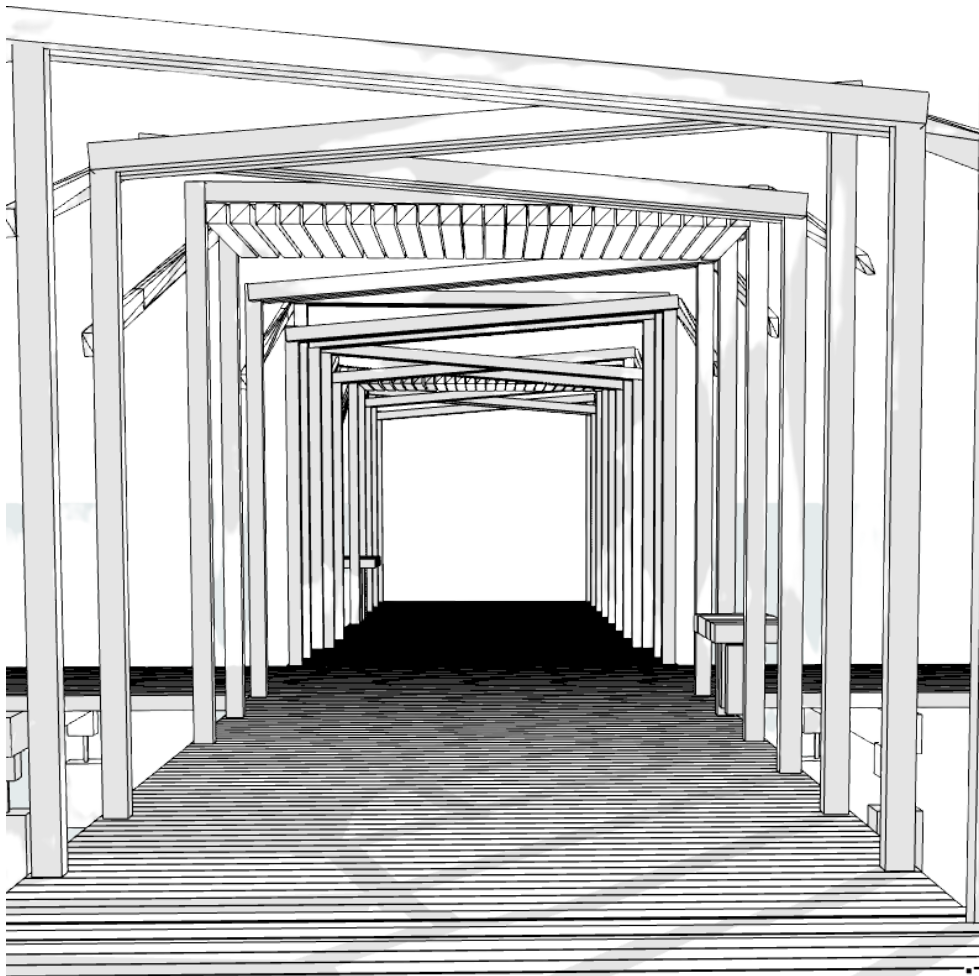


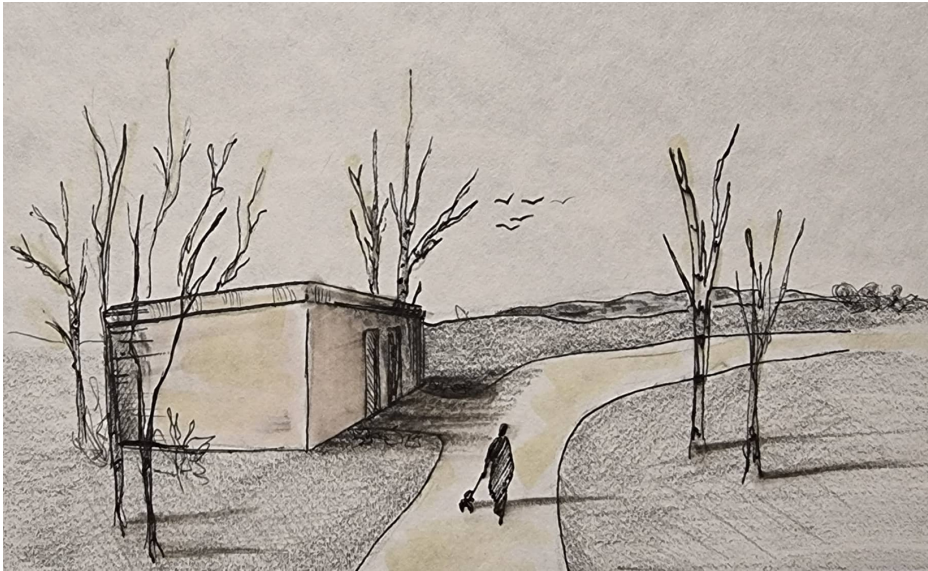
EKA
INTERIOR ARCHITECTORUE
MA STUDIO 1

EXPERIENCING THE PAST



