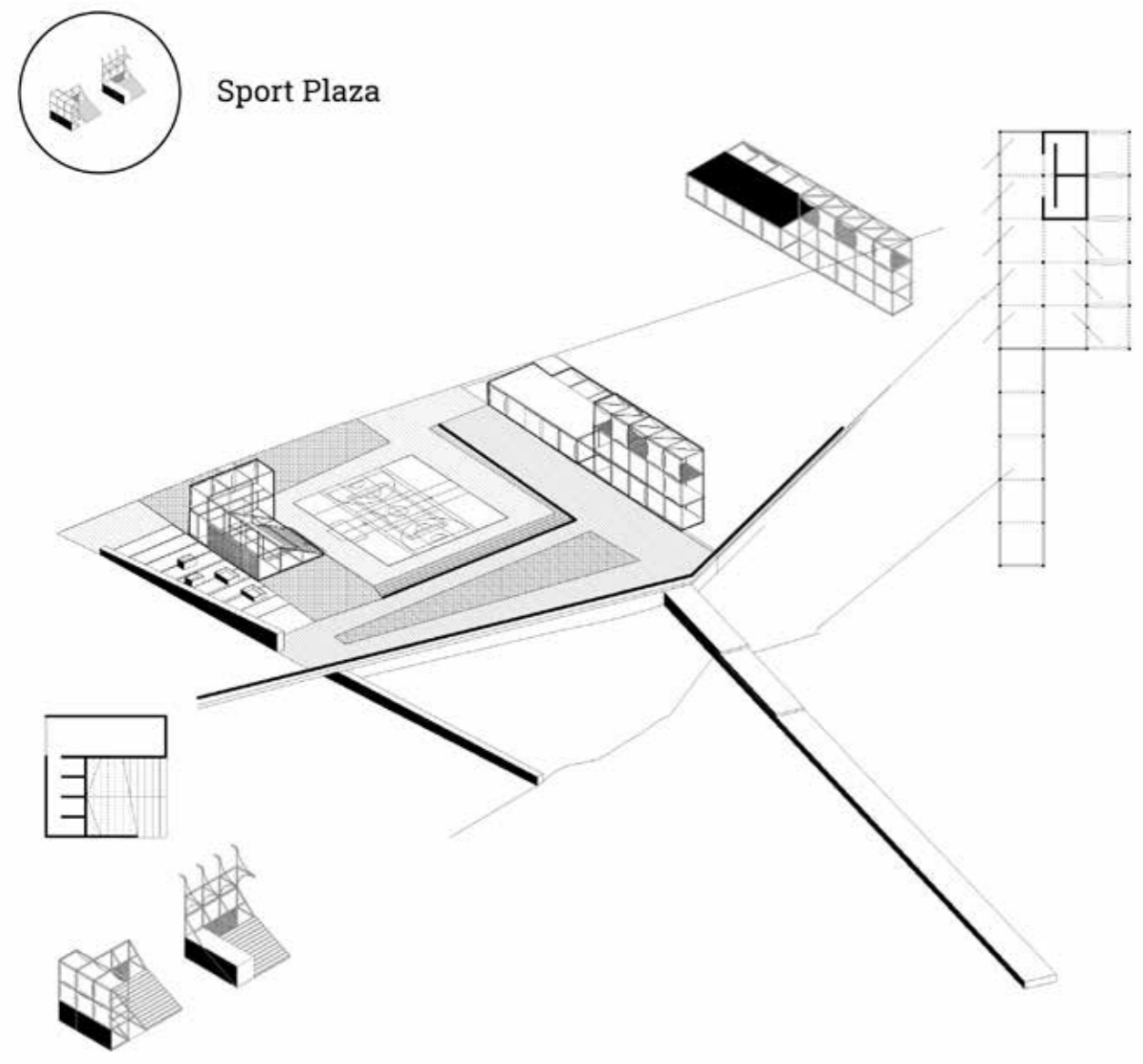


Eco-mobility south facade



Eco - mobility Hub

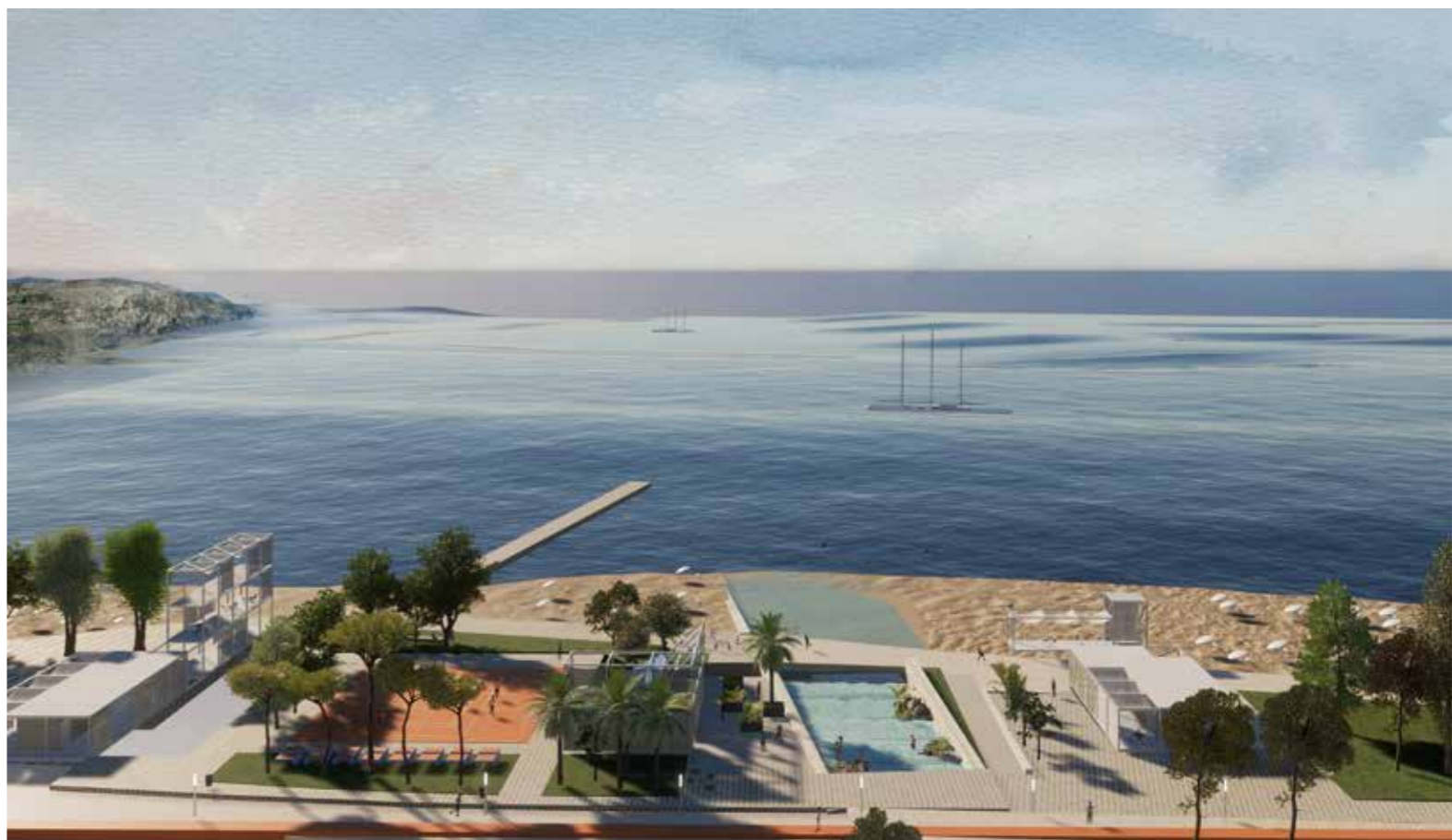




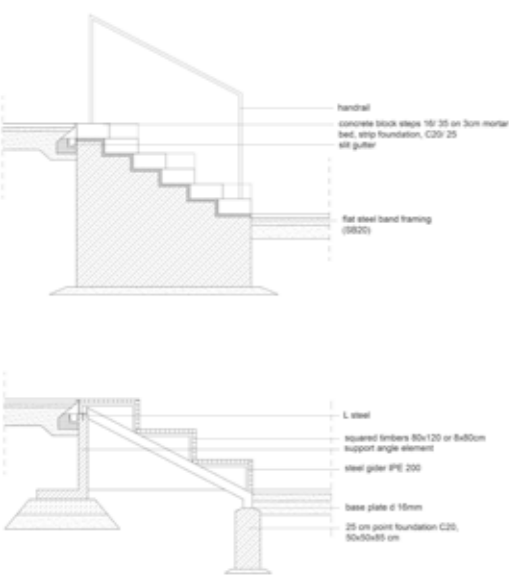
Stands in relation to beach and sports field



Sports plaza Aerial view



Stands detail



The Sport plaza represents multi-layered framework for the sport and recreational activities. By combining lines of soccer, basketball, volleyball and tennis court, a unique field has been created. Additionally, table tennis is included in the northern part of the sports plaza. The disposition of pavilions and other supporting equipment enables both everyday sport activities and organized public tournaments.

Loop of nature

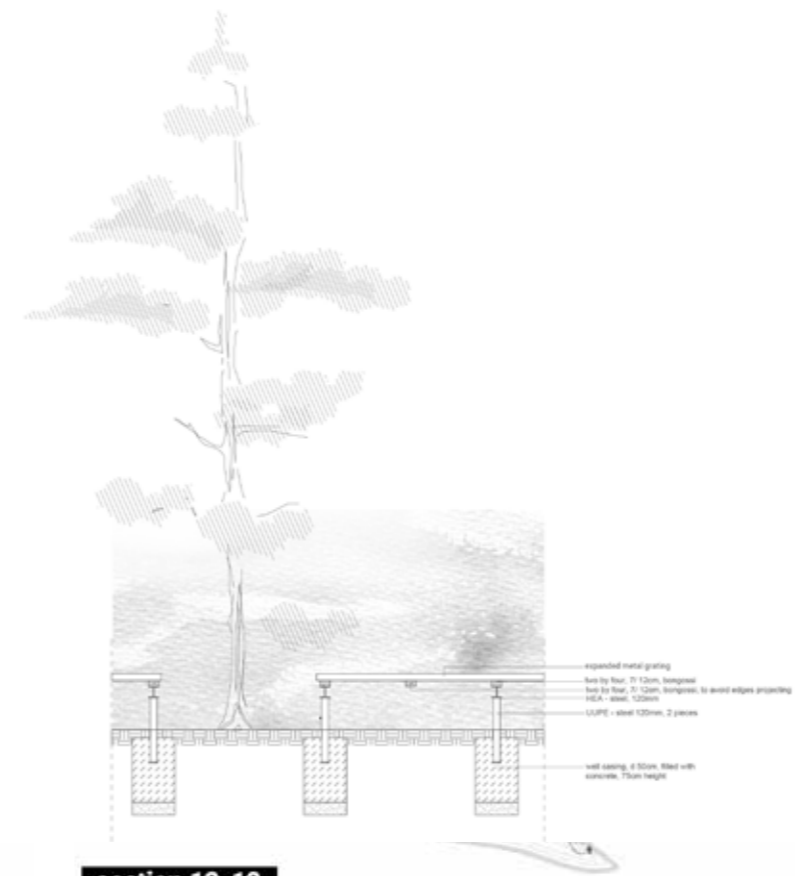
Ambient UNIT 4



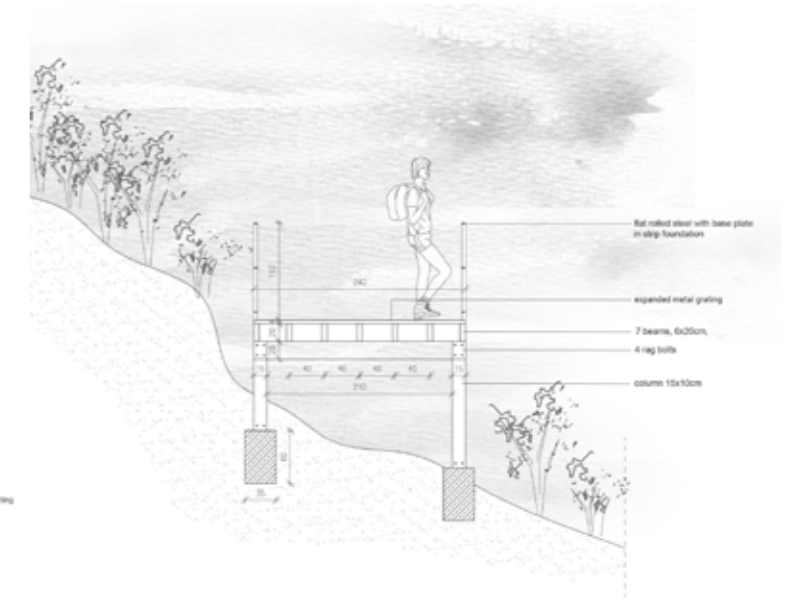


Detail of the path on the ground

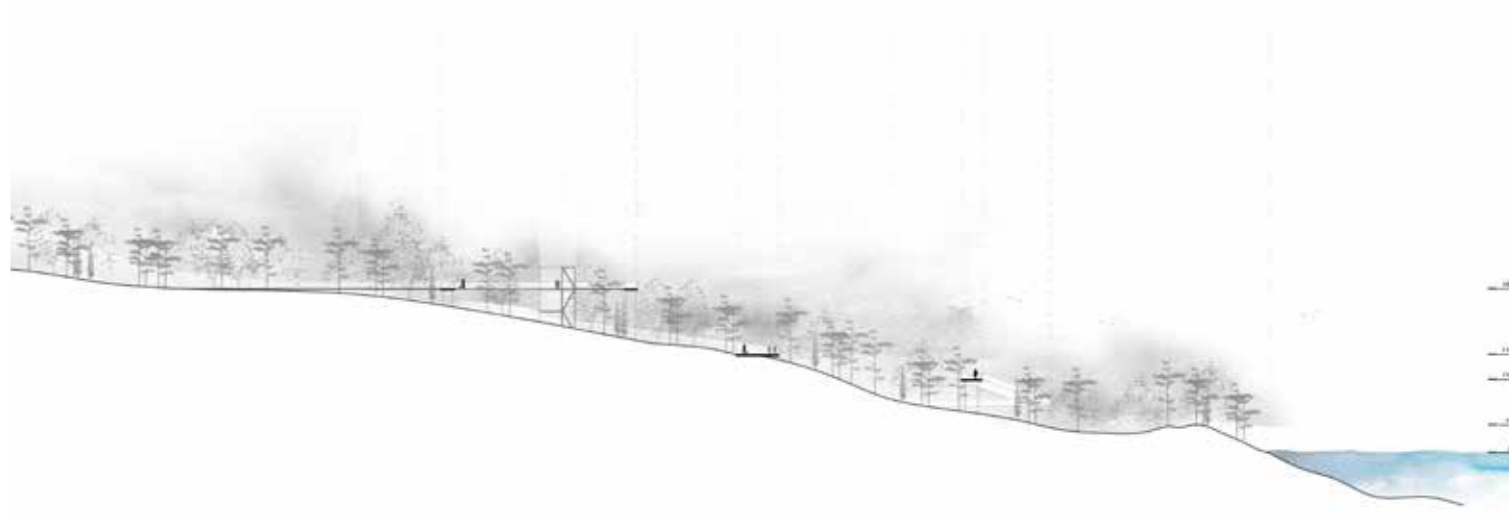
Detail of the elevated path



section 12-12
Section through the Lighthouse pavilion



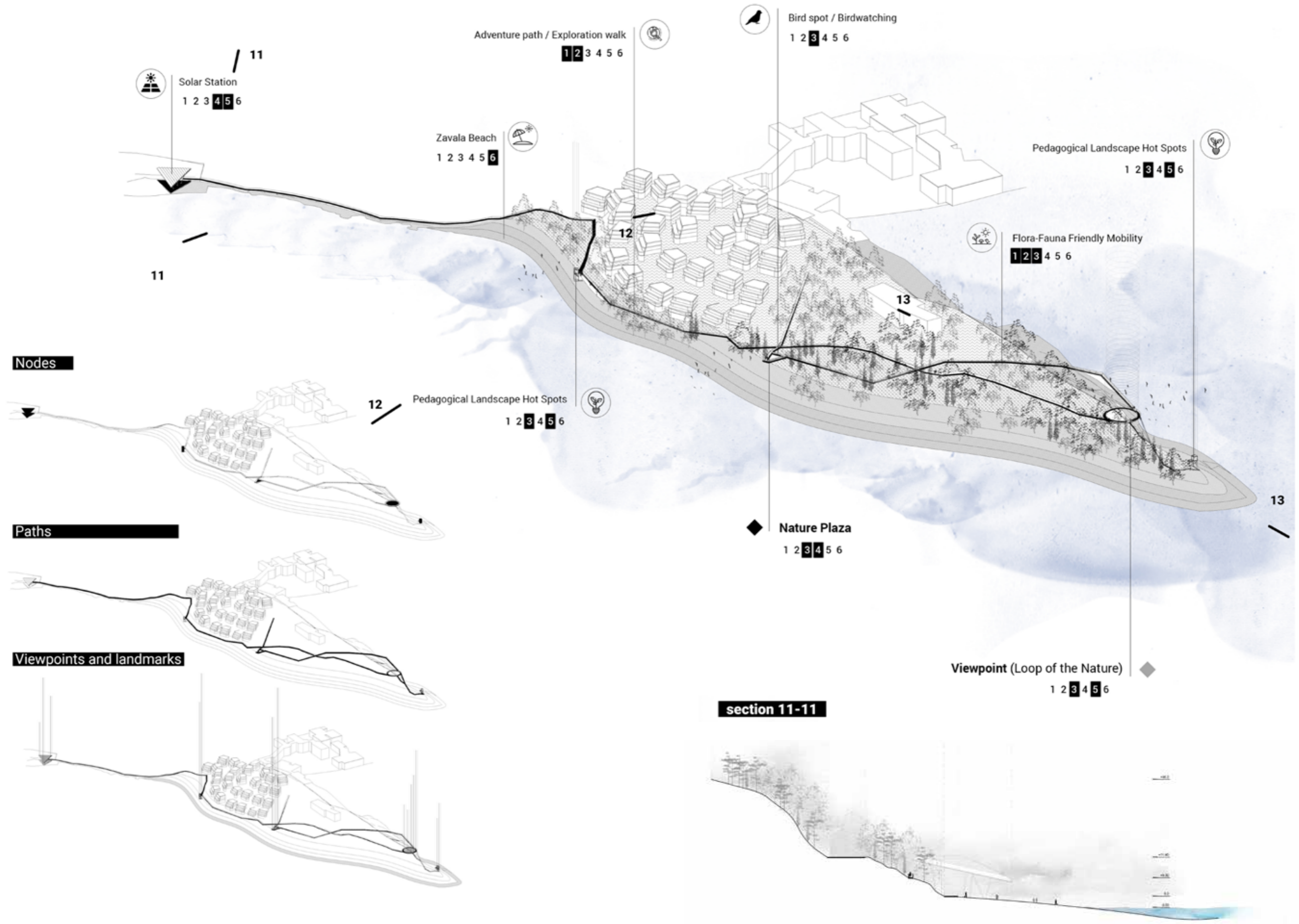
section 13-13
Section through the Loop of Nature



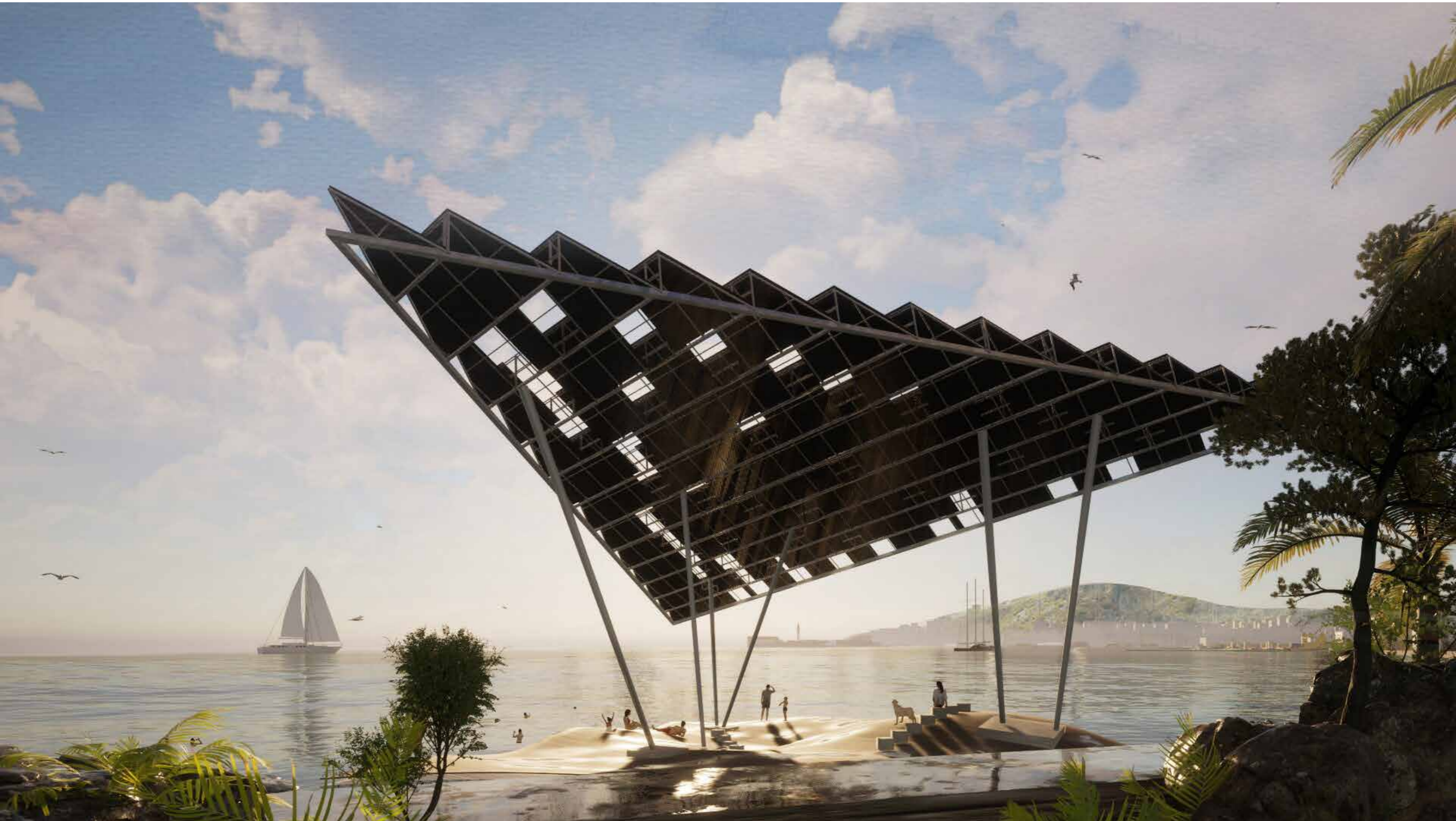
Nature plaza



Ambient Unit 4



Solar station



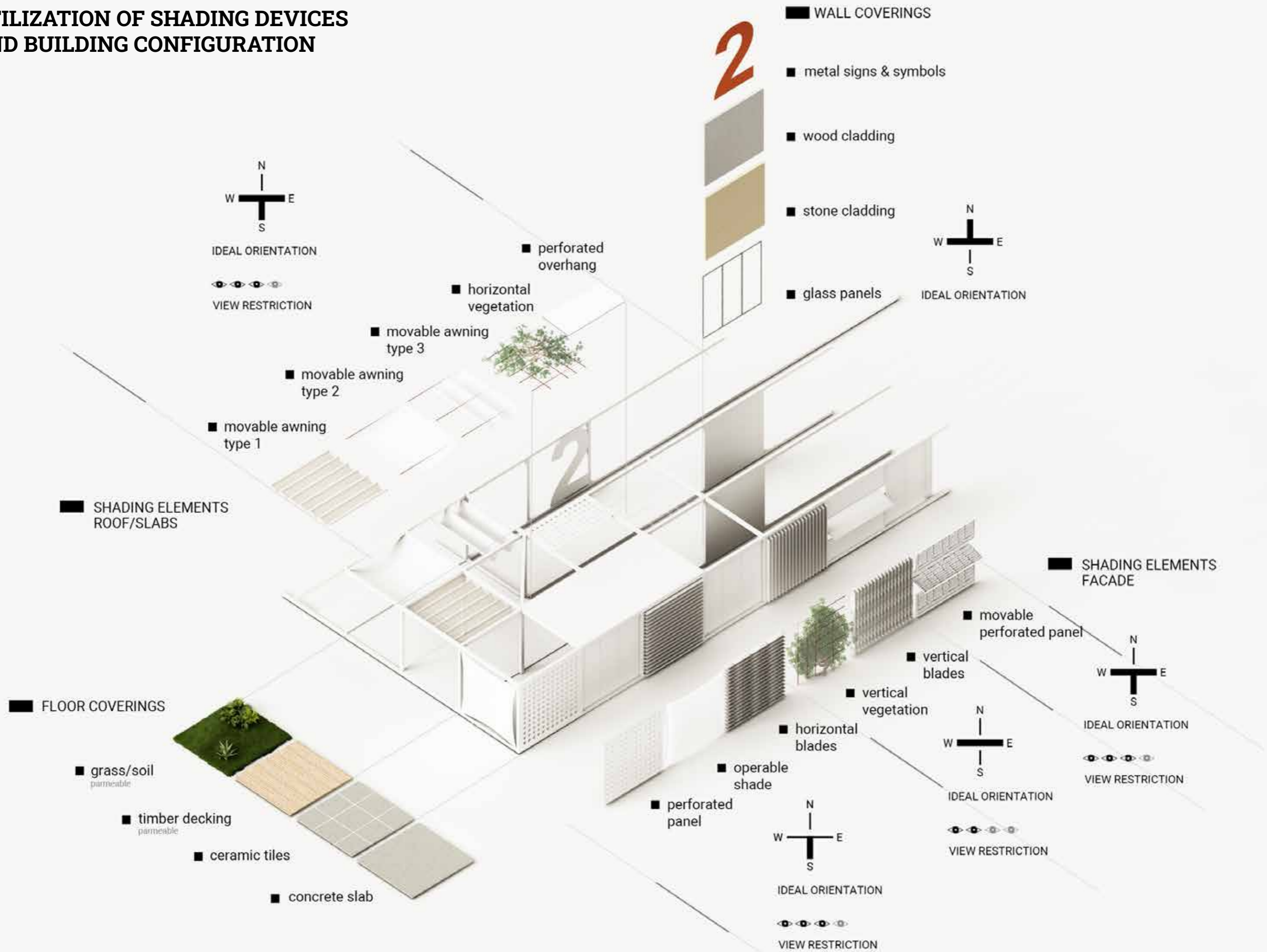
ENVIRONMENTAL ENGINEERING

- description and illustration-

PAVEMENT DETAILS

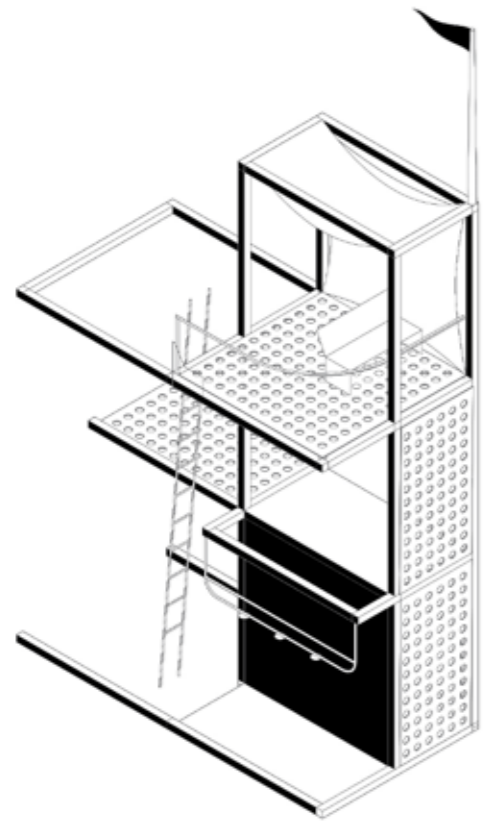


UTILIZATION OF SHADING DEVICES AND BUILDING CONFIGURATION

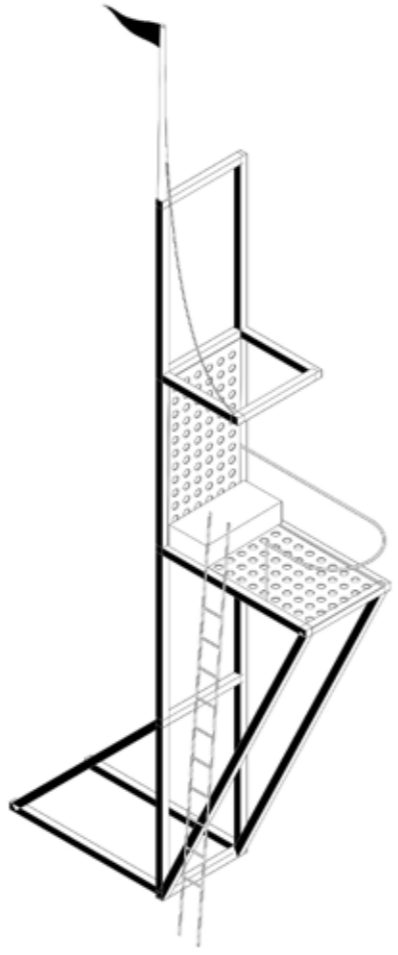




Beach Equipment with Materialization



Lifeguard Point with integrated shower and changing point



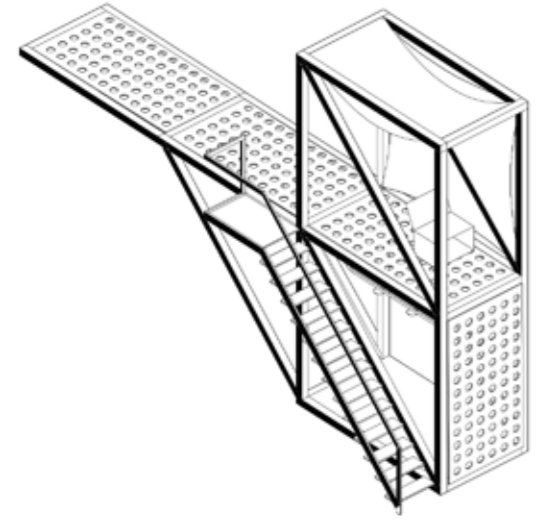
Lifeguard Point



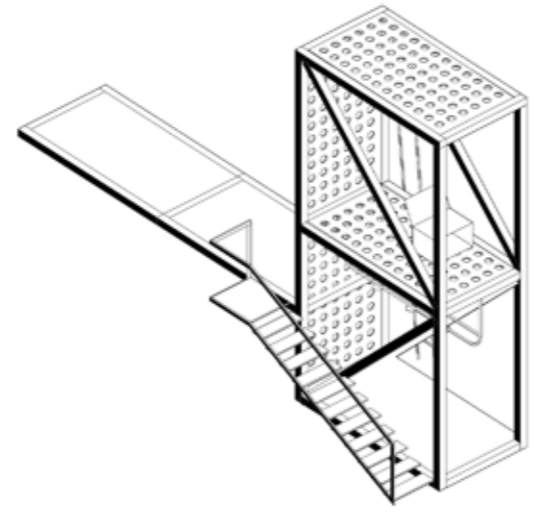
- steel construction
- perforated aluminium panel
- timber panels



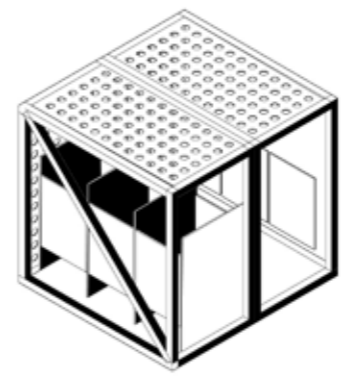
cutted and coloured aluminium sign



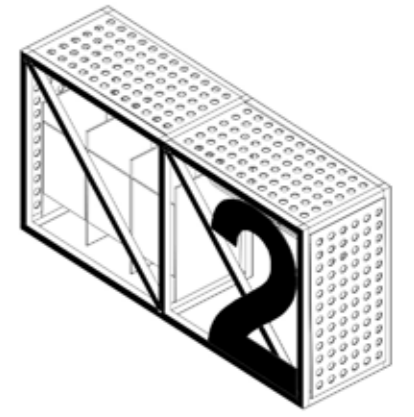
beach viewpoint with shower



beach viewpoint with shower



beach toilets and changing points



beach toilets and changing points

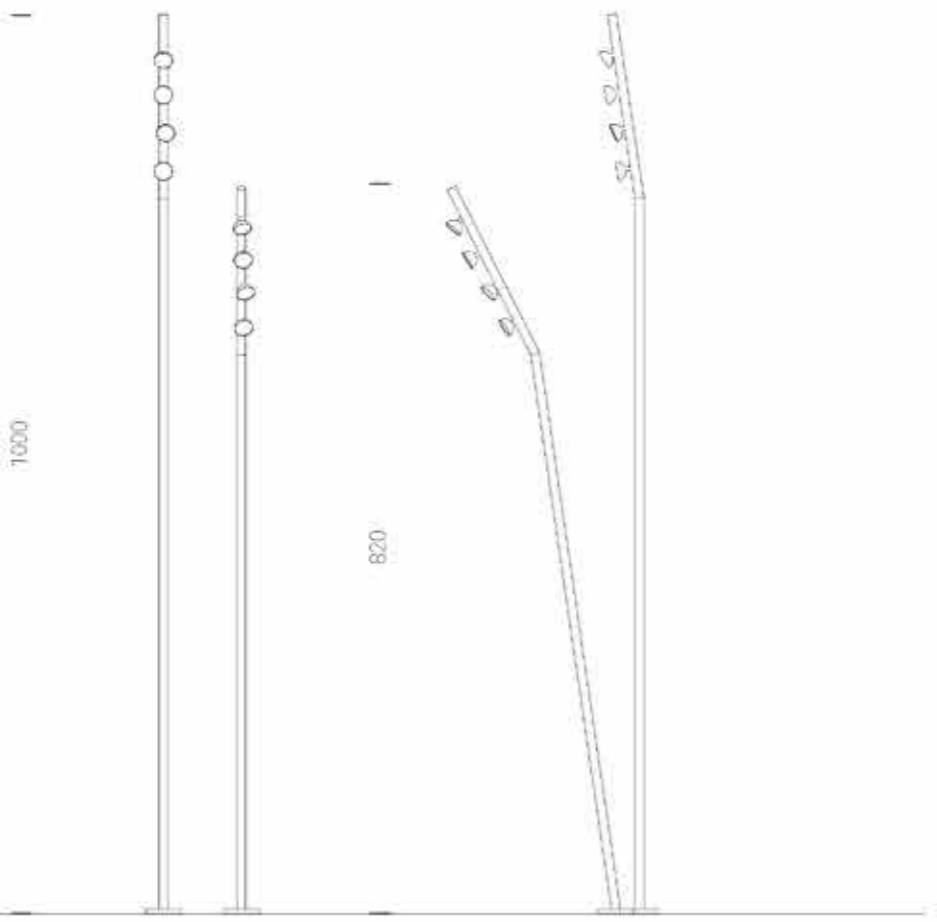
Urban Lighting







-  aluminium/glass lantern black
-  aluminium pole black
-  aluminium pole anthracite

