

The diploma thesis focuses on the development of new approaches to the natural and cultural landscape of Normafa, a protected forest located in the XIIIth District of Budapest which functions also as a public park for the residents of Hungary's capital.

The project proposes the conceptualization and design of a series of sensory trails and site-specific interventions that create new dialogues to perceive the landscape through senses and perceptions.

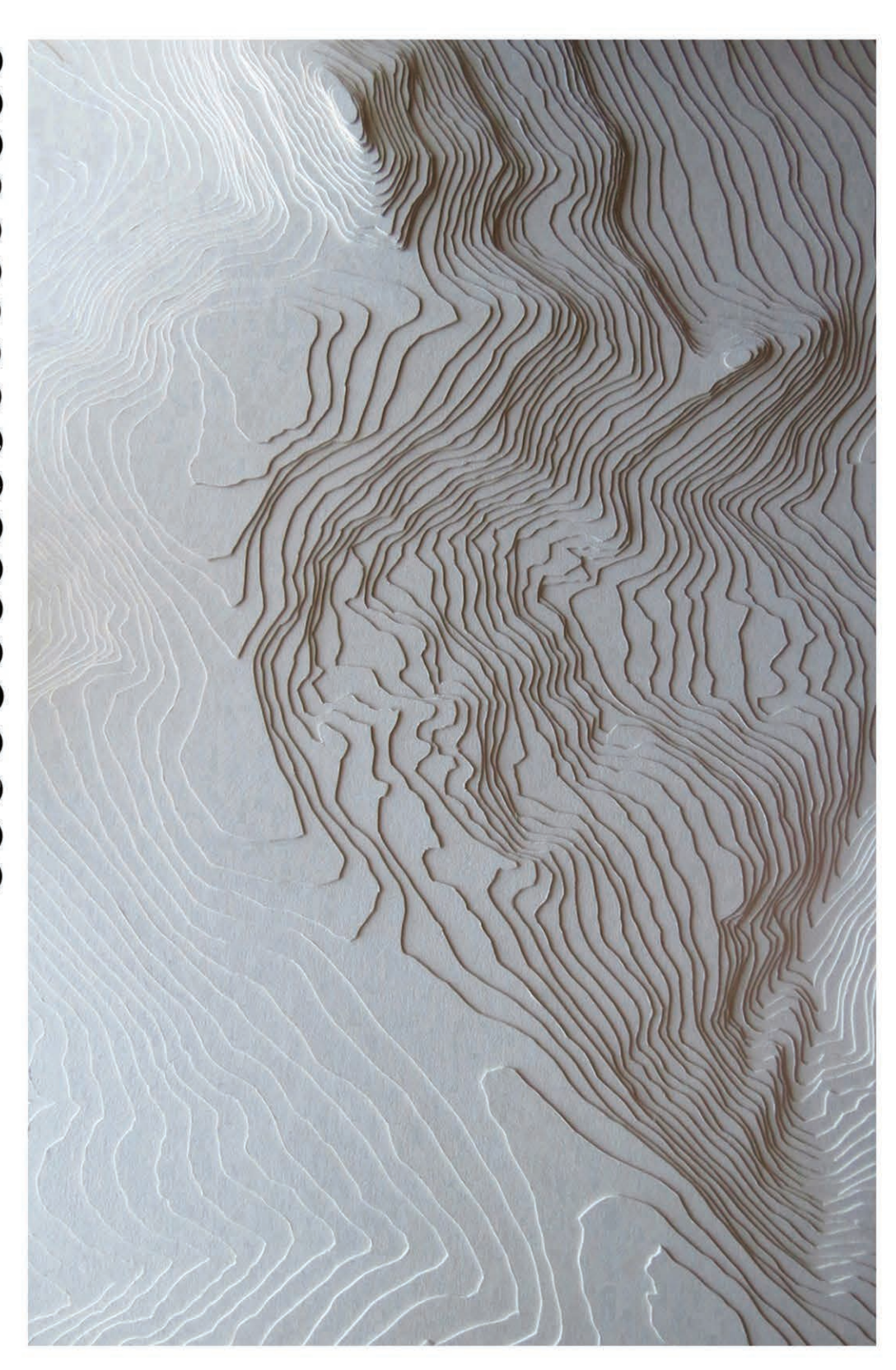
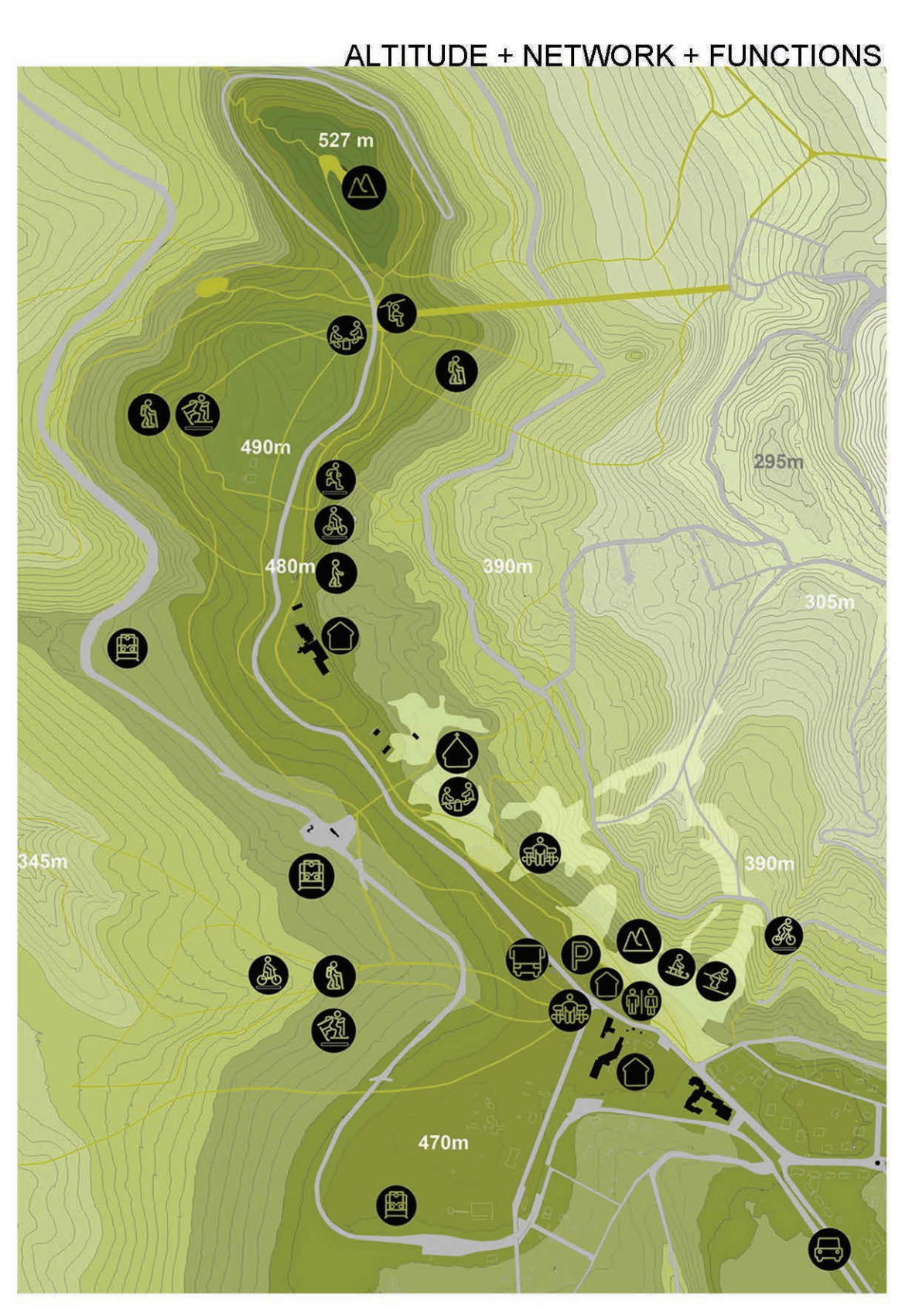
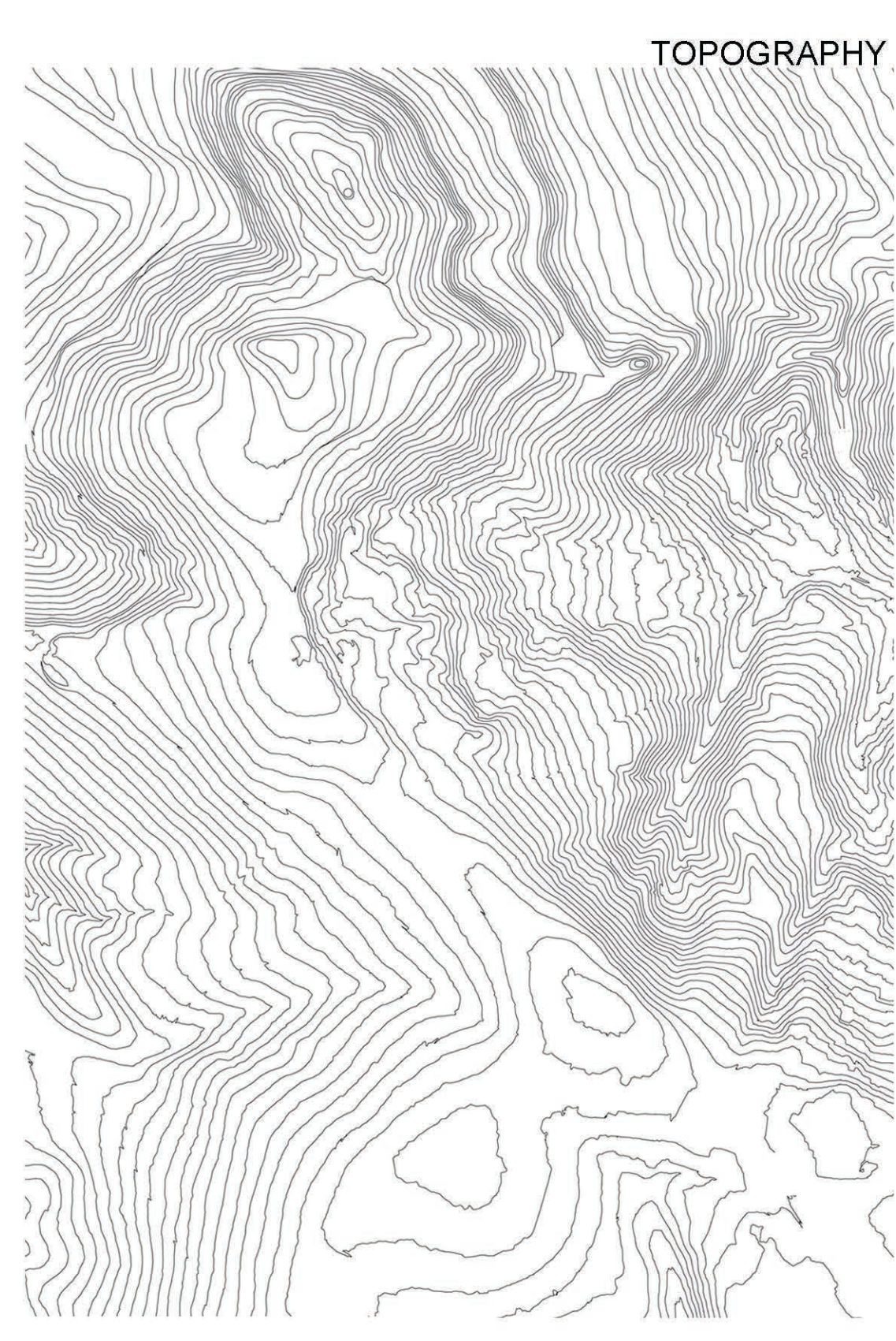
