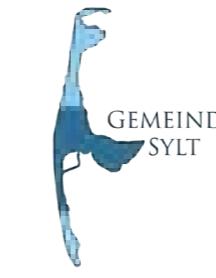
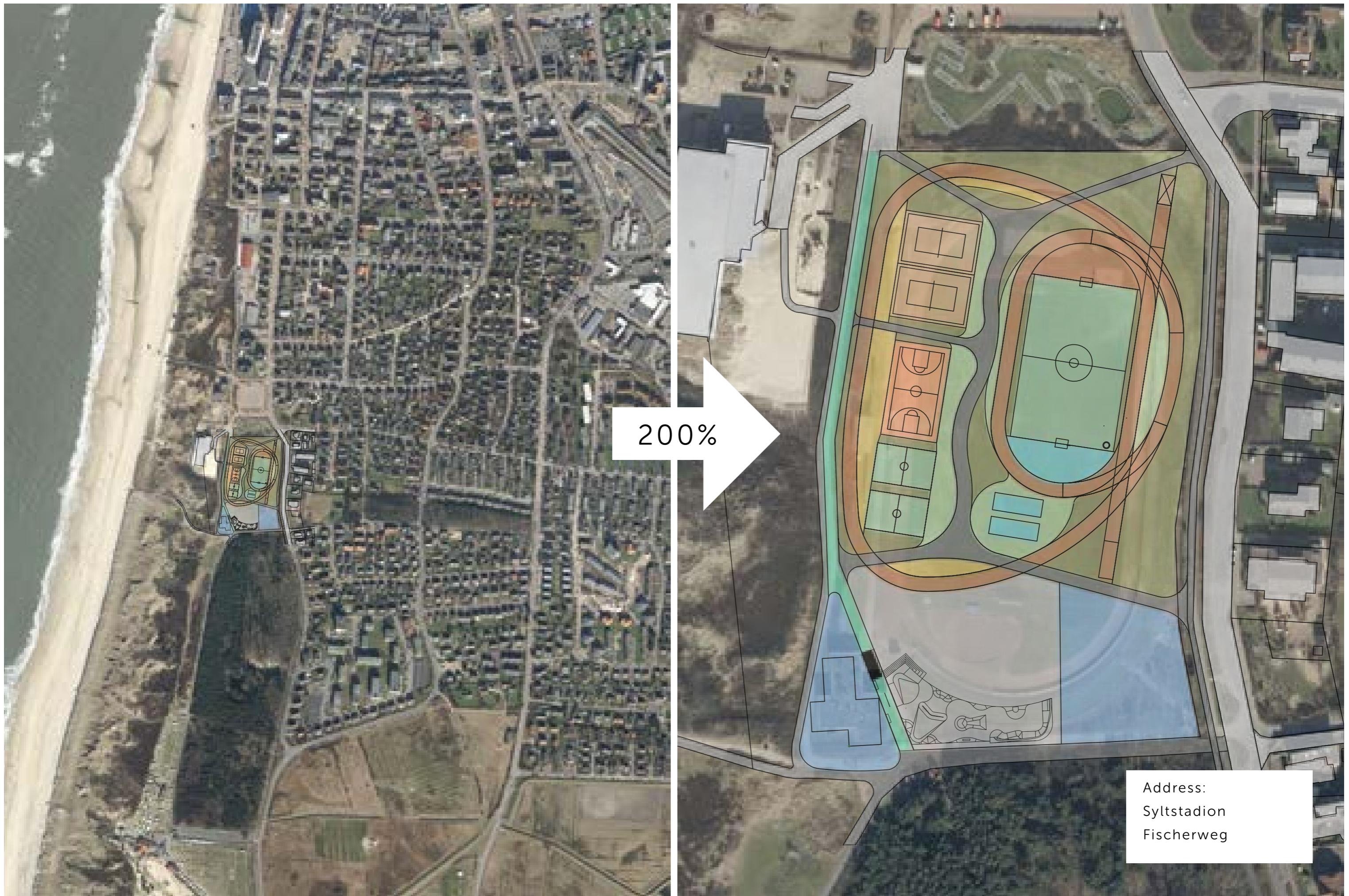


