

WIND FOREST / WATERFALL

The project takes origin from the imagine of the **SHIPYARD** present in Copenhagen and would ideally like to refers to the amazing combination of canals system, land and sea of the city. The intervention site consist in a piece of land floating facing the canal's scenario in an area of the city recently born as industrial district. Its context conditions gives the opportunity to elaborate a project proposal mainly based to the **WATER** and to the deep connection between this element and the productive human activities, in order to imagine and suggest an alternative new ways to be in contact with the sea site.

The shape of certain shipyard have inspired the excavation of the lot and the idea to put in direct contact the technology components of the project with the sea, replying the outline of something that is moving into the sea. The "body" moving towards the canal is made of several separated and different technical elements that create a sort of technological **FOREST**.