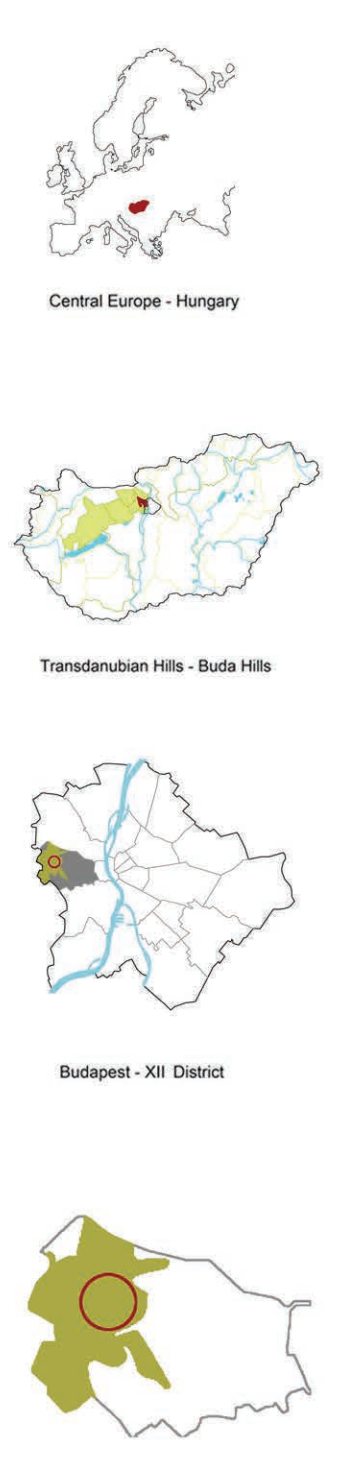
The project is proposed as an instrument that utilizes senses as a method of approximation to the site by increasing the perceptions to the landscape through the connection of nature with multi-sensory experiences: scents, textures, sounds, tastes and scenes.

