



The team 4-CHANGE developed a design for the city of Sen Sakana. The overall concept is built around the historical background of the city. Traces of the first settlers have been found in the close proximity of the lake, they possibly moved in search of more fertile grounds thousands of years ago. They cross the vast chain of mountains Nichibotsu no yama and set the first rudimentary camp sites, finding a favourable and diverse climate throughout the year. The settlers quickly adapted to the environment, changing their agricultural habits to develop unique fishing techniques, surviving thanks to the abundance and diversity of fish in the Uoko lake.

During the centuries the settlement became a village, sprawling towards the Mountains and consequently enlarging the territory to the North side of the river bank. Several remains of this period were found, showing a diverse range of craftsmanship. At a certain point of history the inhabitants went through a drastic change, the simple fishing village became a city built around the mineral industry, the sprawl continued and the economic boom had a strong impact on the footprint of the city due to the technological era. The river and lake became heavily polluted with heavy metals and the busy public spaces were poorly maintained. Following an economic downturn and political changes the inhabitants dropped in number, the city sees the possibility of a rebirth thanks to sustainable policies.

The overall concept for the city sees a return to the origins of the first settlers, when the first inhabitants were closely living in contact with the environment. The time line briefly explains the main phases of the city's history. From simple fishing village to high tech industry hub, the city is now establishing a new image evolving towards a sustainable future, which is expressed in the spiral concept. The main design elements are drawn by casting fictitious fishing nets over the city, connecting the surrounding landscape to the five locations: Lakeshore, Waterfront Park, Museum, Old Market Square and Tram Plaza.

The lake includes floating islands of different surface and shape. These islands are complete ecosystems, their material and roots provide surface for beneficial microbes to proliferate and pull pollutants from the water. The roots system removes problematic nutrients out of the water through hydroponics, while providing cover and allowing the fish population to thrive. The top vegetation attracts a variety of plants and insects, creating wildlife core zones on the lake's surface.

The shore is in harmony with the environmental aspects of the waterfront. The sand covering the shore went through a cleaning and reshaping process. The new shore includes a dock for fishermen's boats on the South-east end and a pier for swimmers on the North end. In the middle of the shore a large platform extends out of the green waterfront onto the shore. This platform is designed to host many events throughout the year, it also includes basic facilities such as food and beverage pavilions and rest rooms. The waterfront as large meadows and rich vegetation, it is massively used for recreational purposes, especially during spring time.

The market square sees a come back to the origin of the fishing village, a meeting place for locals and tourists. The main element is a cover reproducing fishing nets made out of galvanised zinc. The undulated element provides a unique cover, casting a particular shadow on the pavement which includes outlines of a fish swarm carved in the concrete. The square is a vibrant place with restaurants and shops.

The tram square design concept is linked to the technological vision of the city. The busy business district has an underground parking lot with two entrances for cars and pedestrians. The design sees a continuity of the Market square fishing net. The lines spreading all over the surface are LED stripes, diffusing a soft blue glow. The square is crossed by a pavement resembling large fish scales and a green area which provide an enclosed spot for the workers seeking a break. The North side includes some elements which represent pebbles found on the shore, smooth concrete platforms used by pedestrians and street performers.

The Museum holds an exposition about the history of the city and consequently in the design of the facade; the materials follow this concept. The wood that surrounds the building is an allegory to the first materials that the community had contact with, it slowly transforms along the building to concrete. Finally it converts into white polyethylene that symbolises the future of this community, allowing the control of natural light and therefore the maintenance of the expositions.

Like a big cube of light the building becomes a point of reference for the city and the world. The surroundings of the museum, use native vegetation and open up to the community as a public space for cultural activities, allowing projections on the facades of the museum as well as mirrors of water for recreation and contemplation.

The proposal involves the community to the project by giving them new recreational areas and allowing them to get in touch with their roots and environment. This design is converting the whole city in a worldwide example of perfect balance between nature, community and progress.