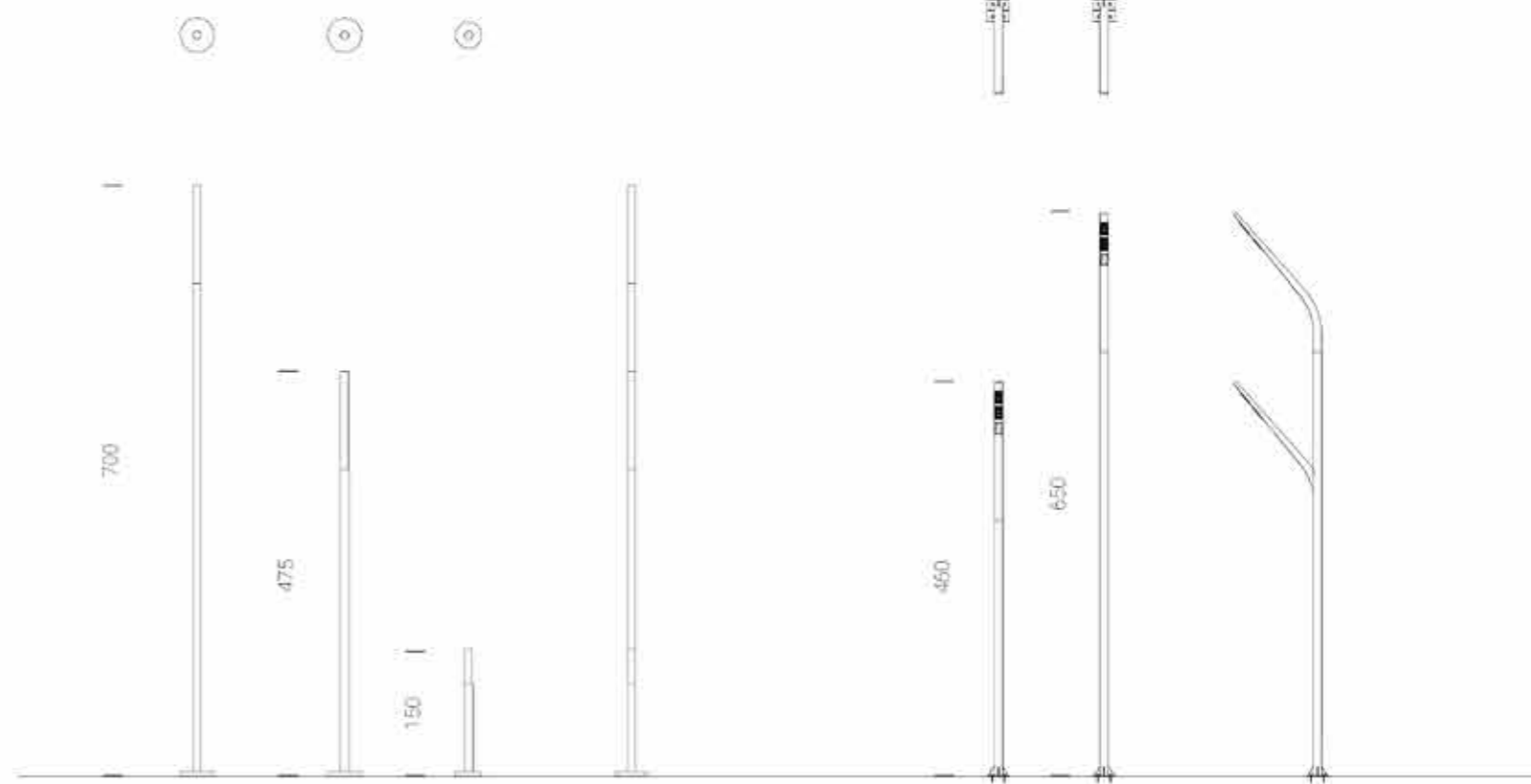





Plaza Lighting



-  plastic lantern white
-  steel pole anthracite
-  steel pole corten

Corridor Lighting



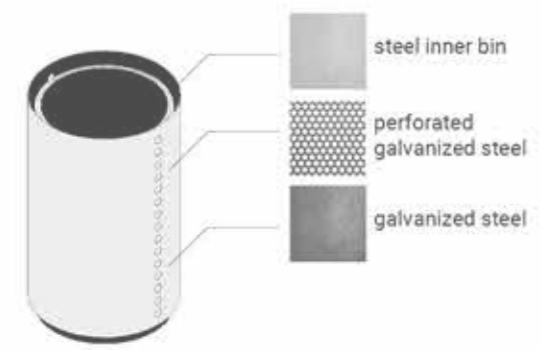
-  plastic lantern cover white
-  solar panel
-  aluminium pole anthracite

Solar Lighting

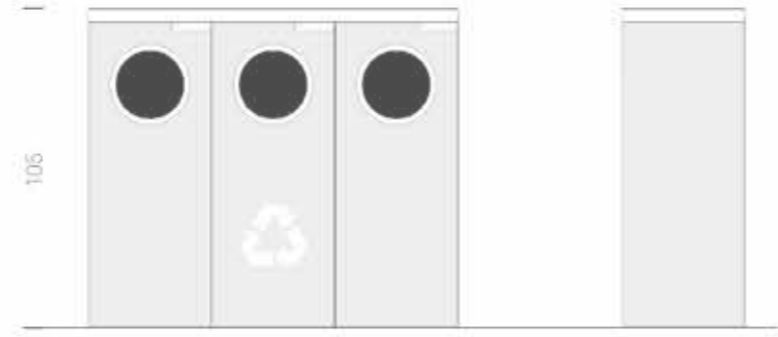
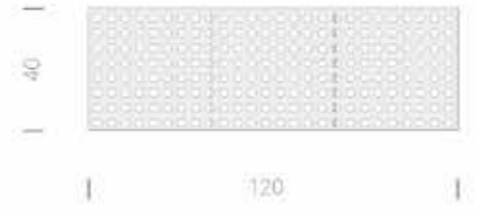
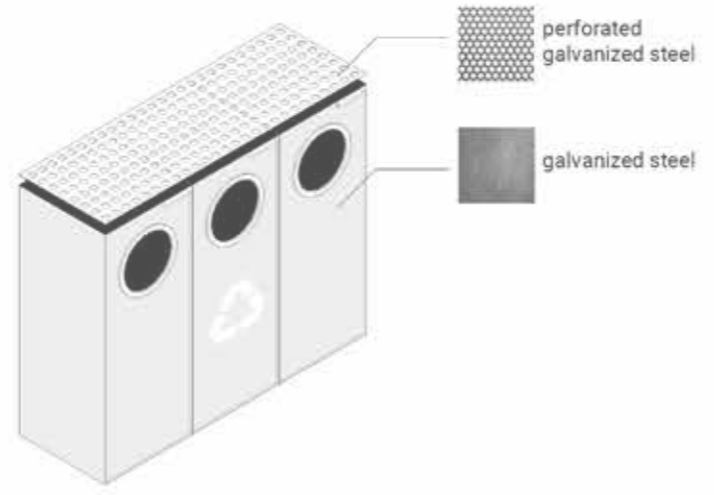




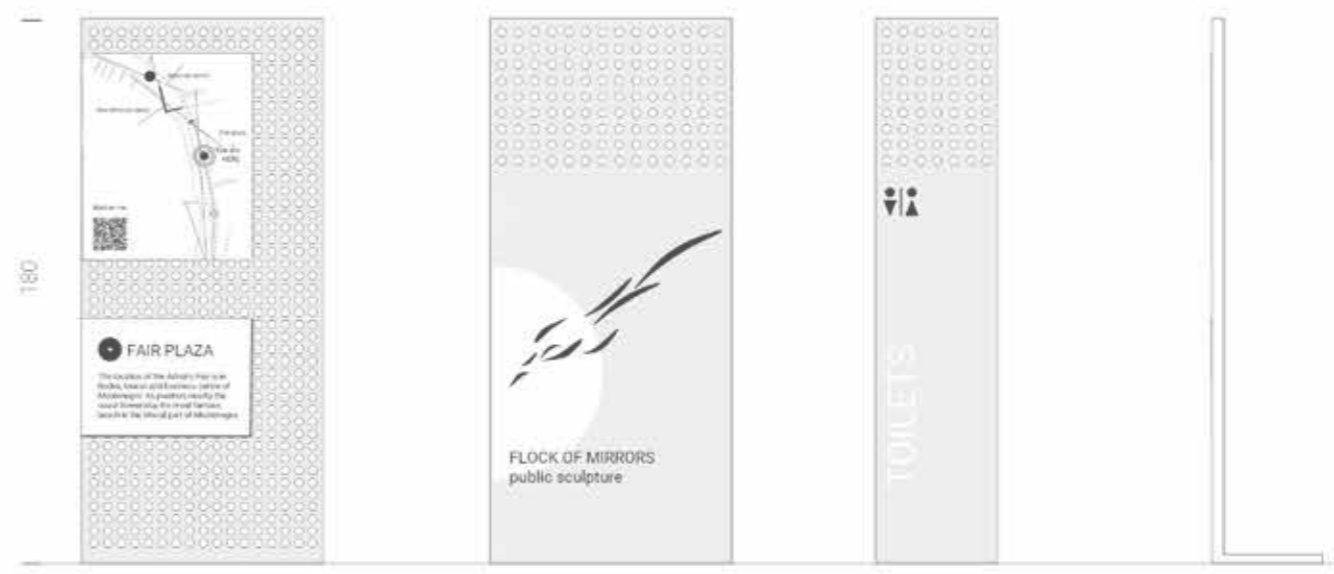
Beach Equipment with Materialization



trash can



classified waste bin



Info boards

MATERIALIZATION

PAVEMENT MATERIALS



concrete paving with water sprinklers

event plaza fountain



natural stone paving

event plaza and Old City Zone



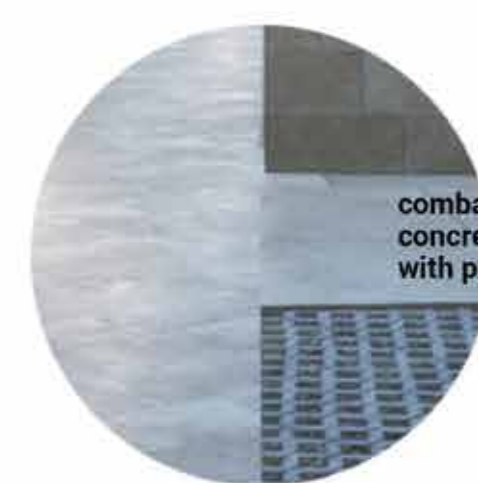
concrete paving

connecting hub plato



permeable concrete paving

eco-mobility hub zone



combaining concrete paving with permeable concrete paving

Nautical Center zone



natural stone paving

Slovenska Beach zone



timber paving planks

Docks



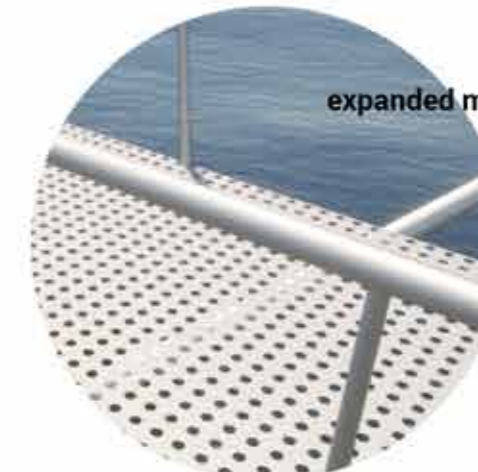
combaining concrete paving with natural stone paving

Sculpture Park



concrete paving

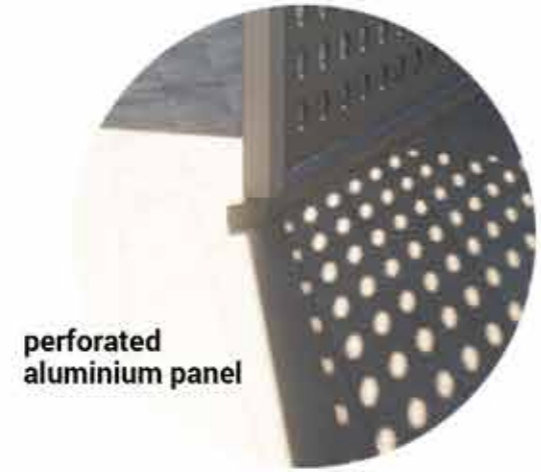
Sea Enterence Plaza



expanded metal grating

Zavala path

PAVILION MATERIALS

























perforated aluminium panel



steel construction

SELECTION OF PLANTS FOR THE WALKABLE RIVER

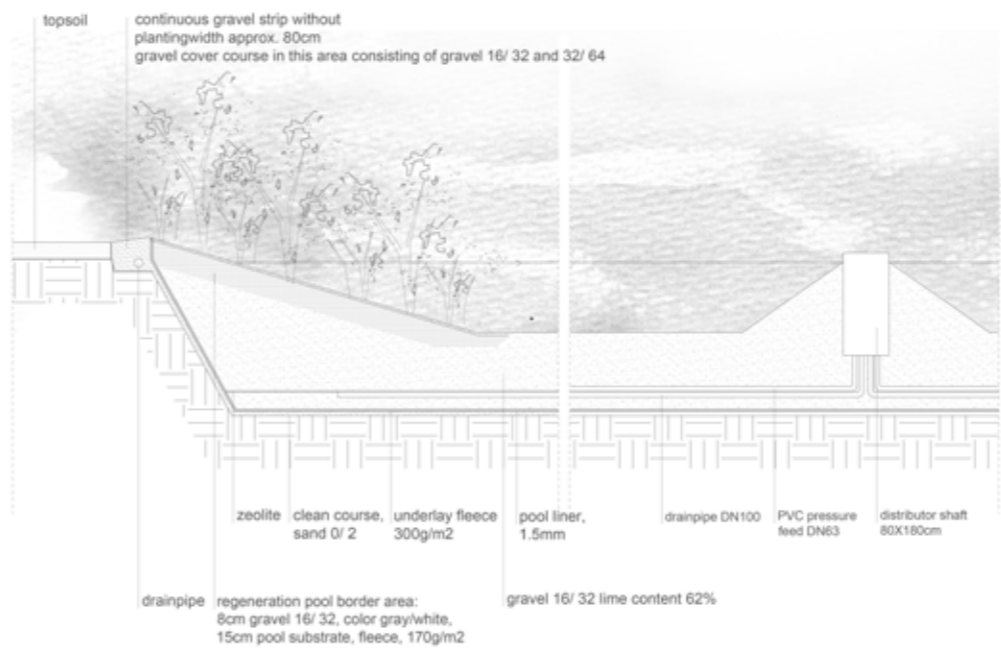
| PLANT NAME | PHOTO | LOCATION, DEPTH OF WATER IN CM | GROWTH HEIGHT IN CM (ABOVE WATER LEVEL) | FLOWERING / COLOUR | LIGHT REQUIREMENTS | PURIFICATION EFFECT | OXYGENATION | HINTS |
|--|---|--------------------------------|---|--|--------------------|---------------------|-------------|--|
| 1. <i>hippuris vulgaris</i> mare's tail |  | 20-30 30-40 40-50 | 20-30 | 5-8 green  | un-semishade | / | / | Rhizome creeps and proliferates |
| 2. <i>sagittaria sagittifolia</i> arrowhead |  | 20-30 30-40 40-50 | 40-70 | 6-8 white  | sun-semishade | + | / | / |
| 3. <i>pontederia cordata</i> pickerel weed |  | 20-30 30-40 | 50 | 6-8 violet  | sun | / | / | Creeping rhizome, not guaranteed hardy in winter frost free (min 50cm deep) |
| 4. <i>butomus umbellatus</i> flowering rush |  | 10-20 20-30 30-40 | 80-100 | 6-8 rose  | sun semishade | + | / | / |
| 5. <i>alisma plantago aquatic</i> common water plantain |  | 10-20 20-30 | 30-80 | 7-9 white  | sun-semishade | + | / | Tuberous rhizome self seeding, also suitable for small pools |
| 6. <i>ranunculus lingua</i> water spearwort |  | 10 - 20 20 - 30 | 60 - 100 | 6-8 yellow  | sun | / | / | Grows vigorously, forms runners |
| 7. <i>typha minima</i> dwarf reed mace |  | 10 - 20 20 - 30 | 60 | 5-7 brown  | sun | / | / | Suitable for small ponds (does not proliferate like other Typha varieties), delicate form runners. |
| 8. <i>veronica beccabunga</i> brooklime |  | 10 - 20 20 - 30 | 20-30 | 5-8 blue  | sun-semishade | + | / | / |
| 9. <i>iris laevigata</i> japanese water iris |  | 10 - 20 | 70 | 7-8 blue  | sun | / | / | / |
| 10. <i>caltha palustris</i> kingcup |  | 10 - 20 20 - 30 | 30 | 4-5 yellow  | sun - semishade | + | / | / |
| 11. <i>calla palustris</i> bog arum |  | 10 - 20 20 - 30 | 20 - 30 | 7-8 white  | sun - semishade | + | / | Forms rhizome, creeps |

SELECTION OF PLANTS FOR THE WALKABLE RIVER

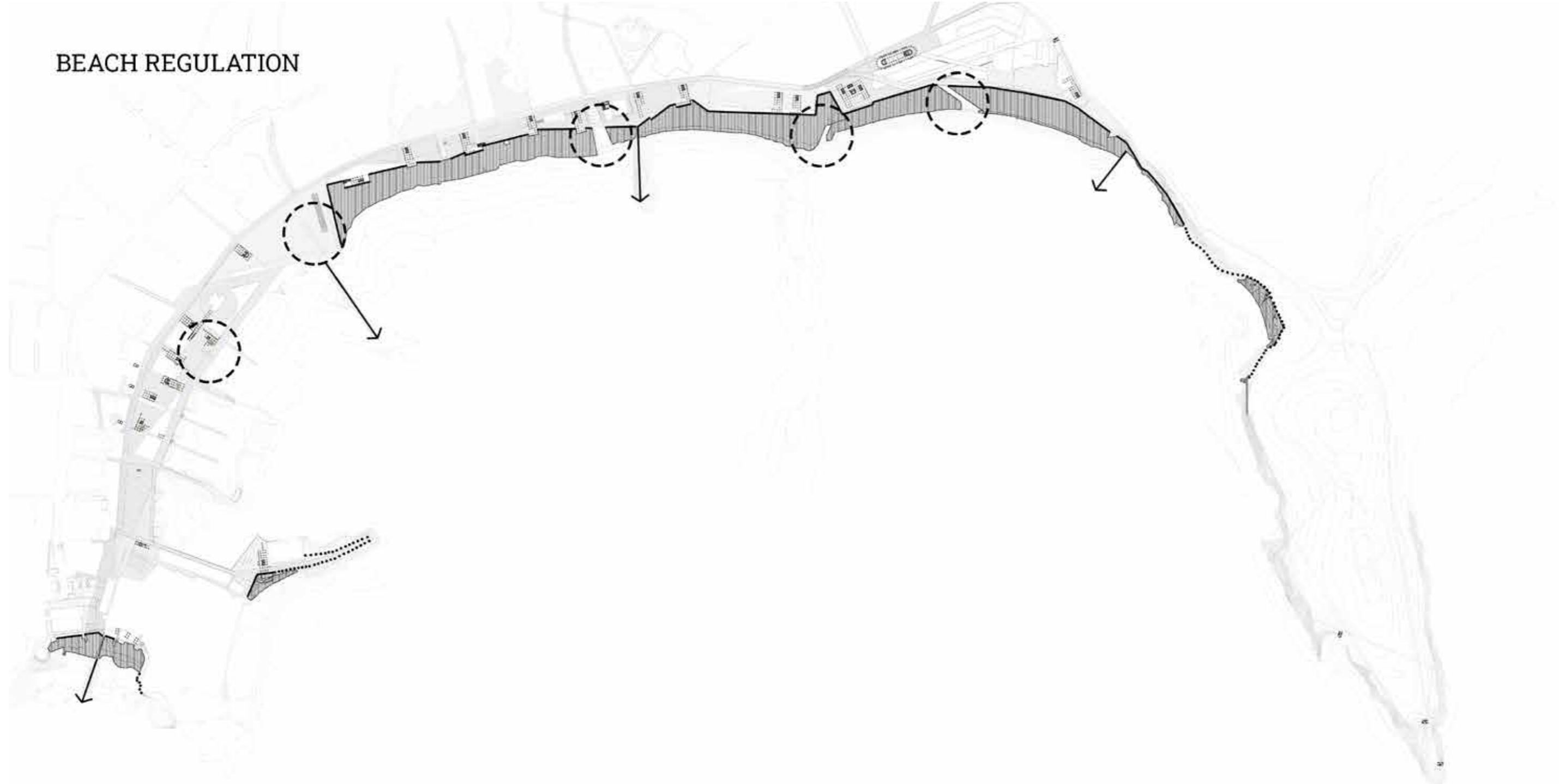
| PLANT NAME | PHOTO | LOCATION, DEPTH OF WATER IN CM | GROWTH HEIGHT IN CM (ABOVE WATER LEVEL) | FLOWERING / COLOUR | LIGHT REQUIREMENTS | PURIFICATION EFFECT | OXYGENATION | HINTS |
|---|-------|--------------------------------|---|--------------------|--------------------|---------------------|-------------|--|
| 12. <i>glicera maxima</i> varegata variegated manna grass | | 10 - 20 | 60 | 7-8 brown | sun | + | / | Proliferates less than the species |
| 13. <i>juncus effuses</i> corkscrew rush | | 10 - 20 | 70 - 80 | 7-8 brown | sun - semishade | + | / | Inclined to profiterate |
| 14. <i>juncus ensifolius</i> swordleaf rush | | 10 - 20 | 30 | 6-8 brown | sun | / | / | Grows thicky |
| 15. <i>lysimachia nummularia</i> creeping jenny | | 10 - 20 | 5-10 | 6-7 yellow | sun - semishade | / | / | Ground cover, shoots root above ground, well suited for pond edges |
| 16. <i>lysimachia vulgaris</i> yellow loosestrife | | 10 - 20 | 60-120 | 7-8 yellow | sun | + | / | Runners below ground, also suitable for very dry banks |
| 17. <i>lythrum salicaria</i> purple loosestrife | | 10 - 20 | 60-100 | 7-9 violet | sun - semishade | + | / | Runners below ground, also suitable for very dry banks |
| 18. <i>myosotis palustris</i> common forget-me-not | | 10 - 20 | 20-40 | 5-8 blue | sun - semishade | + | / | Seeds easily in favorable locations |

DETAIL OF THE WALKABLE RIVER

DETAIL OF THE SEA WALL



BEACH REGULATION



Engineering aspect of Beach Protection

- Indexes:**
- Wall
 - Rip Rap
 - Groynes
 - Intersecting Watercourses
 - ▨ Surface of Beaches

WALL BARRIER

A concrete barrier that protects area from possible wave attack and flooding. Courved sea walls deflect waves during high tides to reduce the risk of flooding.

RIP-RAP

Rock Armour - Large boulders piled up in front of cliffs or sea walls to protect them from erosion.

GROYNES

Combined wooden and concrete barriers built at right angles to the beach. They trap drifting sand and help to develop wider beach.

INTERSECTING WATERSOURCES

A concrete barrier that protects the river regulation with integrated urban design elements and vegetation - walkable rivers.

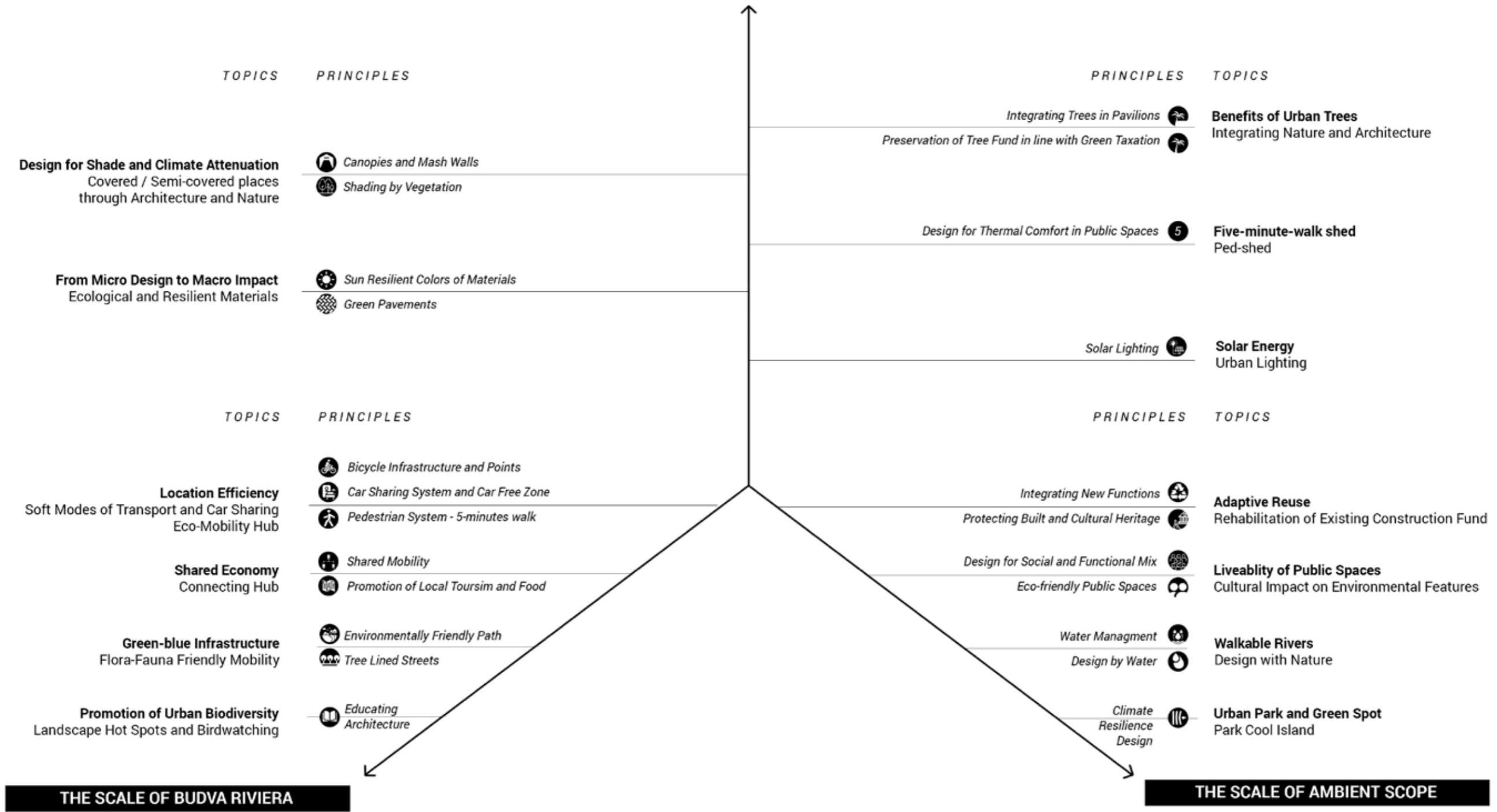
IMPLEMENTATION

- gross and net areas + framework of investement assesment-

ENERGY EFFICIENCY

SCALARITY OF ENERGY EFFICIENCY

THE SCALE OF PAVILIONS / URBAN EQUIPMENT AND MATERIALIZATION



STANDARDIZATION
 Building automation - Relation of Existing Conditions and Standards for New Buildings




Methodology

The Proposal for the Building Automatization is provided based on the Energy Performance Classification Tool - **EPC-Tool**. The standardization for energy efficiency is defined in line with the seven (7) Building automation areas, as follows:

-  Heating control
-  Domestic Hot Water supply control
-  Cooling control
-  Ventilation and Air Conditioning control
-  Lighting control
-  Blind control
-  Technical Home and Building Management



For each of the listed Building automation areas energy performance classes are defined for the existing conditions of buildings (standard for the Republic of Montenegro) and planned conditions of new (future) buildings.

BACS Energy Performance Classes - EN ISO 52120-1

-  **High performance**
BACS and TBM
-  **Advanced performance**
BACS and TBM
-  **Standard**
BACS
-  **Inefficient**
BACS

*BACS: Building Automation and Control system
 TBM: Technical Building Management*

Energy efficiency factors - Results

| | Current | Future | Saving Potential |
|--------------------------------------|---|---|------------------|
| HVAC plant | | | |
| Heating | D - C | A | |
| Domestic hot water | D - C | B - A | |
| Cooling | D - C | A | |
| Ventilation and air conditioning | C - B | A | |
| Overall | D - C | B - A | |
| Lights and blinds | | | |
| Lighting | D - C | B - A | |
| Blind control | D | A | |
| Overall | D - C | B - A | |
| Technical building management | D - C | B - A | |
| Overall classification | | | |
| |  |  | |
| thermal: | 1.27 | 0.72 | 43% |
| electrical: | 1.05 | 0.88 | 16% |

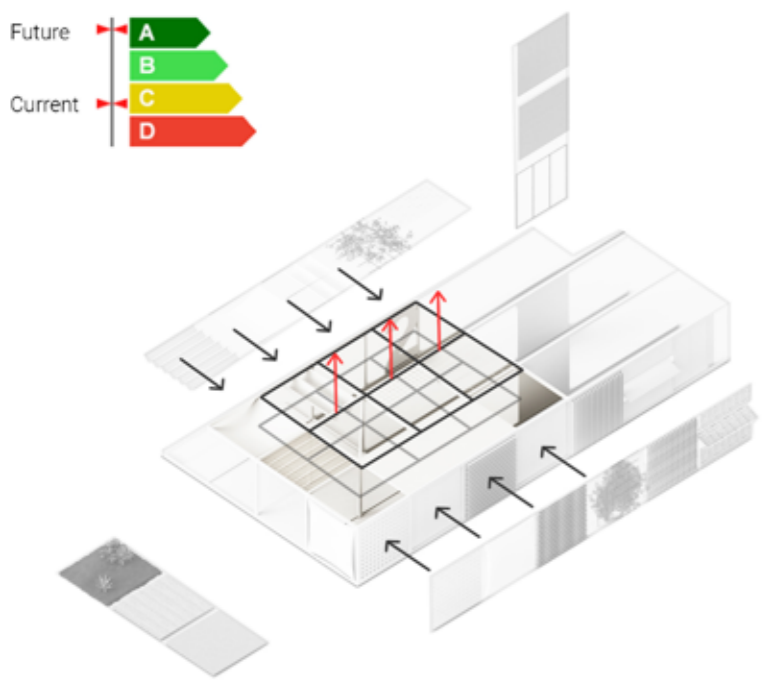
The shown savings are indicative amounts based on the factor-based calculation method (BAC factor method) described in Norm EN ISO 52120-1. In practice, the actual savings may differ from these amounts depending on the building structure, the building equipment, the weather and building usage patterns. Any liability for the correctness of the energy saving values determined by this software and the resultant possible savings is excluded. When using the scoring method "Weighting factors" the factors used are based on sources from eu.bac (System Certification).

