

ABSTRACT

The thesis proposal is a system of unified scenarios (ambients) and elements, designed specifically for the ten National Natural Parks of Hungary materialized in a set of preset spaces, outdoor furniture and signaling elements for the landscape.

The project arises from problems found in the poor dissemination of information, low identity with the surrounding, low resistance and quality of materials, impossibility of non-Hungarian speakers to access the information, the difficulty of recognition and identification of the places by the visitors and the inexistence of a common morphologic language in the elements for all National Parks. The proposal is framed in the project of renewal and enhancement of the network of National Parks of Hungary led by the Ministry of Agriculture.

Thus, integrating concepts such as identity, sustainability, technology, resistant materials, and universality result in a proposal of high-quality design for the improvement of the competitiveness and to enhance the people experience in the National Parks of Hungary and its landscape through the formulation of a viable and comprehensive design proposal of man-made elements in the landscape.

Hungary has 10 National Natural Parks, 145 minor nature reserves and 35 landscape protection areas. The Aggtelek, Hortobágy and Fertő-Hanság National Parks are also listed on the UNESCO World Heritage Site.

The main result is the Design Proposal of a set of five scenarios (implementation site patterns) that includes a family of unified and standardized elements (Signaling, outdoor furniture and landscape elements) for all the National Parks. In addition, it includes a specific proposal of gate for Hortobágy, Aggtelek and Fertő-Hanság NP as a sample. For the implementation site, the thesis includes a conceptual design (not detailed) of an area to show where the scenarios can be implemented in a specific case.

The main goal is to enhance the experience of people in the National Natural Parks of Hungary through formulating a proposal of viable and integral design of artificial elements in the landscape that allows mobility and interaction with the rural landscape.

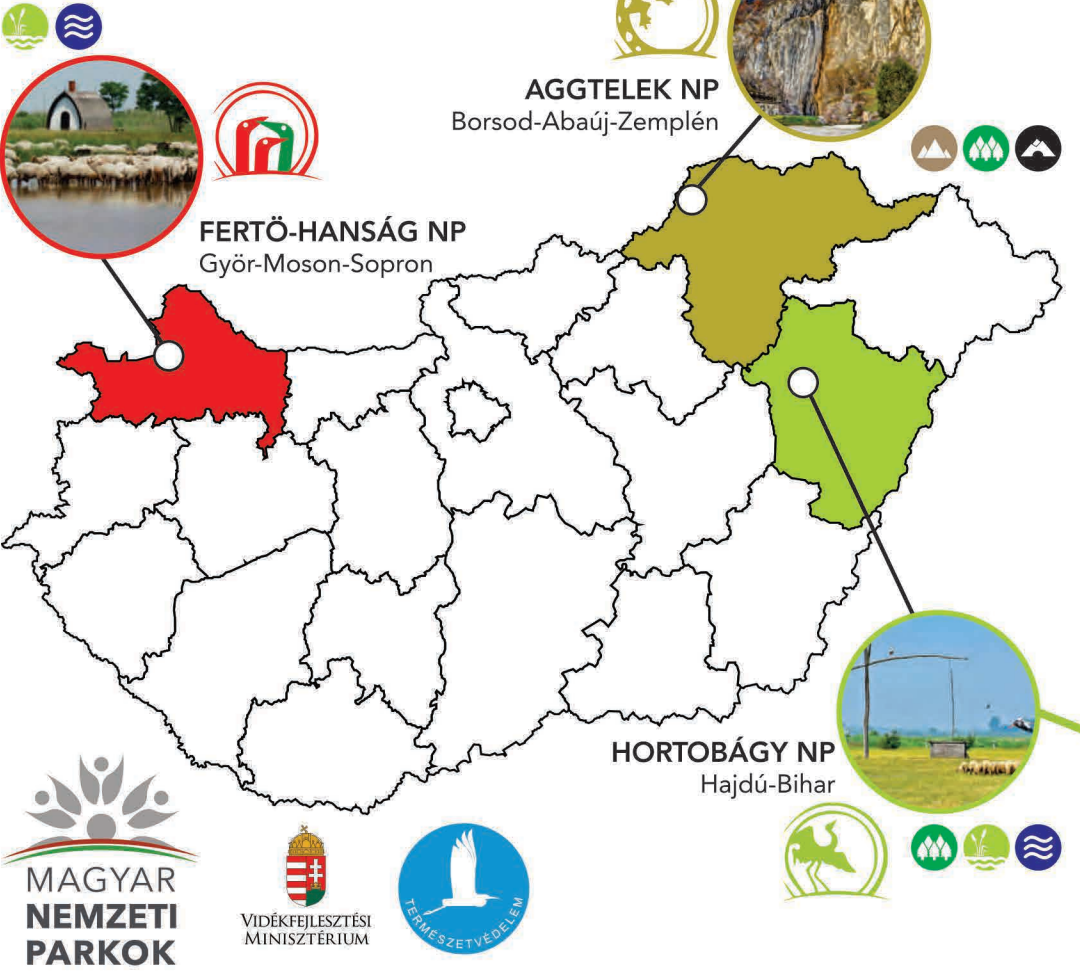
The implementation scenarios are the fundamental axes of the project. These are five patterns that can be found on most of the Hungary's National Parks. These scenarios have particular characteristics of uses, users, functions, elements, that can be differentiated easily but at the same time can be improved and replicated along all the National Park Network through the proposal of landscape design.