The method to elaborate the project has been developed in three main phases: The thesis begins by introducing Normafa and its territory, the analysis of the site and its natural and cultural background. The second part, titled Sensory approach, introduces a theoretical framework and concepts dealing with the relationship between senses, place and landscape. This phase also identifies the natural and cultural elements of Normafa through sensory experiences: tactile experiences, soundscapes, sense of smell, aromatic landscapes and visual landscapes like seasonality, atmospheres, colours, scenic views and details.

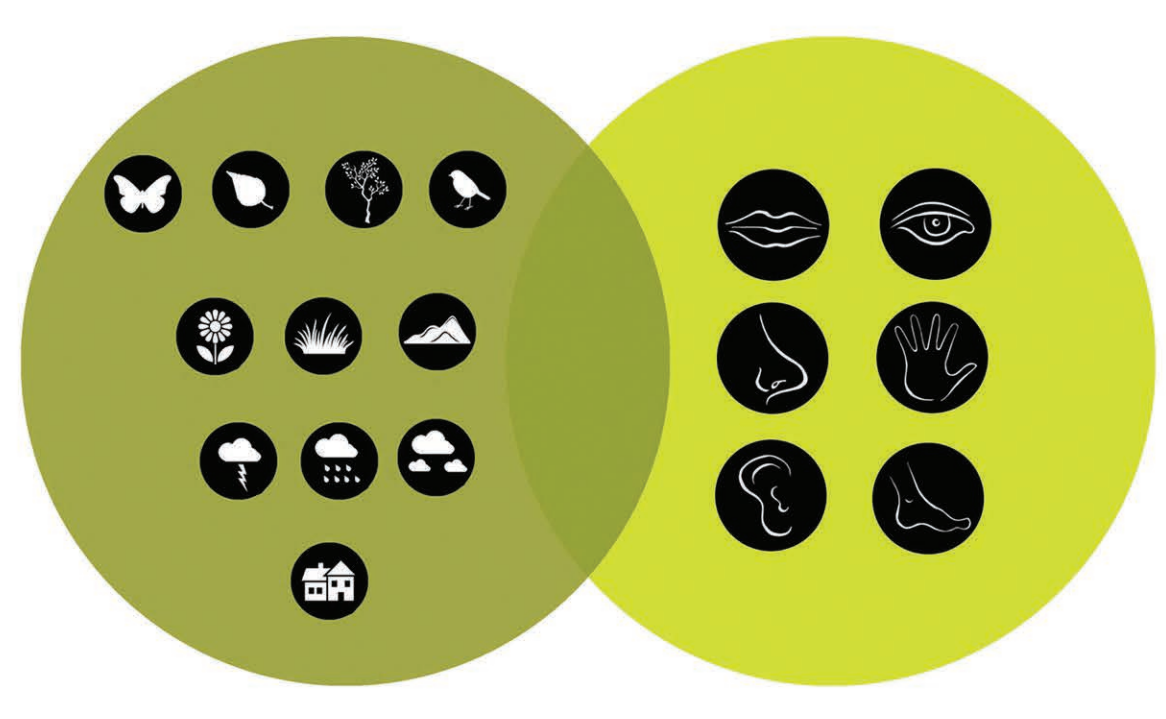
Finally, the third part is dedicated to the conceptualization and development of a landscape project that goes from large-scale design with the master plan of a series of sensory-trails that connect with the landscape of Normafa, to small-scale design or object level, with the projection of specific sensory devices, designed as interpretative links to communicate unique experiences of the site for each user.

The design has been developed through the following conceptual strategies: The conductive thread, designed as a linking element that travels across the different landscapes of Normafa, drawing a new reading of the site. The multi-purpose sensory devices, designed as the key approaching elements that emerge from the conductive thread, emphasize specific perceptual points along the route and create new dialogues between the visitor and the surrounding landscape. The design of the network system, links the different landscape characters of Normafa and integrates its existing path network. The linking gates are conceived as landmarks that connect the five sensory trails and provide information about the trails; and the last conceptual strategy: the mostly-level trails, designed according to criteria of human movement, making the walk feasible for visitors, running nearly in the same elevation level.