MULTIPARK SYLT

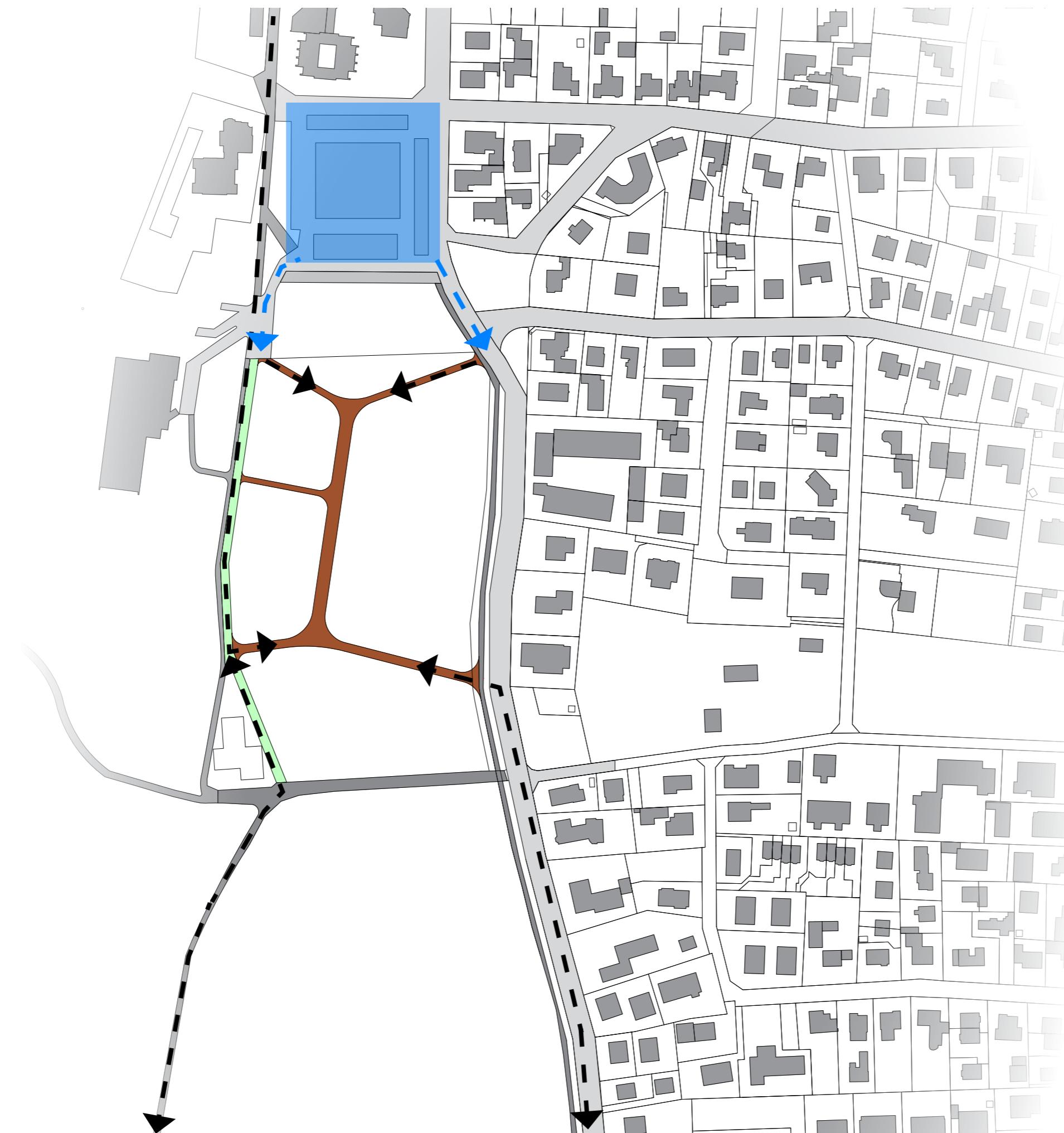


Glifberg
Lykke

LOCATION



ACCESSIBILITY



AREAS AND ACTIVITIES

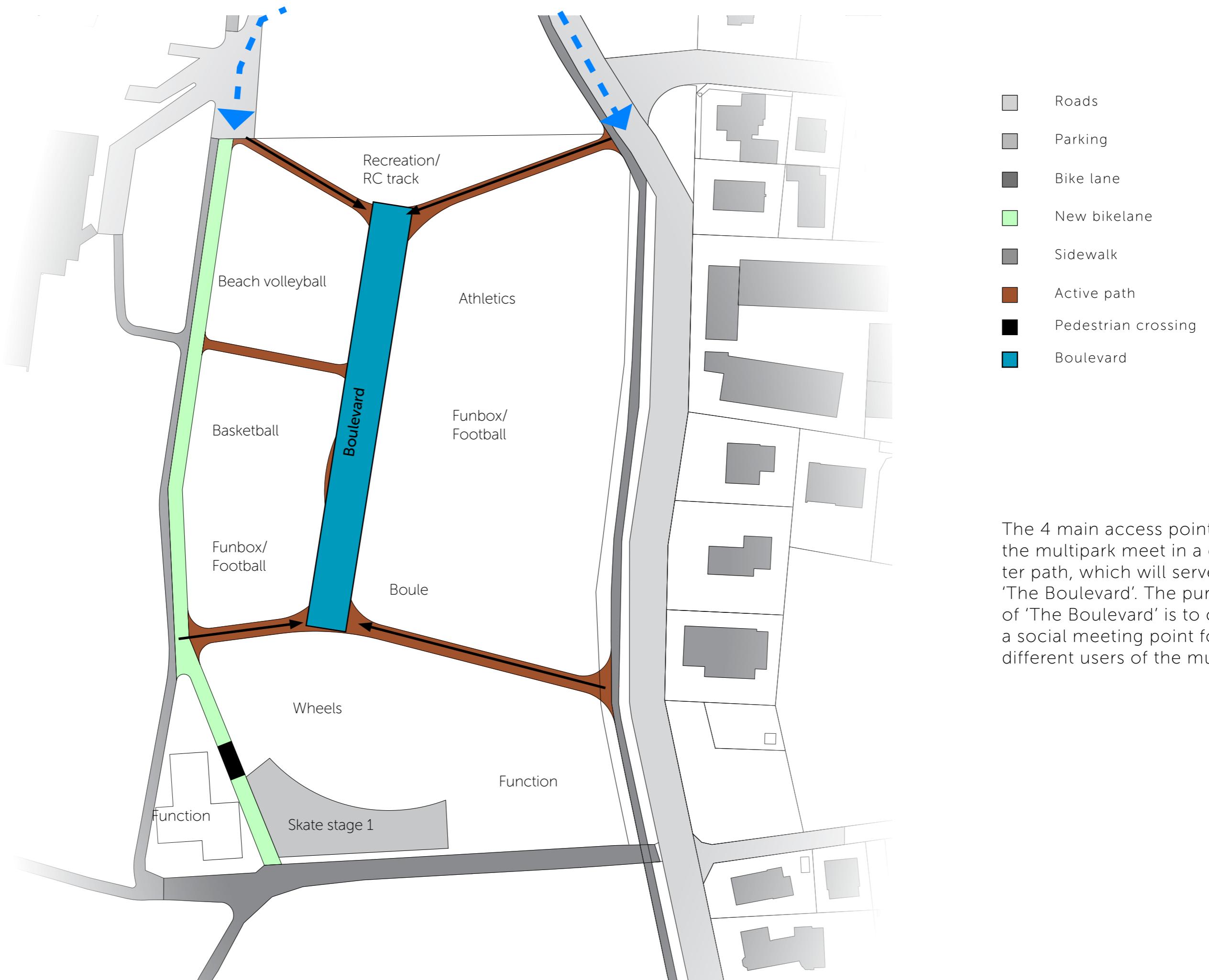


The Multipark consists of 5 main activities.

Each Activity will have its own main area, specially dedicated to that activity's function.

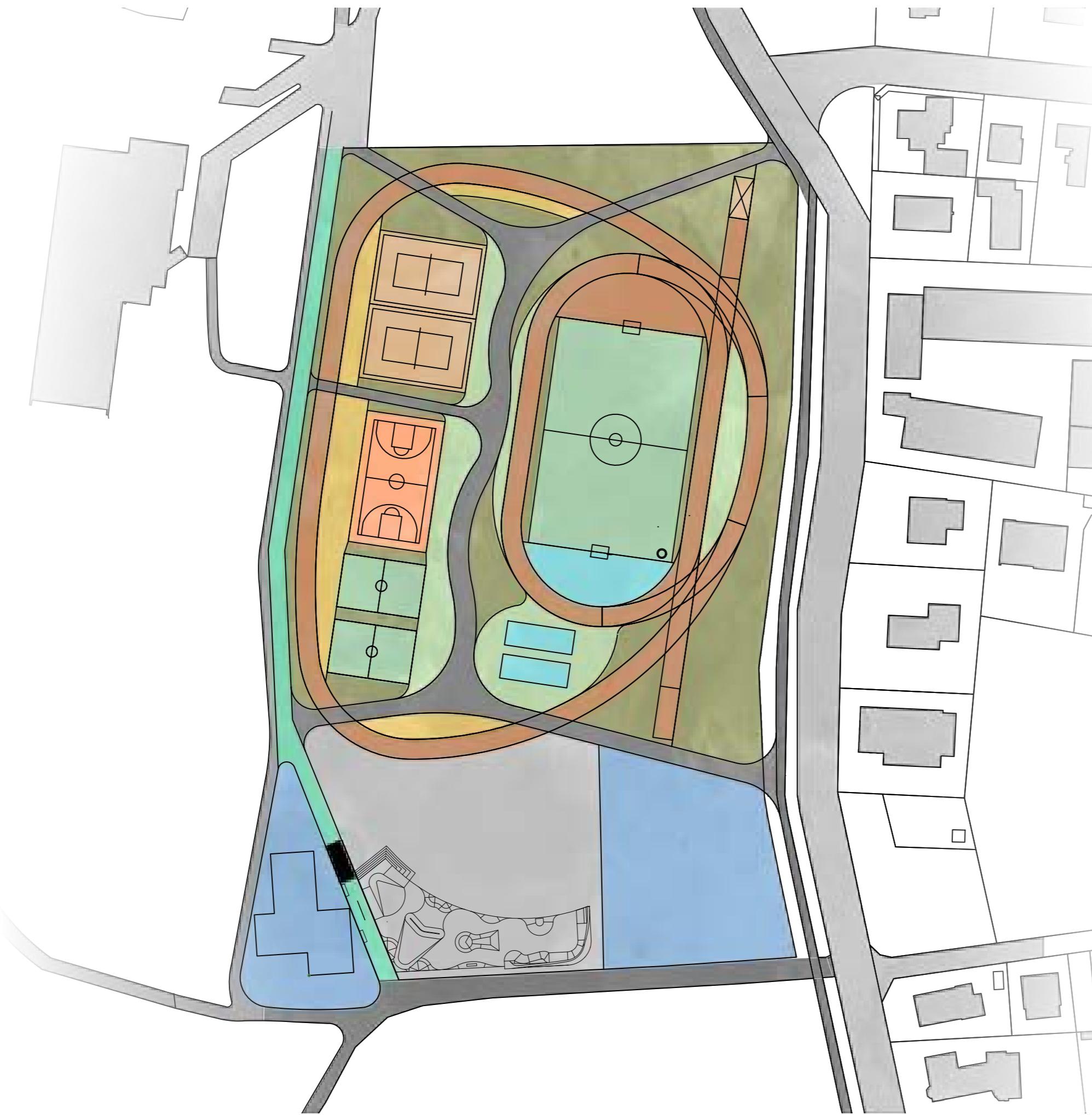
- **Ball:**
Beach volleyball, Basketball, Football and Boule
- **Wheels:**
Skateboard, Scooter and BMX
- **Athletics:**
200 m track, 400 m (Exercise track), 100 m track, High jump, long jump and shotput.
- **Recreation or RC Track:**
RC dirt track and green to sit on or look at.
- **Function:**
Buildings with sports clubs and sanitary facilities.