STANDARDIZATION

Building automation - Relation of Existing Conditions and Standards for New Buildings

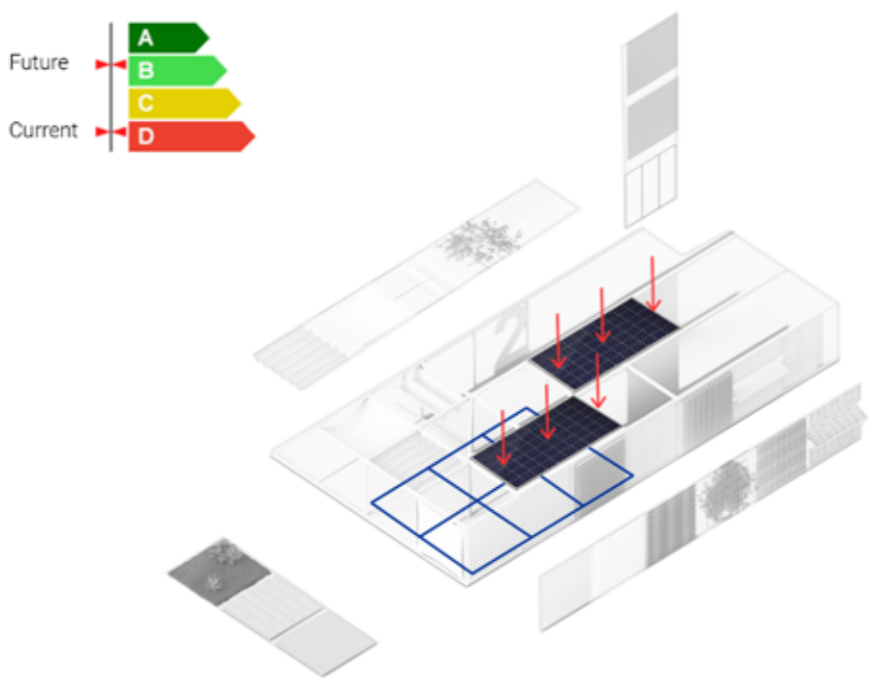
Heating Control

- 1.1 **Emission control**
 D Current: Central automatic control
 A Future: Individual modulating room control with communication and occupancy detection
- 1.2 **Control of distribution network hot water temperature (supply or return)**
 D Current: No automatic control
 A Future: Demand based control
- 1.3 **Control of distribution pumps in networks**
 D Current: No automatic control
 A Future: Variable speed pump control
- 1.4 **Intermittent control of emission and/or distribution**
 C Current: Automatic control with fixed time program
 A Future: Automatic control with demand evaluation
- 1.5 **Generator control for combustion and district heating**
 D Current: Constant temperature control
 A Future: Variable temperature control depending on the load
- 1.6 **Heat generator control (heat pump)**
 D Current: Constant temperature control
 A Future: Variable temperature control depending on the load



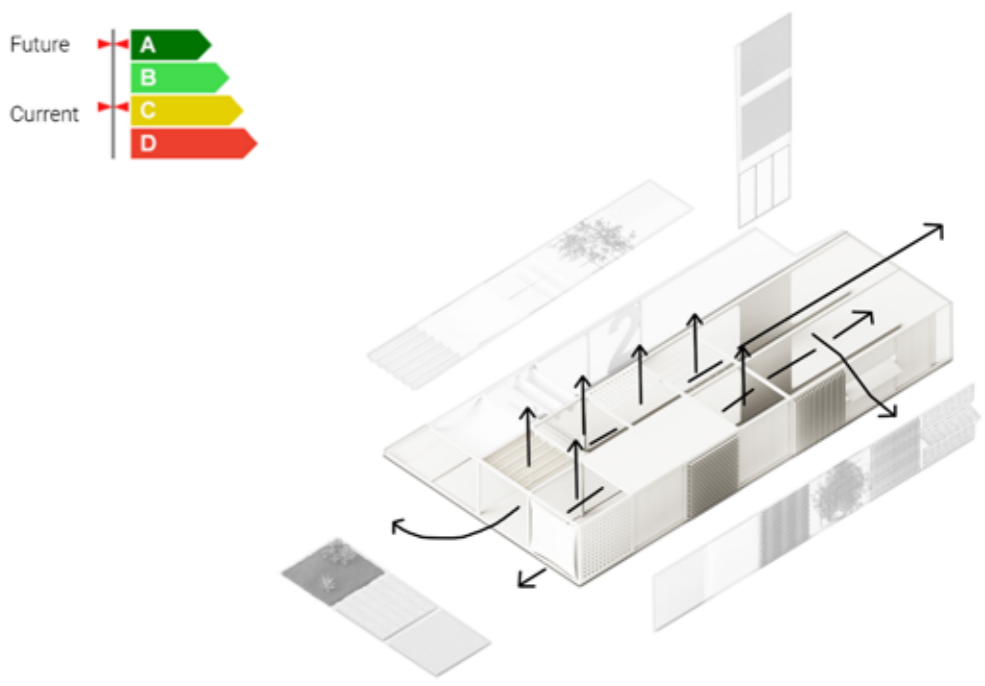
Domestic Hot Water Supply Control

- 2.1 **Control of DHW storage temperature with integrated electric heating or electric heat pump**
 D Current: Automatic control on/off
 A Future: Automatic control on/off and scheduled charging enable and multi-sensor storage management
- 2.2 **Control of DHW storage temperature using heating water generation**
 Current: Not applicable
 A Future: Automatic control on/off, scheduled charging enable and demand-based supply temperature control or multi-sensor storage management
- 2.3 **Control of DHW storage charging with solar collector and supplementary heat generation**
 Current: Not applicable
 C Future: Automatic control of solar storage charge (Prio. 1) and supplementary storage charge (Prio.2) and demand based supply temperature control or multi-sensor storage management
- 2.4 **Control of DHW circulation pump**
 Current: Not applicable
 A Future: With time program



Cooling Control

- 3.1 **Emission control**
 D Current: Central Automatic control
 A Future: Individual modulating room control with communication and occupancy detection
- 3.2 **Control of distribution network cold water temperature (supply or return)**
 C Current: Outside temperature compensated control
 A Future: Demand based control
- 3.3 **Intermittent control of emission and/or distribution**
 C Current: Automatic control with fixed time program
 A Future: Automatic control with demand evaluation
- 3.4 **Interlock between heating and cooling control of emission and/or distribution**
 Current: No interlock
 A Future: Total interlock
- 3.5 **Control of Thermal Energy Storage (TES) charging**
 Current: Not applicable
 A Future: Load prediction based storage operation



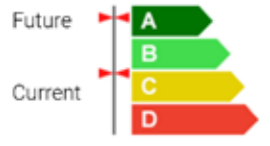
Note: The Proposal for the Building Automatization is provided based on the Energy Performance Classification Tool - EPC-Tool

STANDARDIZATION

Building automation - Relation of Existing Conditions and Standards for New Buildings

Ventilation and Air Conditioning Control

- 4.1 **Supply air flow control at the room level (e.g. fan on/off)**
 Current: Time Control
 Future: Demand based Control
- 4.2 **Room air temperature control by the ventilation system (all-air systems; combination with static systems as cooling ceiling, radiators, etc.)**
 Current: Continuous Control
 Future: Optimized Control
- 4.3 **Coordination of room air temperature control by ventilation and by static system**
 Current: Interaction is not coordinated
 Future: Interaction is coordinated
- 4.4 **Outside air flow control**
 Current: Fixed OA ratio/OA flow
 Future: Variable control
- 4.5 **Humidity control**
 Current: Dewpoint control
 Future: Direct humidity control



Lighting

- 5.1 **Occupancy control**
 Current: Manual on/off switch
 Future: Automatic detection: Auto On / Dimmed Off - Auto on/Auto off
- 5.2 **Light level / Daylight control (daylight harvesting)**
 Current: Manual central
 Future: Automatic switching



Blinds

- 6.1 **Blind control**
 Current: Manual operation
 Future: Combined light/blind/HVAC control



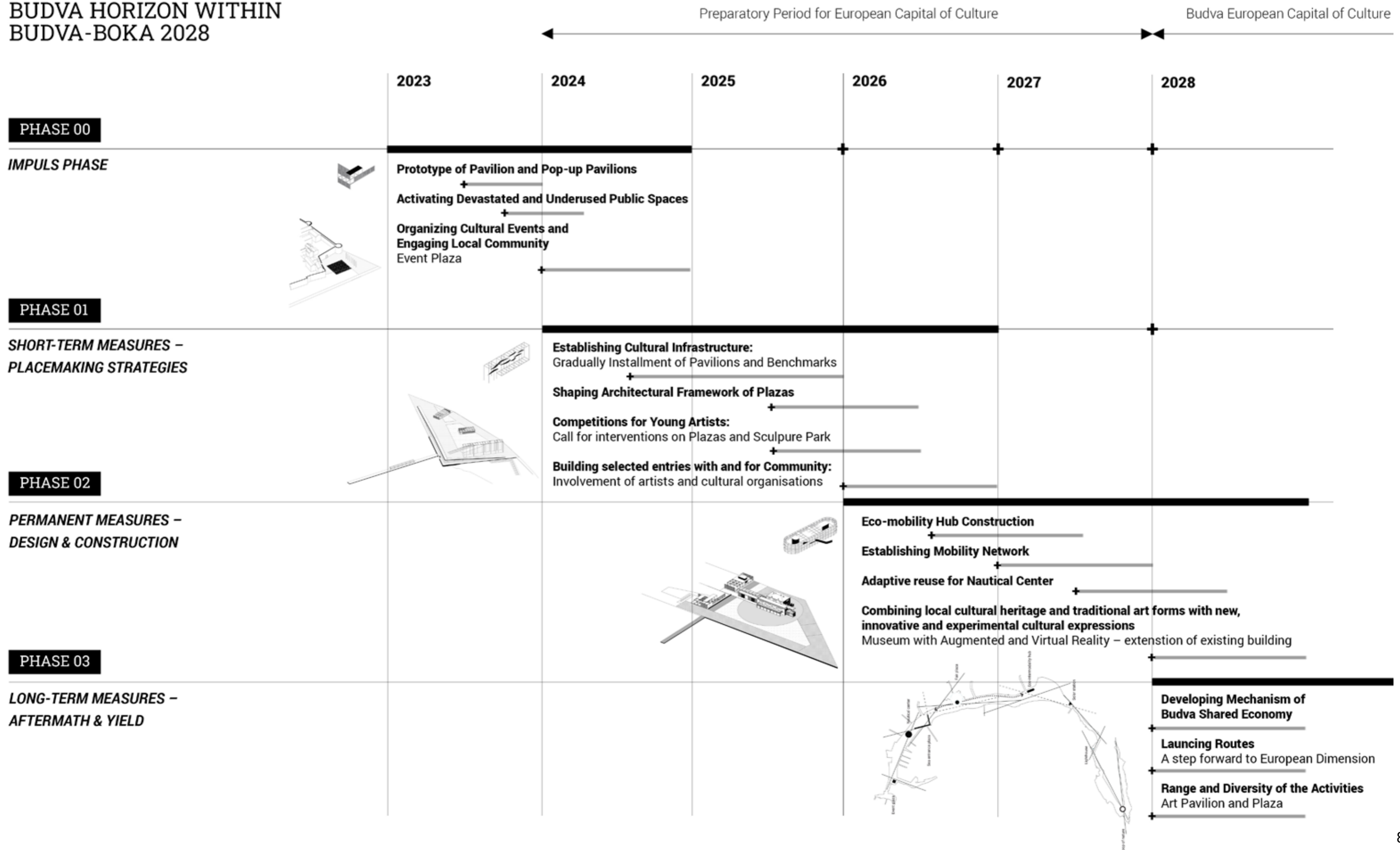
Technical Home and Building Management

- 7.1 **Setpoint management**
 Current: Manual setting room by room individually
 Future: Adaptation from a central room
- 7.2 **Runtime management**
 Current: Manual setting (plant enabling)
 Future: Individual setting following a predefined time schedule; adaptation from a central room
- 7.3 **Detecting faults of technical building systems and providing support to the diagnosis of these faults**
 Current: not applicable
 Future: With central indication of detected faults and alarms
- 7.4 **Reporting information regarding energy consumption, indoor conditions**
 Current: Indication of actual values only
 Future: Analyzing, performance evaluation, benchmarking of indoor environment and energy
- 7.5 **Local energy production and renewable energy**
 Current: Uncontrolled generation depending on the fluctuating availability of RES and or run time of CHP; overproduction will be fed into the grid
 Future: Coordination of local RES and CHP with regard to local energy demand profile including energy storage management; Optimization of own consumption
- 7.6 **Heat recovery and heat shifting**
 Current: not applicable
 Future: Managed use of waste heat or heat shifting (including charging/discharging TES)
- 7.7 **Smart grid integration**
 Current: not applicable
 Future: No harmonization between grid and building energy systems; building is operated independently from the grid load



INTERTWINING DEVELOPMENT AND CULTURAL STRATEGIES:

BUDVA HORIZON WITHIN BUDVA-BOKA 2028



COST ESTIMATION / SECTORS 1-5

| SECTOR 1 | 500, 800, 1200 | | | 32063 |
|-------------------------|----------------|-----------------|---------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| 1. Beach Café pavilions | 81 | 500 | 40500 | |
| 2. Beach equipment | 29 | 500 | 14500 | |
| 3. Connecting HUB | 389 | 600 | 233400 | |
| 4. Caffè pavilion | 163 | 500 | 81500 | |
| Demolition costs | 451 | 60 | 27060 | |
| total | 662 | | 369900 | |

| SECTOR 2 | | | | 24365 |
|---------------------------------------|-------------|-----------------|----------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| 1. Pop-up pavilions (4) | 163 | 500 | 81500 | |
| 2. pavilion 1 (Bar, Café, Restaurant) | 119 | 600 | 71400 | |
| 3. pavilion 2 (Bar, Café, Restaurant) | 285 | 600 | 171000 | |
| 4. pavilion 3 (Bar, Café, Restaurant) | 367 | 600 | 220200 | |
| 5. Art house (Reconstruction) | 380 | 500 | 190000 | |
| 6. pavilion 4 Art Gallery and Hub | 292 | 600 | 175200 | |
| 7. Building (Reconstruction) | 123 | 600 | 73800 | |
| 8. pavilion 5 (Bar, Café, Restaurant) | 265 | 600 | 159000 | |
| 9. pavilion 6 (Bar, Café, Restaurant) | 285 | 600 | 171000 | |
| Demolition costs | 3294 | 60 | 197640 | |
| total | 2279 | | 1313100 | |

| SECTOR 3 | | | | 21521 |
|------------------------------------|-------------|-----------------|---------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Nautical center - Adaptive reuse | 451 | 800 | 360800 | |
| Nautical center - Extension part 2 | 163 | 1000 | 163000 | |
| Pavilion 1 (Bar, Café, Restaurant) | 285 | 600 | 171000 | |
| Pavilion 1 (Bar, Café, Restaurant) | 285 | 600 | 171000 | |
| Demolition costs | 722 | 60 | 43320 | |
| total | 1906 | | 909120 | |

| SECTOR 4 | | | | 25881 |
|---------------------------------------|-------------|-----------------|----------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| 1. Pavilion 1 (Bar, Café, Restaurant) | 204 | 600 | 122400 | |
| 2. Pavilion 2 (Bar, Café, Restaurant) | 289 | 600 | 173400 | |
| 3. Pavilion 3 (Bar, Café, Restaurant) | 287 | 600 | | |
| 4. Pavilion 4 (Bar, Café, Restaurant) | 200 | 600 | 120000 | |
| 5. Pavilion 5 (Bar, Café, Restaurant) | 301 | 600 | 180600 | |
| 6. Sculpture Flock of Mirrors | | | 300000 | |
| Demolition costs | 3118 | 60 | 187080 | |
| total | 1281 | | 1083480 | |

| SECTOR 5 | | | | 13316 |
|------------------------------------|-------------|-----------------|---------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Pavilion 1 (Bar, Café, Restaurant) | 300 | 600 | 180000 | |
| Pavilion 2 (Bar, Café, Restaurant) | 200 | 600 | 120000 | |
| Pavilion 3 (Bar, Café, Restaurant) | 300 | 600 | 180000 | |
| Pavilion 4 (Bar, Café, Restaurant) | 301 | 600 | 180600 | |
| Demolition costs | 2919 | 60 | 175140 | |
| total | 1101 | | 835740 | |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 11295 | 25 | 282375 |
| Water surface | 10 | 45 | 450 |
| Grass area | 3987 | 20 | 79740 |
| Squares and decks | 5836 | 45 | 262620 |
| Sand | 6186 | 20 | 123720 |
| Special areas (decking, concrete) | 4087 | 20 | 81740 |
| total | 31401 | | 830645 |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 10540 | 25 | 263500 |
| Water surface | 336 | 45 | 15120 |
| Grass area | 8515 | 20 | 170300 |
| Squares and decks | 1704 | 45 | 76680 |
| Sand | | 20 | 0 |
| Special areas (decking, concrete) | 1202 | 20 | 24040 |
| total | 22297 | | 549640 |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 1837 | 25 | 45925 |
| Water surface | | 45 | 0 |
| Grass area | 3940 | 20 | 78800 |
| Squares and decks | 10546 | 45 | 474570 |
| Sand | | 20 | 0 |
| Special areas (decking, concrete) | 3292 | 20 | 65840 |
| total | 19615 | | 665135 |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 8154 | 25 | 203850 |
| Water surface | 277 | 45 | 12465 |
| Grass area | 2495 | 20 | 49900 |
| Squares and decks | 4105 | 45 | 184725 |
| Sand | 9569 | 20 | 143535 |
| Special areas (decking, concrete) | | 20 | 0 |
| total | 24600 | | 594475 |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 4440 | 25 | 111000 |
| Water surface | | 45 | 0 |
| Grass area | 1398 | 20 | 27960 |
| Squares and decks | | 45 | 0 |
| Sand + beach nourishment | 6317 | 20 | 94755 |
| Special areas (decking, concrete) | 92 | 20 | 1840 |
| total | 12247 | | 235555 |

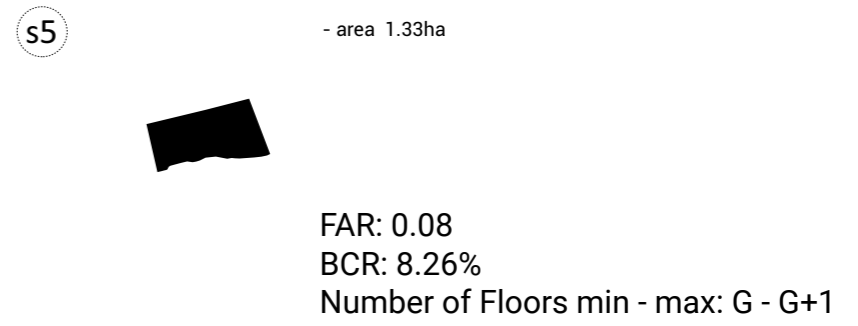
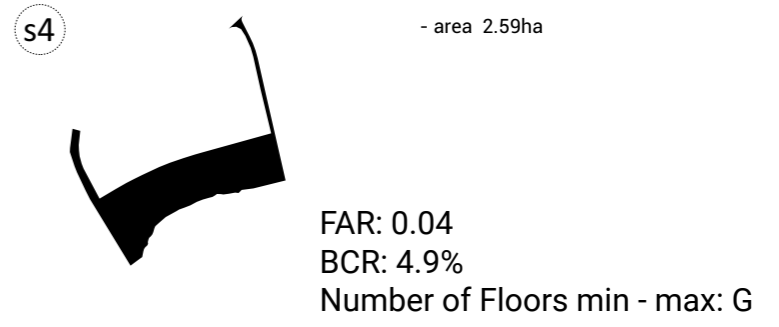
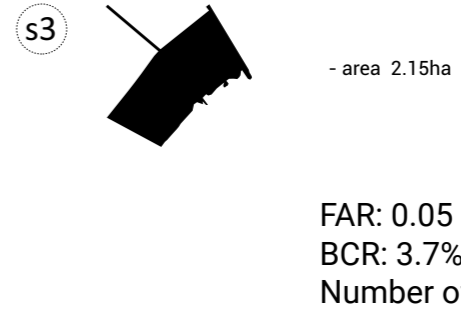
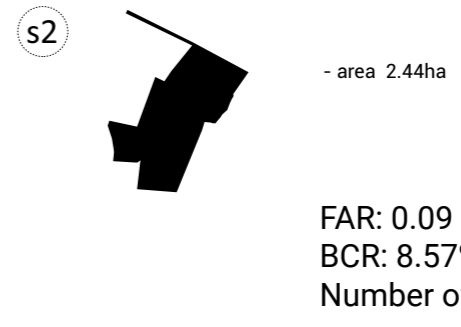
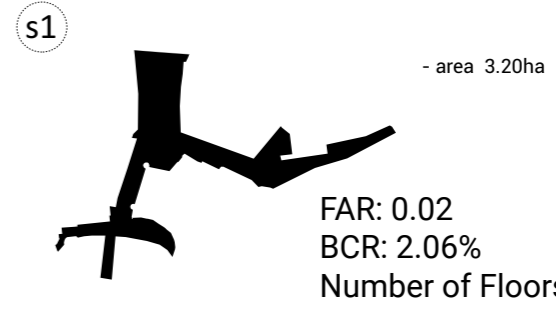
Sector 1 area
32063
1.200.545 €

Sector 2 area
24365
1.862.740 €

Sector 3 area
21521
1.574.255 €

Sector 4 area
25881
1.677.955 €

Sector 5 area
13316
1.071.295 €



COST ESTIMATION 6-9

| SECTOR 6 | | | | 41093 |
|------------------------------------|-------------|-----------------|----------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Pavilion 1 (Stands with storage) | 122 | 400 | 48800 | |
| Pavilion 2 (Bar, Café, Restaurant) | 576 | 600 | 345600 | |
| Pavilion 3 (Bar, Café, Restaurant) | 315 | 600 | 189000 | |
| Pavilion 4 (Bar, Café, Restaurant) | 287 | 600 | 172200 | |
| Pavilion 5 (Bar, Café, Restaurant) | 287 | 600 | 172200 | |
| Co-working | 2262 | 1000 | 2262000 | |
| Demolition costs | 4620 | 60 | 277200 | |
| total | 3849 | | 3467000 | |

| SECTOR 7 | | | | 46886 |
|------------------------------------|-------------|-----------------|----------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Hotel Park buildings 1 and 2 | 2652 | 20 | 53040 | |
| Eco Intermodality Hub | 3291 | 1000 | 3291000 | |
| Pavilion 1 (Bar, Café, Restaurant) | 301 | 600 | 180600 | |
| Demolition costs | 344 | 60 | 20640 | |
| total | 6244 | | 3545280 | |

| SECTOR 8 | | | | 14581 |
|---------------------|------------|-----------------|---------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Solar station | 360 | 400 | 144000 | |
| Lighthouse pavilion | 27 | 400 | 10800 | |
| total | 387 | | 154800 | |

| SECTOR 9 | | | | 59919 |
|---------------------|------------|-----------------|--------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Lighthouse pavilion | 27 | 400 | 10800 | |
| Lighthouse pavilion | 27 | 400 | 10800 | |
| Loop of nature | 189 | 400 | 75600 | |
| total | 243 | | 97200 | |

TOTAL BUILDINGS **11.775.620 €**

| Public space | | | |
|-----------------------------------|--------------|------------------|---------------|
| | Area | Cost per sqm (€) | Investment |
| Pavement | 8072 | 25 | 201800 |
| Water surface | 1531 | 45 | 68895 |
| Grass area | 5714 | 20 | 114280 |
| Squares and decks | | 45 | 0 |
| Sand + beach nurishment | 15233 | 20 | 228495 |
| Special areas (decking, concrete) | 6694 | 20 | 133880 |
| total | 37244 | | 747350 |

| Public space | | | |
|-----------------------------------|--------------|------------------|---------------|
| | Area | Cost per sqm (€) | Investment |
| Pavement | 11045 | 25 | 276125 |
| Water surface | | 45 | 0 |
| Grass area | 16836 | 20 | 336720 |
| Squares and decks | | 45 | 0 |
| Sand + beach nurishment | 10297 | 20 | 154455 |
| Special areas (decking, concrete) | 4658 | 20 | 93160 |
| total | 42836 | | 860460 |

| Public space | | | |
|-----------------------------------|-------------|------------------|--------------|
| | Area | Cost per sqm (€) | Investment |
| Pavement | 0 | 25 | 0 |
| Water surface | 0 | 45 | 0 |
| Grass area | 0 | 20 | 0 |
| Squares and decks | 0 | 45 | 0 |
| Sand + beach nurishment | 6589 | 20 | 98835 |
| Special areas (decking, concrete) | 0 | 20 | 0 |
| total | 6589 | | 98835 |

| Public space | | | |
|-----------------------------------|-------------|------------------|---------------|
| | Area | Cost per sqm (€) | Investment |
| Pavement | 4607 | 25 | 115175 |
| Water surface | 0 | 45 | 0 |
| Grass area | 0 | 20 | 0 |
| Squares and decks | 0 | 45 | 0 |
| Sand + beach nurishment | 0 | 20 | 0 |
| Special areas (decking, concrete) | 0 | 20 | 0 |
| total | 4607 | | 115175 |

TOTAL PUBLICSPACES **4.697.270 €**

Sector 6 area
41093
4.214.350 €



- area 4.11ha

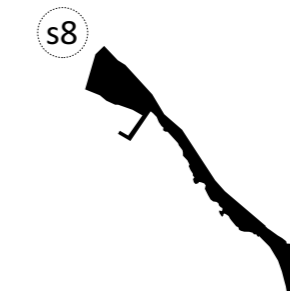
FAR: 0.09
BCR: 5.8%
Number of Floors min - max: G-G+1

Sector 7 area
46886
4.405.740 €



FAR: 0.13
BCR: 8.0 %
Number of Floors min - max: G - G+2

Sector 8 area
14581
253.635 €



FAR: 0.02
BCR: 2.6%
Number of Floors min - max: /

Sector 9 area
59919
212.375 €

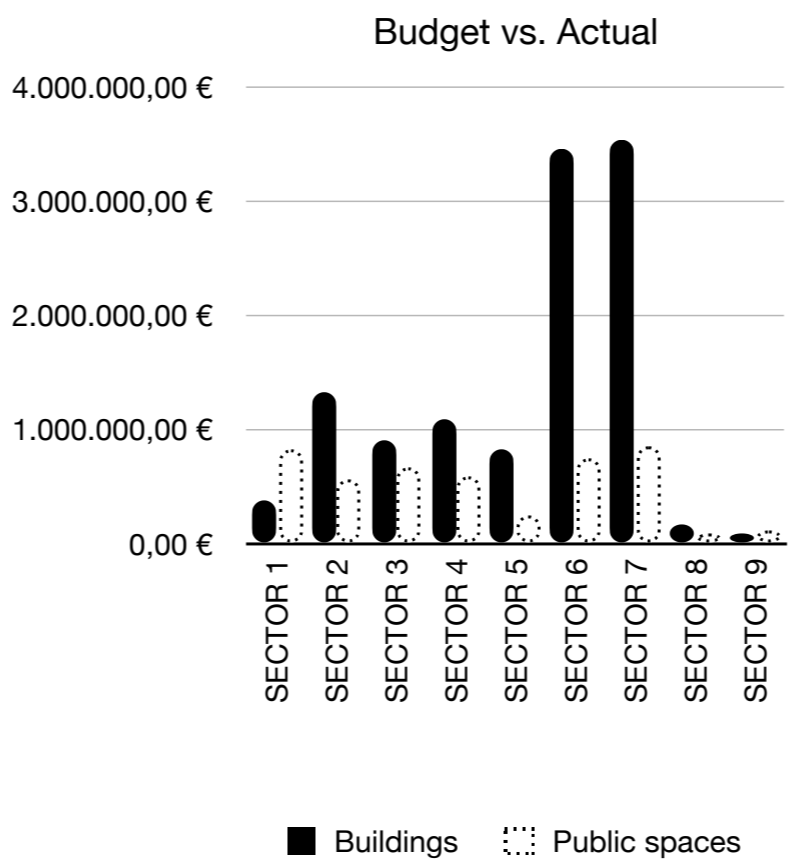
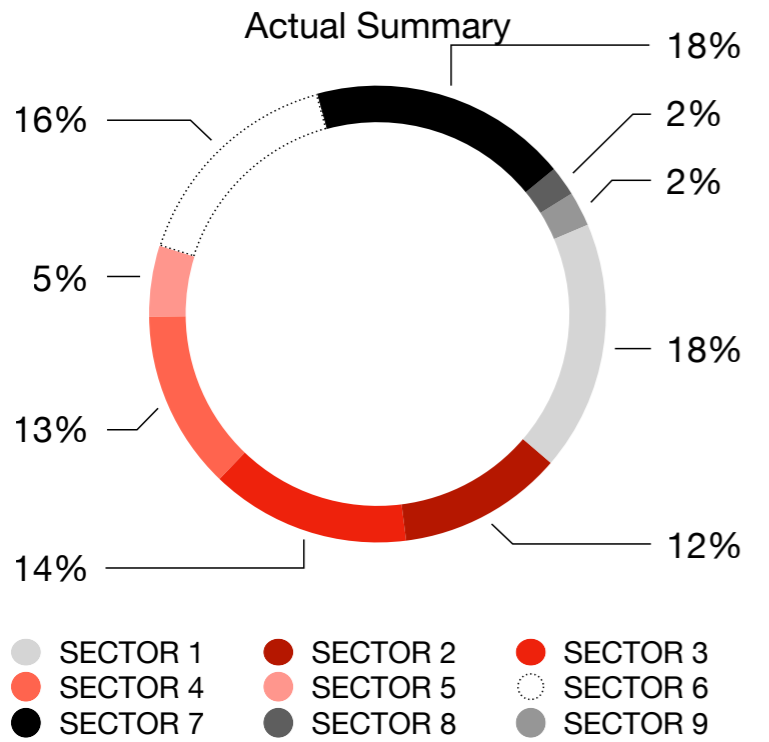


- area 6.00ha

FAR: 0,4%
BCR: 0.004%
Number of Floors min - max: /

16.472.890 €

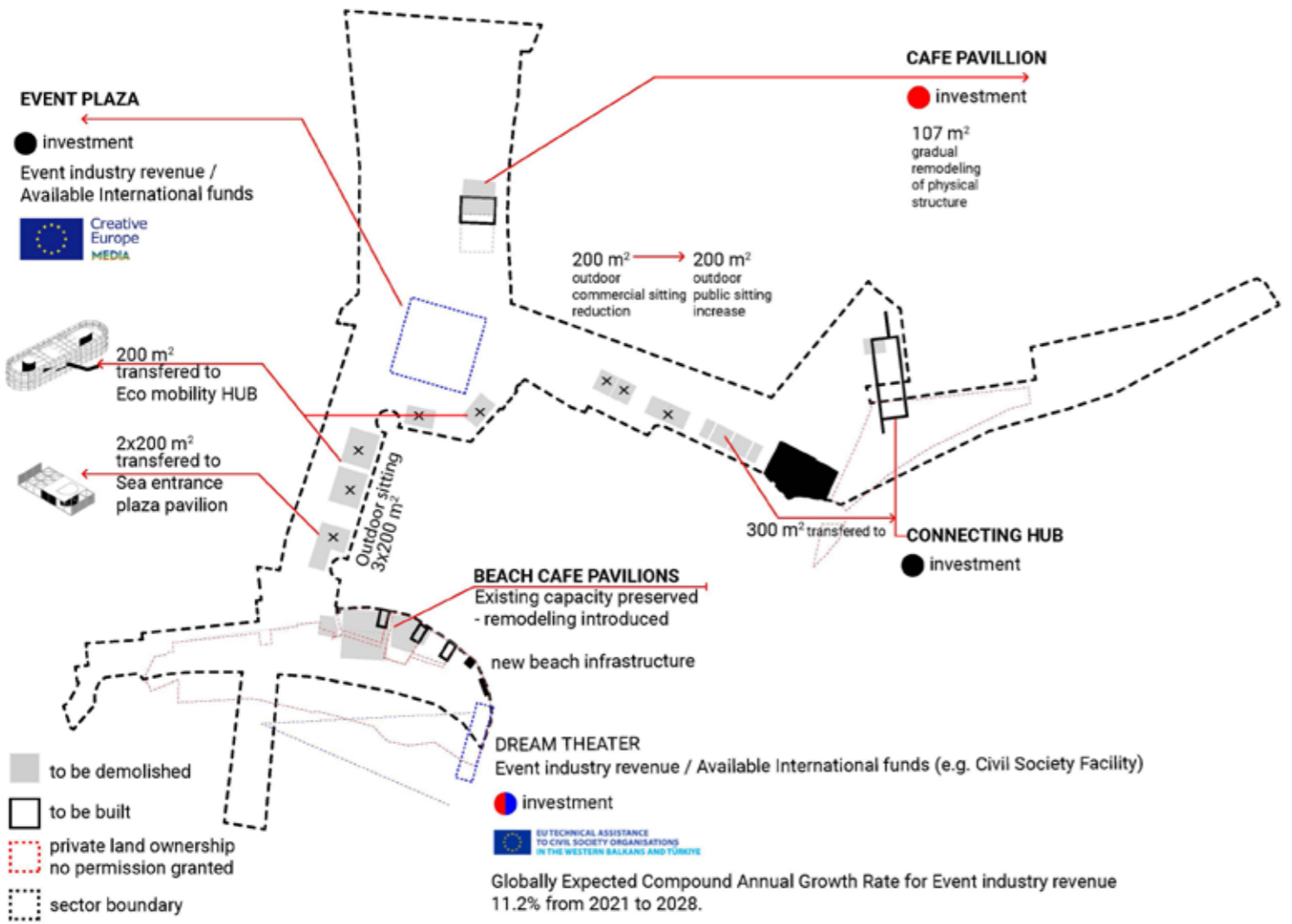
COST ESTIMATION



Summary by Category

| Sector | Buildings | Public spaces | Total per sector |
|--------------|------------------------|-----------------------|------------------------|
| SECTOR 1 | 369.900,00 € | 830.645,00 € | 1.200.545,00 € |
| SECTOR 2 | 1.313.100,00 € | 549.640,00 € | 1.862.740,00 € |
| SECTOR 3 | 909.120,00 € | 665.135,00 € | 1.574.255,00 € |
| SECTOR 4 | 1.083.480,00 € | 594.475,00 € | 1.677.955,00 € |
| SECTOR 5 | 835.740,00 € | 235.555,00 € | 1.071.295,00 € |
| SECTOR 6 | 3.467.000,00 € | 747.350,00 € | 4.214.350,00 € |
| SECTOR 7 | 3.545.280,00 € | 860.460,00 € | 4.405.740,00 € |
| SECTOR 8 | 154.800,00 € | 98.835,00 € | 253.635,00 € |
| SECTOR 9 | 97.200,00 € | 115.175,00 € | 212.375,00 € |
| Total | 11.775.620,00 € | 4.697.270,00 € | 16.472.890,00 € |

SECTOR 1
TYPE AND SCOPE OF INTERVENTION



INVESTMENT CARRIERS

- public
- private
- civil

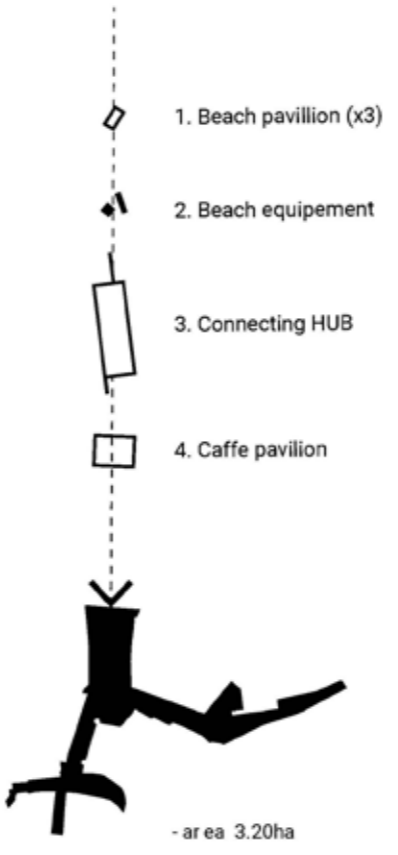
COST ESTIMATION / SECTOR 1

| Buildings | 500, 800, 1200 | | |
|-------------------------|----------------|-----------------|---------------|
| | Gross area | Cost per sqm(€) | Investment |
| 1. Beach Café pavilions | 81 | 500 | 40500 |
| 2. Beach equipment | 29 | 500 | 14500 |
| 3. Connecting HUB | 389 | 600 | 233400 |
| 4. Caffe pavilion | 163 | 500 | 81500 |
| Demolition costs | 451 | 60 | 27060 |
| total | 662 | | 369900 |

| Public space | Area | | |
|-----------------------------------|--------------|------------------|---------------|
| | Area | Cost per sqm (€) | Investment |
| Pavement | 11295 | 25 | 282375 |
| Water surface | 10 | 45 | 450 |
| Grass area | 3987 | 20 | 79740 |
| Squares and decks | 5836 | 45 | 262620 |
| Sand | 6186 | 20 | 123720 |
| Special areas (decking, concrete) | 4087 | 20 | 81740 |
| total | 31401 | | 830645 |