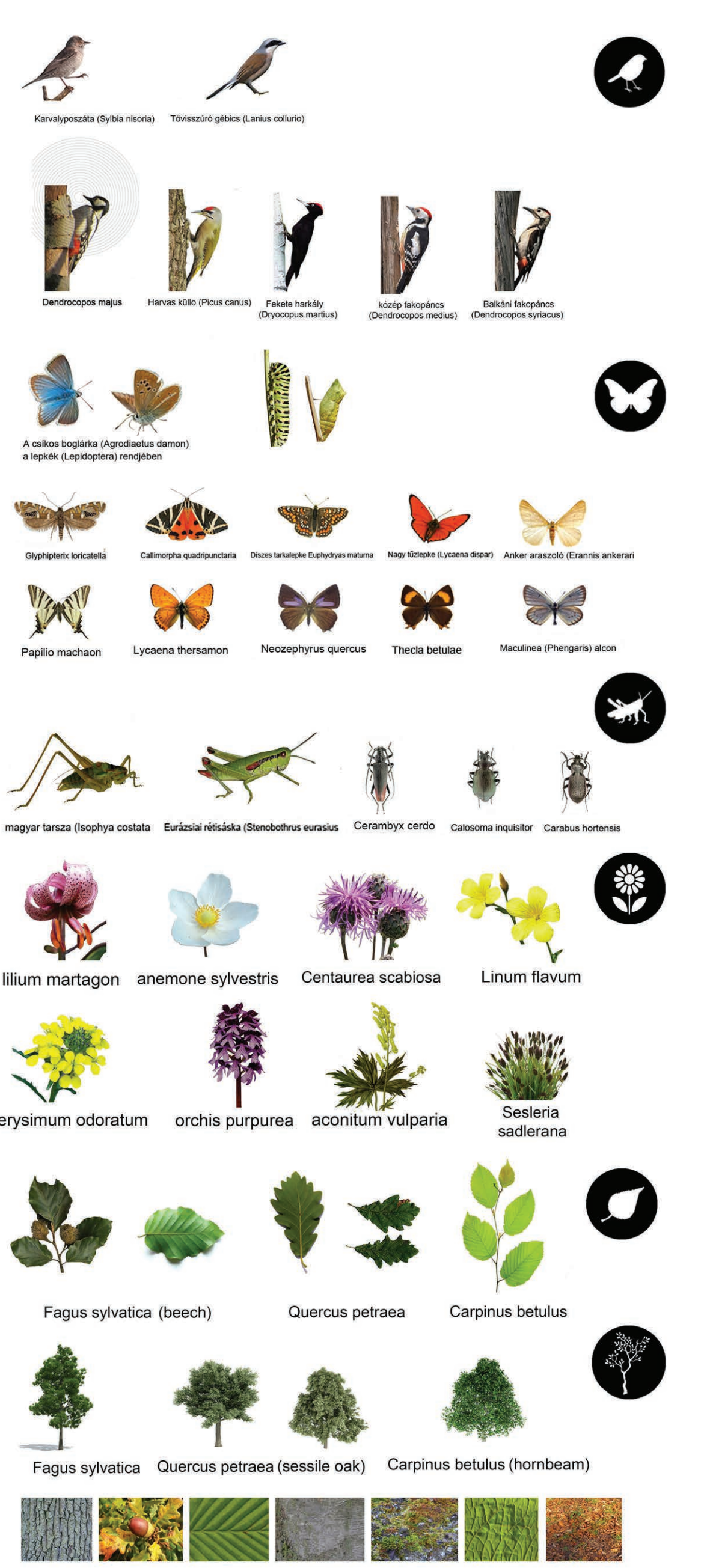
Along the trails the visitor has the opportunity to perceive its contrasting landscapes: hill meadows, steep forest and inner woods and to increase the perceptions of the landscape.