ACCESS ROADS

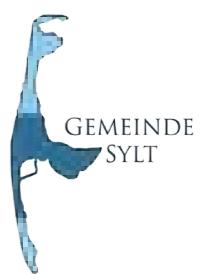


The 4 main access points for the multipark meet in a center path, which will serve as 'The Boulevard'. The purpose of 'The Boulevard' is to create a social meeting point for the different users of the multipark.

MASTER PLAN



- Recreation/Green
- Athletics
- Volleyball
- Basketball
- Football
- Boule/ Short put
- Wheels/skate
- Function/ Sanitary facilities
- Social areas
- Running track exchange zone
- Active path/The Boulevard



ATHLETIC 400m TRACK EXCHANGE



Sand track by beach volleyball



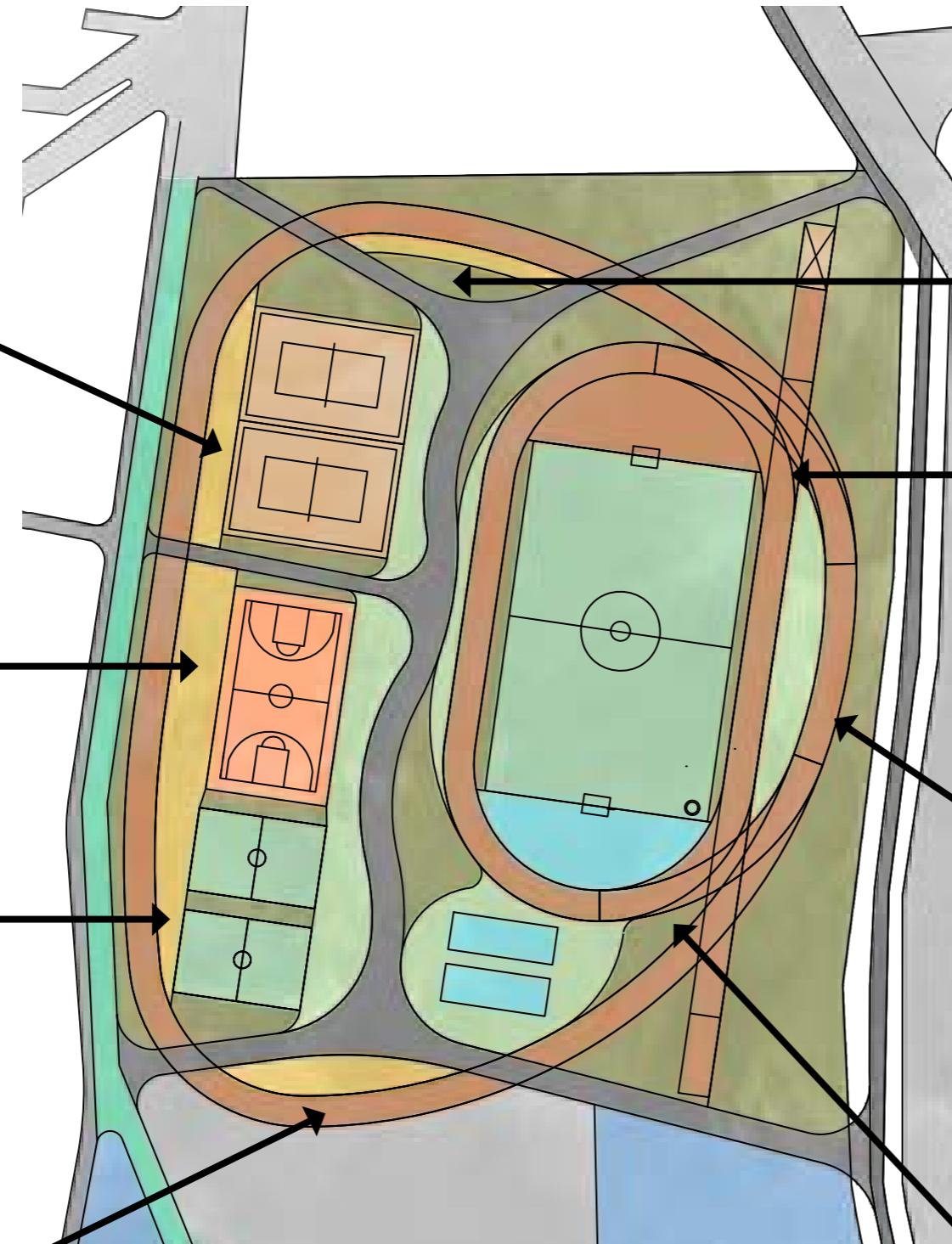
Jumping exercises by basketball



Balance and precision by football



Parkour by skateboarding and BMX



*Club house locker rooms



Calisthenics exercises



Hill run



*Club house and locker rooms



200 meter to hill run

In between the 400 meter running track and sports activities, there will be a designated area for workout exercises. The different exercises will reflect the activity that the 400 meter running track is running through.

*Pictures are representative

ATHLETIC 400m TRACK - RUNNING HILL/CLUB HOUSE



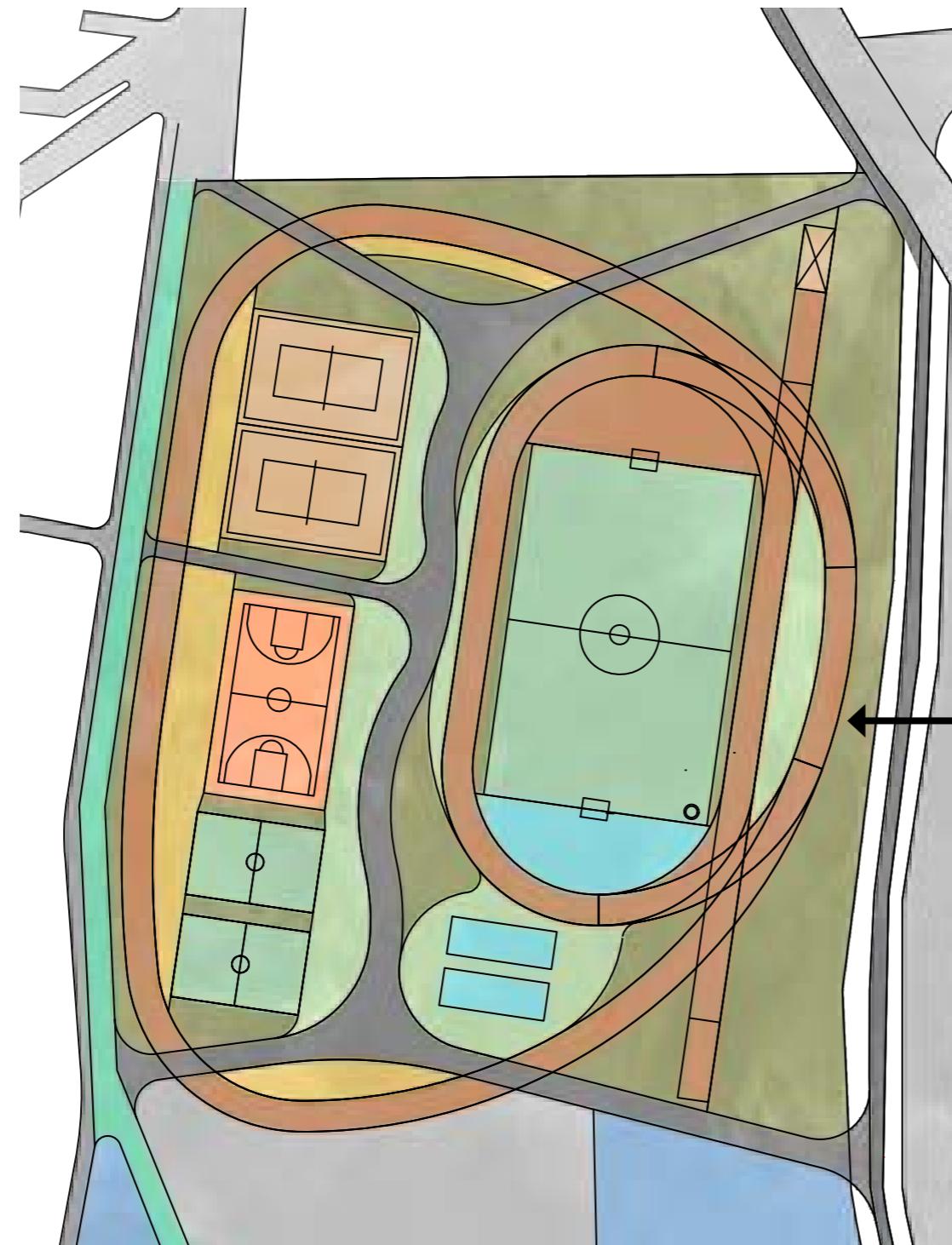
Alicante athletics track: Overview



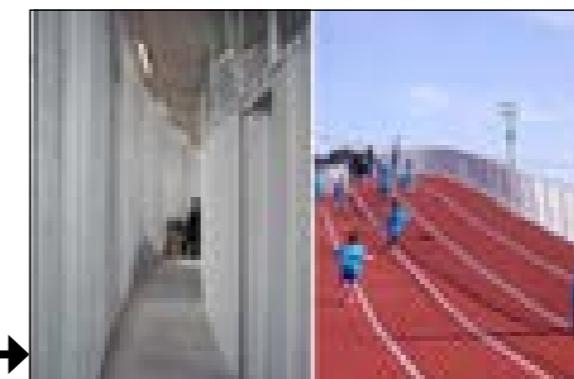
Alicante athletics track: 400 m to "Hill"



