G1-G3 VERTICAL STUDIO ON WATER AND LAND

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This studio invites students to work with current technology (Internet of Things, point clouds, artificial intelligence, and digital twins) as tools and instruments that will help design and articulate proposals in a contemporary manner. The design studio will focus on the concept of FLUID within Landscape Architecture. The projects must consider such a concept as a driving compass as they will encounter it throughout their work, rendered as a flood of data, water, and people. Student's work will entertain interventions underwater, at the shoreline, and on land.

——– DESCRIPTION

The design studio focuses on **developing and revitalizing** privately owned vacant properties along the Ribault River contaminated with incinerator ash. The City has nearly completed the remediation process for residential parcels in the **Gold Merit and Pope Place Ash Site** area and is actively working towards purchasing these properties. This design studio aims to transform these areas into a **safe, accessible, and sustainable public space.** Through collaborative efforts and **strategic planning, the project in this design studio** aims to remediate contaminated land, protect against flooding, and provide valuable community amenities.

The design brief focuses on the interface between water and land in Jacksonville, emphasizing the restoration of the natural landscape and contamination mitigation. Projects should enhance flood protection while prioritizing sustainability. Key design elements include the design of public parks and flood-resilient infrastructures to activate the selected areas. Students will test their design in hazardous situations, such as the storm surge inundation caused by Hurricane lan in 2022. The studio is partnering with **St. John Riverkeeper**, which has focused on preventing new home construction in flood zones and advocating for increased public access and natural buffers.



