

GERMANIA Ingolstadt «Ammerang»

The actual context of the site, the interaction of massive figures and structured freespace, becomes the thematic approach and spatial-morphological inspiration in planning the further development of the former refinery area. The goal is to create a specific island within the structure of the city of Ingolstadt by embedding it into the state and the region.

The design project **AMMERANG** consists of three influential topics:

LANDSCAPE Access roads cutting through the area create an orthogonal grid which can be clearly seen on both siteplan and aerial image of the existing situation. By filling these different planes of the grid with different structures of landscape the site becomes a patchwork of rasterised landscape. These patches of landscape can be informally accessed on narrow gravel walks, which have been located on the spot of the former access roads.

THE STRIP OF PUBLIC SPACE A polygonal strip of landscape is given precedence over the right angled, geometrical [flat] landscape. With its topography of slightly folded, triangulated planes the strip extends beyond the whole project site to its very far borders, connecting spaces of meaning for Ingolstadt.

By intensively activating the folded topography in order to become a public, multi-utilizable free space it is possible to relieve the surrounding natural spaces of possible claims of usability, common phenomena in growing regions.

OBJECTS Three large-size mixed-use buildings are located on the edges of the strip. A hybrid intersection and perforation of open space and architecture is characteristic for the groundfloors of the objects. Between these and the forth object, the already existing stadium, spans the public space of the area. Due to their prescinded scale the objects characterize and dominate the area from a distance.

Regarding to their physical presence the three objects refer to the spatial impact of the refinery tanks topping their scale in doing so. In a functional sense they form a thematical focus, the programmatical use is developed referring to the existing functions of the surrounding by emphasizing and adding certain elements. In doing that the public functions of the objects always address to the state and the region, not only to the immediate context of the area.

SCENARIO OF REDEVELOPMENT/ PHASED TRANSFORMATION AND URBANISTIC RULES

Due to the size of the project site, which tops the area of the historical city of Ingolstadt in terms of surface, the redevelopment of the area as part of the municipal and regional

agglomeration needs planning in different scenarios. Thinking in phased steps and the defining of spatial rules for an unknown tomorrow, an indefinite und unpredictable future, is one important aim of this project.

Phase 1: Clearing of the refinery tanks and continuously establishing patches of grided landscape.

Phase 2: Creating the strip of public space in addition to the rasterized landscape as a folded topography and connecting the boundaries of the area.

Phase 3: The three objects have been built on the strip and add programmtical quality due to the institutionalized uses. The big figures refer in a physical and iconic way to the industrial past of the area. The area of influence of the site increases.

Phase 4: Ingolstadt keeps growing. The demand for housing space increases. The first patches of the parkland are made ready for housing projects. Gravel walks turn into streets - because the folding of the strip of free space had taken this possibility into account, even cars can cross it.

The strip of public space becomes the superordinate free space of a new city area made out of various typologies, the structuring power of the large objects within the strip of public space keeps being the spatial and programmatic identity of the area. Now the objects give distinction to a landscape of buildings...

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