SDU, Odense, DK: Hill run



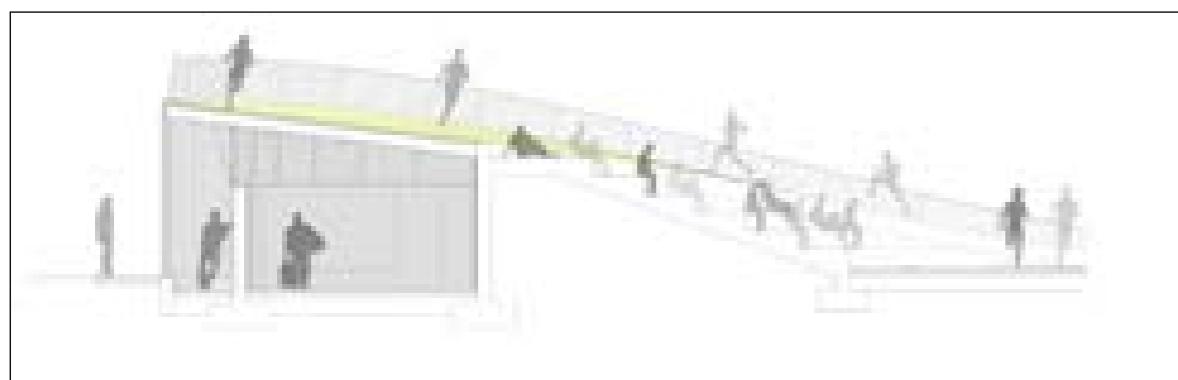
Alicante athletics track: Entrance



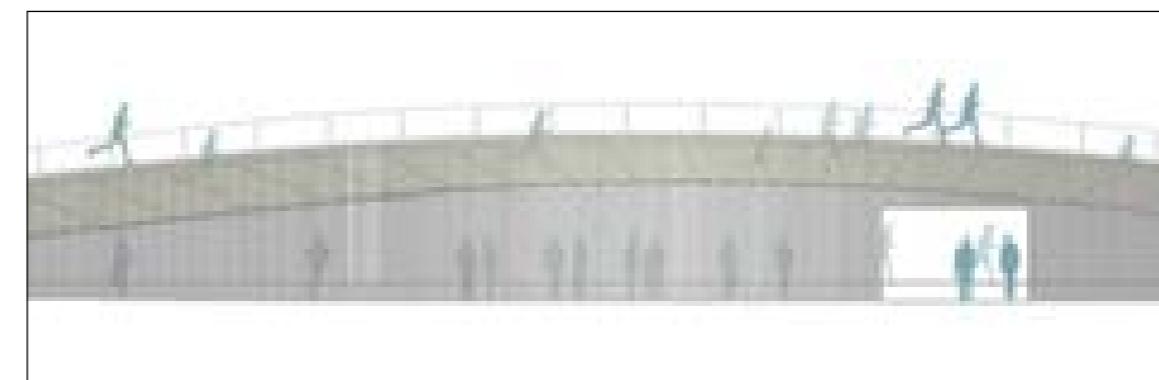
Alicante athletics track: Club house and locker rooms



Alicante athletics track: easy access for all users



Alicante athletics track: Section



Alicante athletics track: Entrance

In between the 400 meter running track and sports activities, there will be a designated area for workout exercises. The different exercises will reflect the activity that the 400 meter running track is running through.

*Pictures are representative

ATHLETIC 400m TRACK - PARKOUR/CALISTHENICS



Copenhagen: Amager strand parkour



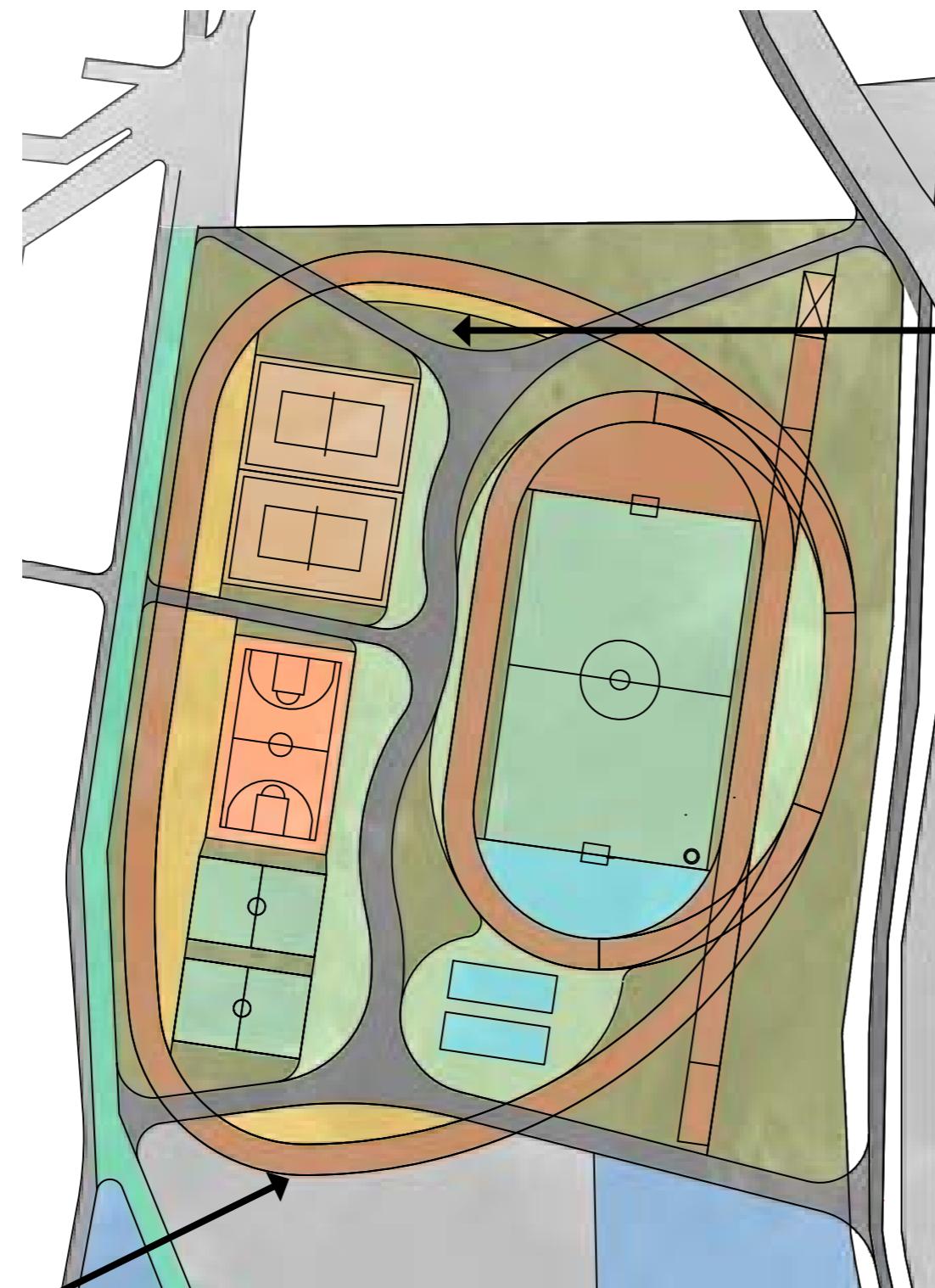
Copenhagen: Amager strand parkour



Copenhagen: Amager strand parkour



Copenhagen: Amager strand parkour



Copenhagen: Fælledparken calisthenics



Copenhagen: Fælledparken calisthenics



Copenhagen: Fælledparken calisthenics



Copenhagen: Fælledparken calisthenics



Copenhagen: Fælledparken calisthenics

Between the running track and sports activity there will be a designated area for training exercises, that reflects the activity that the running track is going through.