These types of elements beyond the function can become symbols, landscape marks and even part of the identity of a place, hence the great importance of an accurate design and based on the landscape character of each site, creates a sense of identity and belonging in a park.

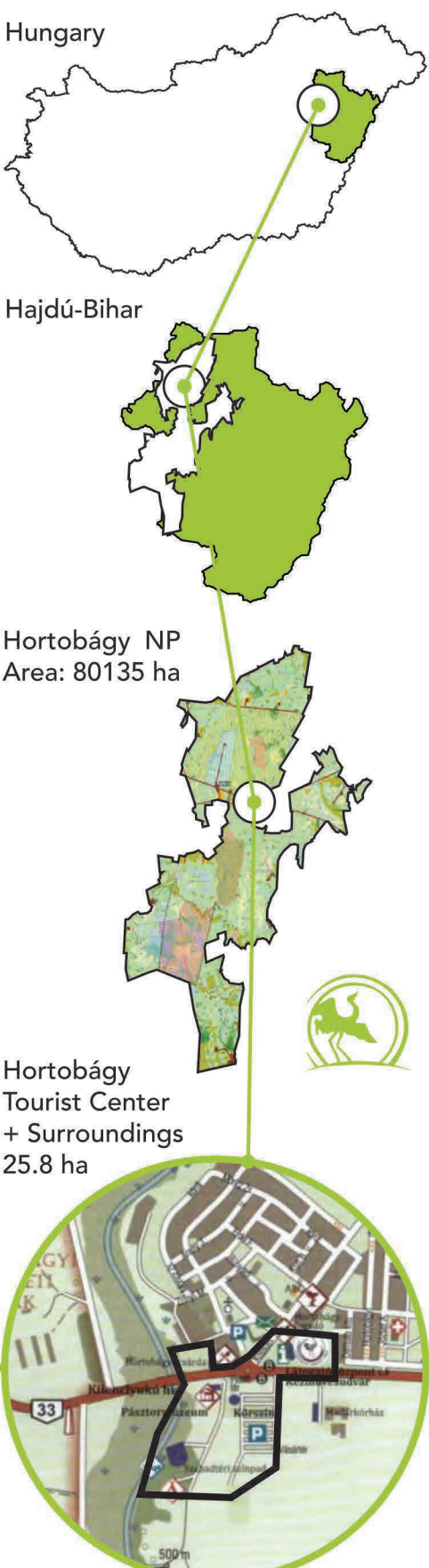
SITE

For the analysis of the Hungarian case studies, three National Parks were chosen around the country; because all of them are UNESCO Heritage Sites and they are the most touristic and most well-developed. They are located in a wide variety of climates, topographies, geographies and sizes.