KRETE TARKMEES
ELIISABET VALMAS-ROMANOV



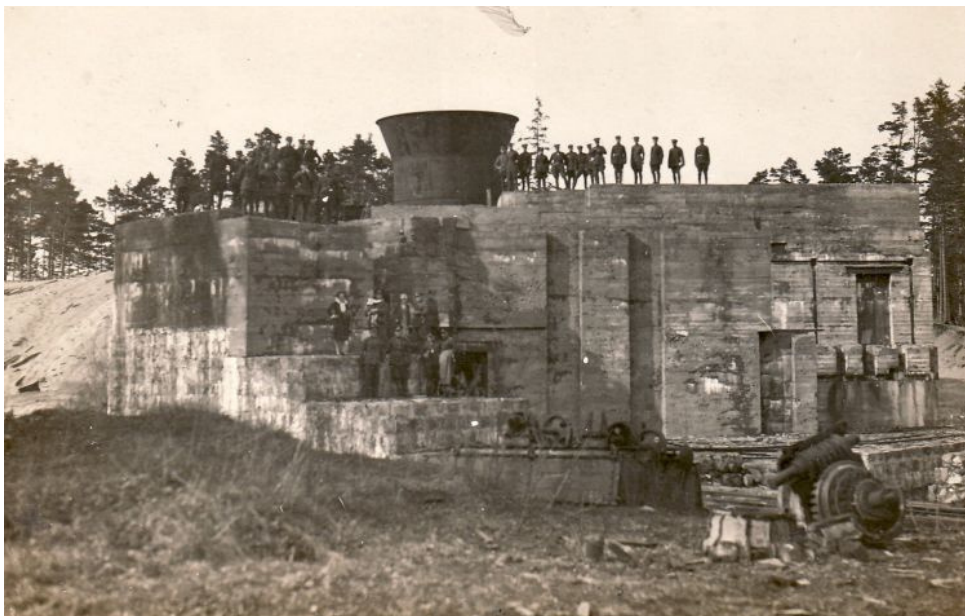
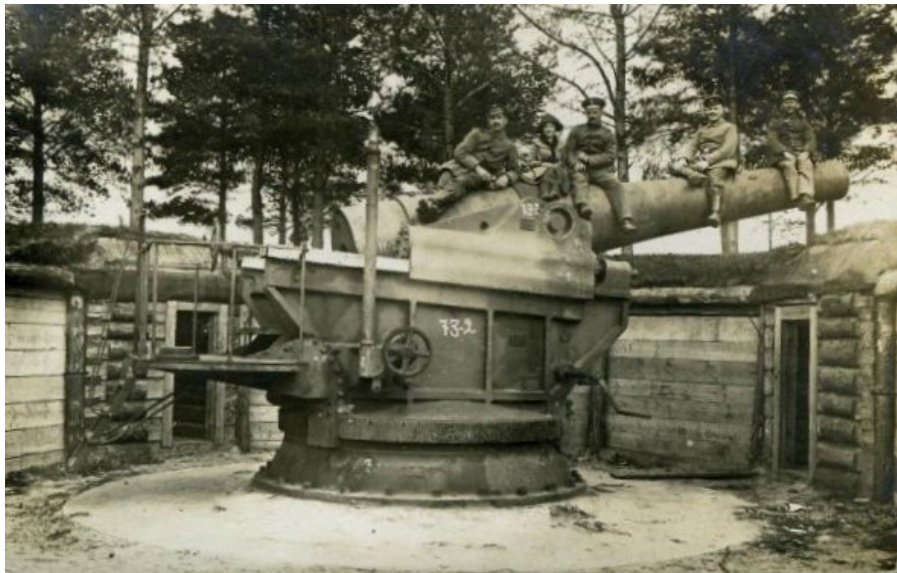