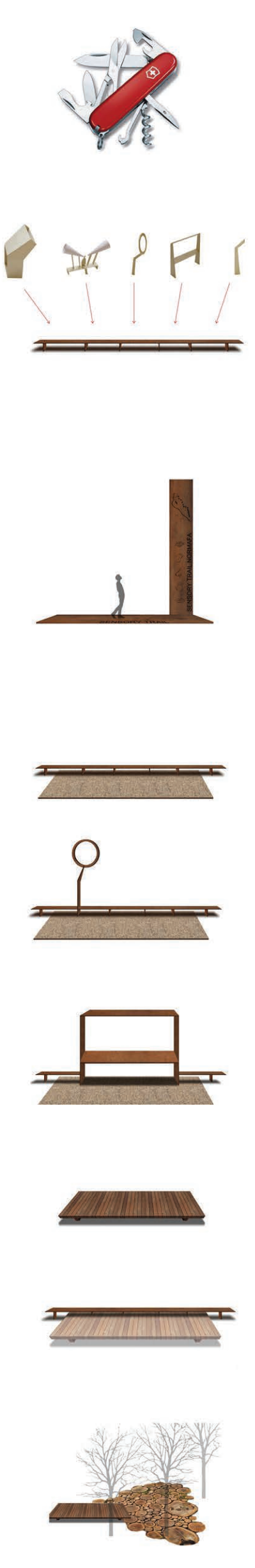
NATURAL ELEMENTS + SENSES



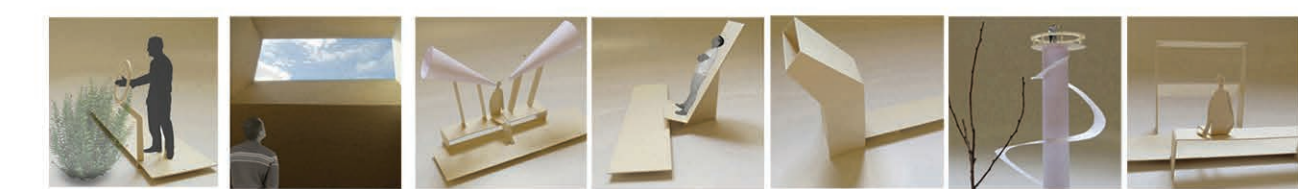
IDENTIFICATION OF SPECIES



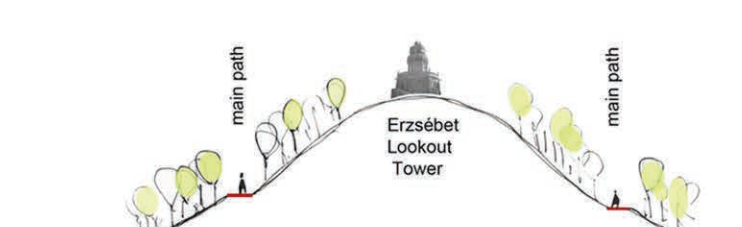
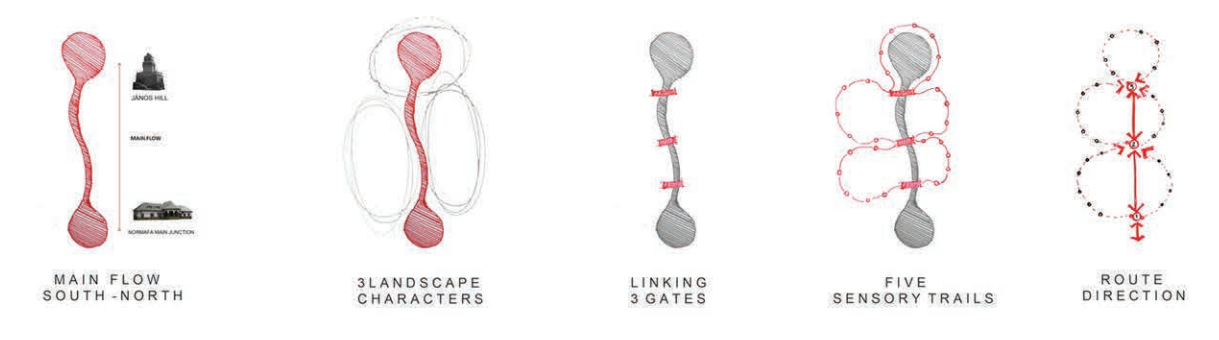
MULTIPURPOSE BAND SYSTEM



SENSORY DEVICES



NETWORK SYSTEM CONCEPT



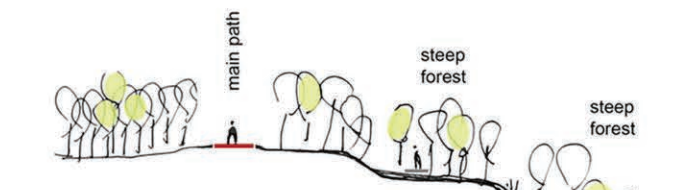
SENSORY TRAIL 5
NORTH. JANOS HILL PERIMETER
panoramic views, steep slopes, beech steep forest, contrasting shaded and lighted cliffs, ground level vegetation of shrubs and herbs



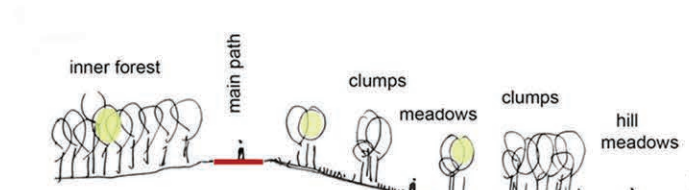
SENSORY TRAIL 4
NORTH-WEST STEEP FOREST
beech forest, dense canopy, ground level vegetation of shrubs and herbs, aromatic species, nesting birds.