*Pictures are representative

ATHLETIC 400m TRACK - BALL SPORTS



Sand track



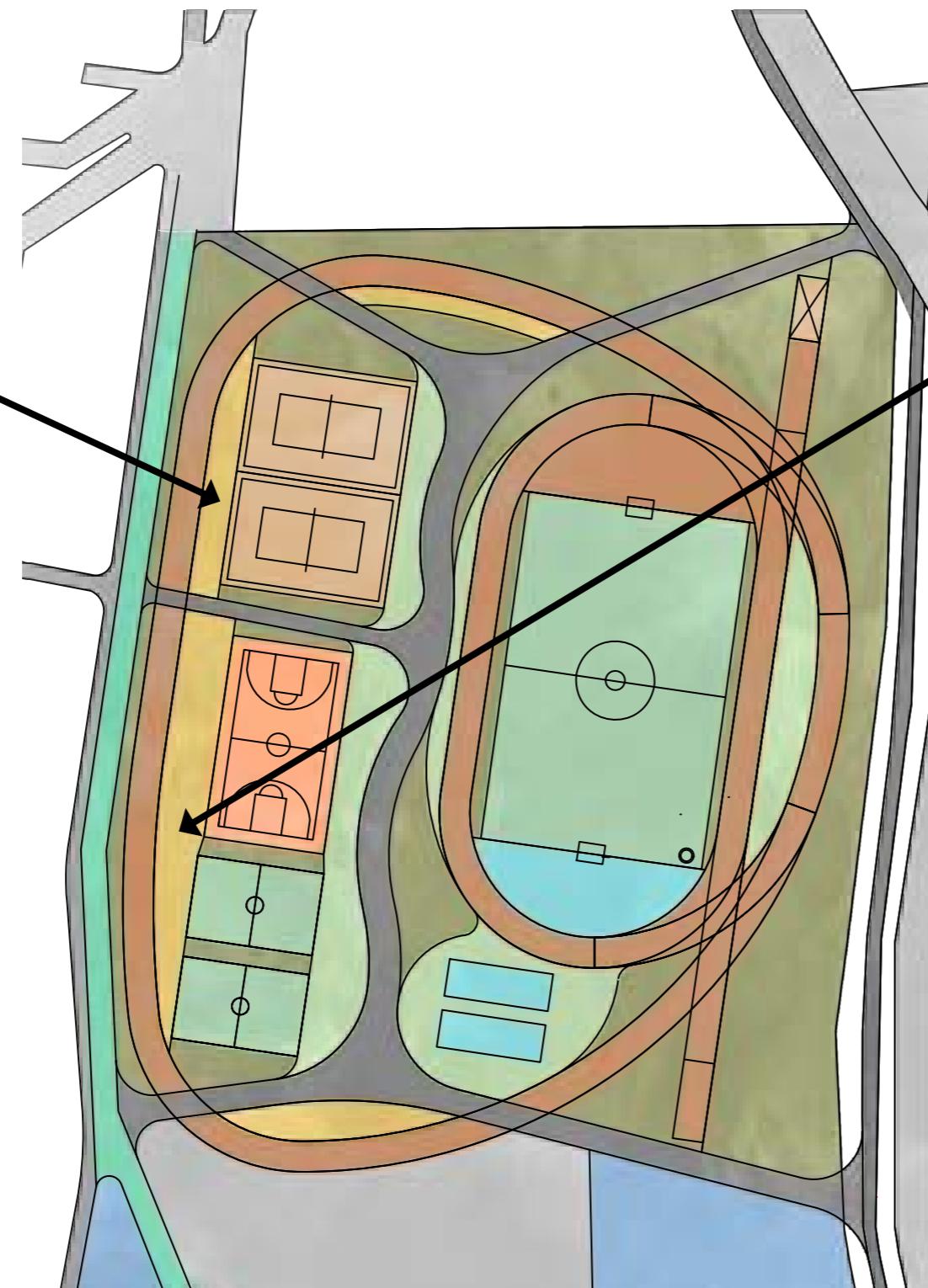
Jumping exercises



Balance and precision



Slalom



Balance



Agility training



Agility training



Sprint running sledge



Agility training

Between the running track and sports activity there will be a designated area for training exercises, that reflects the activity that the running track is going through.

*Pictures are representative

MULTIFUNKTIONSGEBÄUDE



UCCA Dune Art Museum, China - OPEN Architecture

The Multifunktionsgebäude and park entrances will be integrated into the surrounding landscape.



Underground Parking Katwijk aan Zee, Niederlande - Royal HaskoningDHV

MULTIFUNKTIONSGEBÄUDE

The Multifunktionsgebäude will adapt to the surrounding nature and invite people to walk onto the building.



Tirpitz Museum in Blåvand , Dänemark - BIG architects

Landschaftsintegration:

Ein wichtiges Ziel für das Multifunktionsgebäude ist die Integration der Landschaft als Designelement. Dafür können typische Landschaftselemente Sylts wie Dünen und Wellen auf dem Meer als Vorbild für das Design bilden. Insgesamt soll ein fließender Übergang zwischen Innen- und Außenraum geschaffen werden. Ein solcher Übergang ist auch Ziel im Innenraum. Dort soll es einen offenen Übergang zwischen den einzelnen Geschossen des Gebäudes geben. Um die Integration der Landschaft zu verdeutlichen soll die Architektur selbst als Aufenthaltsraum nutzbar sein. Dazu gehört beispielweise die Möglichkeit, das Dach begehbar zu machen, wodurch die Aufenthaltsmöglichkeit auf eine weitere Ebene erweitert wird.

Architektur:

Die Architektur zeichnet sich durch eine einfache Formensprache aus. Es soll ein Erkennungsmerkmal für den Multipark und die Insel Sylt geben und damit zum Wahrzeichen werden. Wichtig ist die Integration der einzelnen Sportmöglichkeiten des Multiparks mit dem Jugendzentrum und dem Sportlerheim. Dafür sorgt vor allem ein offenes Dach, dass einige Teile des Multiparks vor Niederschlag schützen kann. Dadurch können Teile des Parks ganzjährig von den Sportlern genutzt werden. Mithilfe von verschiebbaren Wandsystemen innerhalb des Gebäudes sollen flexible Räume entstehen, die je nach Nutzung umgewandelt werden können. Damit soll die Offenheit, die das Gebäude repräsentiert, auch nach innen verlagert werden.

MULTIFUNKTIONSGEBÄUDE



Biesbosch Museum in Werkendam, Niederlande - Studio Marco Vermeulen

The Multifunktionsgebäude will have big glass facades to create transparency both inside and outside



Tirpitz Museum, Blåvandshug , Dänemark - BIG architects

The Multifunktionsgebäude creates courtyards that gives shelter from the wind and sand.