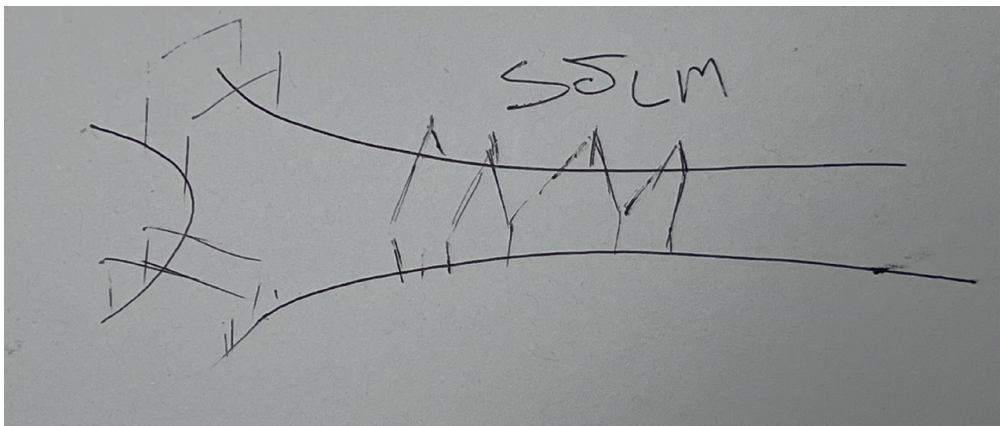
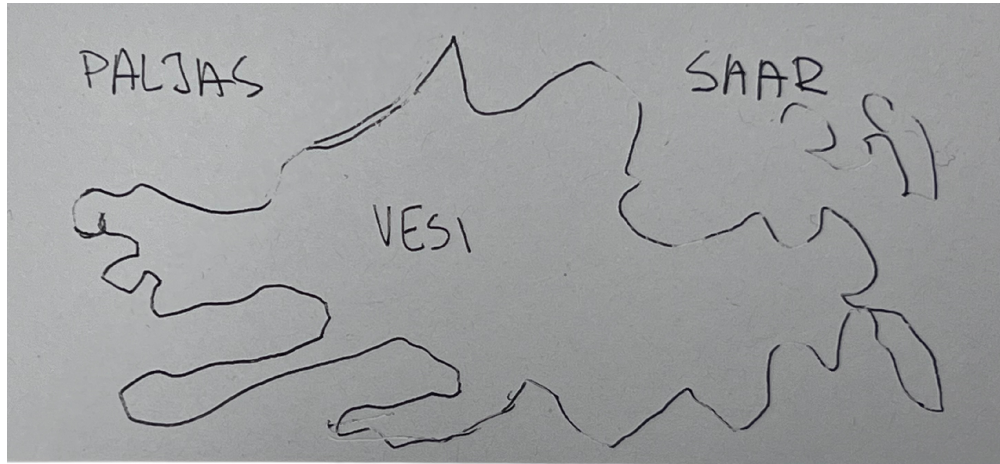
Paljassaare is an archaeological site that has had a very varied history over time. In the past, this area consisted of the Karl Islands, and when the harbour was deepened, the excavated material was used to connect the islands and the mainland. During the Soviet period, this area was used for military activities and was completely closed to city residents. After the army left Paljassaare, it is no longer a restricted area, but since the military pollution was left there, it has not been used as a recreational area. Birds have always been very active there because there are suitable conditions for them. About 2,000 species of birds nest there.