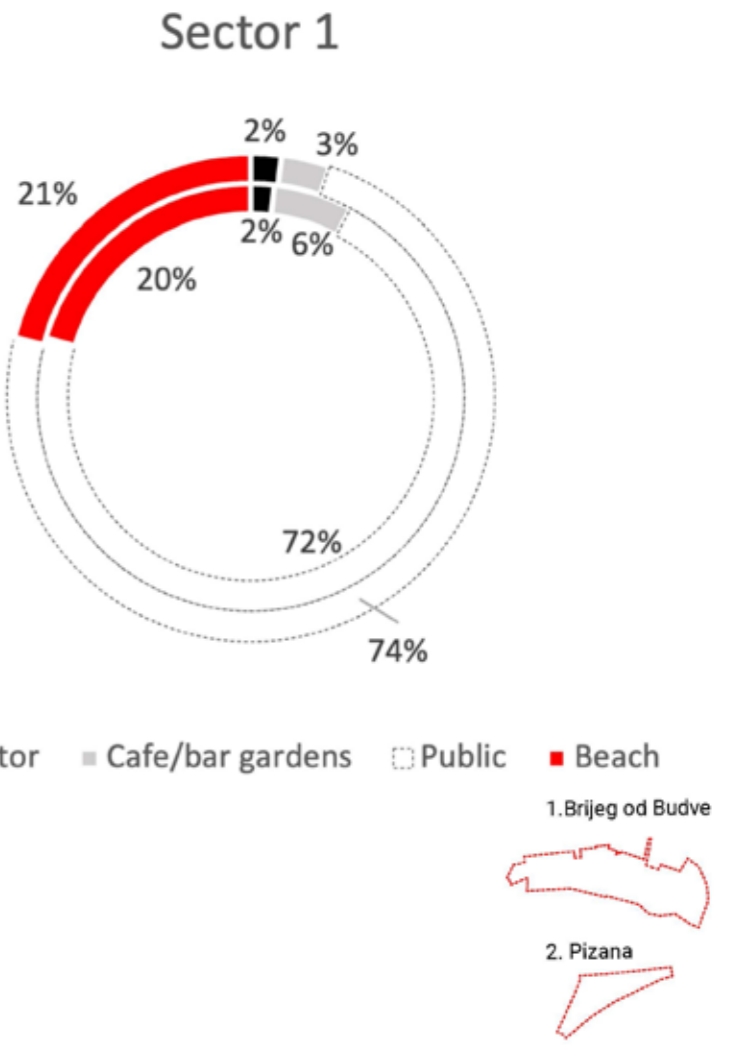
Sector 1 area
32063
1.200.545 €

BUILT STRUCTURE



FAR: 0.02
BCR: 2.06%
Number of Floors min - max: G

EXISTING/PLANNED RATIO

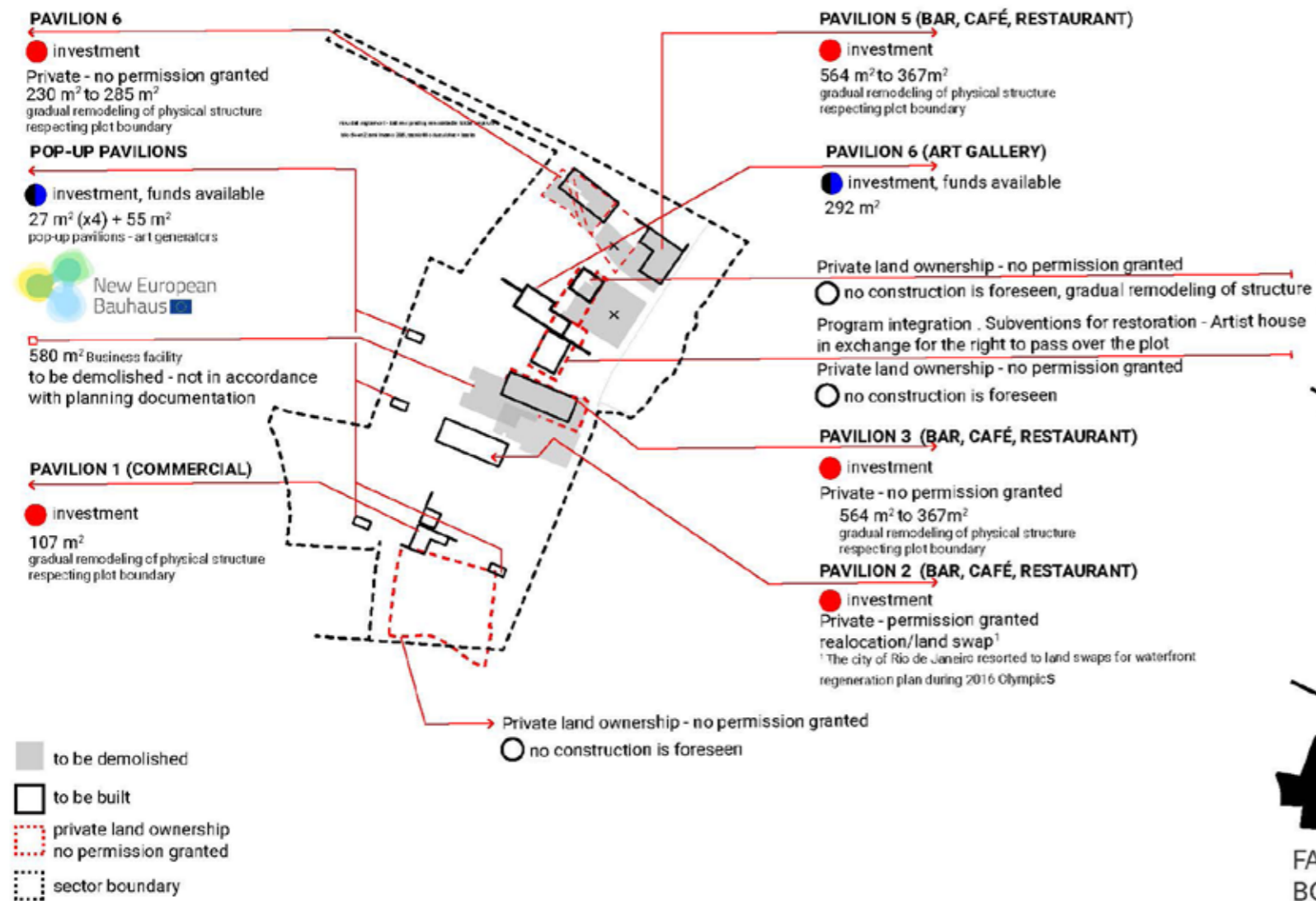


ALIGNMENT WITH SDGs

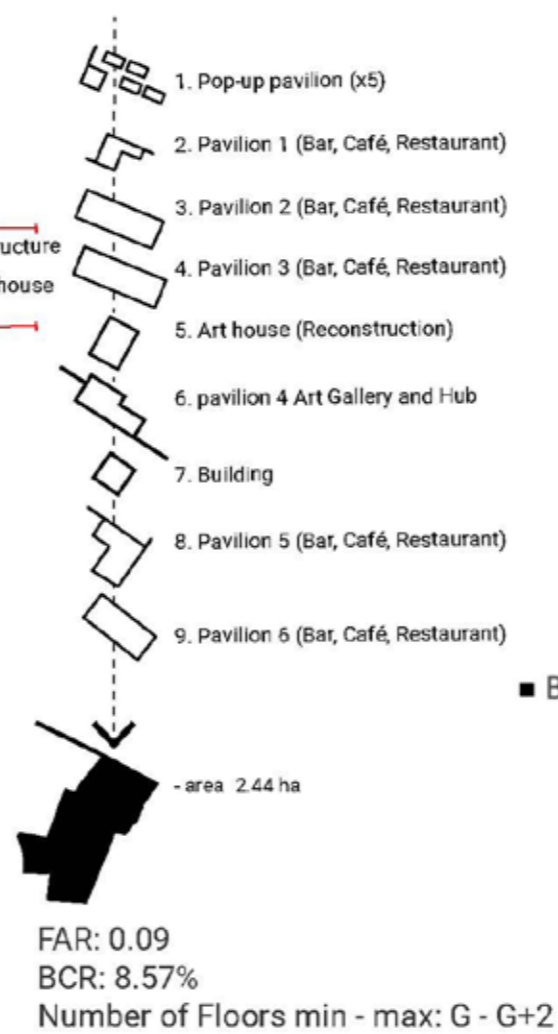
- 8 ECONOMIC GROWTH**
 - Achieve higher levels of economic productivity through diversification, technological upgrading and innovation
 - Promote development-oriented policies that support productive activities, creativity and innovation
 - Devise and implement policies to promote sustainable tourism that creates jobs and promotes local culture and products
- 11 SUSTAINABLE CITIES AND COMMUNITIES**
 - Strengthen efforts to protect and safeguard the world's cultural and natural heritage
 - Provide universal access to safe, inclusive and accessible, green and public spaces
- 14 LIFE BELOW WATER**
 - sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order
- 17 PARTNERSHIPS FOR THE GOALS**
 - Mobilize additional financial resources for developing countries from multiple sources

SECTOR 2

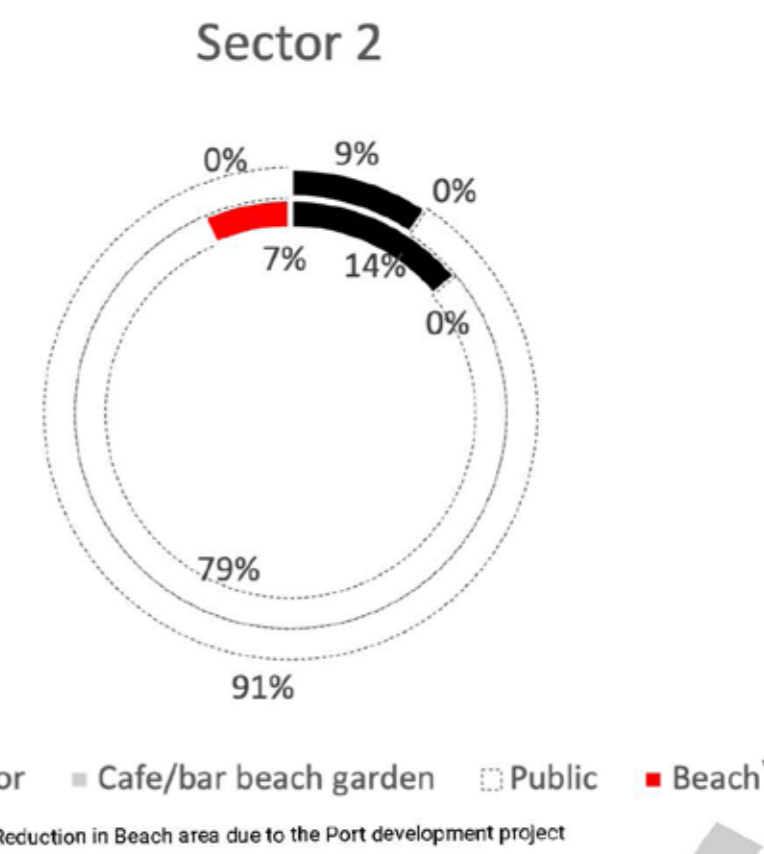
TYPE AND SCOPE OF INTERVENTION



BUILT STRUCTURE



EXISTING/PLANNED RATIO



INVESTMENT CARRIERS

- public
- private
- civil

COST ESTIMATION / SECTOR 2

SECTOR 2 24365

| Buildings | Gross area | Cost per sqm(€) | Investment |
|---------------------------------------|-------------|-----------------|----------------|
| 1. Pop-up pavilions (4) | 163 | 500 | 81500 |
| 2. pavilion 1 (Bar, Café, Restaurant) | 119 | 600 | 71400 |
| 3. pavilion 2 (Bar, Café, Restaurant) | 285 | 600 | 171000 |
| 4. pavilion 3 (Bar, Café, Restaurant) | 367 | 600 | 220200 |
| 5. Art house (Reconstruction) | 380 | 500 | 190000 |
| 6. pavilion 4 Art Gallery and Hub | 292 | 600 | 175200 |
| 7. Building (Reconstruction) | 123 | 600 | 73800 |
| 8. pavilion 5 (Bar, Café, Restaurant) | 265 | 600 | 159000 |
| 9. pavilion 6 (Bar, Café, Restaurant) | 285 | 600 | 171000 |
| Demolition costs | 3294 | 60 | 197640 |
| total | 2279 | | 1313100 |

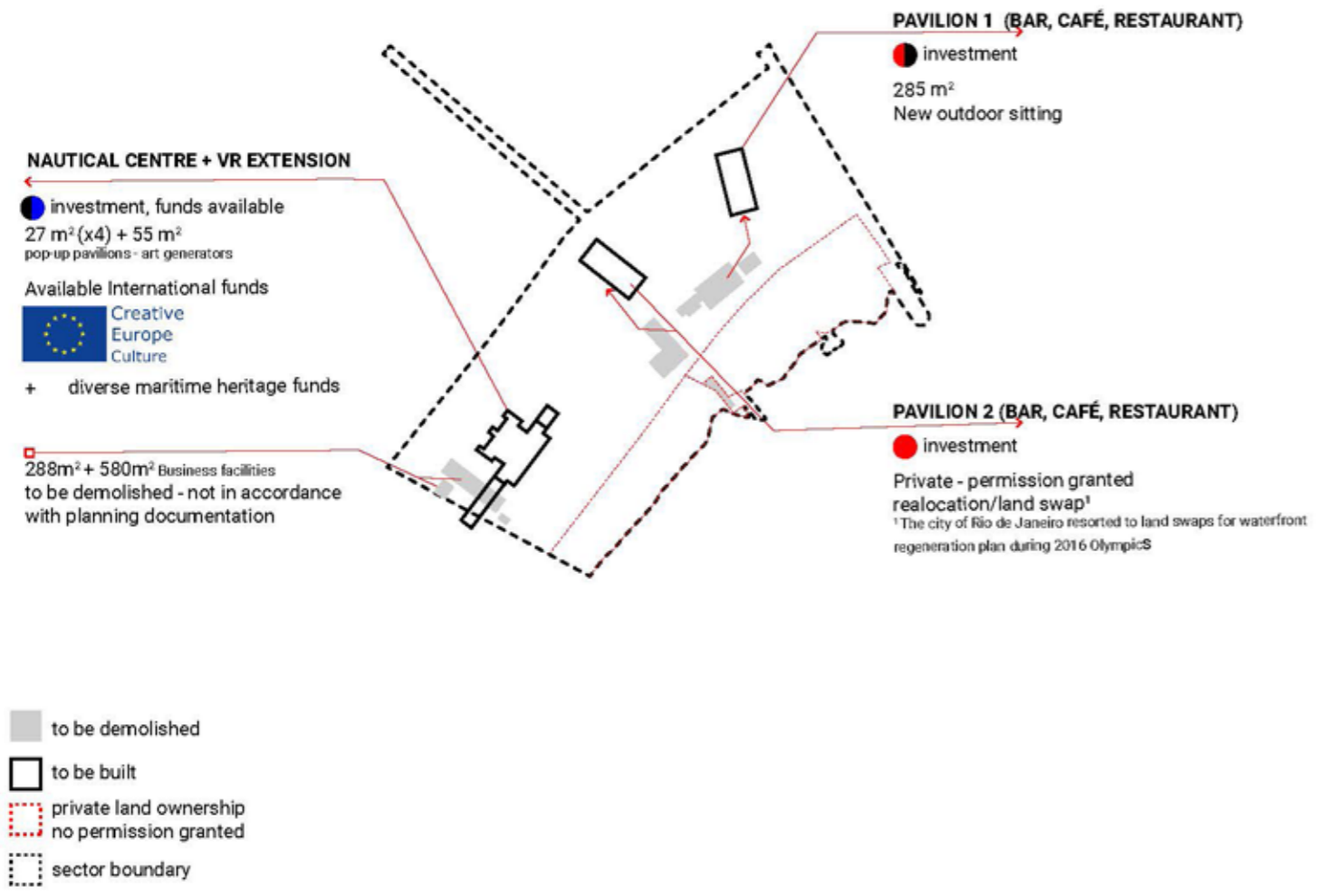
| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 10540 | 25 | 263500 |
| Water surface | 336 | 45 | 15120 |
| Grass area | 8515 | 20 | 170300 |
| Squares and decks | 1704 | 45 | 76680 |
| Sand | | 20 | 0 |
| Special areas (decking, concrete) | 1202 | 20 | 24040 |
| total | 22297 | | 549640 |

Sector 2 area
24576
1.862.740 €

ALIGNMENT WITH SDGs

- 1** **NO POVERTY** ensure that all people, in particular the poor and the vulnerable, have equal rights to economic resources, as well as access to basic services, ownership and control over land and other forms of property, inheritance, natural resources.
- 11** **SUSTAINABLE CITIES AND COMMUNITIES** Strengthen efforts to protect and safeguard the world's cultural and natural heritage
Provide universal access to safe, inclusive and accessible, green and public spaces
- 12** **RESponsible Consumption and Production** achieve the sustainable management and efficient use of natural-resources
- 14** **Life Below Water** sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order
- 17** **Partnerships for the Goals** Mobilize additional financial resources for developing countries from multiple sources

SECTOR 3
TYPE AND SCOPE OF INTERVENTION



INVESTMENT CARRIERS

- public
- private
- civil

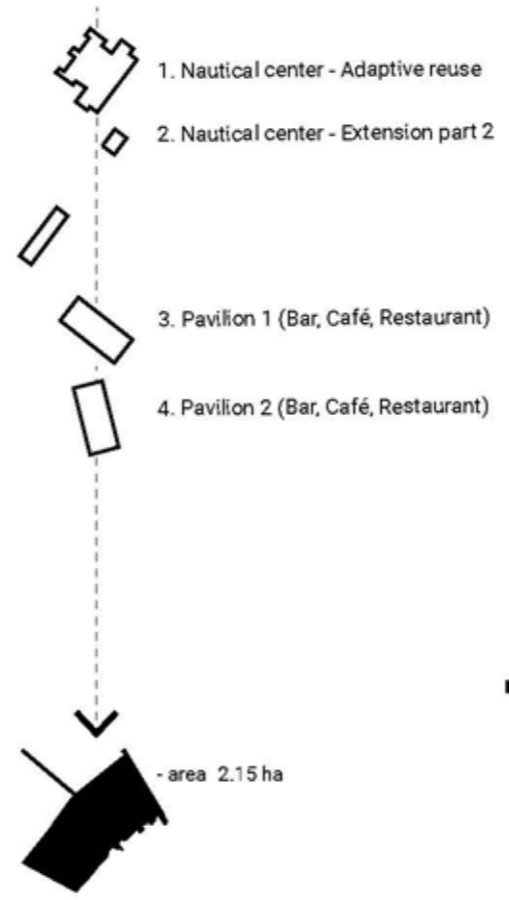
COST ESTIMATION / SECTOR 3

| SECTOR 3 | Gross area | Cost per sqm(€) | Investment | 21521 |
|------------------------------------|-------------|-----------------|---------------|-------|
| Buildings | | | | |
| Nautical center - Adaptive reuse | 451 | 800 | 360800 | |
| Nautical center - Extension part 2 | 163 | 1000 | 163000 | |
| Pavilion 1 (Bar, Café, Restaurant) | 285 | 600 | 171000 | |
| Pavilion 1 (Bar, Café, Restaurant) | 285 | 600 | 171000 | |
| Demolition costs | 722 | 60 | 43320 | |
| total | 1184 | | 909120 | |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 1837 | 25 | 45925 |
| Water surface | | 45 | 0 |
| Grass area | 3940 | 20 | 78800 |
| Squares and decks | 10546 | 45 | 474570 |
| Sand | | 20 | 0 |
| Special areas (decking, concrete) | 3292 | 20 | 65840 |
| total | 19615 | | 665135 |

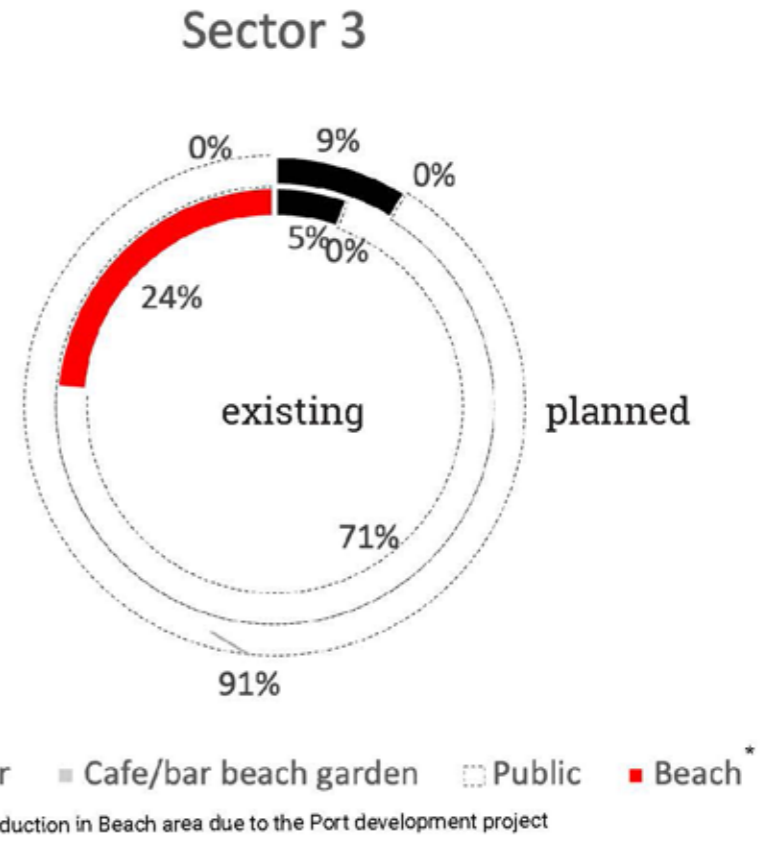
Sector 3 area
20799
1.574.255 €

BUILT STRUCTURE



FAR: 0.08
BCR: 8.87%
Number of Floors min - max: G - G+2

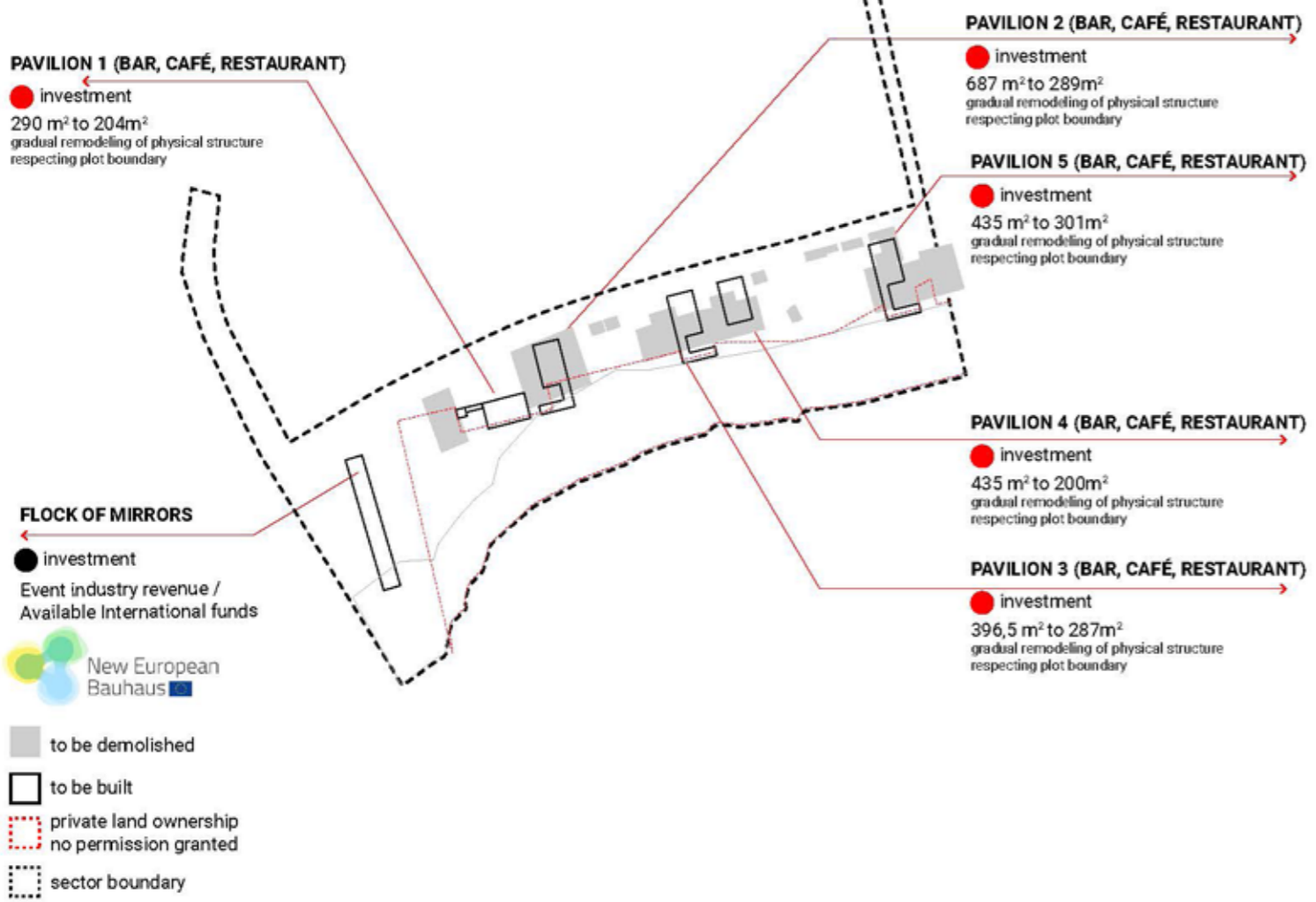
EXISTING/PLANNED RATIO



ALIGNMENT WITH SDGs

- 9** INDUSTRY, INNOVATION AND INFRASTRUCTURE
 - encouraging innovation and support domestic technology development
 - significantly increase access to information and communications technology
- 11** SUSTAINABLE CITIES AND COMMUNITIES
 - Strengthen efforts to protect and safeguard the world's cultural and natural heritage
 - Provide universal access to safe, inclusive and accessible, green and public spaces
- 14** LIFE BELOW WATER
 - Increase scientific knowledge, develop research capacity and transfer marine technology
 - sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order
- 17** PARTNERSHIPS FOR THE GOALS
 - Mobilize additional financial resources for developing countries from multiple sources

SECTOR 4
TYPE AND SCOPE OF INTERVENTION



INVESTMENT CARRIERS

- public
- private
- civil

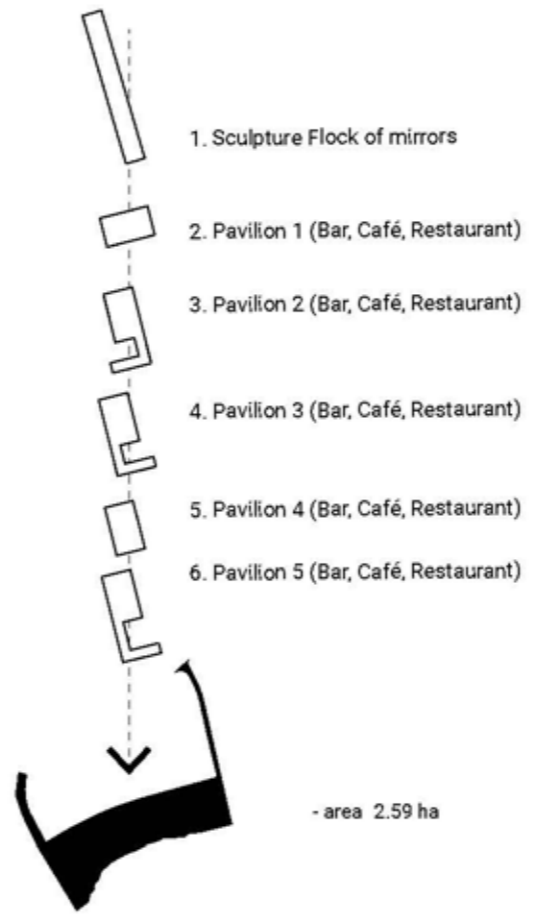
COST ESTIMATION / SECTOR 4

| SECTOR 4 | 25881 | | |
|---------------------------------------|-------------|-----------------|----------------|
| Buildings | Gross area | Cost per sqm(€) | Investment |
| 1. Pavilion 1 (Bar, Café, Restaurant) | 204 | 600 | 122400 |
| 2. Pavilion 2 (Bar, Café, Restaurant) | 289 | 600 | 173400 |
| 3. Pavilion 3 (Bar, Café, Restaurant) | 287 | 600 | 120000 |
| 4. Pavilion 4 (Bar, Café, Restaurant) | 200 | 600 | 180600 |
| 5. Pavilion 5 (Bar, Café, Restaurant) | 301 | 600 | 300000 |
| 6. Sculpture Flock of Mirrors | | | 187080 |
| Demolition costs | 3118 | 60 | |
| total | 1281 | | 1083480 |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 8154 | 25 | 203850 |
| Water surface | 277 | 45 | 12465 |
| Grass area | 2495 | 20 | 49900 |
| Squares and decks | 4105 | 45 | 184725 |
| Sand | 9569 | 20 | 143535 |
| Special areas (decking, concrete) | | 20 | 0 |
| total | 24600 | | 594475 |

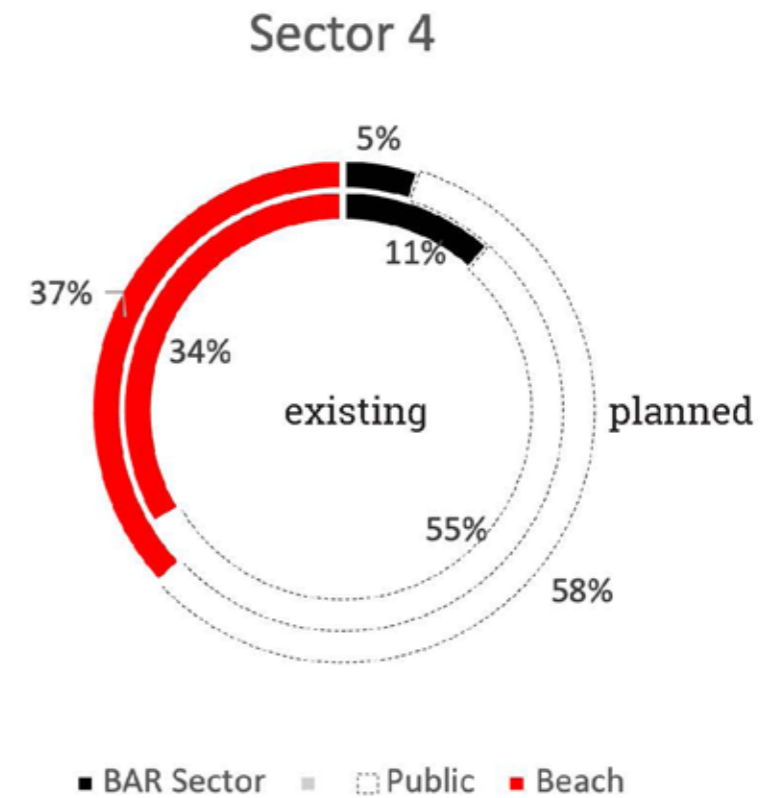
Sector 4 area
25881
1.677.955 €

BUILT STRUCTURE



FAR: 0.04
BCR: 4.94%
Number of Floors min - max: G, G+1

EXISTING/PLANNED RATIO



ALIGNMENT WITH SDGs

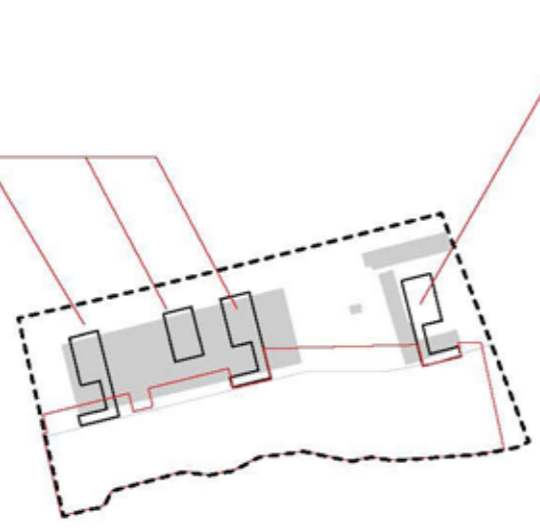
- 6** CLEAN WATER AND SANITATION: By 2020, protect and restore water-related ecosystem
- 11** SUSTAINABLE CITIES AND COMMUNITIES: building sustainable and resilient buildings utilizing local materials; Provide universal access to safe, inclusive and accessible, green and public spaces
- 14** LIFE BELOW WATER: sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order

SECTOR 5
TYPE AND SCOPE OF INTERVENTION

PAVILIONS 1, 2 AND 3 (BAR, CAFÉ, RESTAURANT)

● investment
1466 m² to 800m²
gradual remodeling of physical structure respecting plot boundary

- PAVILIONS 1**
300 m²
- PAVILIONS 2**
200 m²
- PAVILIONS 3**
300 m²



PAVILION 4 (BOCCE CLUB)

● investment
312 m² to 301m²
gradual remodeling of physical structure respecting plot boundary

- to be demolished
- to be built
- ▨ private land ownership no permission granted
- ▤ sector boundary

INVESTMENT CARRIERS

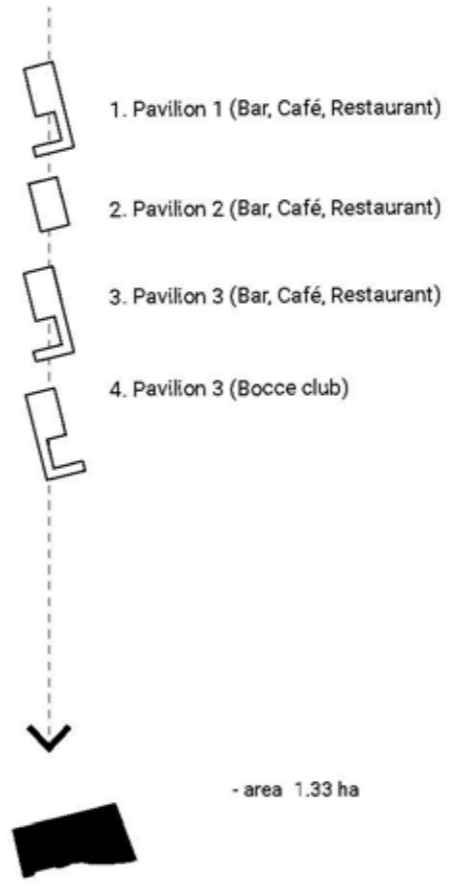
- public
- private
- civil

COST ESTIMATION / SECTOR 5

| Buildings | Gross area | Cost per sqm(€) | Investment |
|------------------------------------|-------------|-----------------|---------------|
| Pavilion 1 (Bar, Café, Restaurant) | 300 | 600 | 180000 |
| Pavilion 2 (Bar, Café, Restaurant) | 200 | 600 | 120000 |
| Pavilion 3 (Bar, Café, Restaurant) | 300 | 600 | 180000 |
| Pavilion 4 (Bar, Café, Restaurant) | 301 | 600 | 180600 |
| Demolition costs | 2919 | 60 | 175140 |
| total | 1101 | | 835740 |

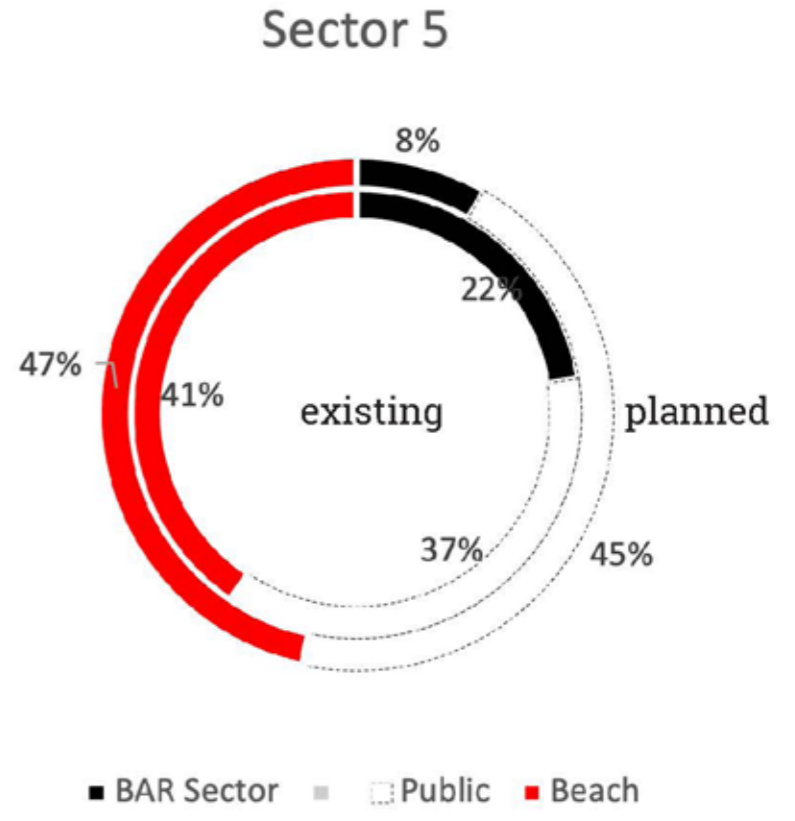
| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 4440 | 25 | 111000 |
| Water surface | | 45 | 0 |
| Grass area | 1398 | 20 | 27960 |
| Squares and decks | | 45 | 0 |
| Sand + beach nurishment | 6317 | 20 | 94755 |
| Special areas (decking, concrete) | 92 | 20 | 1840 |
| total | 12247 | | 235555 |