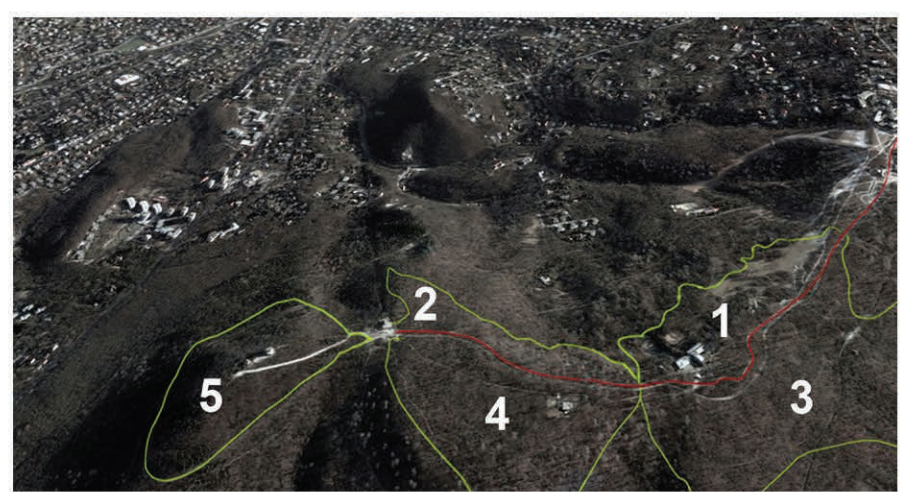
SENSORY TRAIL 3
WEST INNER BEECH FOREST
plain terrain, beech forest, dense canopy, ground level vegetation of shrubs and herbs, aromatic species, nesting birds.



SENSORY TRAIL 2
EAST STEEP FOREST
steep slopes, beech steep forest, shaded cliffs, nesting birds, scenery views to valley, hills and city



SENSORY TRAIL 1
EAST: HILL MEADOWS
forest patch (sessile oak and beech), hill meadows, butterflies, flowering area, scenery views to valley, hills and city, scenery birds, falling trees, steep slopes