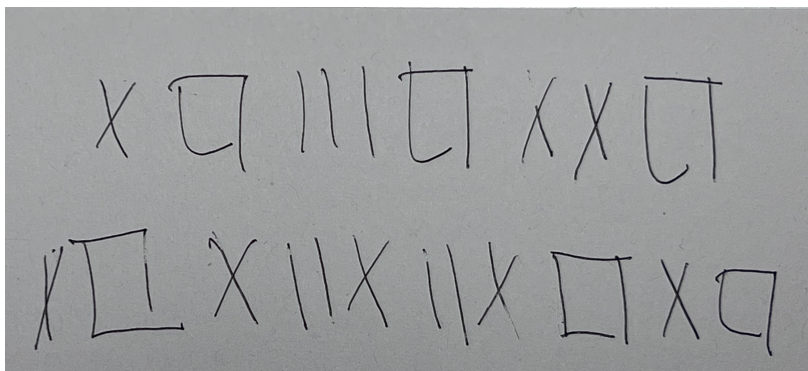
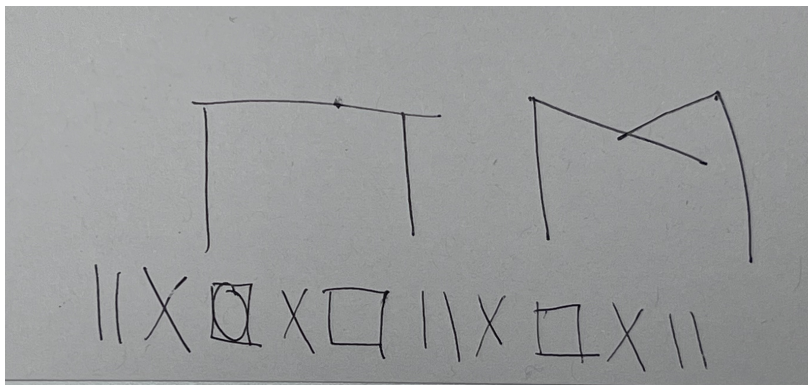
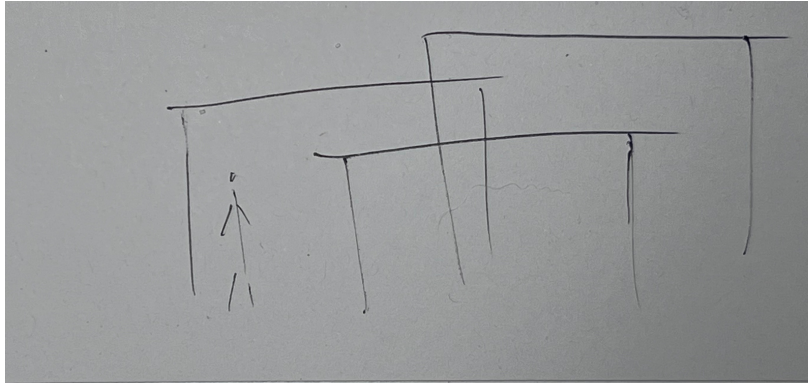
The track consists of three tracks of different lengths. But the beginning and the end are always the same. The first track, which starts at the beginning, is 1.8 kilometers long. Then comes a junction where three trails meet. When you reach the junction from the beginning, you can choose between two different paths to go forward or go back the way you came. Walking in southwestern direction, the length of the path is 458 meters. Walking in the northwestern direction to the top of Kõrgmäe, it is 608 meters.

We have designed the path taking into account the *history* of this place, the animals that live there and the nature. The path was built *on top of* a track that was there before, because in this way our interference with nature is minimal. It is built *on legs* so that contact with the ground is minimal and life can continue on the natural side under this path. The path offers the possibility to move through different places in Paljassaare, seeing both nature and historical military buildings in different conditions.

In the design we started from the aspect of accessibility and safety for everyone - illuminated and one-level. At the end of the path towards the northwest, we have used the ruins of Peter the Great's sea fortress and created seating there, giving you the opportunity to pause for a moment and experience your surroundings and observe the untouched nature.