BUILT STRUCTURE



FAR: 0.04
BCR: 4.94%
Number of Floors min - max: G, G+1

EXISTING/PLANNED RATIO



1.Slovenska beach
15% increase

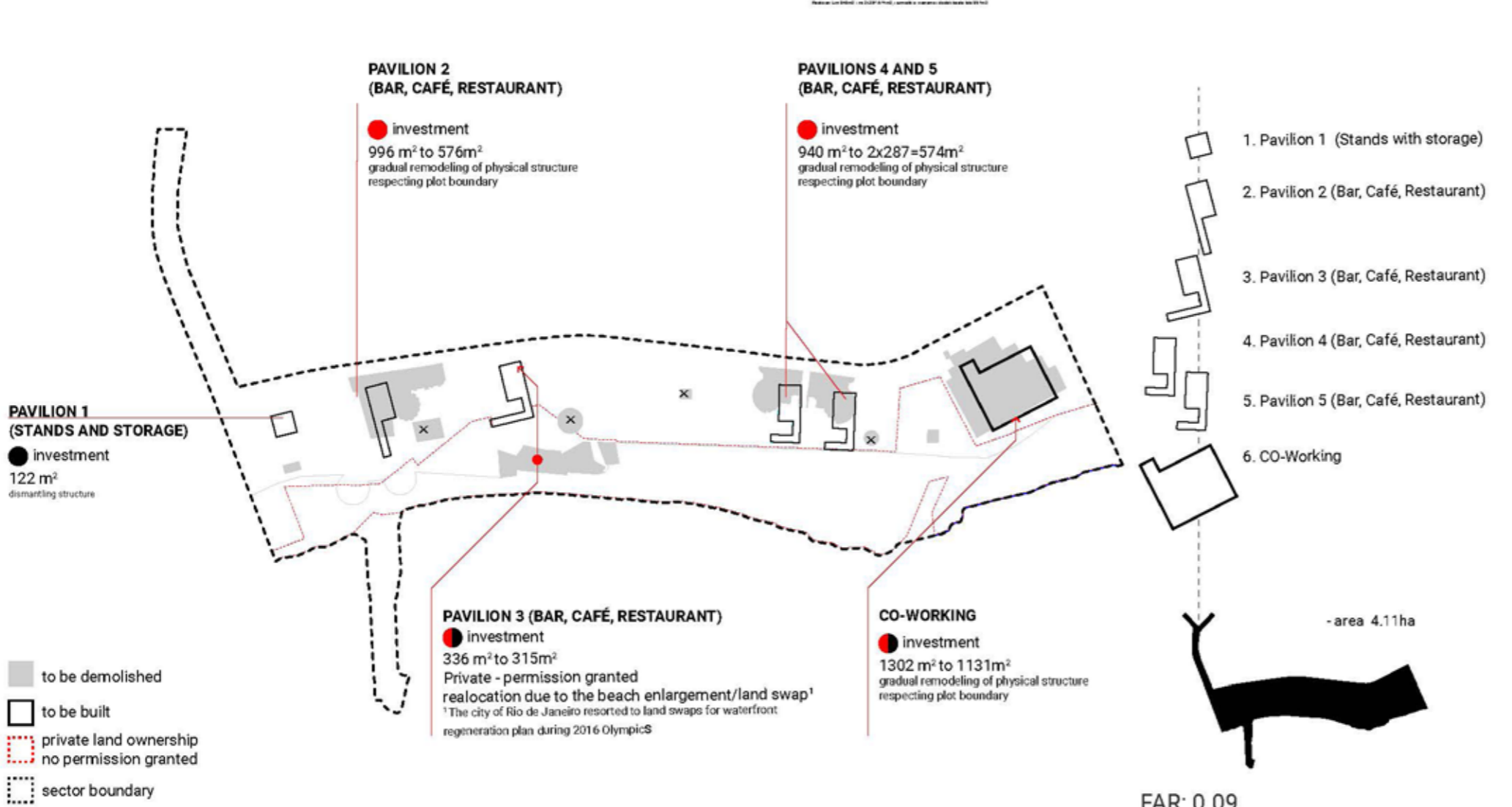
ALIGNMENT WITH SDGs

- 1. No Poverty** • ensure that all people, in particular the poor and the vulnerable, have equal rights to economic resources, as well as access to basic services, ownership and control over land and other forms of property, inheritance, natural resources.
- 11. Sustainable Cities and Communities** • Strengthen efforts to protect and safeguard the world's cultural and natural heritage
• Provide universal access to safe, inclusive and accessible, green and public spaces
- 14. Life Below Water** • sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order

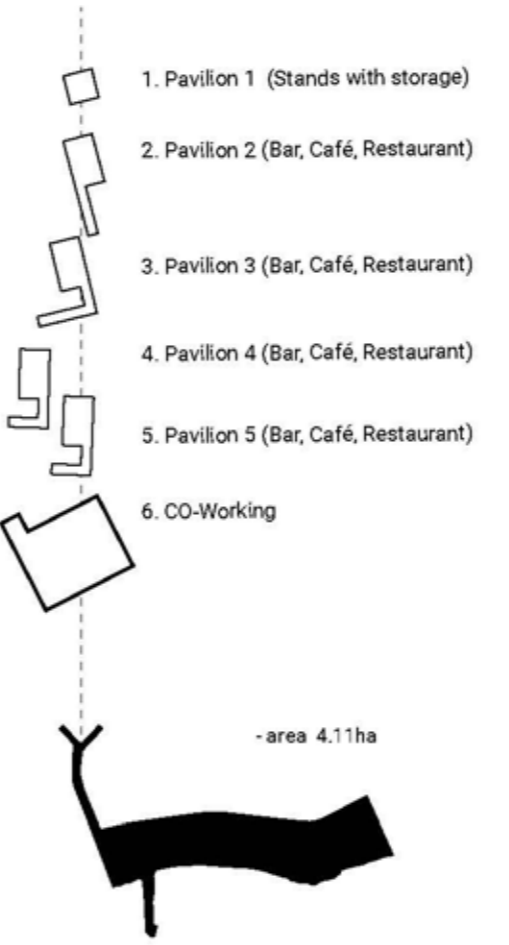
Sector 5 area
13316
1.071.295 €

SECTOR 6

TYPE AND SCOPE OF INTERVENTION

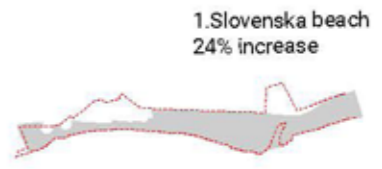
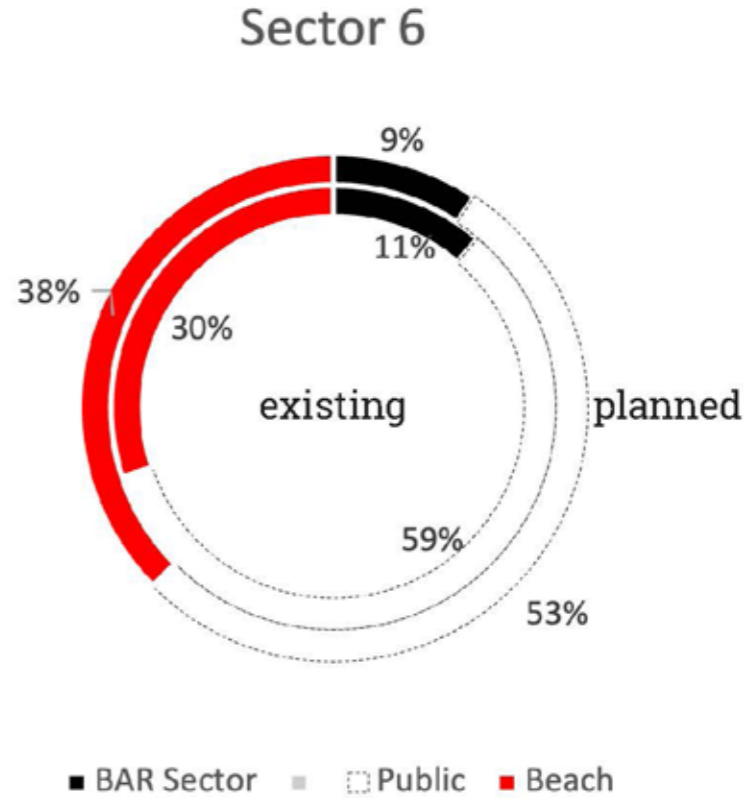


BUILT STRUCTURE



FAR: 0.09
 BCR: 5.88%
 Number of Floors min - max: G, G+2

EXISTING/PLANNED RATIO



INVESTMENT CARRIERS

- public
- private
- civil

COST ESTIMATION / SECTOR 6

| SECTOR 6 | Gross area | Cost per sqm(€) | Investment | 41093 |
|------------------------------------|-------------|-----------------|----------------|-------|
| Buildings | | | | |
| Pavilion 1 (Stands with storage) | 122 | 400 | 48800 | |
| Pavilion 2 (Bar, Café, Restaurant) | 576 | 600 | 345600 | |
| Pavilion 3 (Bar, Café, Restaurant) | 315 | 600 | 189000 | |
| Pavilion 4 (Bar, Café, Restaurant) | 287 | 600 | 172200 | |
| Pavilion 5 (Bar, Café, Restaurant) | 287 | 600 | 172200 | |
| Co-working | 2262 | 1000 | 2262000 | |
| Demolition costs | 4620 | 60 | 277200 | |
| total | 3849 | | 3467000 | |

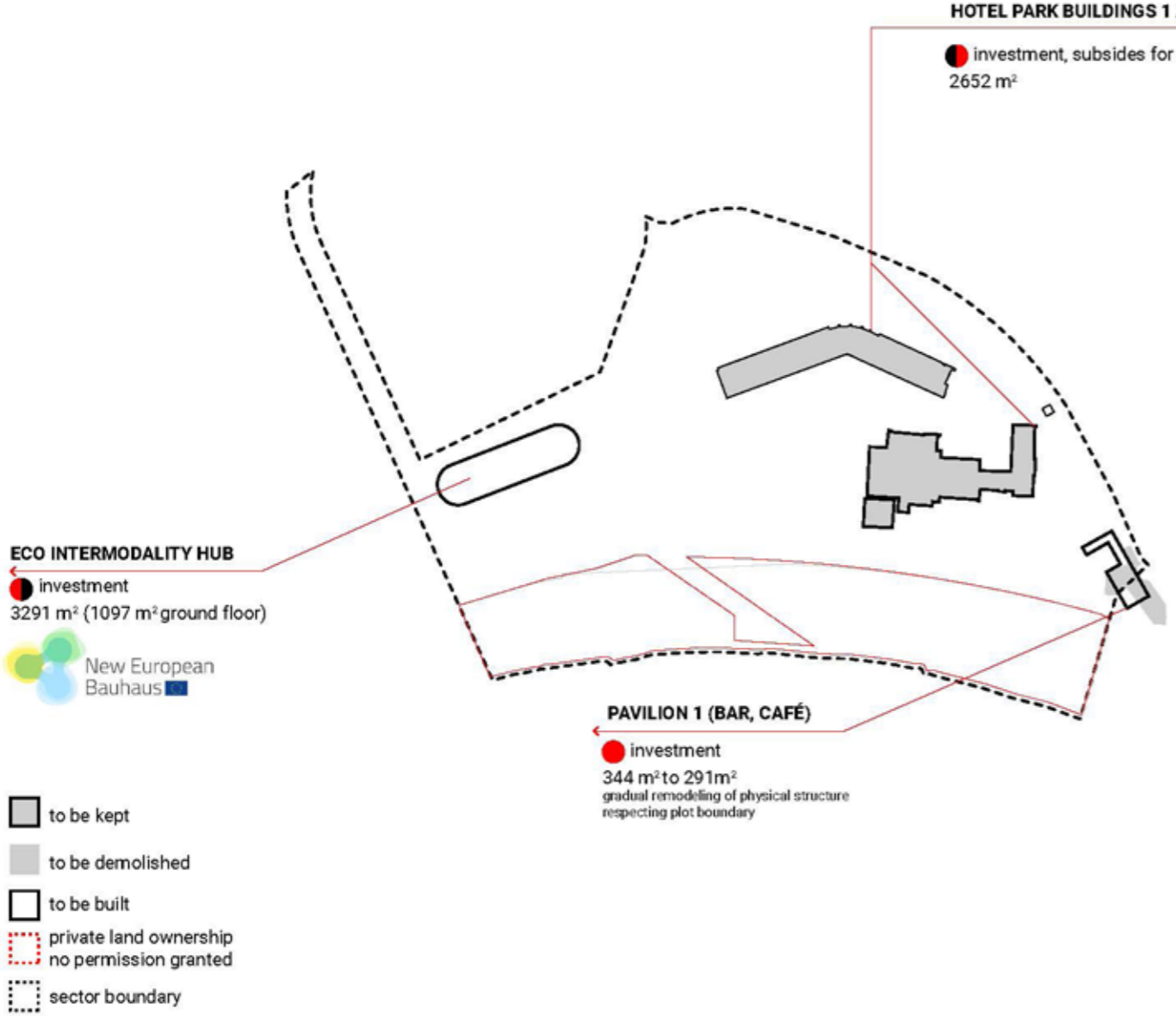
| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 8072 | 25 | 201800 |
| Water surface | 1531 | 45 | 68895 |
| Grass area | 5714 | 20 | 114280 |
| Squares and decks | | 45 | 0 |
| Sand + beach nurishment | 15233 | 20 | 228495 |
| Special areas (decking, concrete) | 6694 | 20 | 133880 |
| total | 37244 | | 747350 |

Sector 6 area
 41093
4.214.350 €

ALIGNMENT WITH SDGs

- Ensure healthy lives and promote well-being for all at all ages
- By 2020, protect and restore water-related ecosystem
- Promote development-oriented policies that support productive activities, creativity and innovation
- Provide universal access to safe, inclusive and accessible, green and public spaces
- sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order

SECTOR 7
TYPE AND SCOPE OF INTERVENTION



INVESTMENT CARRIERS

- public
- private
- civil

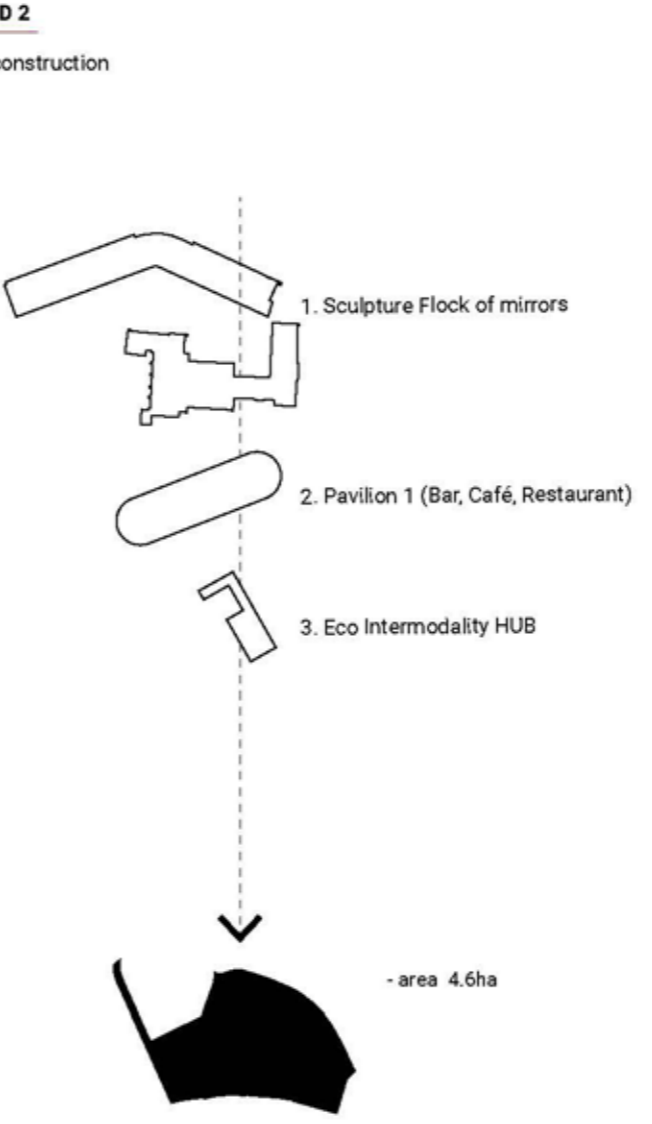
COST ESTIMATION / SECTOR 7

| Buildings | Gross area | Cost per sqm(€) | Investment |
|------------------------------------|-------------|-----------------|----------------|
| Hotel Park buildings 1 and 2 | 2652 | 20 | 53040 |
| Eco Intermodality Hub | 3291 | 1000 | 3291000 |
| Pavilion 1 (Bar, Café, Restaurant) | 301 | 600 | 180600 |
| Demolition costs | 344 | 60 | 20640 |
| total | 6244 | | 3545280 |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|--------------|------------------|---------------|
| Pavement | 11045 | 25 | 276125 |
| Water surface | | 45 | 0 |
| Grass area | 16836 | 20 | 336720 |
| Squares and decks | | 45 | 0 |
| Sand + beach nurishment | 10297 | 20 | 154455 |
| Special areas (decking, concrete) | 4658 | 20 | 93160 |
| total | 42836 | | 860460 |

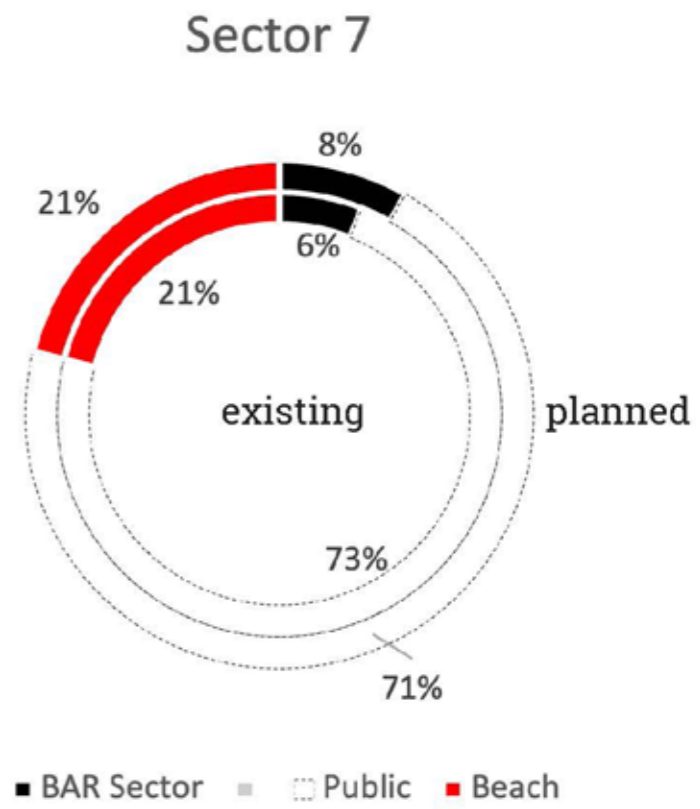
Sector 7 area
46886
4.405.740 €

BUILT STRUCTURE



FAR: 0.13
BCR: 8.0%
Number of Floors min - max: G, G+2

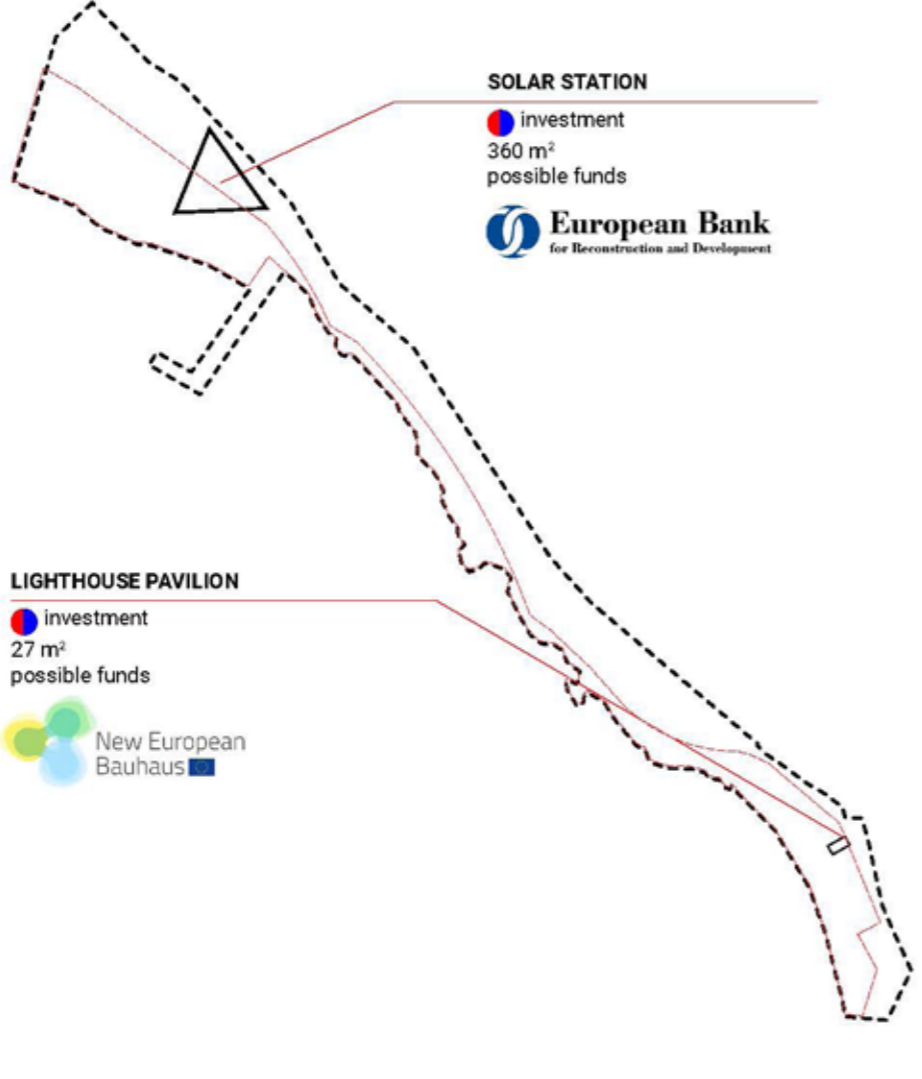
EXISTING/PLANNED RATIO



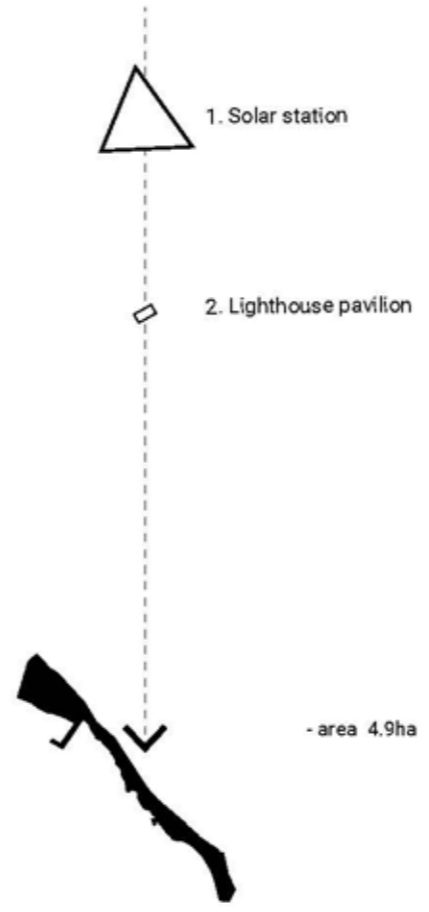
ALIGNMENT WITH SDGs

- 7** Affordable and Clean Energy: Increase substantially the share of renewable energy in the global energy mix
- 9** Industry, Innovation and Infrastructure: Develop quality, reliable, sustainable and resilient infrastructure,
- 11** Sustainable Cities and Communities: Strengthen efforts to protect and safeguard the world's cultural and natural heritage; Provide universal access to safe, inclusive and accessible, green and public spaces; provide access to safe, affordable, accessible and sustainable transport systems for all, improving road safety, notably by expanding public transport,
- 14** Life Below Water: sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order
- 15** Life on Land: promote the implementation of sustainable management of all types of forests, halt deforestation, restore degraded forests and substantially increase afforestation and reforestation

SECTOR 8
TYPE AND SCOPE OF INTERVENTION

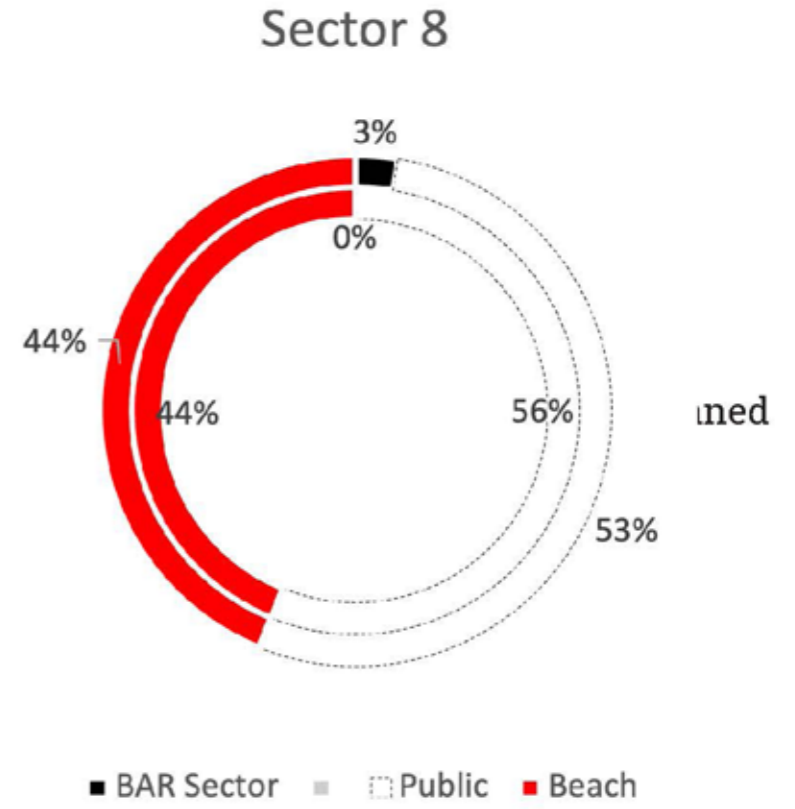


BUILT STRUCTURE



FAR: 0.02
BCR: 2.6%
Number of Floors min - max: G

EXISTING/PLANNED RATIO



INVESTMENT CARRIERS

- public
- private
- civil

COST ESTIMATION / SECTOR 8

| SECTOR 8 | | | | 14581 |
|---------------------|------------|-----------------|---------------|-------|
| Buildings | Gross area | Cost per sqm(€) | Investment | |
| Solar station | 360 | 400 | 144000 | |
| Lighthouse pavilion | 27 | 400 | 10800 | |
| total | 387 | | 154800 | |

| Public space | | | |
|-----------------------------------|-------------|------------------|--------------|
| | Area | Cost per sqm (€) | Investment |
| Pavement | 0 | 25 | 0 |
| Water surface | 0 | 45 | 0 |
| Grass area | 0 | 20 | 0 |
| Squares and decks | 0 | 45 | 0 |
| Sand + beach nourishment | 6589 | 20 | 98835 |
| Special areas (decking, concrete) | 0 | 20 | 0 |
| total | 6589 | | 98835 |

Sector 8 area
14581
253.635 €

ALIGNMENT WITH SDGs

- Increase substantially the share of renewable energy in the global energy mix
- Strengthen efforts to protect and safeguard the world's cultural and natural heritage
- Provide universal access to safe, inclusive and accessible, green and public spaces
- sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order
- strive to achieve a land degradation-neutral world
- Take urgent and significant action to reduce the degradation of natural habitats, halt the loss of biodiversity and, by 2020, protect and prevent the extinction of threatened species

SECTOR 9
TYPE AND SCOPE OF INTERVENTION

LIGHTHOUSE PAVILION

● investment
27 m²
possible funds
New European Bauhaus

LOOP OF NATURE

● investment
189m²
possible funds
unesco
World Heritage Convention

- to be demolished
- to be built
- ▨ private land ownership no permission granted
- ▤ sector boundary

INVESTMENT CARRIERS

- public
- private
- civil

COST ESTIMATION / SECTOR 9

| Buildings | Gross area | Cost per sqm(€) | Investment | 59919 |
|---------------------|------------|-----------------|--------------|-------|
| Lighthouse pavilion | 27 | 400 | 10800 | |
| Lighthouse pavilion | 27 | 400 | 10800 | |
| Loop of nature | 189 | 400 | 75600 | |
| total | 243 | | 97200 | |

| Public space | Area | Cost per sqm (€) | Investment |
|-----------------------------------|-------------|------------------|---------------|
| Pavement | 4607 | 25 | 115175 |
| Water surface | 0 | 45 | 0 |
| Grass area | 0 | 20 | 0 |
| Squares and decks | 0 | 45 | 0 |
| Sand + beach nurishment | 0 | 20 | 0 |
| Special areas (decking, concrete) | 0 | 20 | 0 |
| total | 4607 | | 115175 |

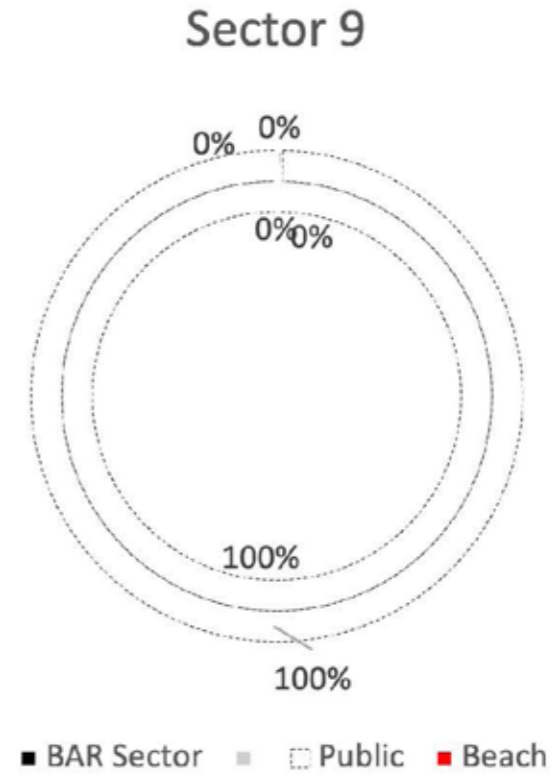
BUILT STRUCTURE

- 1. Lighthouse pavilions
- 2. Loop of nature

- area 6.00ha

FAR: 0.04
BCR: 0.004%
Number of Floors min - max: G

EXISTING/PLANNED RATIO



ALIGNMENT WITH SDGs

- 8 **DECENT WORK AND ECONOMIC GROWTH**
 - devise and implement policies to promote sustainable tourism that creates jobs and promotes local culture and products
- 11 **SUSTAINABLE CITIES AND COMMUNITIES**
 - Strengthen efforts to protect and safeguard the world's cultural and natural heritage
 - Provide universal access to safe, inclusive and accessible, green and public spaces
- 12 **RESPONSIBLE CONSUMPTION AND PRODUCTION**
 - 12.2 By 2030, achieve the sustainable management and efficient use of natural resources
 - By 2030, substantially reduce waste generation through prevention, reduction, recycling and reuse
- 13 **CLIMATE ACTION**
 - Integrate climate change measures into national policies, strategies and planning
- 14 **LIFE BELOW WATER**
 - sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts, including by strengthening their resilience, and take action for their restoration in order
- 15 **LIFE ON LAND**
 - promote the implementation of sustainable management of all types of forests, halt deforestation, restore degraded forests and substantially increase afforestation and reforestation
 - strive to achieve a land degradation-neutral world
 - Take urgent and significant action to reduce the degradation of natural habitats, halt the loss of biodiversity and, by 2020, protect and prevent the extinction of threatened species

Sector 9 area
59919
212.375 €

GRAPHIC MATERIAL

- reduced-

BUDVA HORIZON



SCULPTURE PARK

LEISURE DECKS

IMPULS PAVILIONS

EVENT PLAZA

SCENE FROM A MEMORY

BRUED OD BUDVE BEACH

DREAM THEATER

ROFENE DOCK

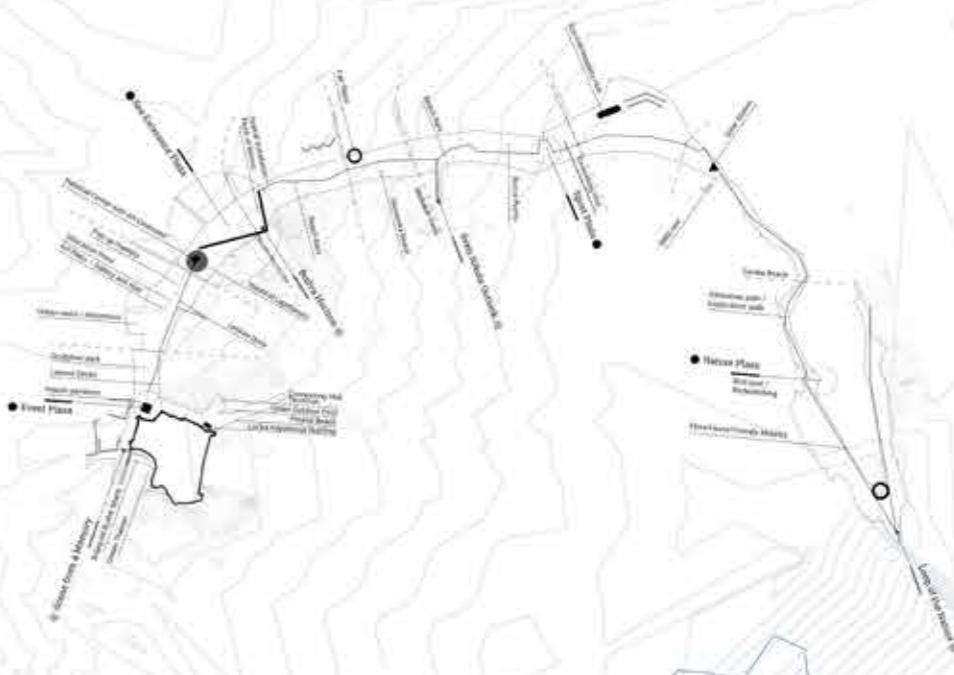
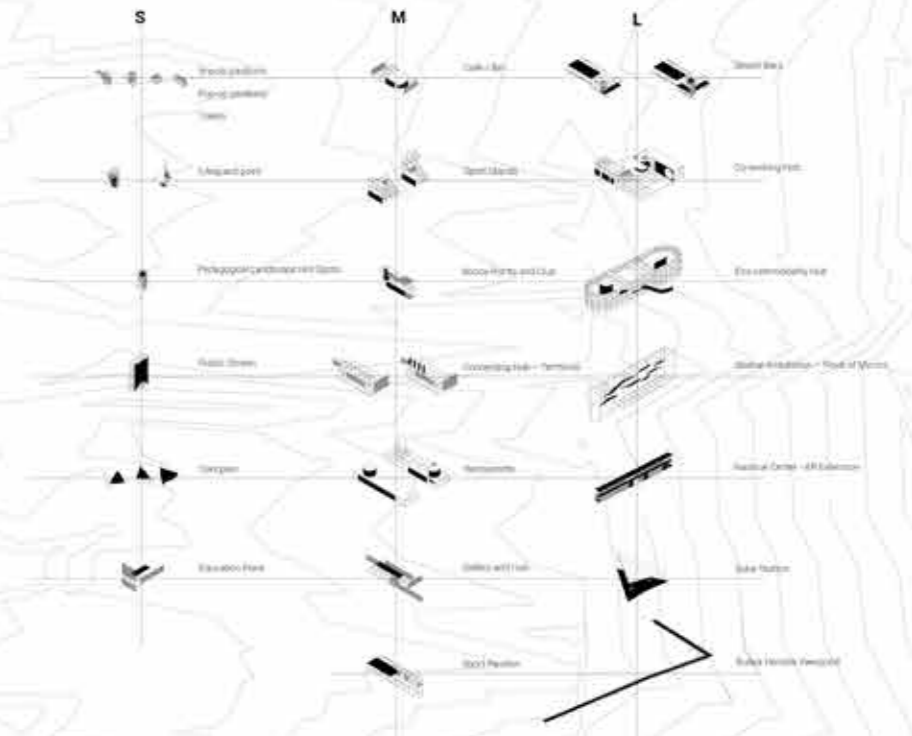
URBAN OUTDOOR POOL