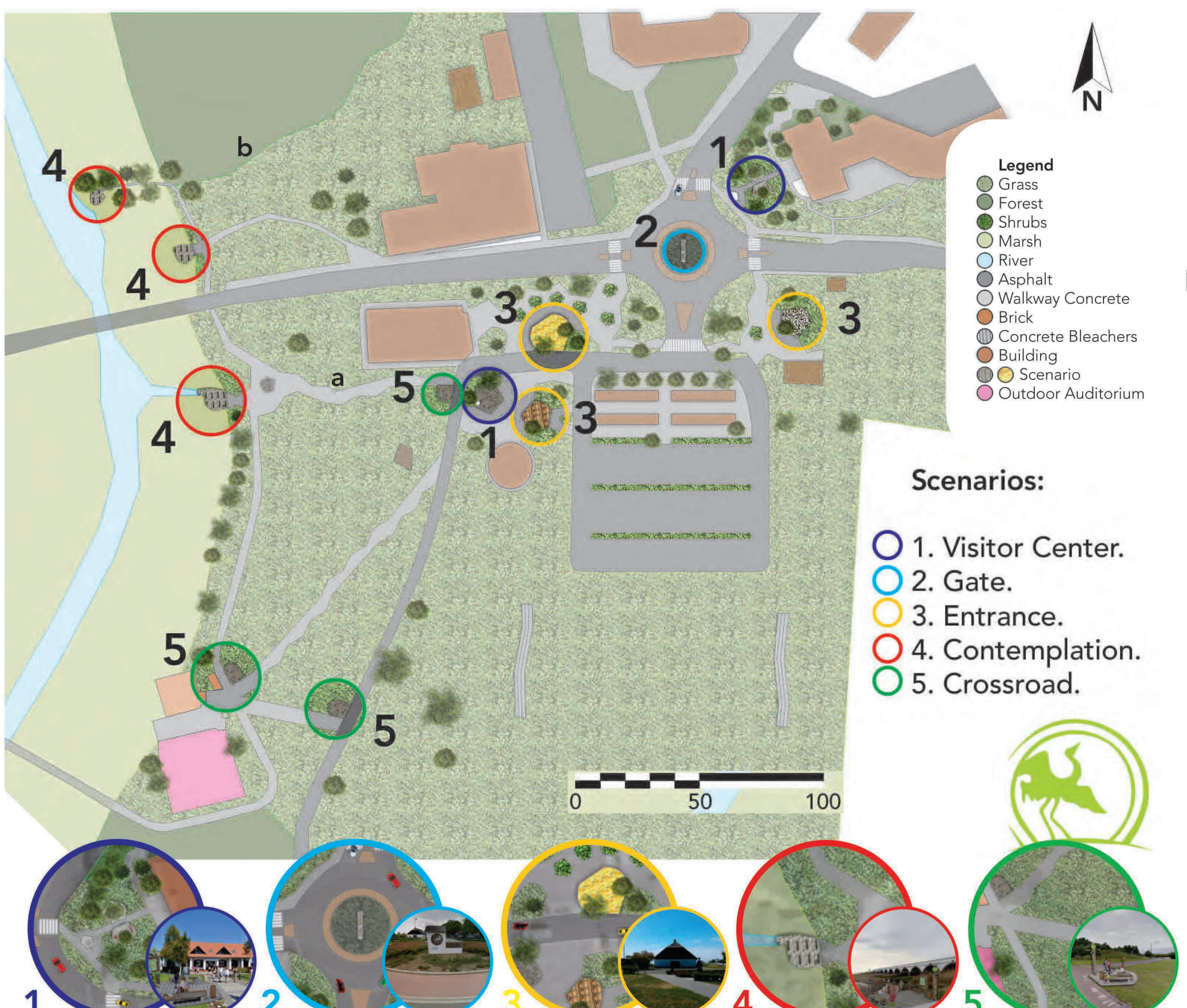
For the implementation site, was chosen Hortobágy NP. Is an 800 Km2 located in eastern Hungary filled with folklore and cultural history. The park, which forms part of the Great Plain of Hungary. Hortobágy is the largest continuous natural grassland in Europe. It was established in 1973 as the country's largest protected area. The implementation place is specifically located at the main entrance of the Hortobágy National Park, just next to the municipality of the same name and next to the national road 33 that leads from Tiszafüred to Debrecen. This space covers an approximate area of 25,8 hectares but it has not clear limits in all its directions, it can be delimited approximately to the west by the river Hortobágy, to the north by highway 33 and the characteristic bridge "Kilenclyukú" to the south with the "Pusztai" camping area and to the east with the Bird Hospital Foundation.