The courtyards can with big doors transform from closed to open

SKATEPARK

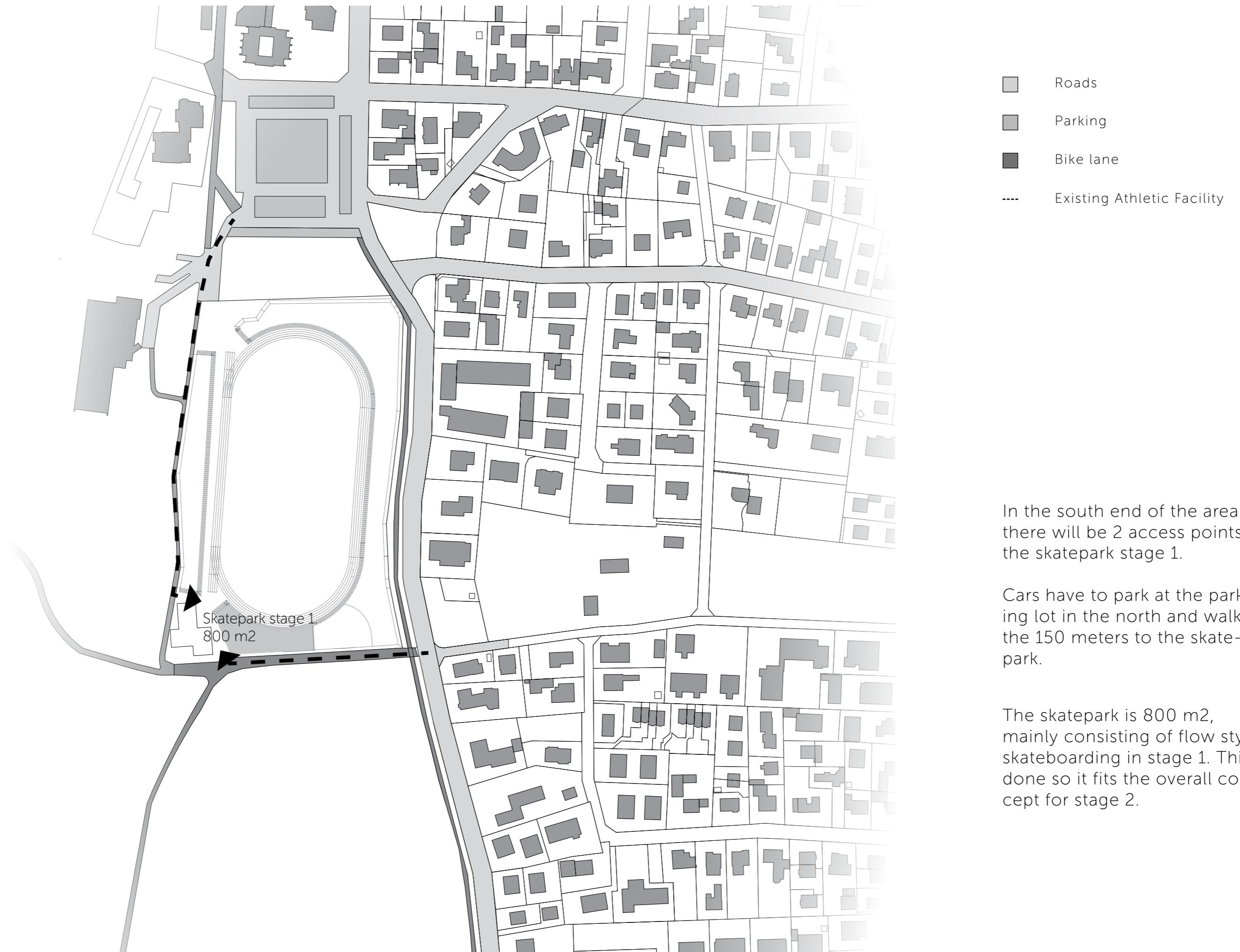
STAGE 1



Kroksback Skatepark, Schweden - Grindline, Dreamland



ROADS AND ACCESS FOR SKATEPARK



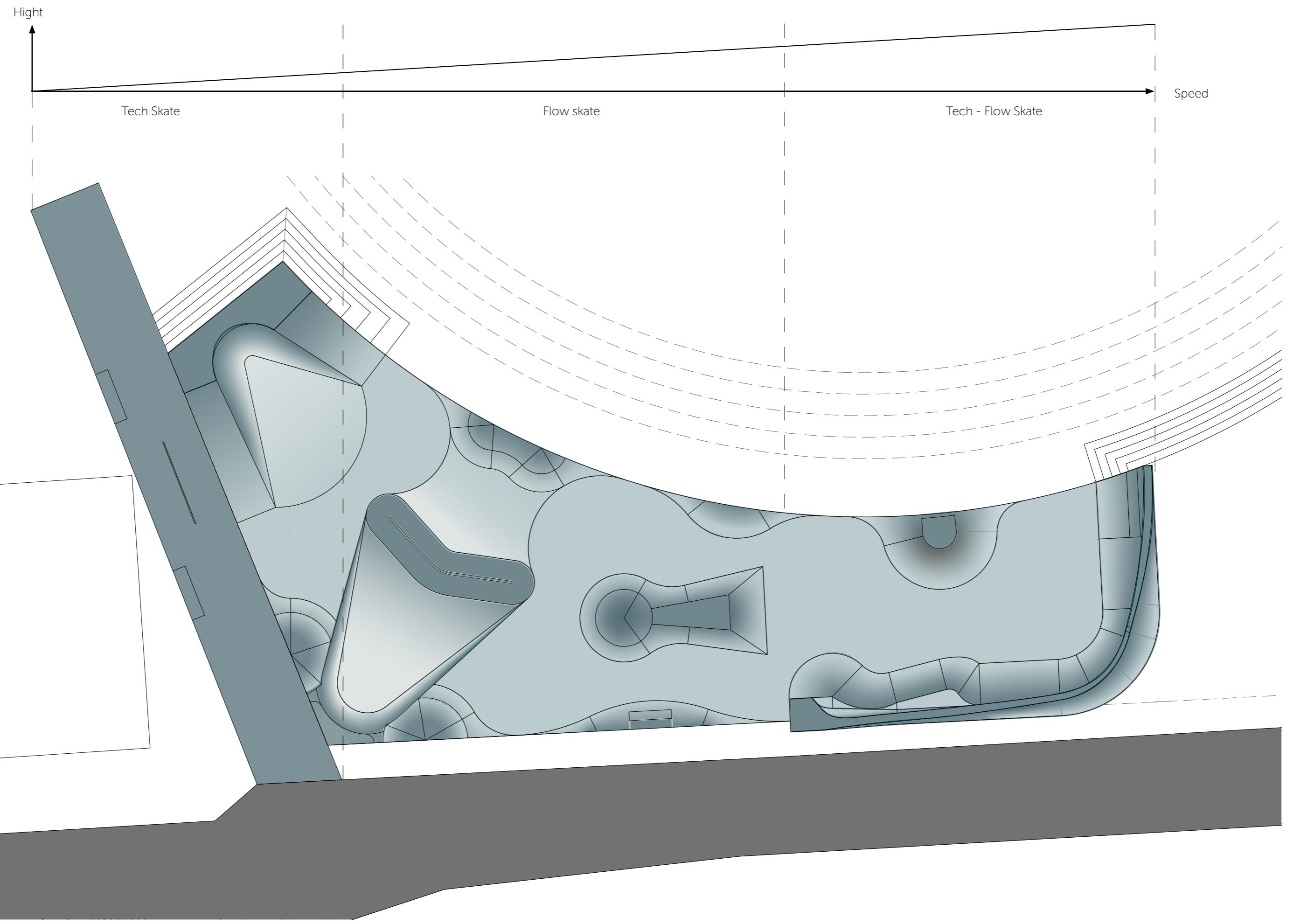