PUBLIC ART SPOT

CONNECTING HUB TERMINUS

PIZANA BEACH

- LEGEND**
- pavement
 - natural stone
 - floor fountains
 - pavement
 - grass like
 - special pavement
 - sand
 - grass and trees
 - grass
 - recycled rubber
 - bike line
 - colored survey



Urban planning design / Part B
R 1:1000

B C
A D

N

FAIR PLAZA

SPATIAL INSTALLATION
FLOCK OF MIRRORS

SEA ENTRANCE PLAZA

BUDVA HORIZON

AUTICAL CENTER WITH AIR EXTENSION

NAUTICAL LAMINARIUM

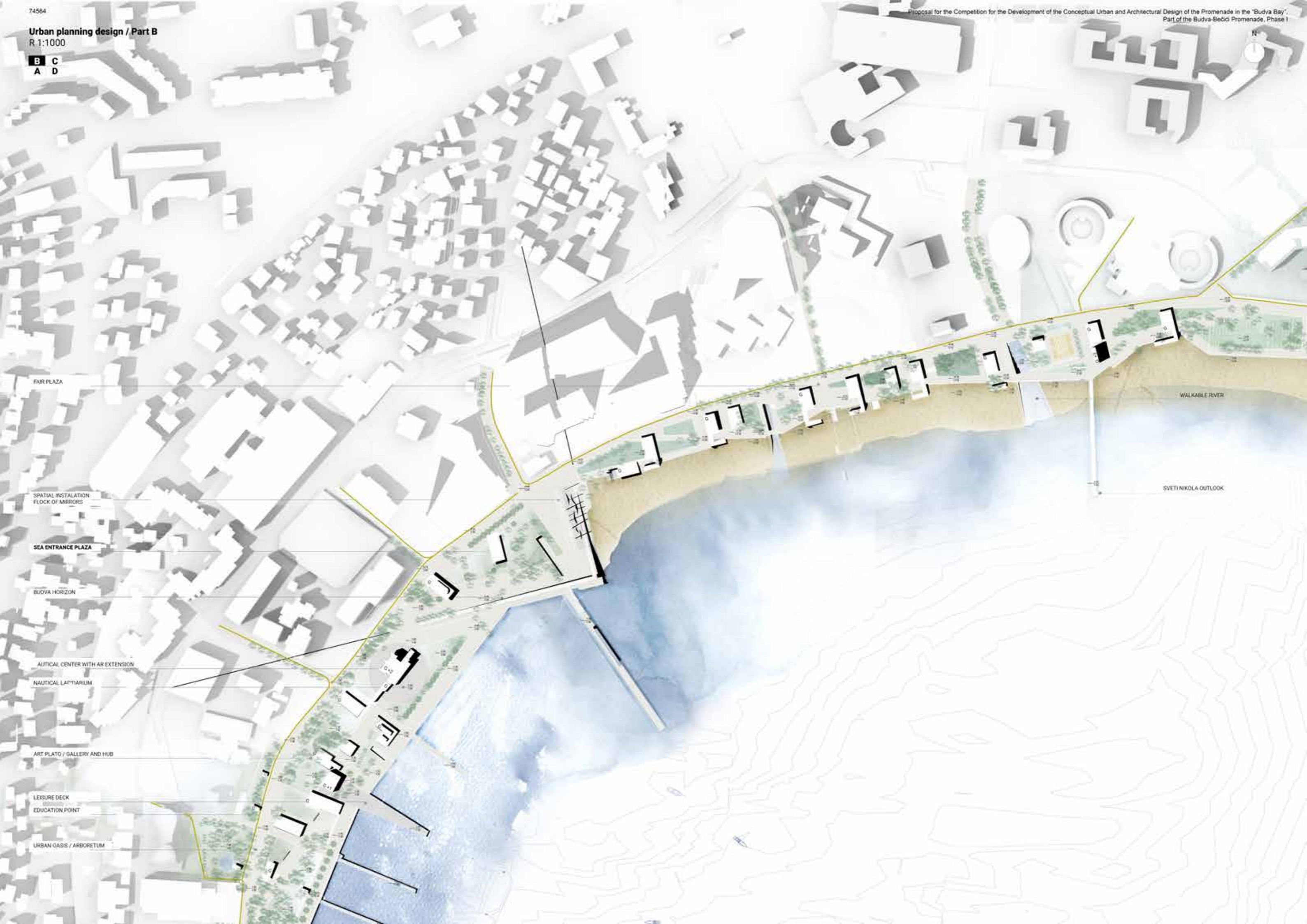
ART PLATO / GALLERY AND HUB

LEISURE DECK
EDUCATION POINT

URBAN OASIS / ARBORETUM

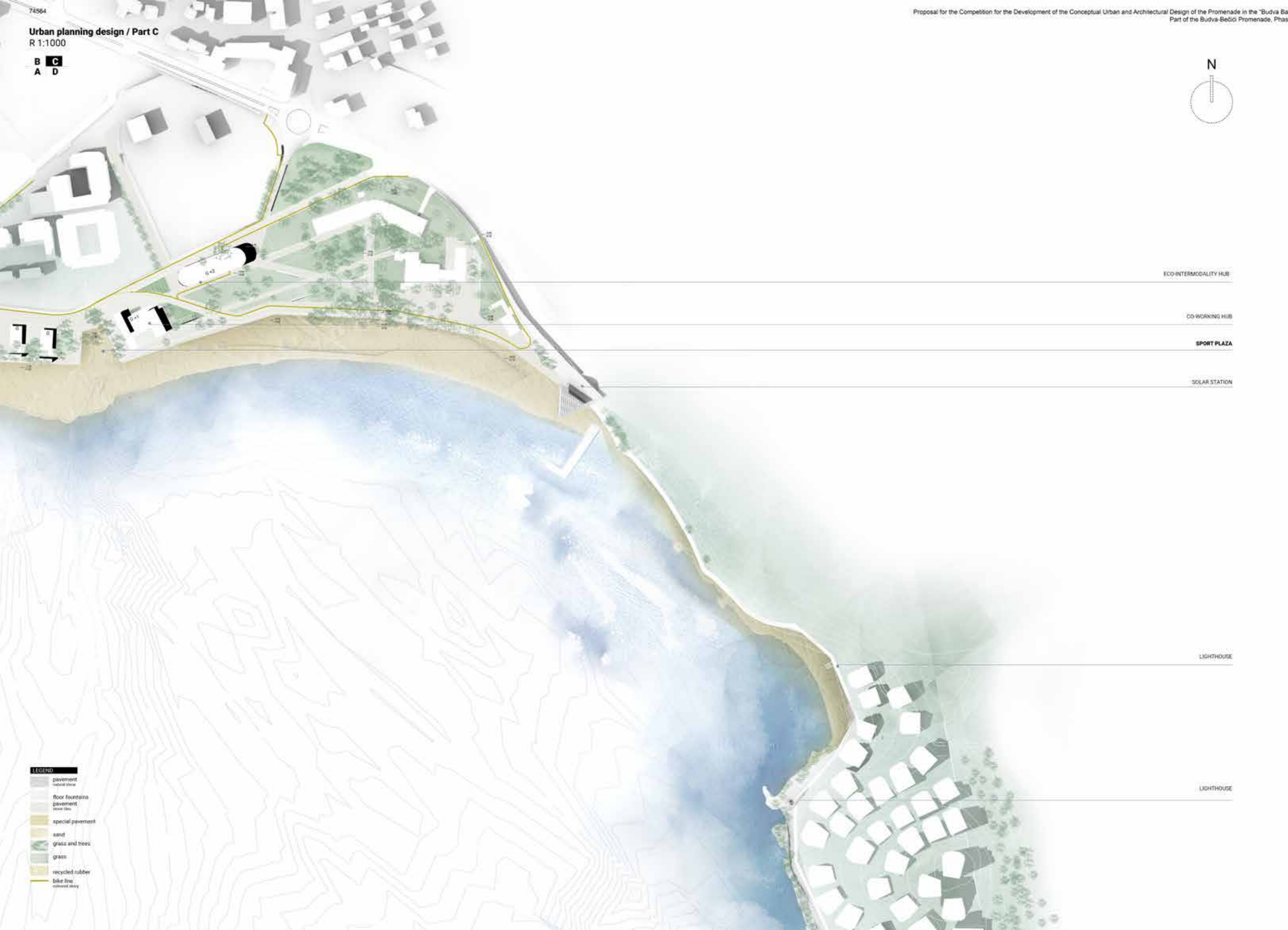
WALKABLE RIVER

SVETI NIKOLA OUTLOOK



Urban planning design / Part C
R 1:1000

B C
A D



ECO-INTERMODALITY HUB

CO-WORKING HUB

SPORT PLAZA

SOLAR STATION

LIGHTHOUSE

LIGHTHOUSE

- LEGEND**
-  pavement
 -  natural shore
 -  floor fountains pavement
 -  blue line
 -  special pavement
 -  sand
 -  grass and trees
 -  grass
 -  recycled rubber
 -  bike line
 -  roadway along

Urban planning design / Part D

R 1:1000

B C
A D

NATURE PLAZA
BIRD SPOT / BIRD WATCHING

VIEWPOINT

LIGHTHOUSE

LOOP OF NATURE

LIGHTHOUSE

BEACH REGULATION



Engineering aspect of Beach Protection

- Index
- Wall
- Rip Rap
- Grynes
- Intersecting Water Sources
- Surface of Beaches

WALL BARRIER

A concrete barrier that prevents sea from possible wave attack and flooding. Curved sea walls deflect waves during high tides to reduce the risk of flooding.

RIP-RAP

Rock Armour: Large boulders piled up in front of cliffs or sea walls to protect them from erosion.

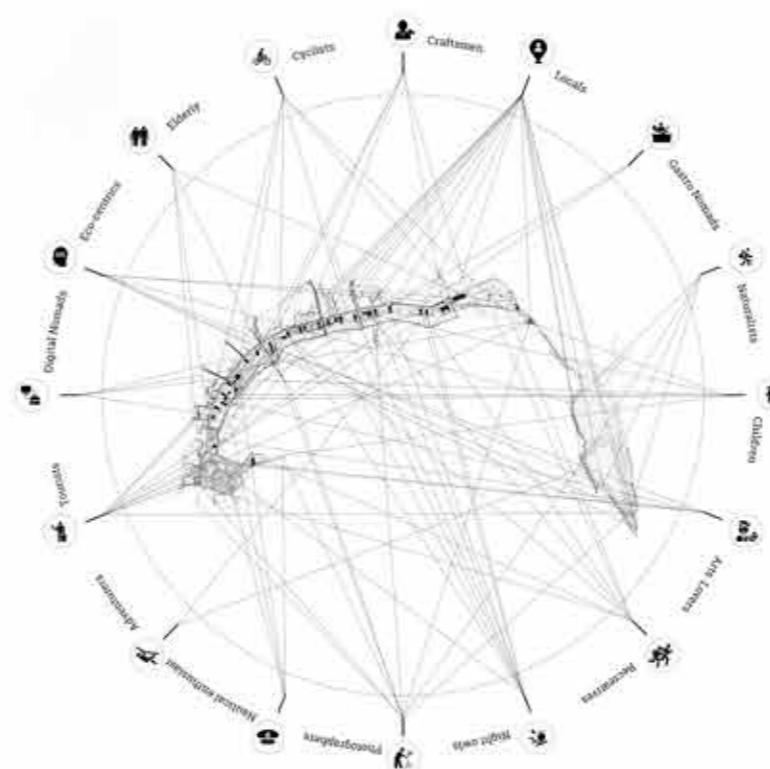
GRYNES

Composed wooden and concrete barriers built at right angles to the beach. They trap drifting sand and help to develop wider beach.

INTERSECTING WATER SOURCES

A concrete barrier that protects the river regulation with integrated urban design element and vegetation - available view.

USERS



Ground floor design / Part A

R 1:1000

SCULPTURE PARK

B C
A D

PAVILION (BAR, CAFE, RESTAURANT)

IMPULS PAVILIONS

EVENT PLAZA

SCENE FROM A MEMORY

BRUĆI OD BUDVE BEACH

DREAM THEATER

YACHT DOCK



URBAN OUTDOOR POOL

PUBLIC ART SPOT

CONNECTING HUB TERMINUS

PIZANA BEACH

NARRATIVE 1: PORT OF MEDITERRANEAN DREAMS

The Mediterranean is not one landscape but countless landscapes. The Mediterranean is not a single civilization, but many civilizations that evolved on each other. The Mediterranean is both place and time, change and permanence, wood and stone, sea and river, tradition and modernity. The Adriatic repeats the frequent Mediterranean pattern of coasts (with islands) and mountains in the hinterland. On the Adriatic, this is emphasized in the contrast between the Adriatic and Dinaric cultural zones characterized by specific cultures and lifestyles and contrasts between predominantly rural communities of the mainland and the urbanized, sea and world-oriented coastal ports. Thus, the Montenegrin coast fits into the general cultural pattern of the Mediterranean. The Bay of Budva is traditionally connected by sea with the wider context of the Mediterranean and, accordingly, Budva's main traffic communication was and, in the future, should be by sea. Marine culture, an urban matrix of the port city, food, trade and military issues were and are still closely connected to the importance of the port and its development. The social context in the city is connected via the port with the Mediterranean context of time, space, geography, history and purpose and all with the idea of the Mediterranean as a personal and cultural signpost. Mediterranean cities, like others in their history, were subject to the same laws, that is, they live by conquering space with a network of roads, changing modes of transport, successive adjustments, slow or sudden development. Consequently, there is a need to strengthen existing and add new connections of Budva to the Mediterranean - both related to the program and transport.

NARRATIVE 4: ARCHIPELAGO OF CENTRES

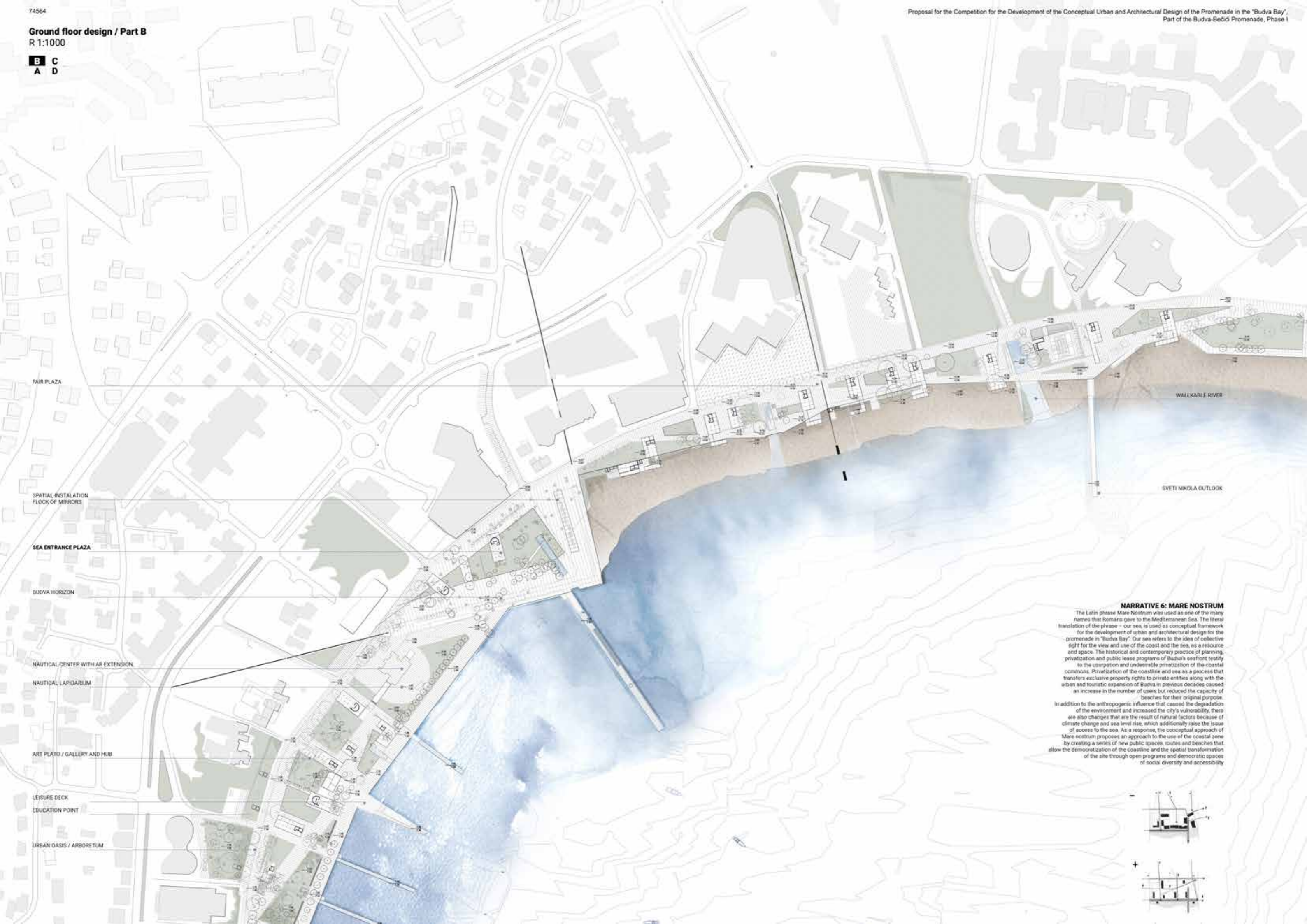
Archipelago as narrative provides guidelines for the creation of an archipelago, but in this case not islands, but public spaces (squares, piazzas, etc.) that will enable the connection of parts of the coast, the newly designed Promenade and the surrounding area of Budva. Bearing in mind the existing condition of the location, it can be seen that the existing urban structure of the town along with the system of public spaces has shortcomings that are related to the organization of the space as well as to the interconnection of public spaces and their hierarchy. Through the newly designed archipelago of public spaces, it is possible to connect the two poles of Budva - the part with the Old Town and the space opposite to it with Zavala's hinterland. The basic guidelines and principles for spatial transformation refer to establishing the continuity of public spaces, contemporary extensions and a reinterpretation of the existing public spaces and creating pedestrian routes circulation through which will enable the Promenade to be connected with the wider area of the center of Budva. Accordingly, the area along the coast is treated as a unique and indivisible, natural, functional and technological entity, within which the definition of a clear spatial framework for the protection and rehabilitation of existing public spaces is established. Archipelago of centers will provide a level of urban comfort, improve the living conditions and safety of both citizens and tourists and at the same time contribute to a stronger connection between the coastal zone, Promenade and the city itself. At the same time newly established public spaces along with those already existing, should provide multifunctional spatial platforms for various cultural events and facilities in open spaces, and will form an extensive polycentric network of Budva's cultural sites, which are currently concentrated in and around the Old Town.



Ground floor design / Part B

R 1:1000

B C
A D



FAIR PLAZA

SPATIAL INSTALATION
FLOCK OF MIRRORS

SEA ENTRANCE PLAZA

BUDVA HORIZON

NAUTICAL CENTER WITH AN EXTENSION

NAUTICAL LAPIDARIUM

ART PLATO / GALLERY AND HUB

LEISURE DECK

EDUCATION POINT

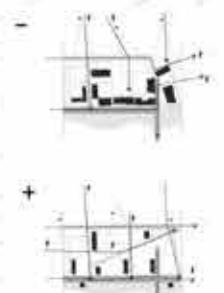
URBAN OASIS / ARBORETUM

WALKABLE RIVER

SVETI NIKOLA OUTLOOK

NARRATIVE 6: MARE NOSTRUM

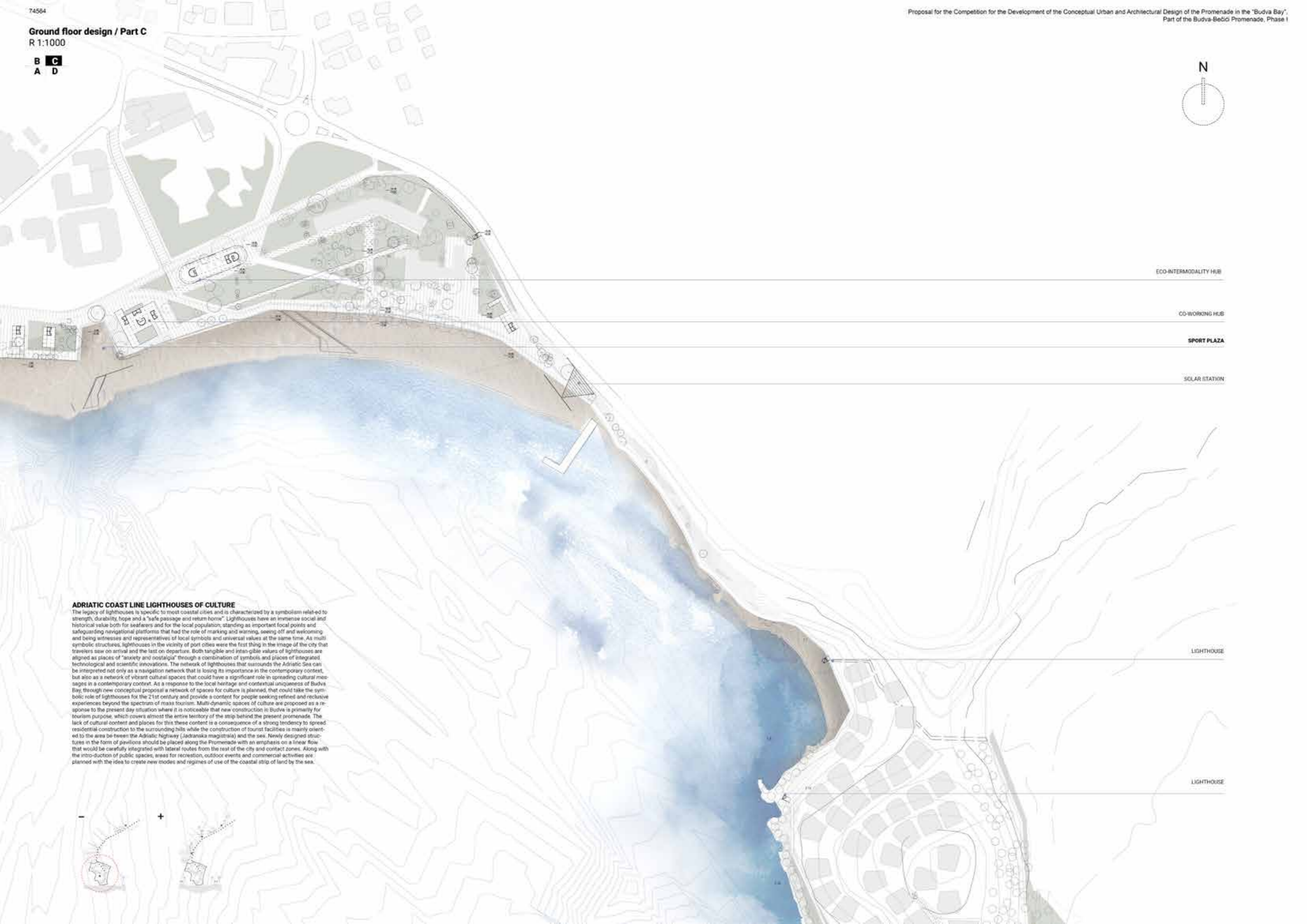
The Latin phrase Mare Nostrum was used as one of the many names that Romans gave to the Mediterranean Sea. The literal translation of the phrase – our sea, is used as conceptual framework for the development of urban and architectural design for the promenade in "Budva Bay". Our sea refers to the idea of collective right for the view and use of the coast and the sea, as a resource and space. The historical and contemporary practice of planning, privatization and public lease programs of Budva's waterfront testify to the usurpation and undesirable privatization of the coastal commons. Privatization of the coastline and sea as a process that transfers exclusive property rights to private entities along with the urban and touristic expansion of Budva in previous decades caused an increase in the number of users but reduced the capacity of beaches for their original purpose. In addition to the anthropogenic influence that caused the degradation of the environment and increased the city's vulnerability, there are also changes that are the result of natural factors because of climate change and sea level rise, which additionally raise the issue of access to the sea. As a response, the conceptual approach of Mare nostrum proposes an approach to the use of the coastal zone by creating a series of new public spaces, routes and beaches that allow the democratization of the coastline and the spatial transformation of the site through open programs and democratic spaces of social diversity and accessibility.



Ground floor design / Part C

R 1:1000

B C
A D



ECO-INTERMODALITY HUB

CO-WORKING HUB

SPORT PLAZA

SOLAR STATION

LIGHTHOUSE

LIGHTHOUSE

ADRIATIC COAST LINE LIGHTHOUSES OF CULTURE

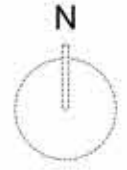
The legacy of lighthouses is specific to most coastal cities and is characterized by a symbolism related to strength, durability, hope and a "safe passage and return home". Lighthouses have an immense social and historical value both for seafarers and for the local population, standing as important focal points and safeguarding navigational platforms that had the role of marking and warning, seeing off and welcoming and being witnesses and representatives of local symbols and universal values at the same time. As multi-symbolic structures, lighthouses in the vicinity of port cities were the first thing in the image of the city that travelers saw on arrival and the last on departure. Both tangible and intangible values of lighthouses are aligned as places of "anxiety and nostalgia" through a combination of symbols and places of integrated technological and scientific innovations. The network of lighthouses that surrounds the Adriatic Sea can be interpreted not only as a navigation network that is losing its importance in the contemporary context, but also as a network of vibrant cultural spaces that could have a significant role in spreading cultural messages in a contemporary context. As a response to the local heritage and contextual uniqueness of Budva Bay, through new conceptual proposal a network of spaces for culture is planned, that could take the symbolic role of lighthouses for the 21st century and provide a content for people seeking refined and exclusive experiences beyond the spectrum of mass tourism. Multi-dynamic spaces of culture are proposed as a response to the present day situation where it is noticeable that new construction in Budva is primarily for tourism purpose, which covers almost the entire territory of the strip behind the present promenade. The lack of cultural content and places for this content is a consequence of a strong tendency to spread residential construction to the surrounding hills while the construction of tourist facilities is mainly oriented to the area between the Adriatic highway (Jadranska magistrala) and the sea. Newly designed structures in the form of pavilions should be placed along the Promenade with an emphasis on a linear flow that would be carefully integrated with lateral routes from the rest of the city and contact zones. Along with the introduction of public spaces, areas for recreation, outdoor events and commercial activities are planned with the idea to create new modes and regimes of use of the coastal strip of land by the sea.



Ground floor design / Part D

R 1:1000

B C
A D



NATURE PLAZA
BIRD SPOT/ BIRD WATCHING

VIEWPOINT

LIGHTHOUSE

LOOP OF NATURE

LIGHTHOUSE

NARRATIVE 2: HIDDEN TREASURES AND ROUTES OF MONTENEGRO RIVIERA

Open sea, sandy beaches and nearby St. Nikola Island are indisputably the most prominent points, along with other natural and manmade environments connected to other parts of the Montenegro Riviera and Adriatic region via the "Jadranska magistrala", which are strengthening the attractiveness and regional tourist profile of Budva Bay. The specific topography of the surrounding area, the value of both natural and cultural landscapes and ecological diversity in the territory of the Budva municipality provide stimulating opportunities for future improvement of a tourist offer in the form of Gestourism, through enhancing the character of the place being visited - its environment, culture, aesthetics, heritage and the well-being of local residents. Besides the tangible heritage as a valuable resource that is and should be more prominent in the touristic offer of Budva, the intangible heritage should be more actively promoted. Specific manifestations such as the habits of local residents, the food and wine culture, local stories ranging from olive groves, guided interpretative tours and principles of active vacations (admiring scenery, viewing wildlife, hiking, bird watching etc.) should have a prominent place within the city life as a part of an "experiential vacation". The variety and abundance of local histories, myths and tales of other times can supplement the offer for demanding modern tourists who are looking for experiences that give them a feeling of closeness to both natural values and the local community. Through a unique programmatic and spatial concept, a framework can be created that will define Budva as a destination that provides a feeling of closeness to natural values and the local community. The diversity of hidden treasures and routes will be presented and created through the combination of exceptional natural values with different local traditions of the use of space, which developed as a reflection of cultural-historical and socioeconomic conditions that are flavored with sea and flavored with salt.

NARRATIVE 3: PORTA VERDE DEL MAR

Considering the fact that in 1991 Montenegro was declared an ecological state, principles based on the conservation of nature and ecological awareness should be of great importance. Porta Verde del Mare (Green Gate of the Sea) is the overall conceptual design motto that will enable the planning and design of new ecologically sustainable spaces that will contribute to the cultural and tourist development of Budva and its vicinity. The representativeness, recognition and architectural qualities of Lungo mare will be complemented by a green corridor that will connect the two poles of Budva - from the Old Town via the tourist resort "Slovenska Plaža" to the Tourist Complex "Zavala". Existing green areas and parks should be kept as Budva's trademarks, while new green pathways and areas will be added in order to create a Mediterranean atmosphere of pleasure and relaxation. The Green Gate will add new layer to the image of the city, and it will be an additional asset within the already established environmental units and zones. Green and Blue infrastructure will become an inseparable part of the city's beach promenade and its organization will facilitate connections with the hinterland of the city. Sustainable urban transformation and resilience should enable the creation of a collective awareness at two levels - among the local inhabitants of Budva as permanent users of the space and among tourists and visitors as a temporary and occasional users of the space.



74564
 AMBIENT UNITS
 R 1:500

2 3
 1 4

Sector 1
 view of the ambient unit



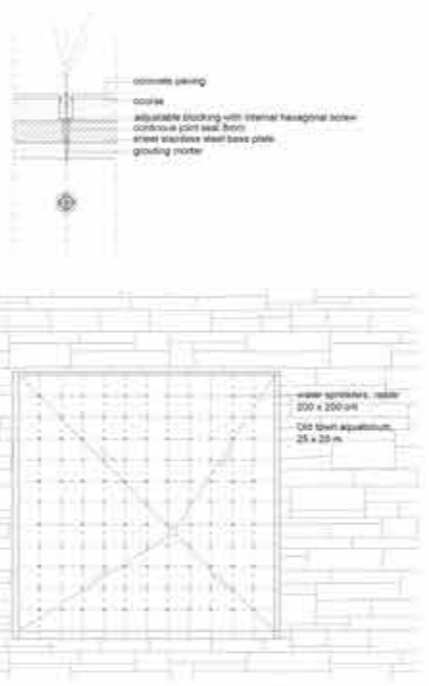
3D VIEWS



section 1-1



Detail of the square



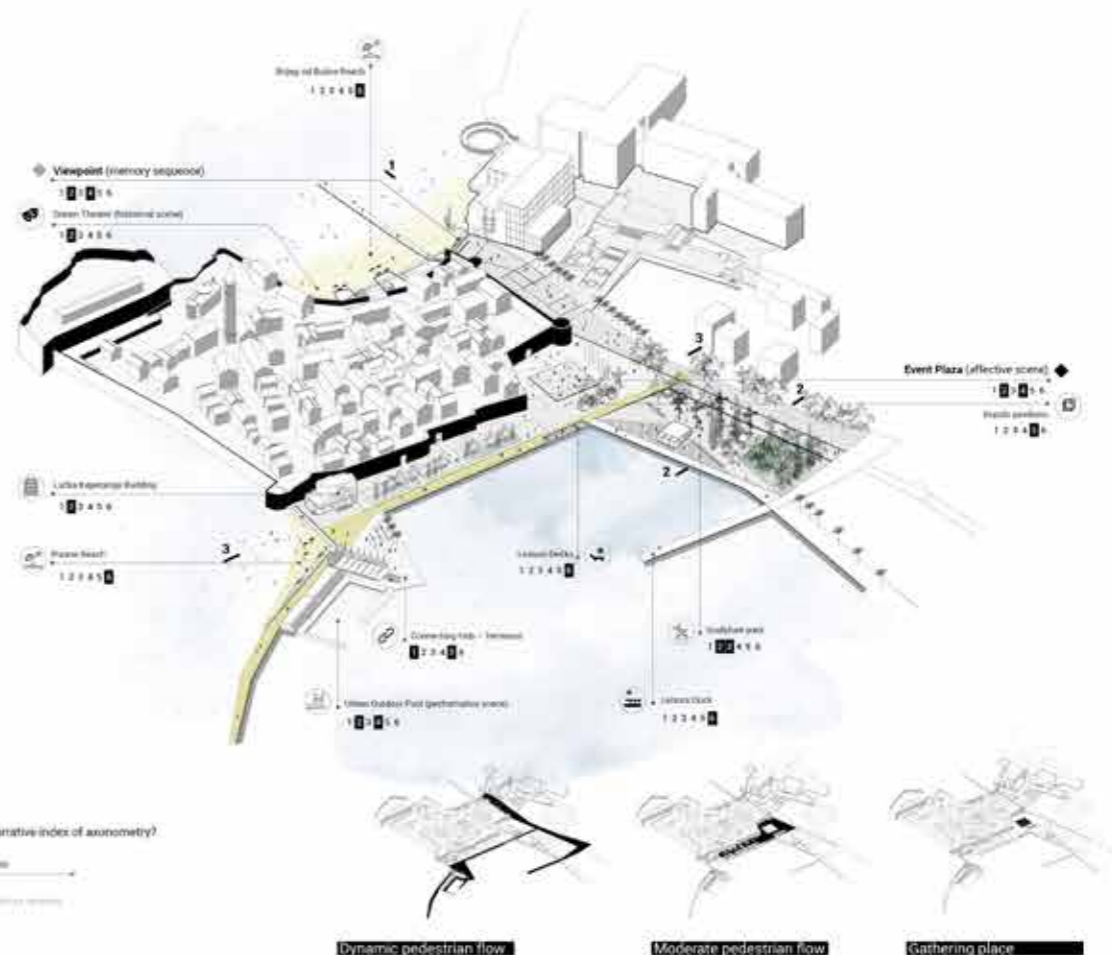
AMBIENT UNITS
R 1:500

2 3
1 4

3D VIEWS



Axonometric view



section 2-2

Section through Sculpture Park

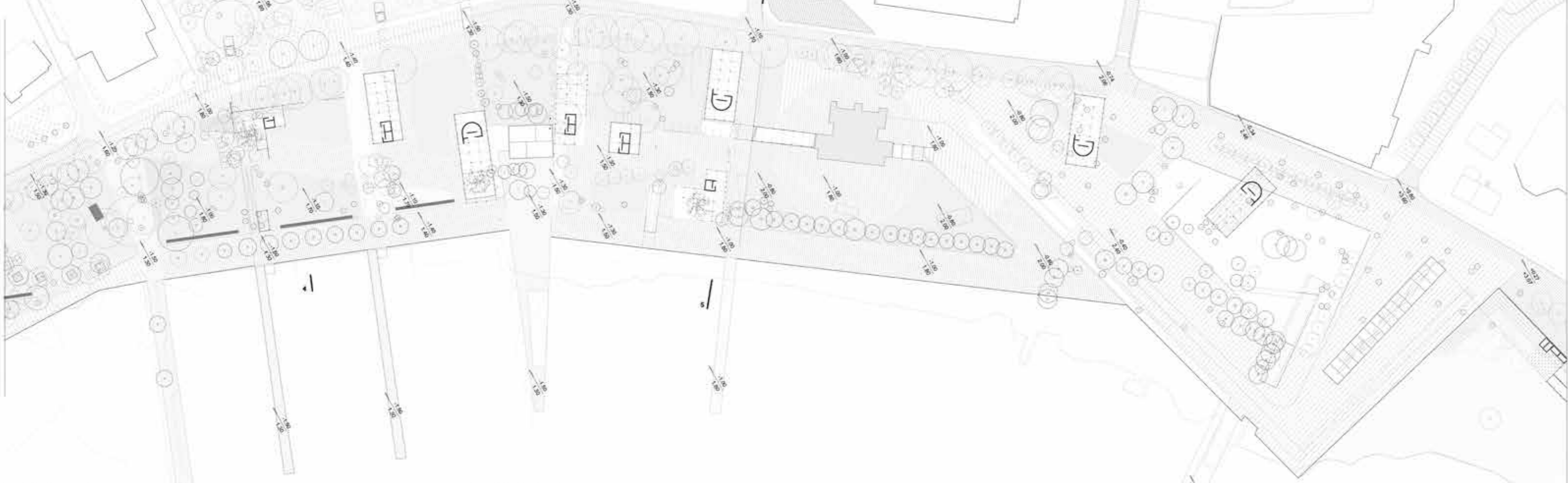


section 3-3

Section through Sea square



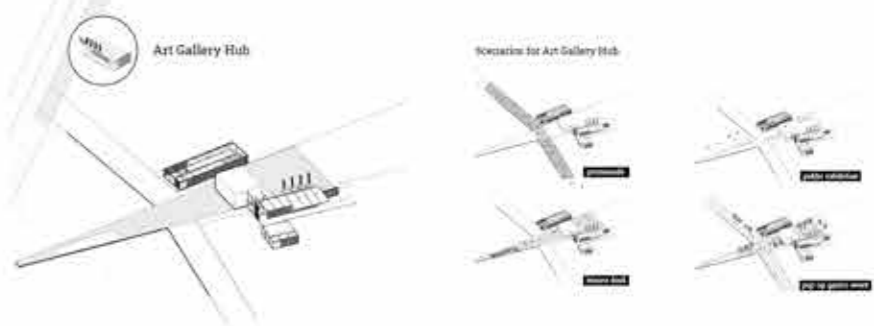
AMBIENT UNITS
R 1:500
2 3
1 4
Sectors 2,3
view of the ambient unit



