



Qualitative decentralization
& variety of different facilities
interacting

TIME IS EVERYTHING

QUALITATIVE & QUANTATIVE DIFFERENTIATION OF MEMORY

PAST/MEMORIES
PRESENT
FUTURE ZONE

Closed system
"Limited sand"



Small collection of
SAME SAND*

DATA
GRAVITY = DIRECTION OF TIME
*SAND = EXPERIENCES = MEMORIES

Open system
"Infinite sand"



Rich combination of
NEW SAND*

URBAN INTERSECTION AREAS IN 2023

STOPS

This new perspective of Urban Design Principles can be applicable in various scales and cases, starting from the individual's initiatives up to grand scale city projects.

One example of application could be "the design of a floating public square" in a city with a river such as Budapest or London.

This design suggestion can actually host the facilities of transportation, recreation dynamic perception of the city collective/cultural experiences and the enrichment of urban facilities therefore "an Urban constantly in Motion".



CONSUMER:
Item expressed in the buy/not buy decision.



INDIVIDUAL:
A person that cannot be DIVIDED !