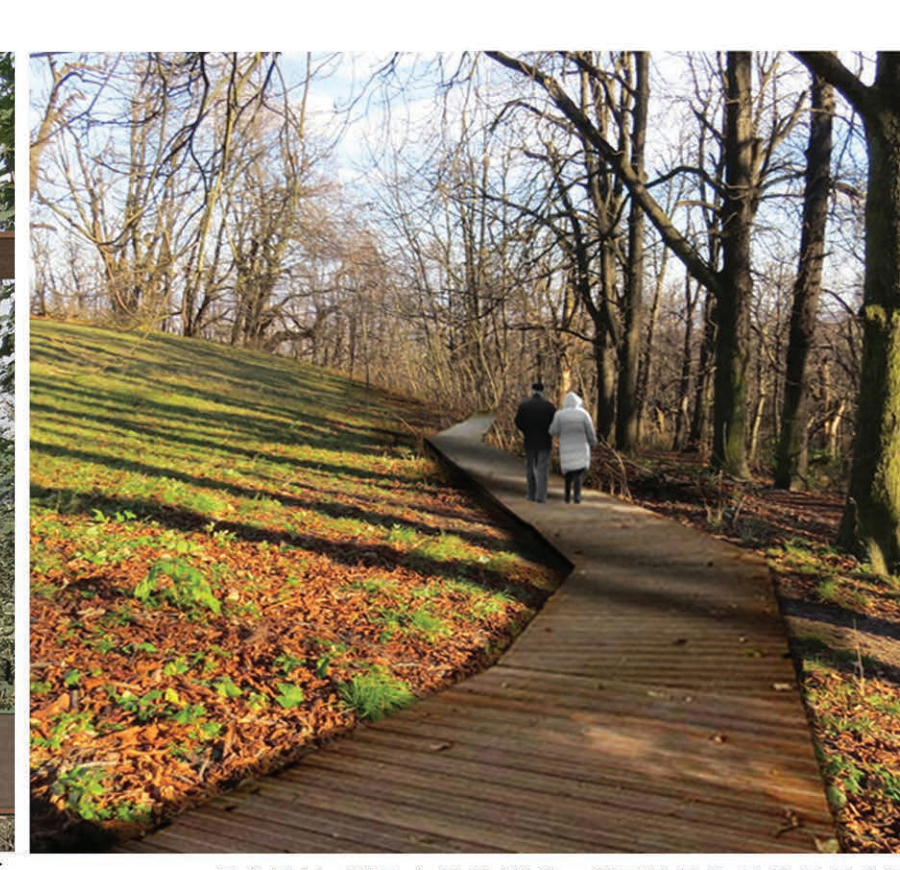
GATE



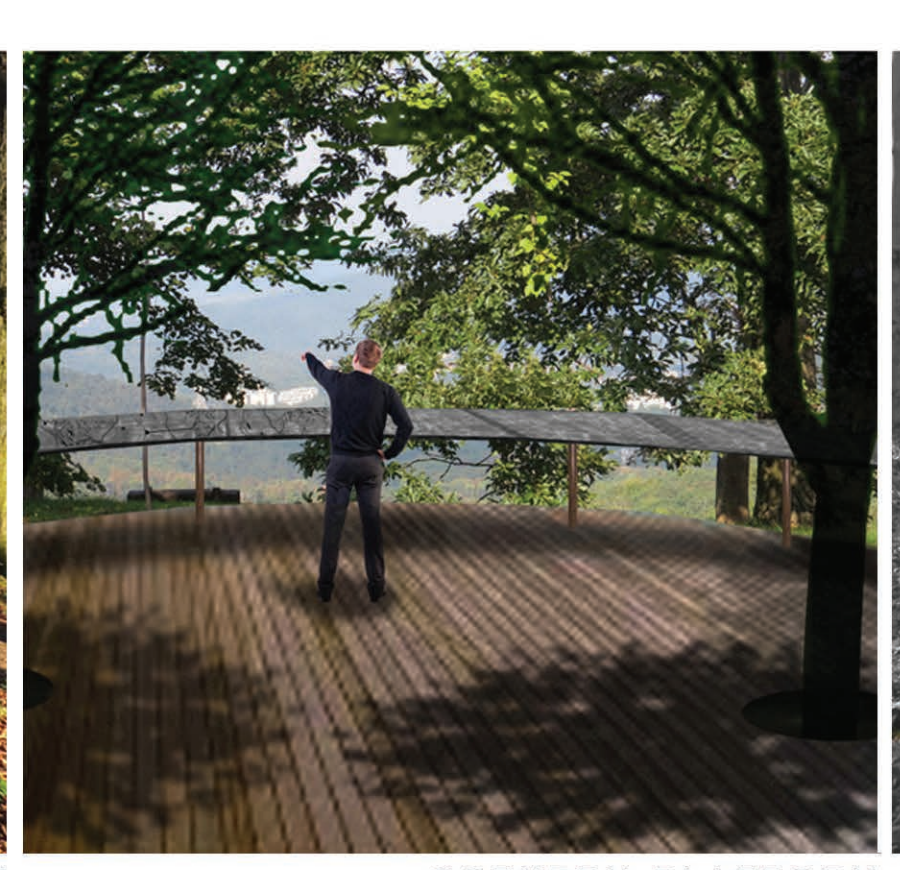
BIRD WATCHING



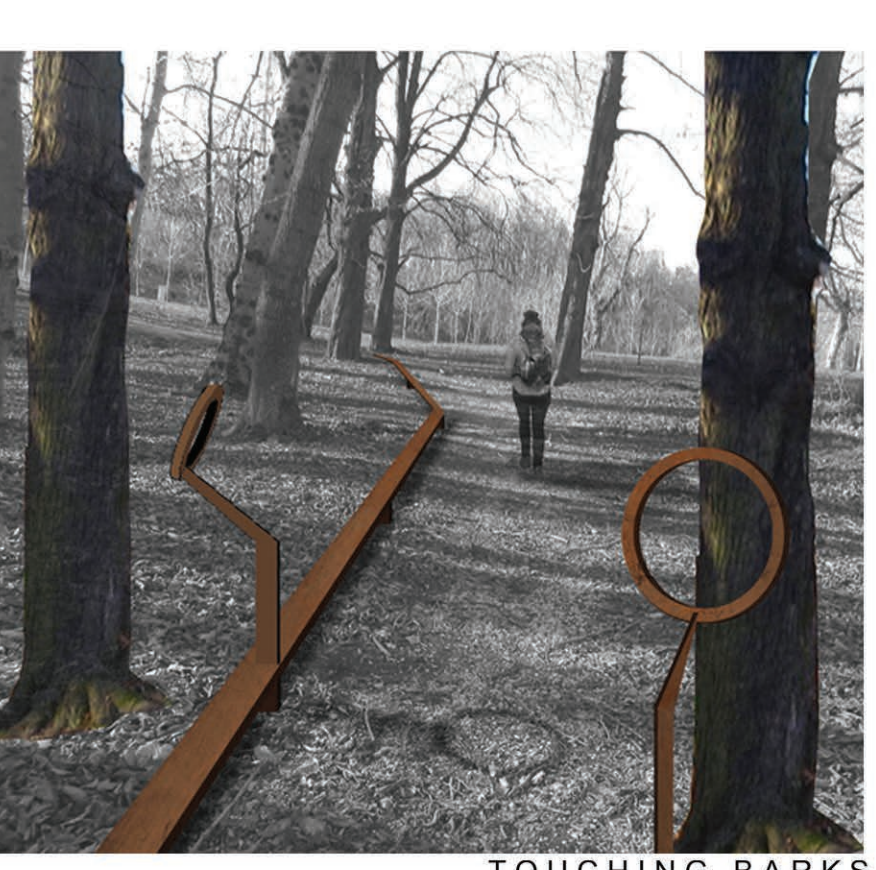
LANDSCAPE FRAME



PATH MEADOWS+STEEP FOREST



SCENERY PLATFORM



TOUCHING BARKS