SKATEPARK STAGE 1. INSPIRATION



SKATEPARK STAGE 1. CONCEPT



SKATEPARK STAGE 1. CONCEPT

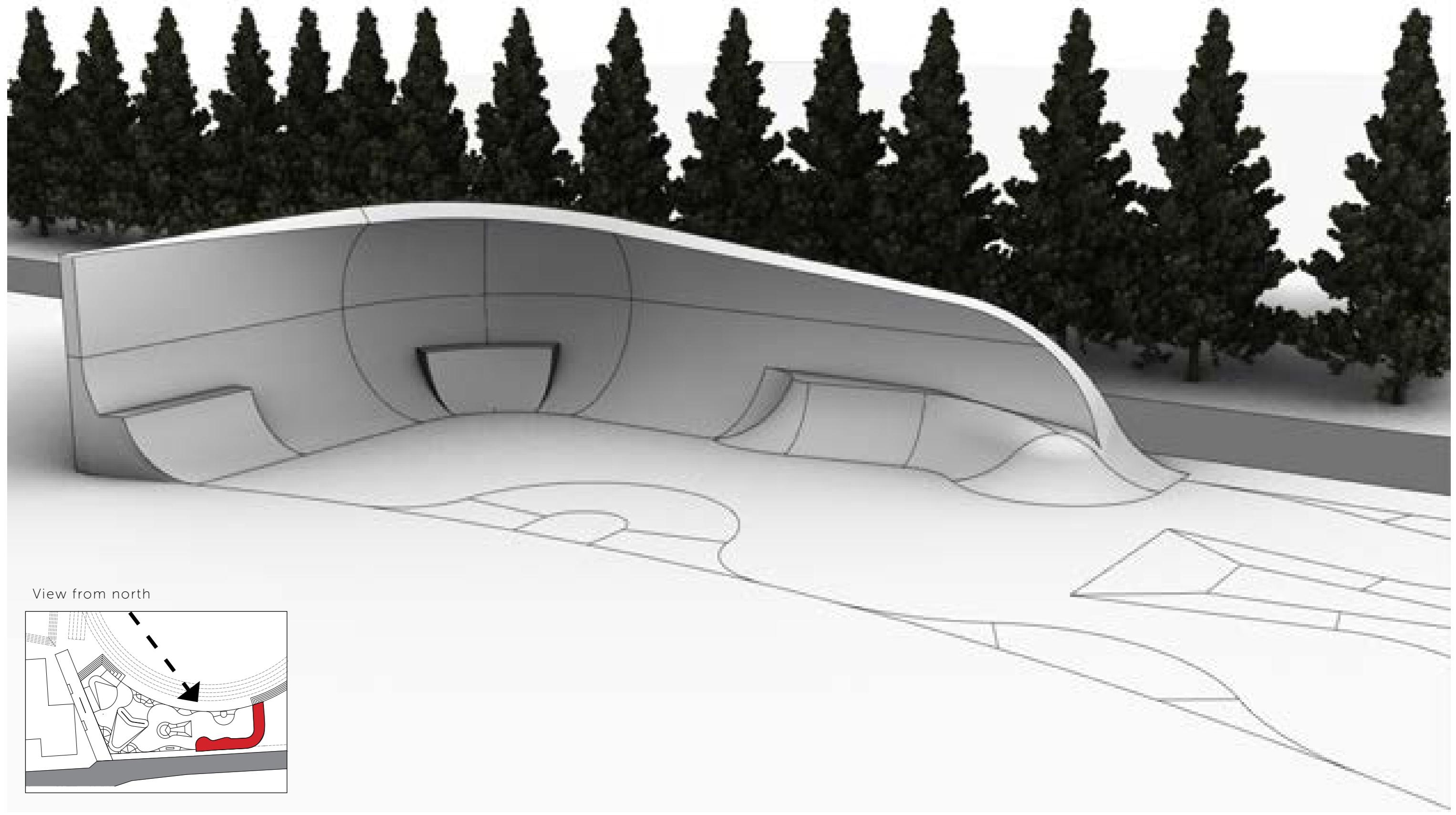


SKATEPARK STAGE 1. SIZE

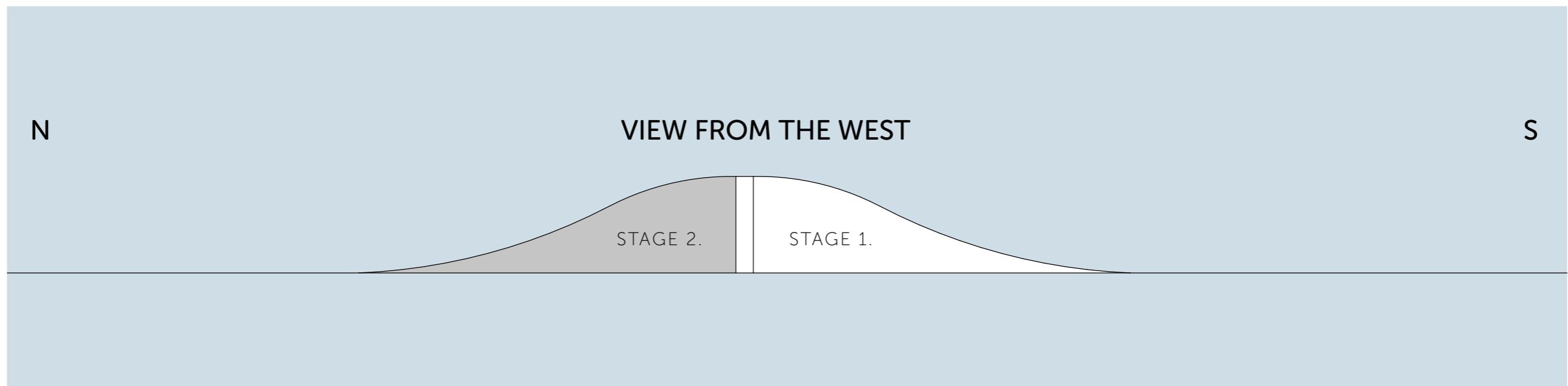
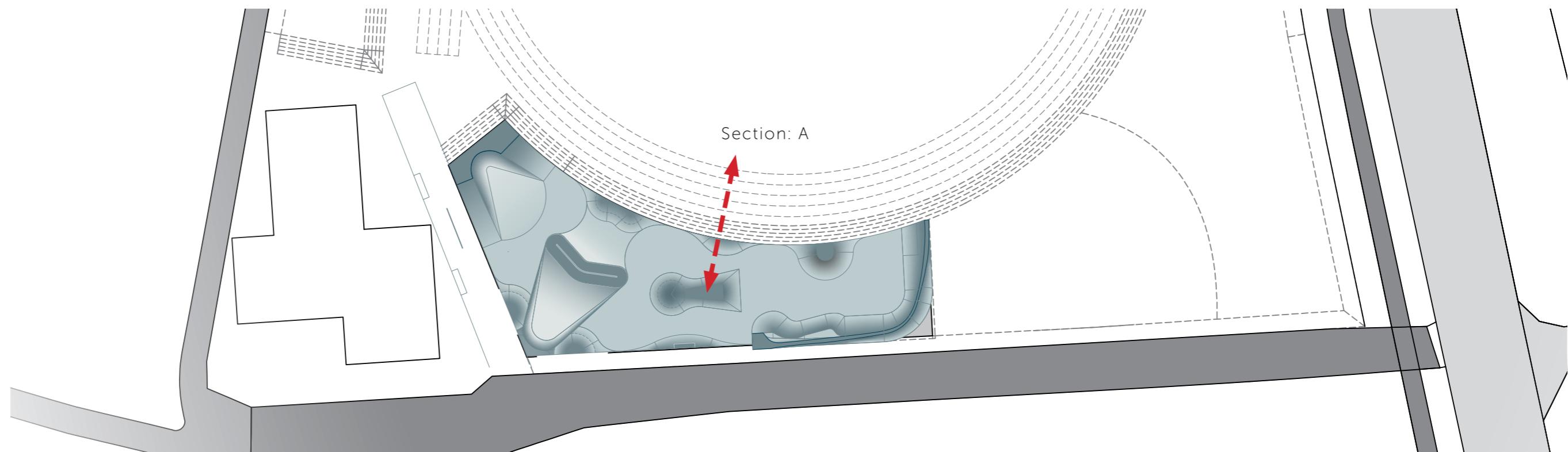
Park m² from 2d plan