section 5-5
Section in front of Nautical center



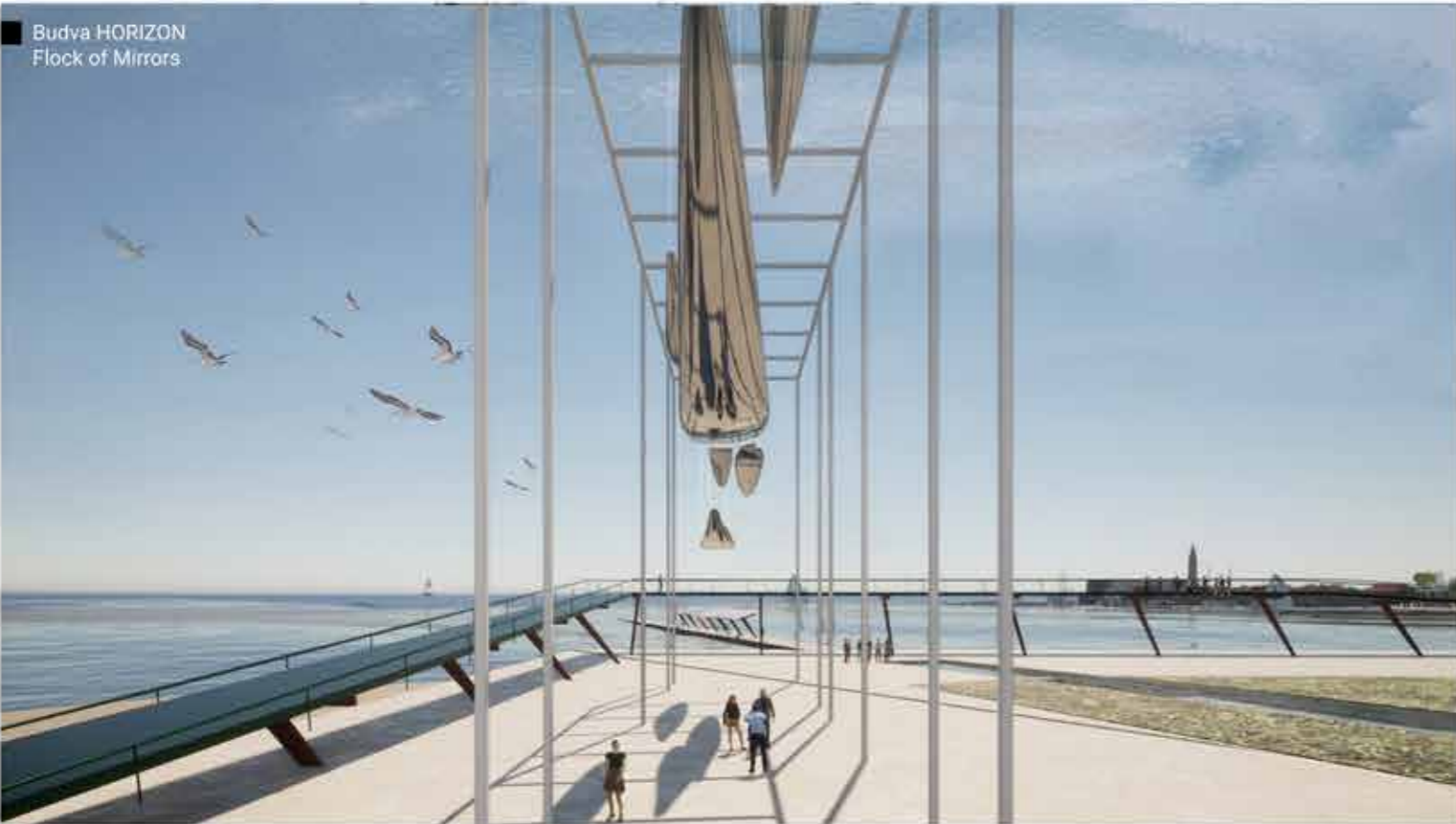
section 4-4
Section through urban oasis/Arboretum



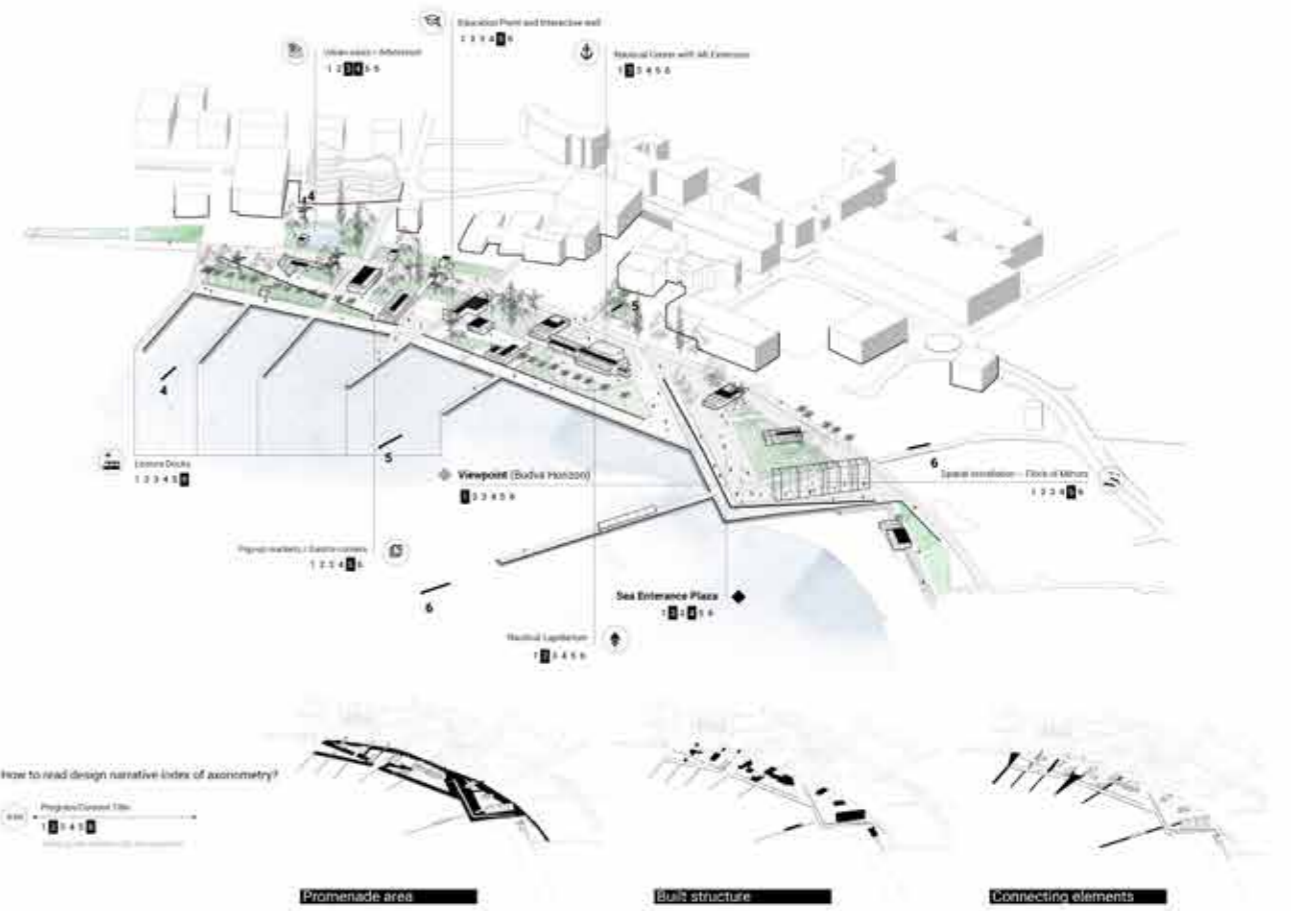
AMBIENT UNITS
R 1:500

2 3
1 4

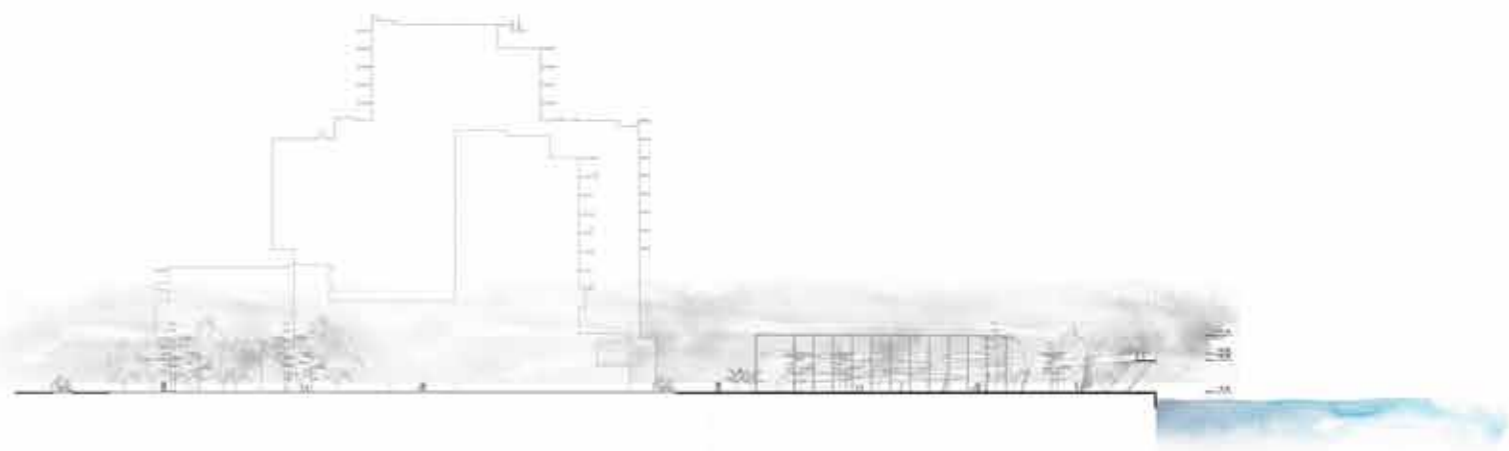
3D VIEWS



Axonometric view



section 6-6
Section through Sea entrance plaza



2 3
1 4

Sectors 4,5,6,7
view of the ambient unit



section 7-7

Section through Slovenska beach



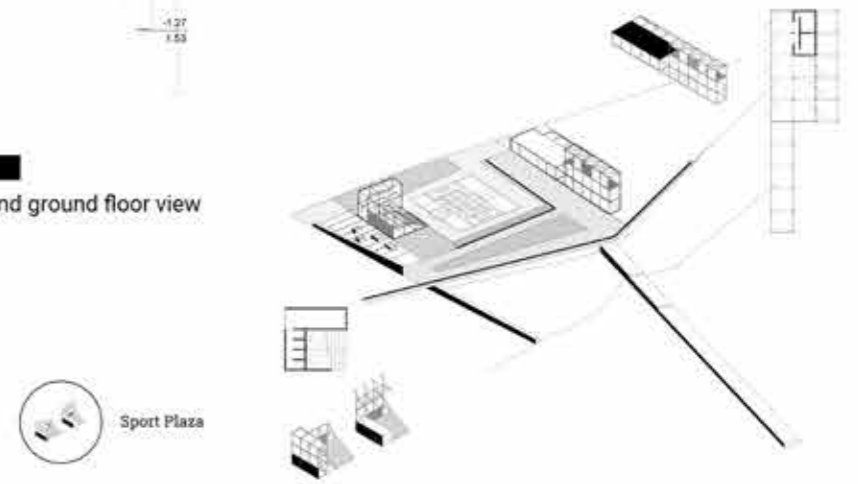
section 9-9

Section through Slovenska Beach



Sport plaza

Axonometric and ground floor view



3D VIEWS

Mandatory view 7



Beach in front of Fair plaza



Mandatory view 8



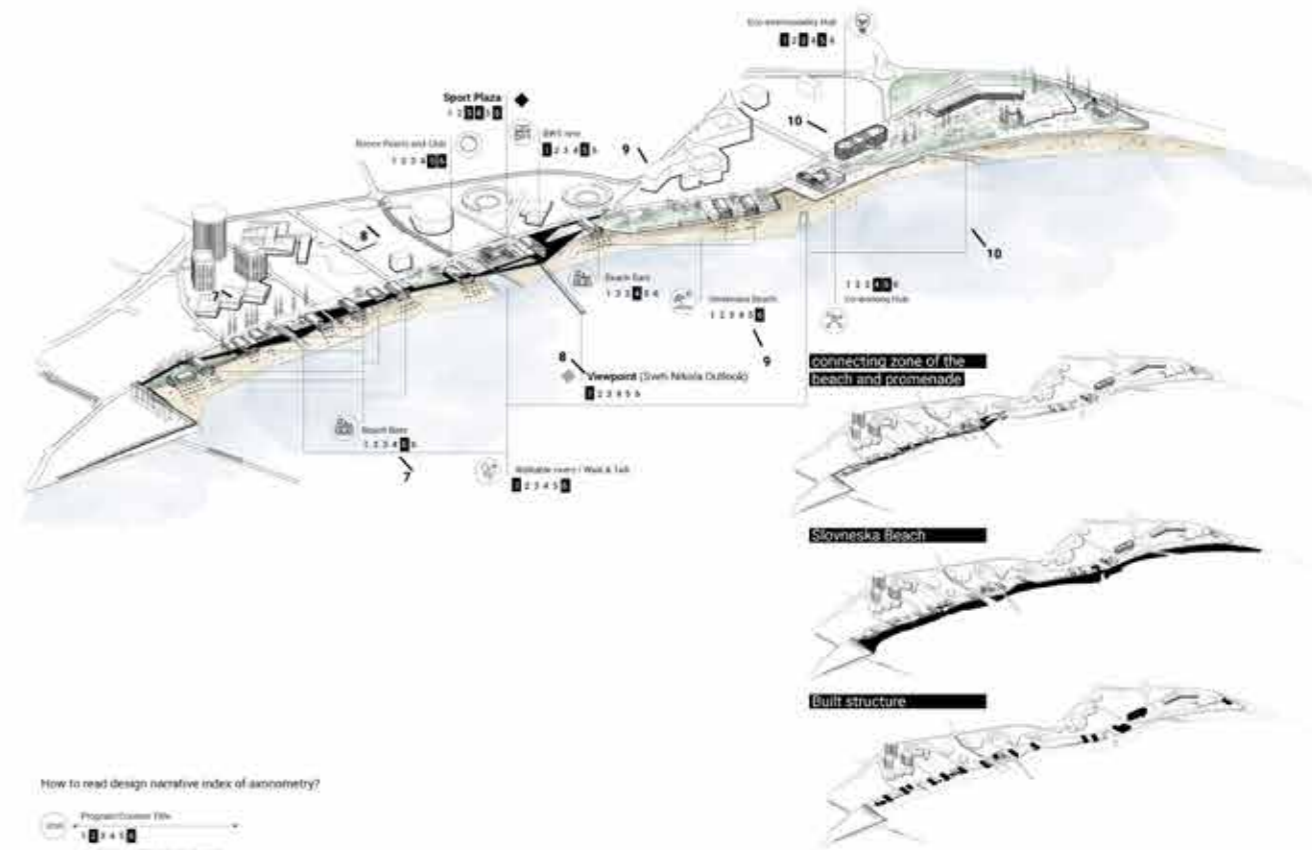
AMBIENT UNITS
R 1:500

2 3
1 4

3D VIEWS



Axonometric view



How to read design narrative index of axonometry?



section 8-8

Section through Walking river



section 10-10

Section through Eco-intermodality hub



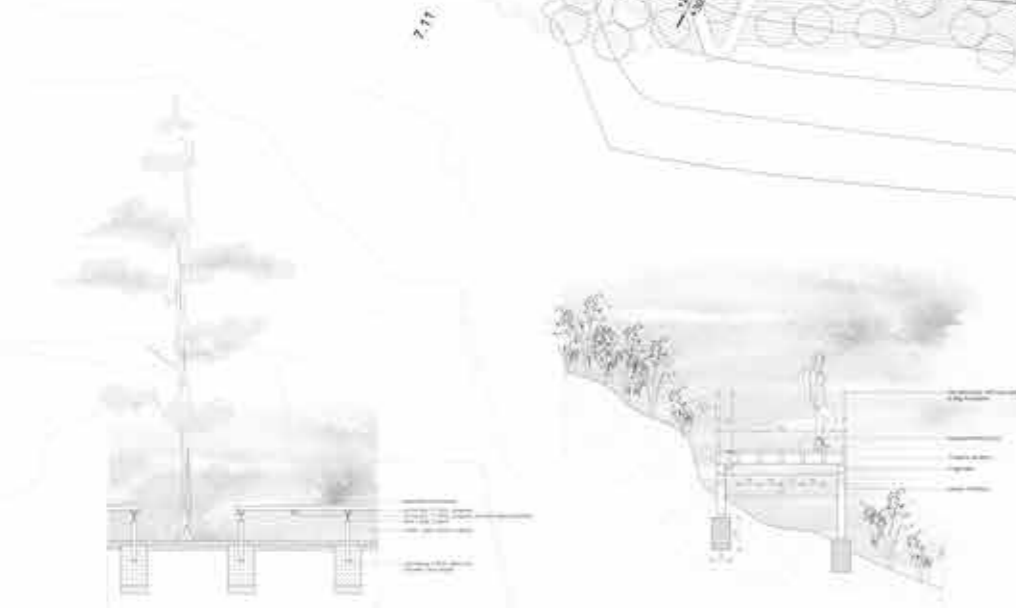
74564
AMBIENT UNITS
R 1:500

2 3
1 4

Sectors 8-9
view of the ambient unit



Details
Zavala paths



section 11-11



3D VIEWS



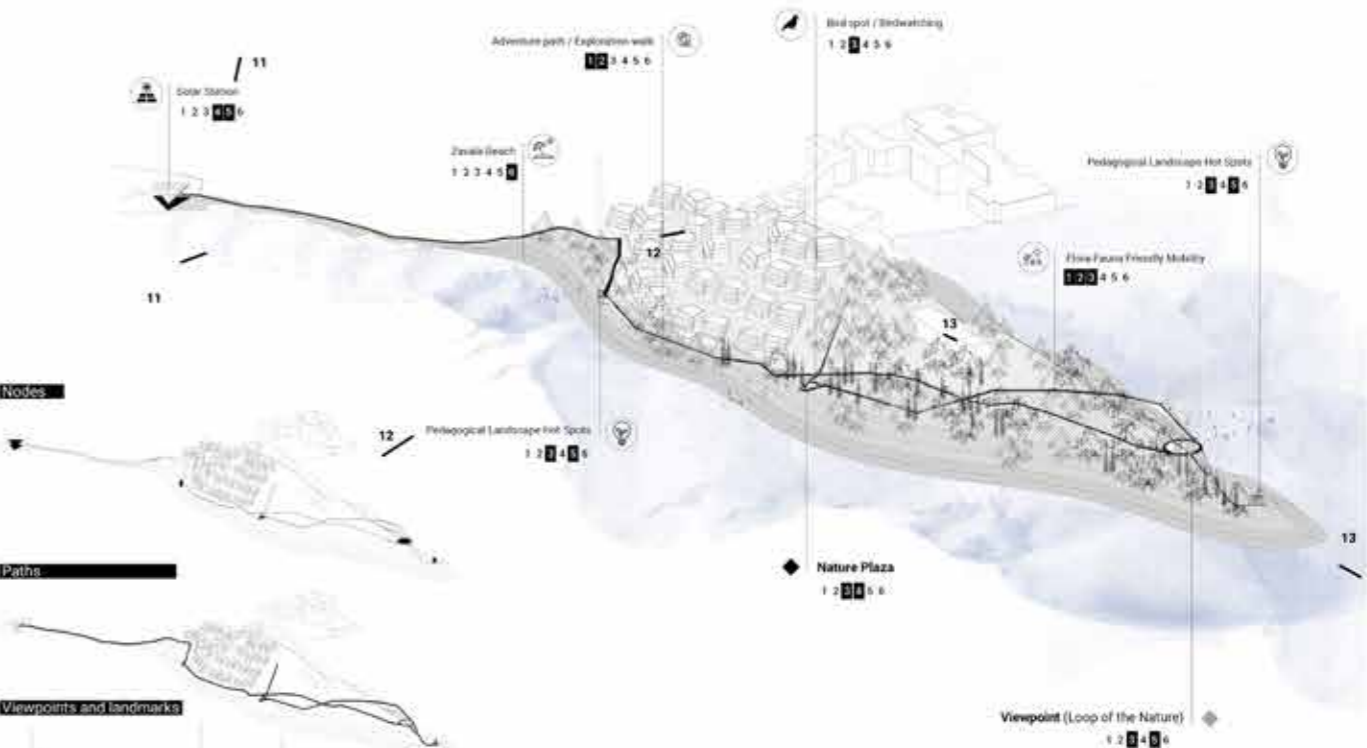
AMBIENT UNITS
R 1:500

2 3
1 4

3D VIEWS



Axonometric view



section 12-12

Section through the Lighthouse pavilion



section 13-13

Section through the Loop of Nature



CHARACTERISTIC DETAILS OF THE PARTERRE

R 1:100 and 1:50

I II III

Details of the pavement



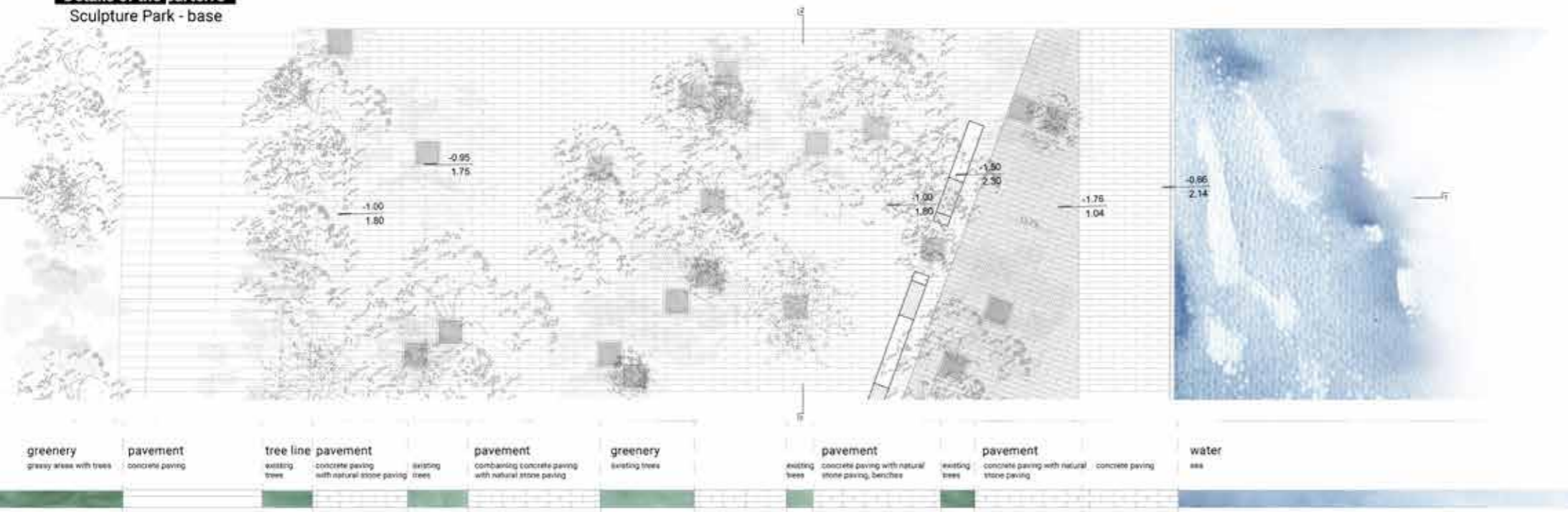
Materialization Pavement



Sculpture park



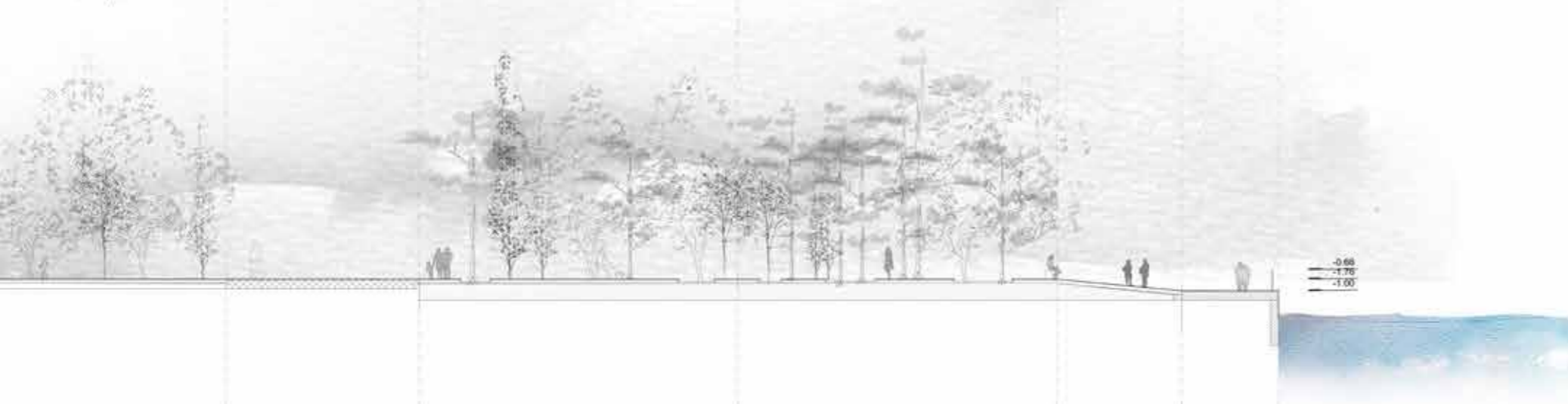
Details of the parterre Sculpture Park - base



Details of the parterre Sculpture Park - appearance



Details of the parterre Sculpture Park - section 1



-1.76

CHARACTERISTIC DETAILS OF THE PARTERRE

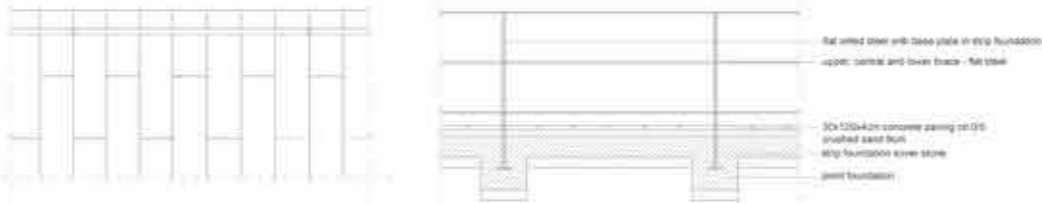
R 1:100 and 1:50

I II III

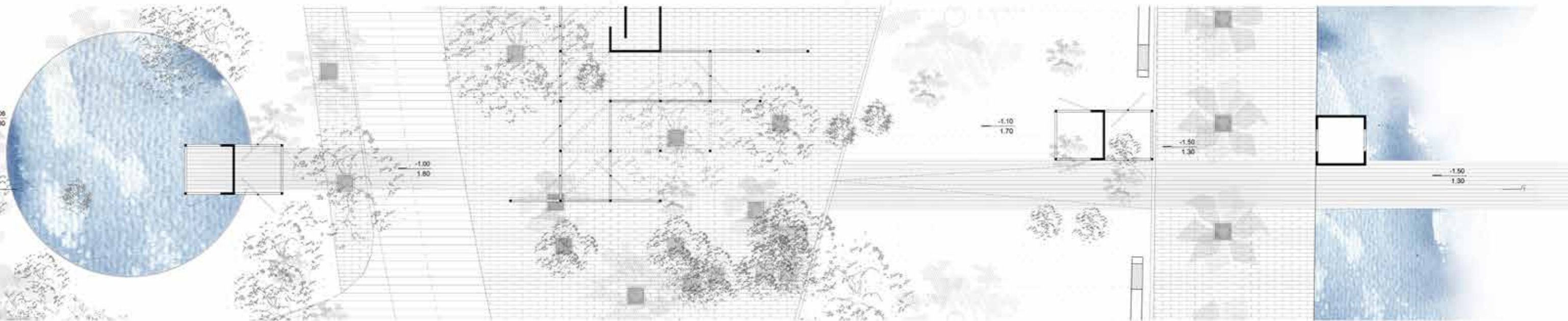
Materialization
Pavement



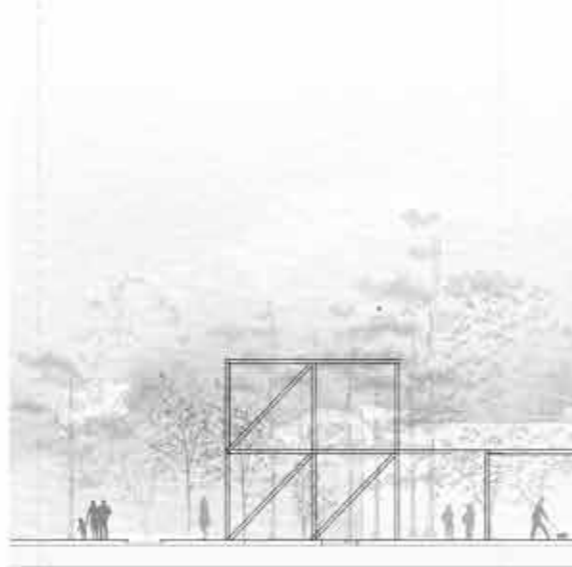
Sea fence



Details of the parterre
Urban oasis - base plan



Details of the parterre
Appearance



Details of the parterre
Urban oasis - section



CHARACTERISTIC DETAILS OF THE PARTERRE

R 1:100 and 1:50

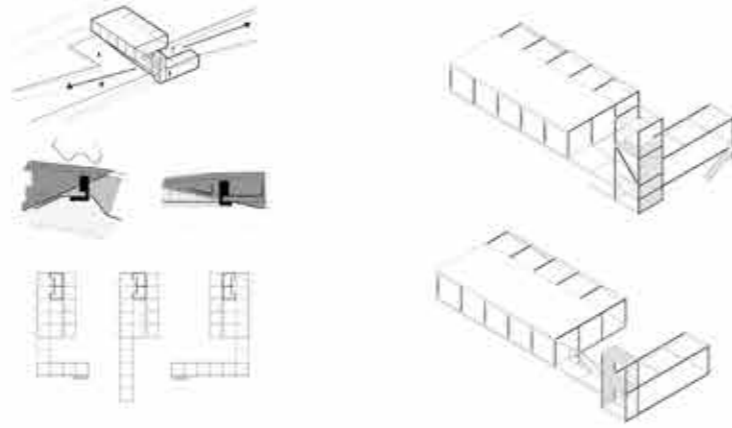
I II III

Details of the parterre
Slovenska beach - appearance



+0.10
-0.10

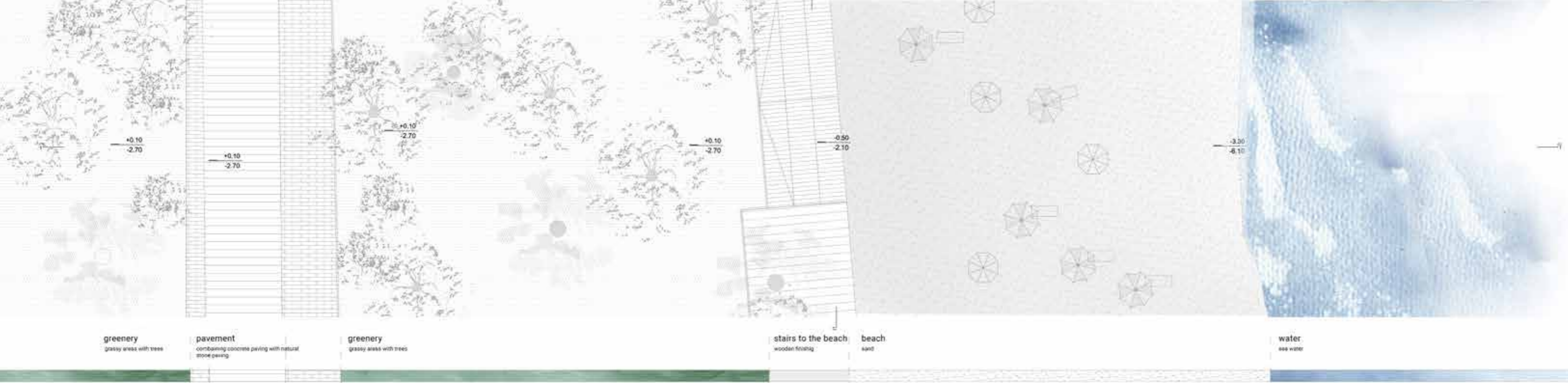
Beach Partitions - Beach Bars



Details of the parterre
Slovenska beach



Details of the parterre
Slovenska beach - base plan



Details of the parterre
Slovenska beach - section

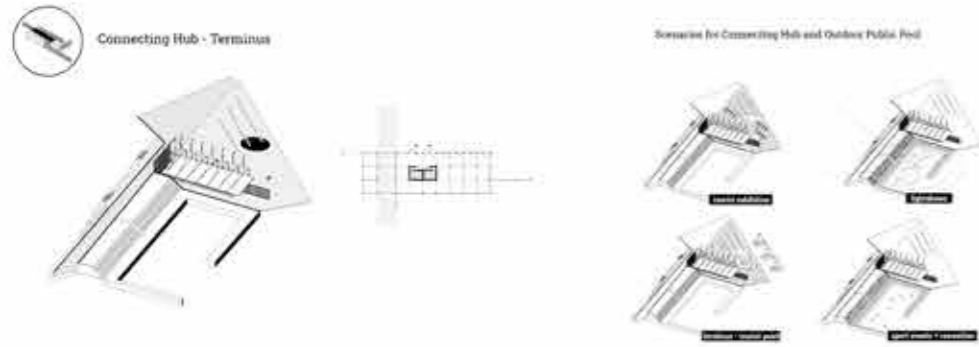


CONCEPTUAL ARCHITECTURAL DESIGN

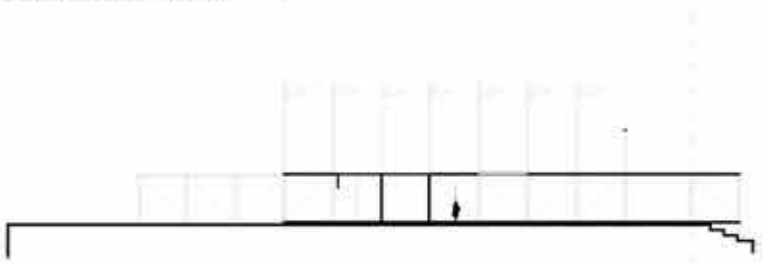
R 1:200



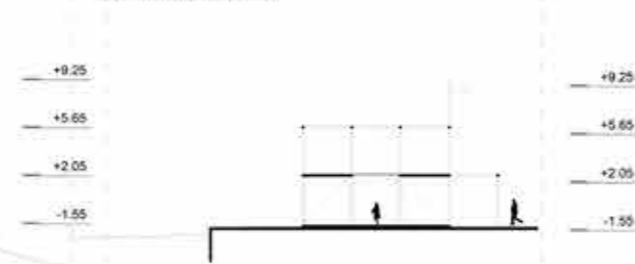
Axometric of the Connecting Hub / Terminus