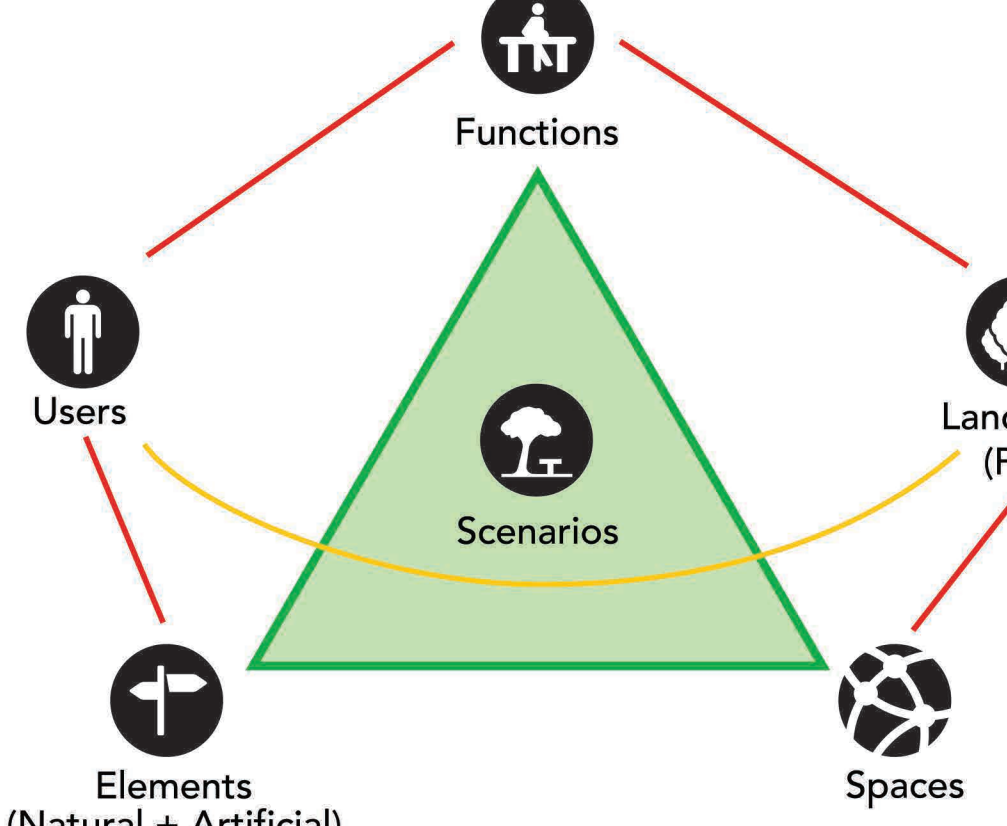
LOCATION



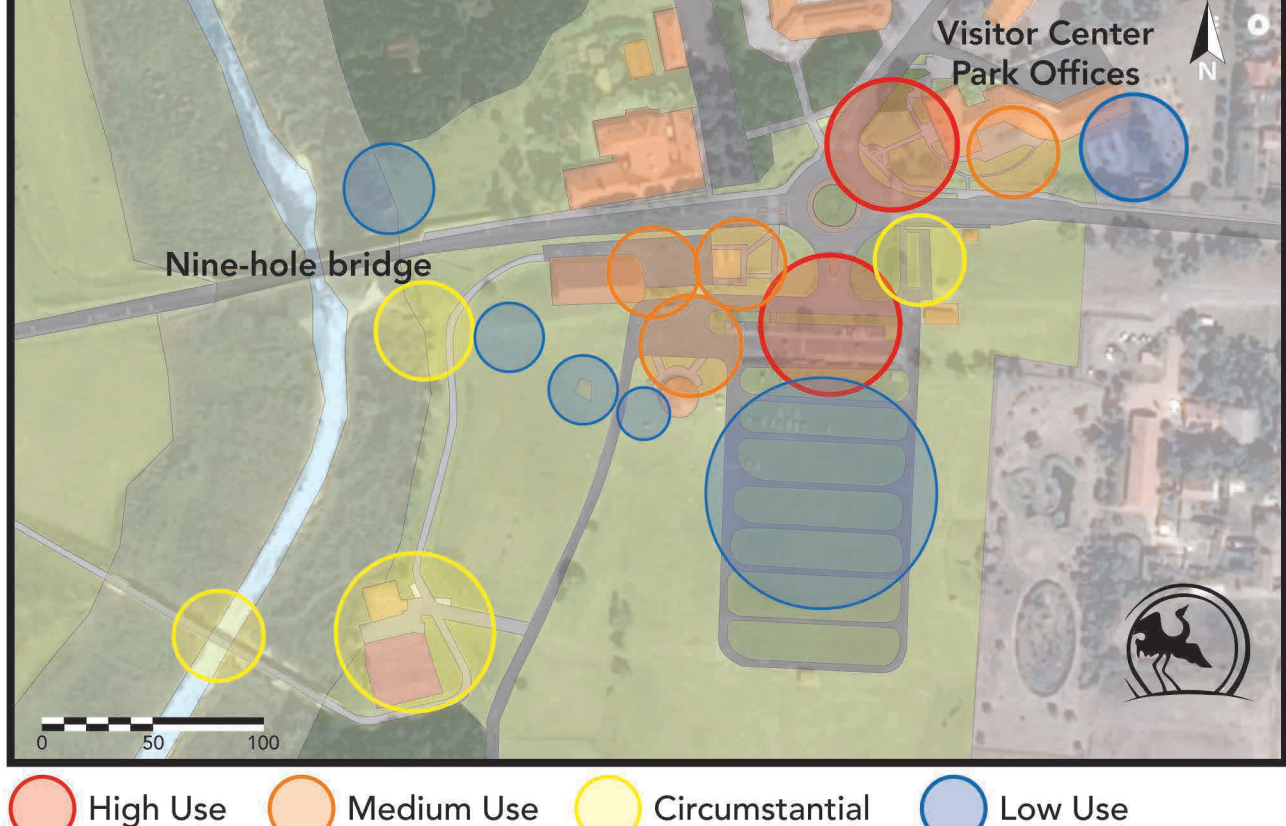
IMPLEMENTATION SITE / STRUCTURE