NOISE REDUCTION WALL CONCEPT

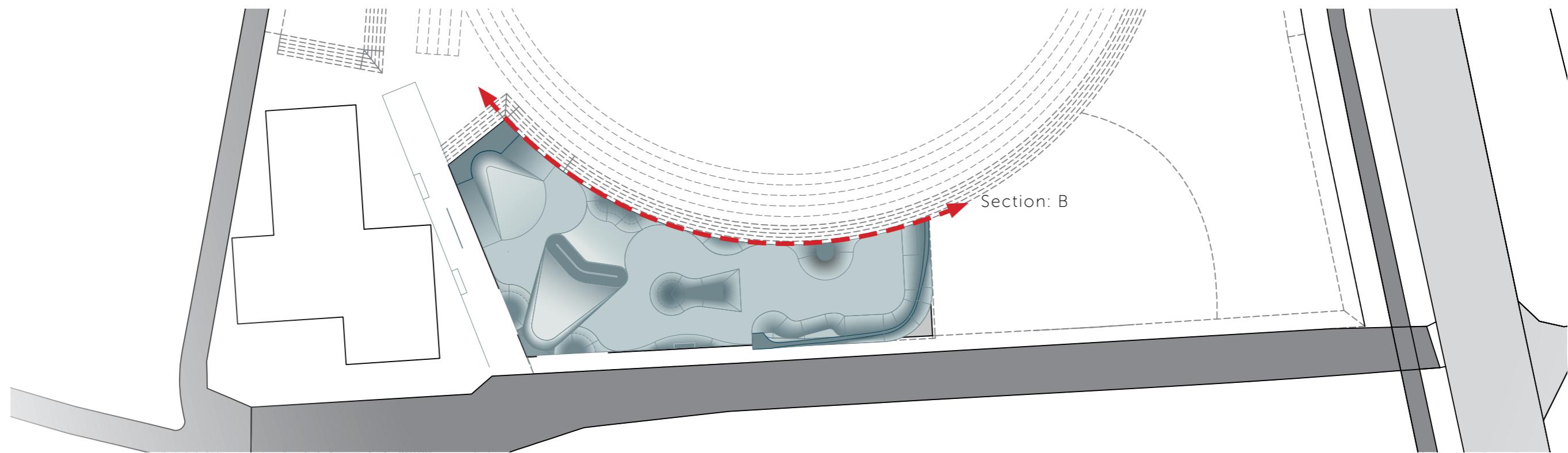


SKATEPARK STAGE 1 INTERACTION

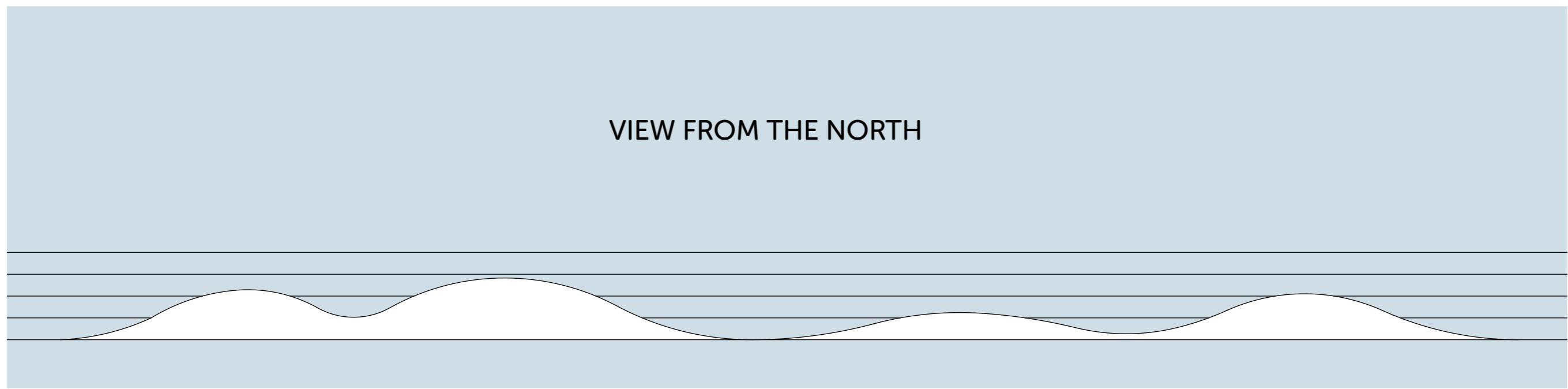


Section: A

SKATEPARK STAGE 1 INTERACTION

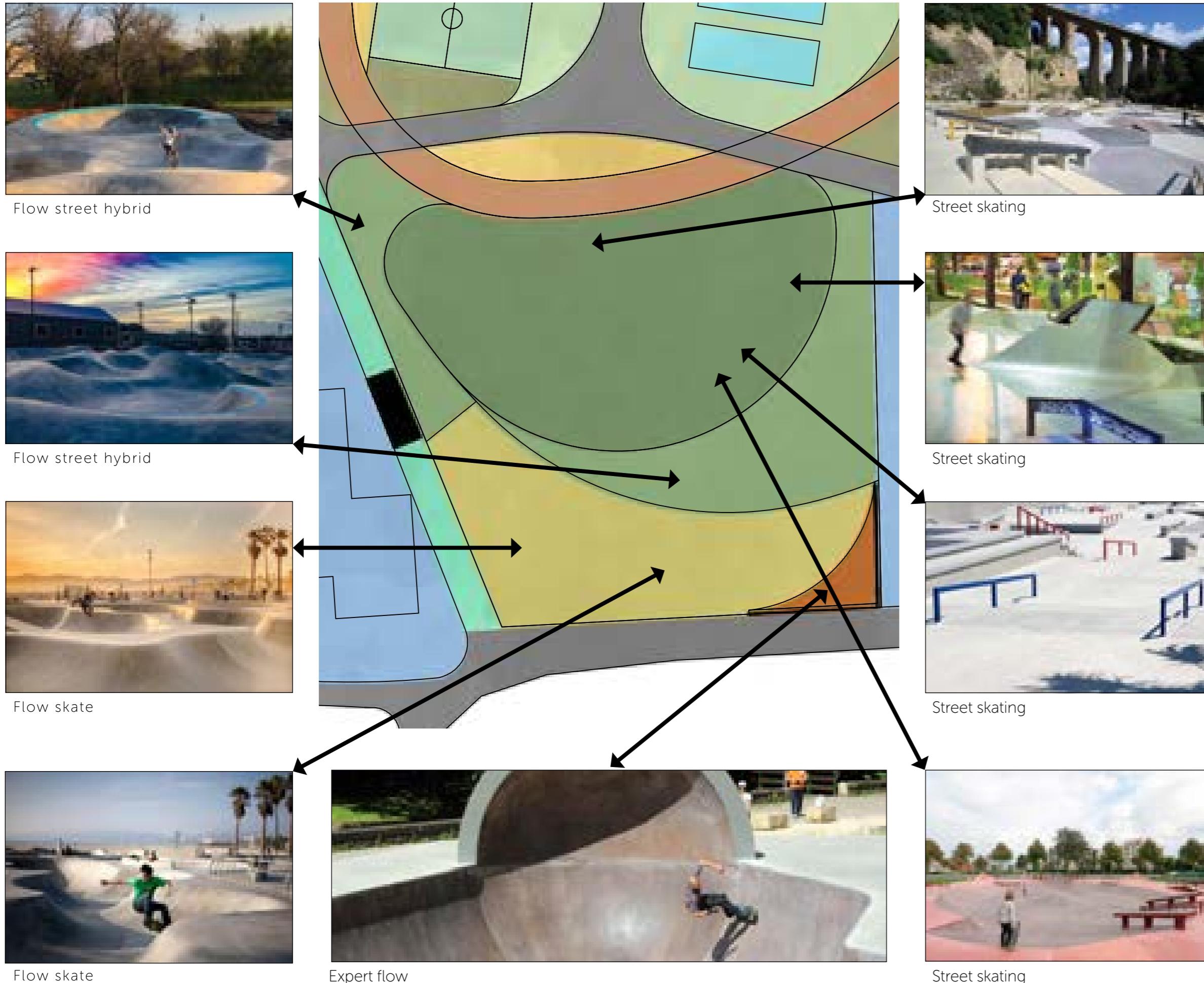


VIEW FROM THE NORTH



Section: B

SKATEPARK STAGE 1 AND 2 DISPOSITION CONCEPT



- Street skate
- Flow skate
- Flow - street hybrid
- Expert flow
- Noise reduction wall

Stage 1. of the skatepark will have 800 m² of flow style skatepark.

Stage 2. will work as a hybrid of flow and street skating styles.

The park will have its fast-est area towards the east and the noise reduction wall. The speed and heights of the obstacles will gradually slow and lower towards the northwest.

SNAKERUN LANDSCAPE



Stage 1 of the skatepark will be integrated seamlessly into stage 2, when stage 2 is executed. When stage 2 is complete there will be no signs of the skatepark being constructed in two stages and will work as one complete skatepark.