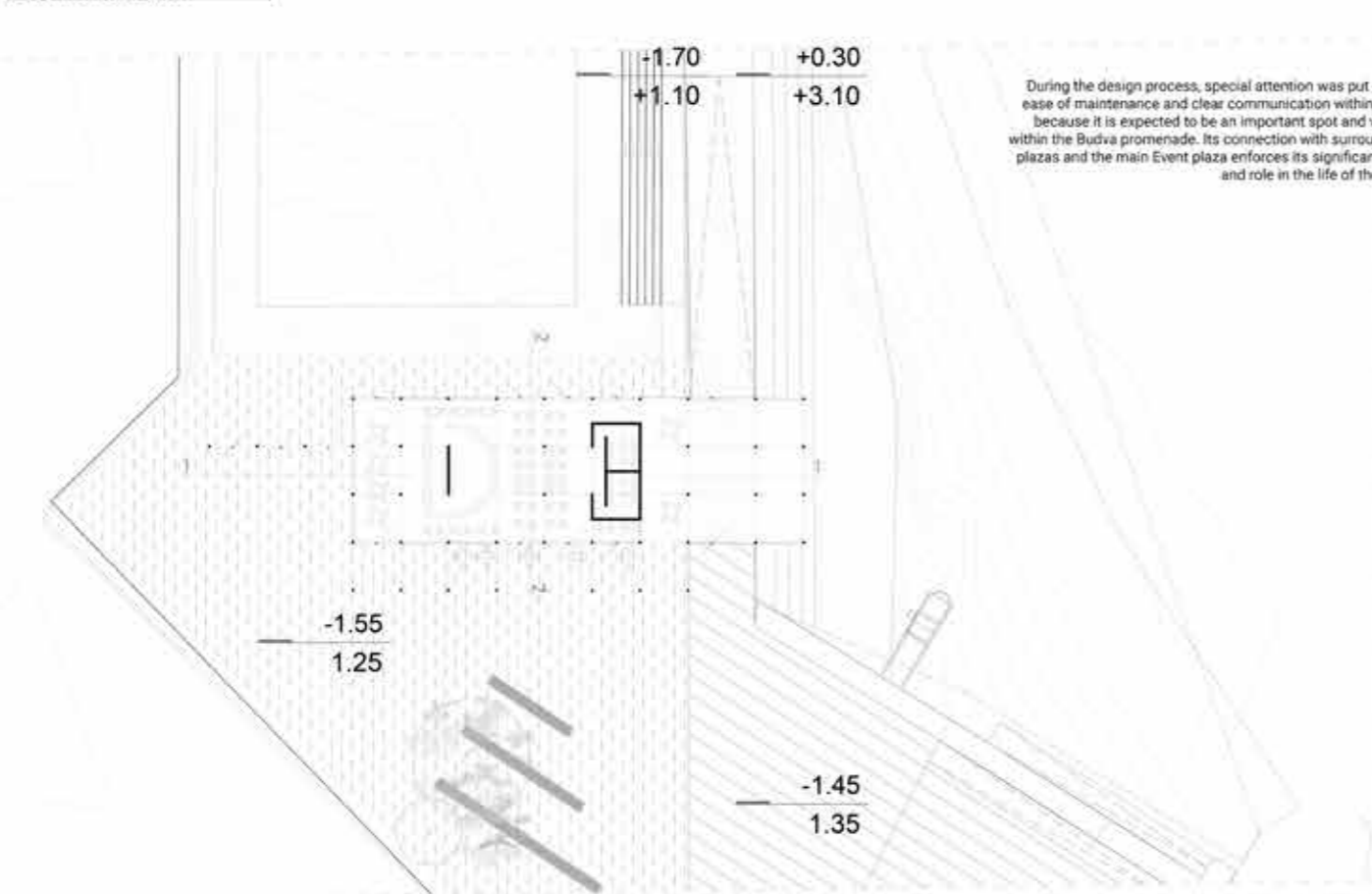
Longitudinal section



Cross section



Ground floor plan



During the design process, special attention was put on providing ease of maintenance and clear communication within the building because it is expected to be an important spot and vibrant place within the Budva promenade. Its connection with surrounding public plazas and the main Event plaza enforces its significance, position, and role in the life of the Budva city.

View of the Cafe pavilion and garden

Connecting Hub Terminus integrates critical components and functions in the vicinity of the Old Town of Budva. Its dual character, as a point between Urban Outdoor Pool, Public Art Spot, and Pizana Beach and as a specific spatial entity inclined to its specific program and design. One part of the Hub terminus is depicted as a place where tourists arriving by sea could get all the necessary tourist info and logistic help while the other part is offering pleasant space for rest and refreshment while observing the walls of Old Town Budva and public plazas. The form of the Hub is aligned with other new objects and pavilions that are planned in the rest of the competition area but because of its specific location and symbolic importance, it has additional spatial elements and symbolic features (pillars with flags and connection points to the Pizana beach). All services and functions are provided in a singular building to have easy and early access to the amenities. The pavilion-like structure will have a strong visual and symbolic role having in mind that it will be one of the first structures that tourists will envision traveling by the sea. On the opposite side when coming by the land from the west side of the Budva promenade it will be one of the last physical structures that will offer pedestrians a place for information and rest.

Connecting Hub offers different services and experiences operating on the intersection between mobility, technology, and media. It envisions consequent interchange between tourists exhibitions, local traditional sport events and lightshows, while offering tourist information regarding cultural and natural routes, guided tours or local manifestations and attractions. Additionally, it creates new and attractive meeting place. The pavilion is designed to allow accessible connection to the Pizana beach and to secure controlled access to the breakwater coastal structure in case of high waves.

Connecting Hub/Terminus - Sea view



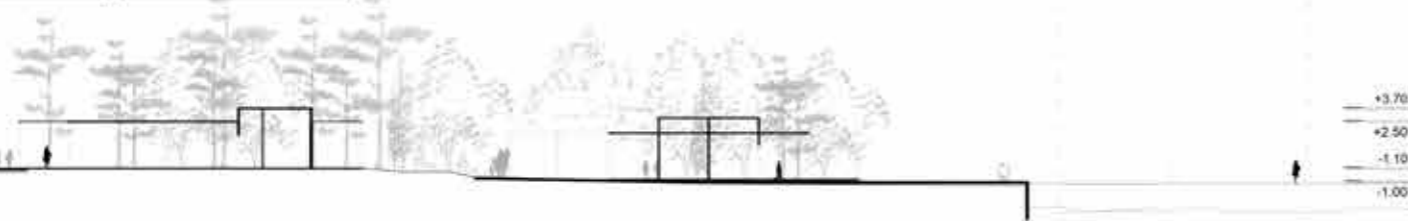
Connecting Hub/Terminus - Land view



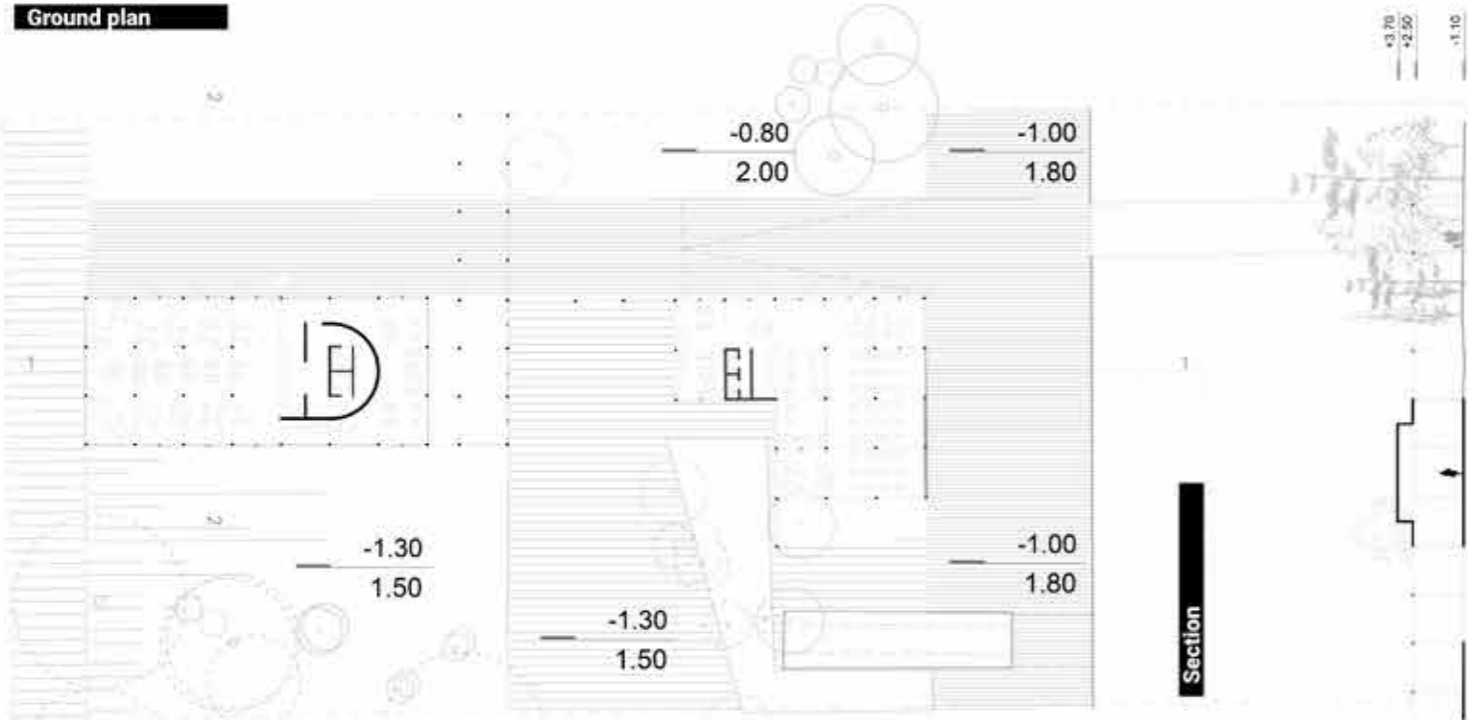
CONCEPTUAL ARCHITECTURAL DESIGN
R 1:200



Section through Pavilions



Ground plan



View of the Cafe pavilion and garden

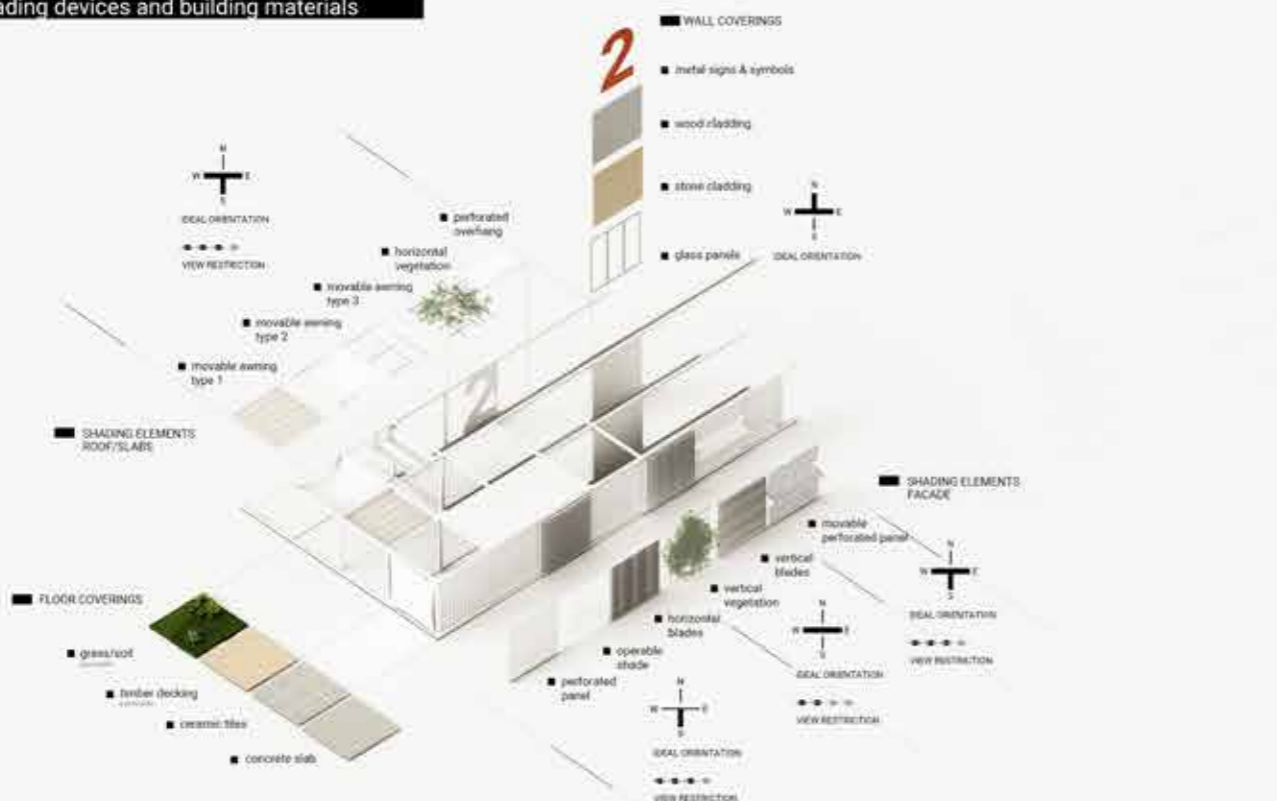
The importance of these spaces is widely known and appreciated although in some opportunities they are observed as a challenge to the seafront and formal characteristic of the Promenade. Within Budva Promenade it is planned to preserve, remodel and build new structures that will host supporting activities and provide places for refreshment and presentation of local food and drinks. The existing landscape and spaces of Budva that hosted a great number of guests and tourists in previous decades were redesigned and new ones are planned in order to accommodate new programs adding new formal elements and experiences for the guest and staff. Pavilion-like structures are connected to surrounding public spaces, parks, and at some points to the lower part of the beachfront area. The selection of materials and furnishings had an important role both in the interior and exterior given the character and marine environment that is planned for the new Budva promenade.

Each pavilion has an outdoor deck area and elevated restaurant area that are connected to the sea both physically and visually. Each structure was carefully positioned and designed in order not to endanger pedestrian routes and vistas both from and to the sea area, but yet to respect land ownership.

Cafe Bar Pavilion - Exterior view



Utilisation of shading devices and building materials



Cafe Bar Pavilion - Interior view

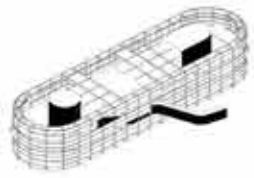


CONCEPTUAL ARCHITECTURAL DESIGN

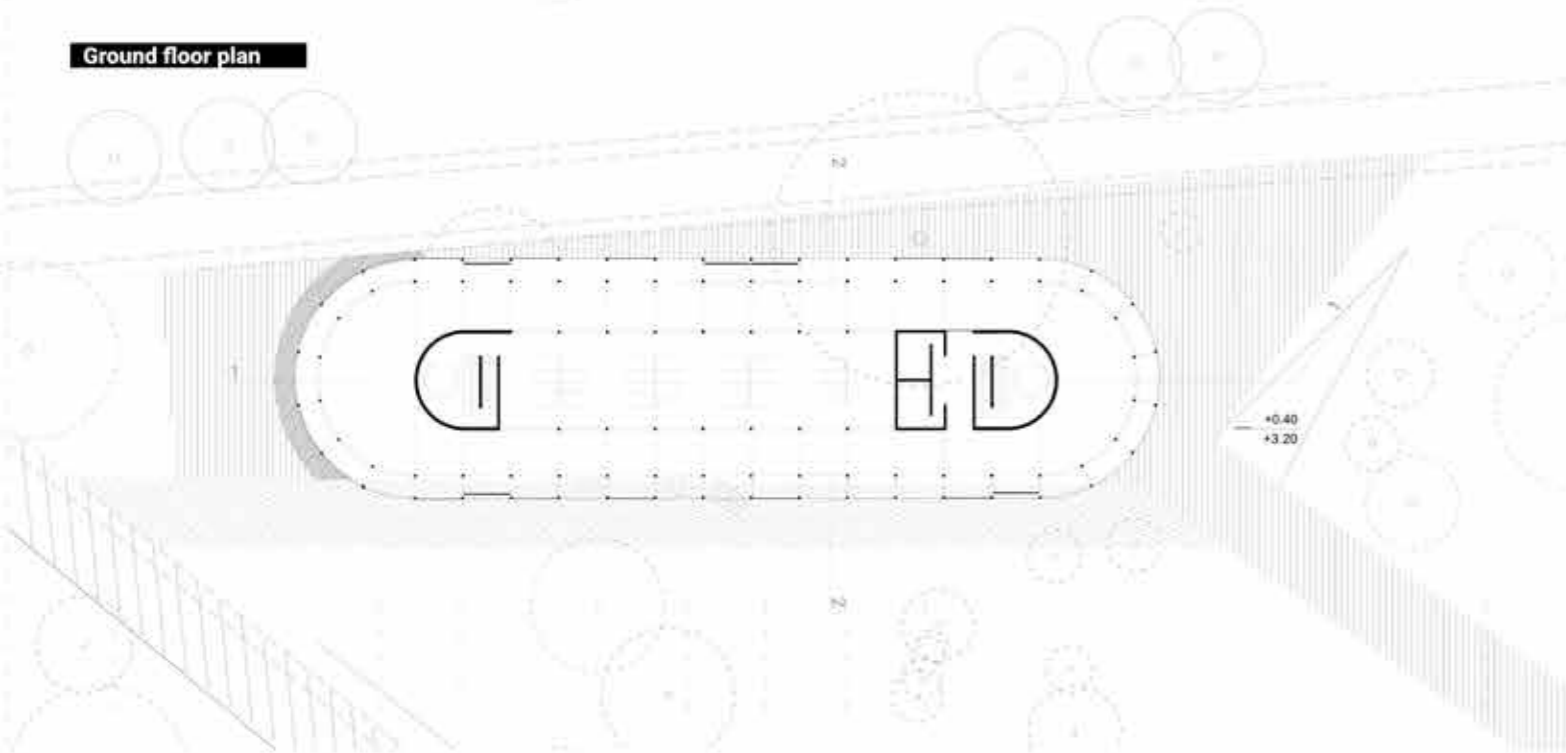
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Axonometric view



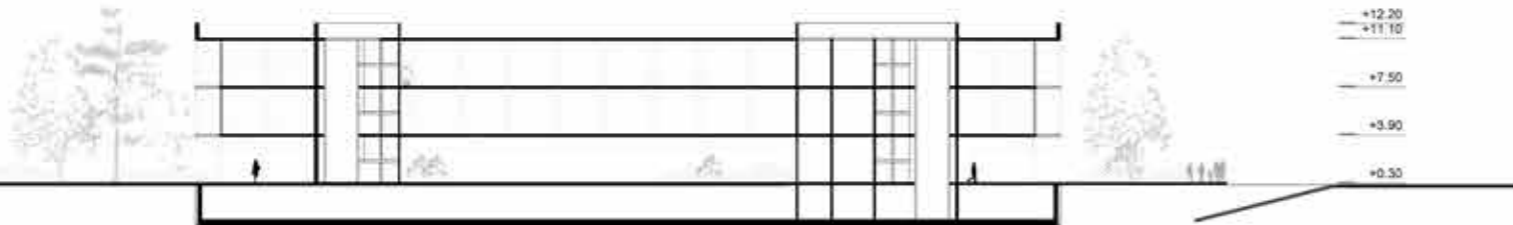
Ground floor plan



Cross section



Longitudinal section



Eco - mobility Hub

Sector 7 of the Budva waterfront is designed as a place where different transport modes create transport nodes. Its specific location at the beginning of the Budva promenade in the vicinity of main traffic routes creates the opportunity to envision and promote new ways of sustainable transport. Having in mind traffic conditions in Budva, the topography of the site, and the number of daily migrations within Budva's wider area (local residents, tourists, and visitors from other touristic centers) it is planned to develop medium size Interchange and Intermodality Hub that will offer to users a place with parking lots for private vehicles, after which they could rent a bicycle and continue their visit to Budva city. This hub is directly connected to the bicycle lane that to the most important parts of the city and the newly designed promenade. In addition, the bicycle lane is connected with part of the traffic routes and entry points from the western part of the area. In this building, users have the opportunity to organize personal transportation and enjoy a city-wide network that increases safety and encourages more people to bicycle.

The two-story building, with underground parking, both uses and advocates for eco friendly built environment. Supporting services within the complex such as cafes, restaurants, and meeting areas will improve tourist transit time by offering them wide choices of activities. **Eco-Intermodality Hub in its core should combine the transport function, urban function, and service function.**

Eco-mobility roof garden



Eco-mobility north facade



Eco-mobility south facade



Eco-mobility Hub - View from promenade

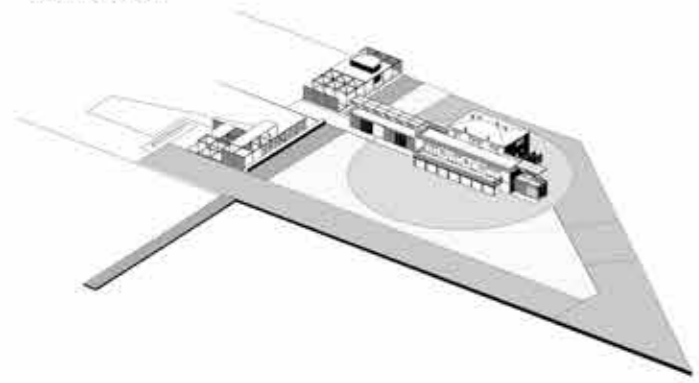


CONCEPTUAL ARCHITECTURAL DESIGN OF CO-WORKING AND CO-PRODUCING STATIONS

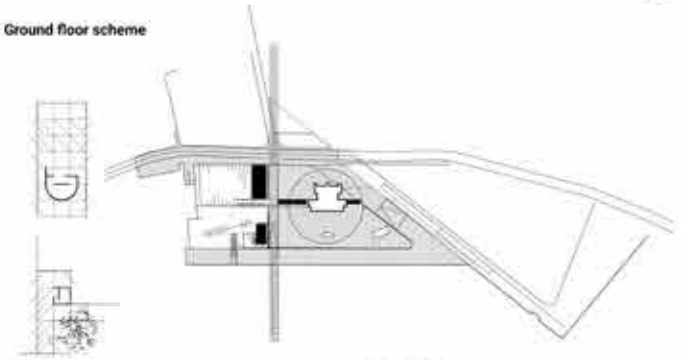
Nautical centre



Axonometric view



Ground floor scheme



Elevation



Extension preview



Ship skeleton



Ship projection



Ship skeleton



Nautical center provides specific program framework which tends to support and promote nautic culture. Center is situated in the iconic building of Jugoslovensko rečno brodarstvo by engaging it in Budva Horizon flows through adaptive reuse.

- The building includes three parts:
 - Nautical Museum** reprogrammed ground and first floor of the existing building
 - Nautical Lounge** reprogrammed second floor of the existing building
 - Augmented Reality Experience Room** extension on the existing building aligned with original volumetry.

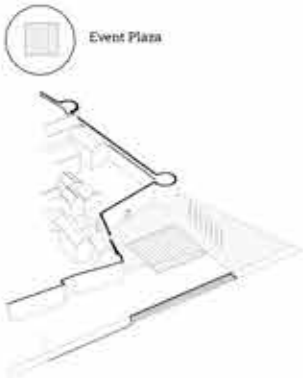
AR experience preview

In recent years, divers have been trying to discover ships that have been at the bottom of the sea for a long time. Besides endeavour to collect valuable objects from ships in order to store them in museums on land, an underground world became an interesting point itself. While gathering as much information as possible about the sunken ships, the proposed Augmented reality extension provides unique experience to all interested parties. The ship plan is projected on the floor while other constructive elements are provided within AR experience.



CONCEPTUAL ARCHITECTURAL DESIGN OF PLAZAS

Scenarios



Event Plaza is designed by considering historical layers of the Old town of Budva, current use and role in cultural and tourism offer of the city, and in accordance for imagined future for the Budva Horizon. The main carrier of the identity are floor furniture that will serve both as attractor and as generators of cool islands that contribute to microclimate conditions at the area.

Structure is defined to accommodate different scenarios that vary from daily use of climate island and meeting place, to urban projections, concert events, festivals up to fashion events.

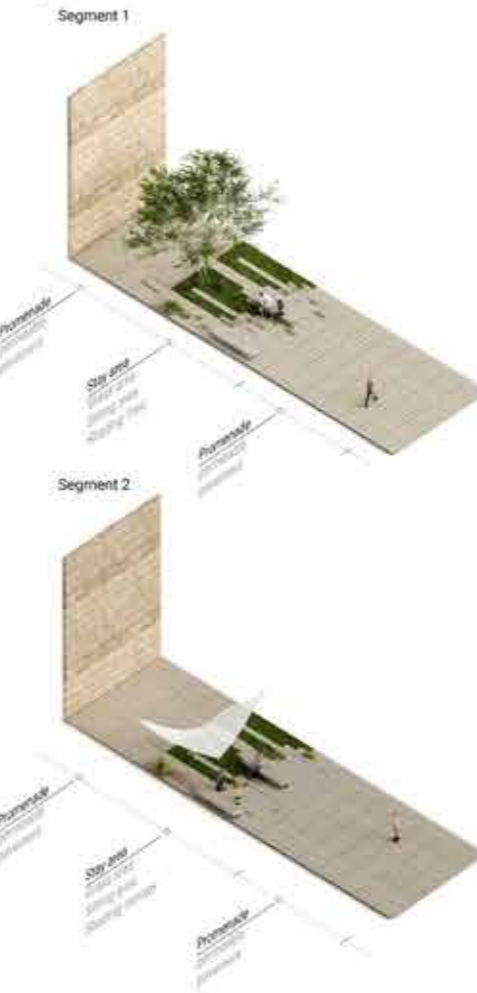
The walls of the Old town provide the framework of the square, while the existing routes of movement enable the clear formation of zones of dynamic and moderate pedestrian flows.



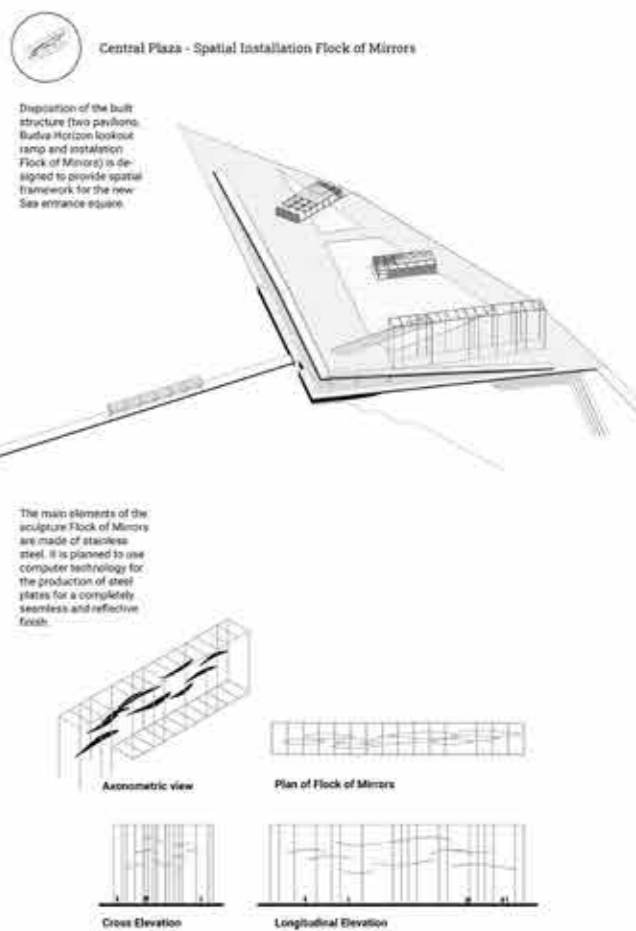
Event plaza



Detail of the square

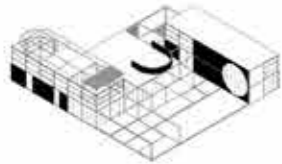


Detail of the square

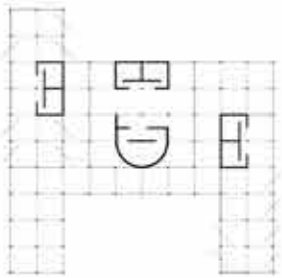


CONCEPTUAL ARCHITECTURAL DESIGN OF CO-WORKING AND CO-PRODUCING STATIONS

Co-working space

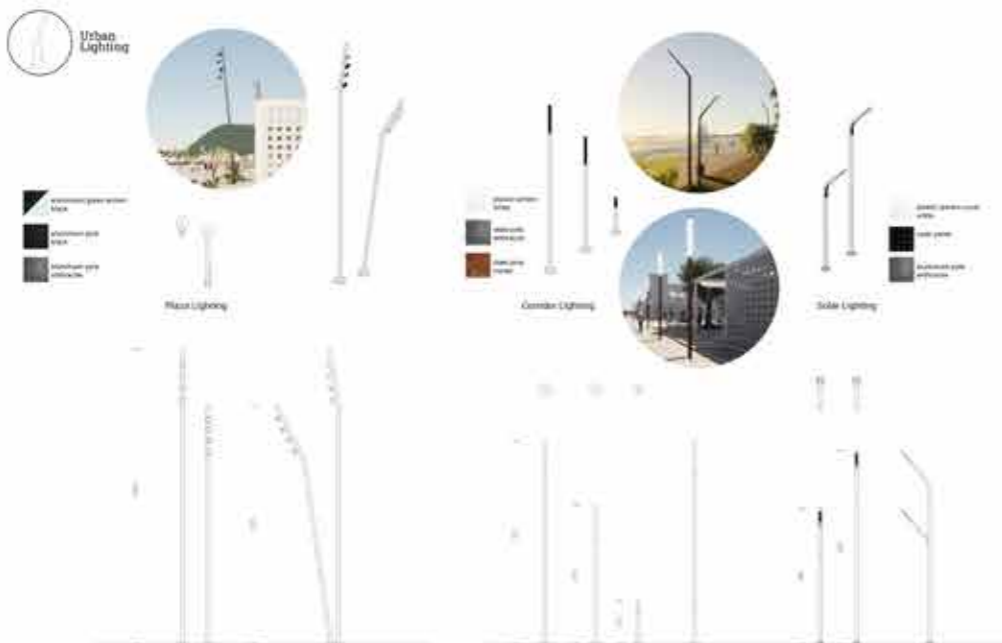


The wide spectrum of Budva Horizon typologies includes programs which are (1) generated on specific local and strongly contextualized features, and those which are (2) situated to support emerging trends of co-habitation. In this regard, co-working hub is conceptualized in spatial and functional sense to be a place for digital nomads, as an emerging tourist profile and to support new living culture of distance work - thus, to enhance the cultural profile of beach. On the other side, the solar station is imagined as an iconic element within the landscape - the visible driver of Budva Horizon energy efficiency and co-production culture.

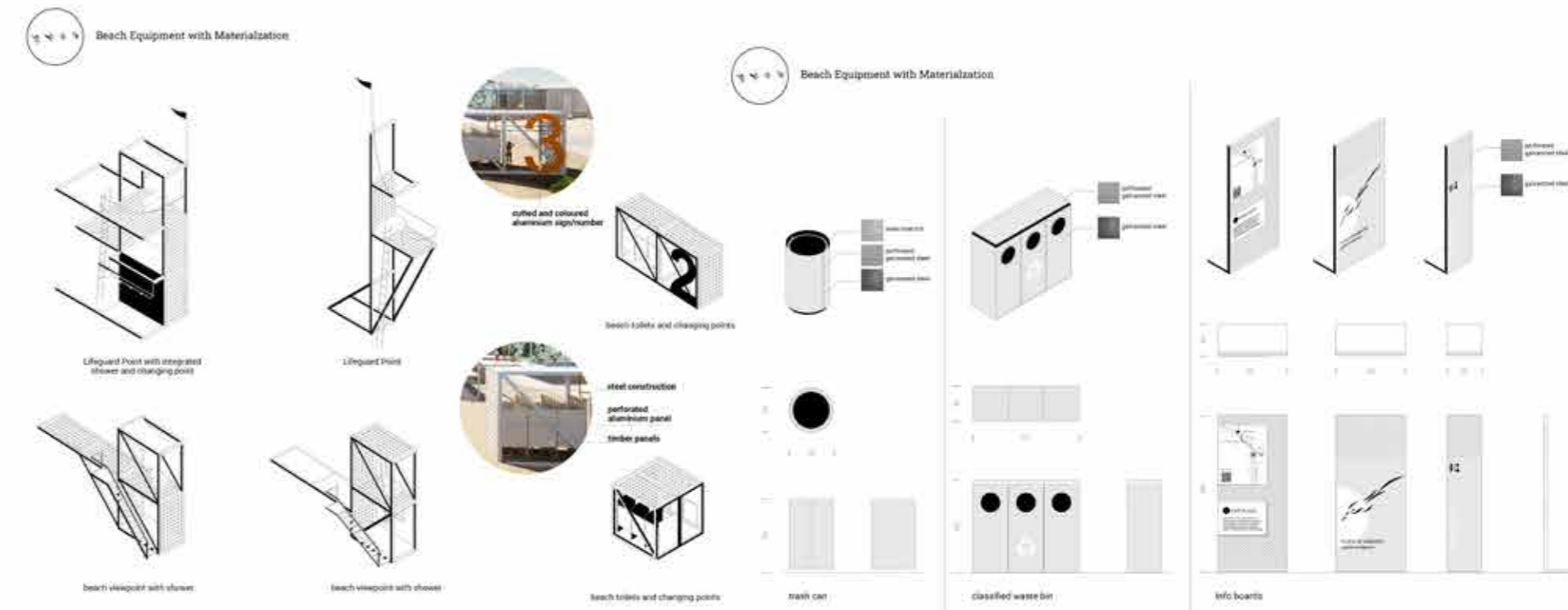


Solar Station

Urban lighting



Beach



Solar station