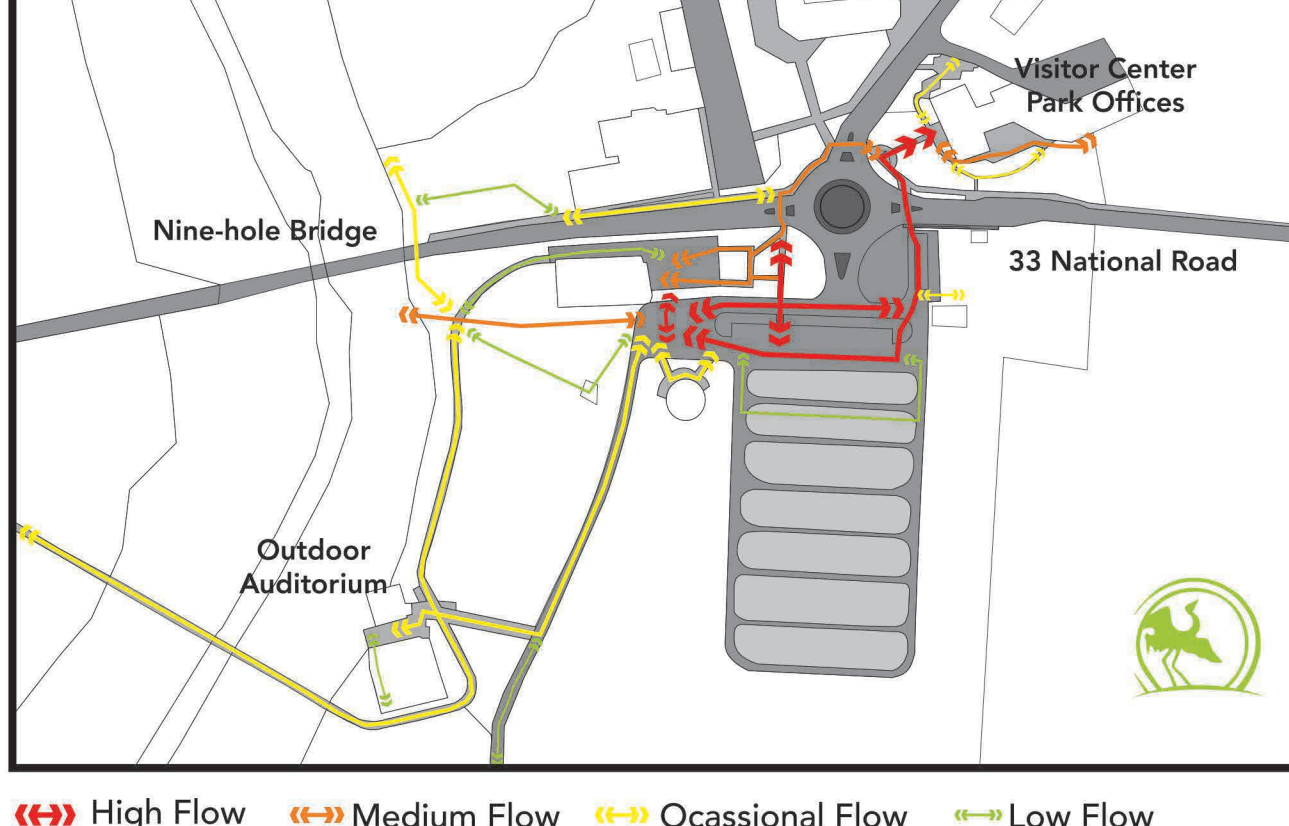
INTERACTIONS



HIERARCHY



FLOWS



ZONES



OPEN SPACE DESIGN / SCENARIOS



OPEN SPACE DESIGN / SCENARIOS



ELEMENTS