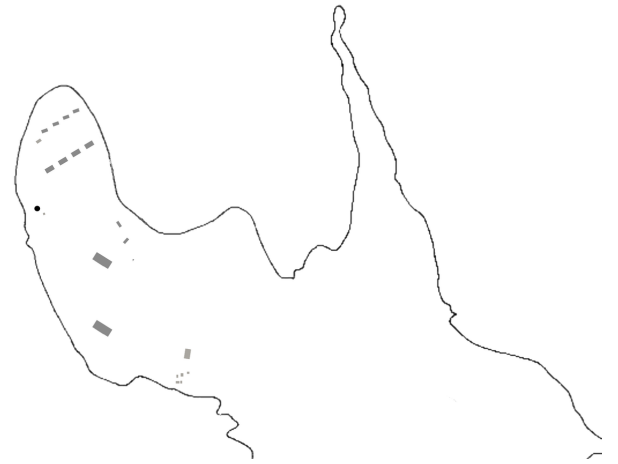






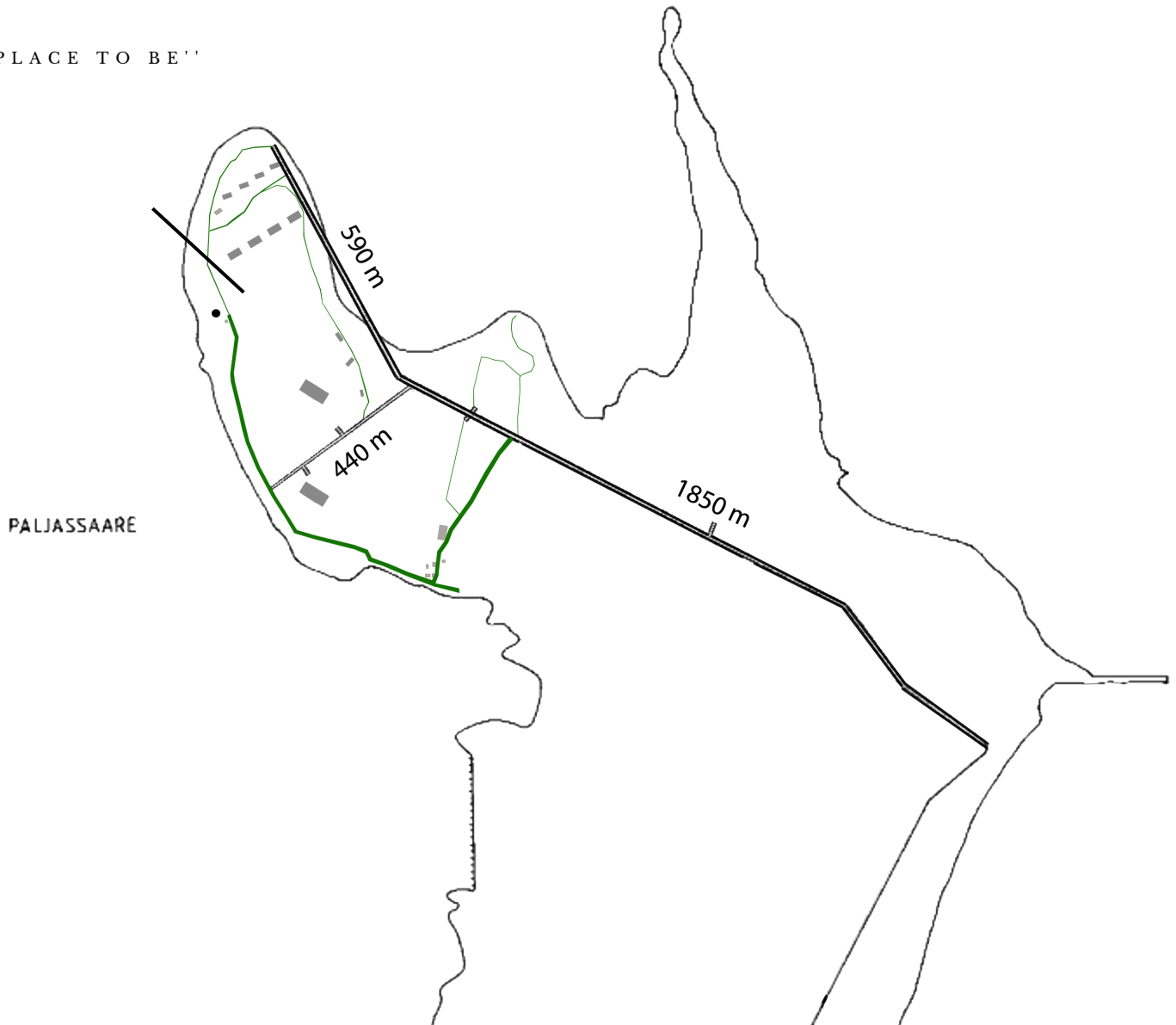


PATH MAP

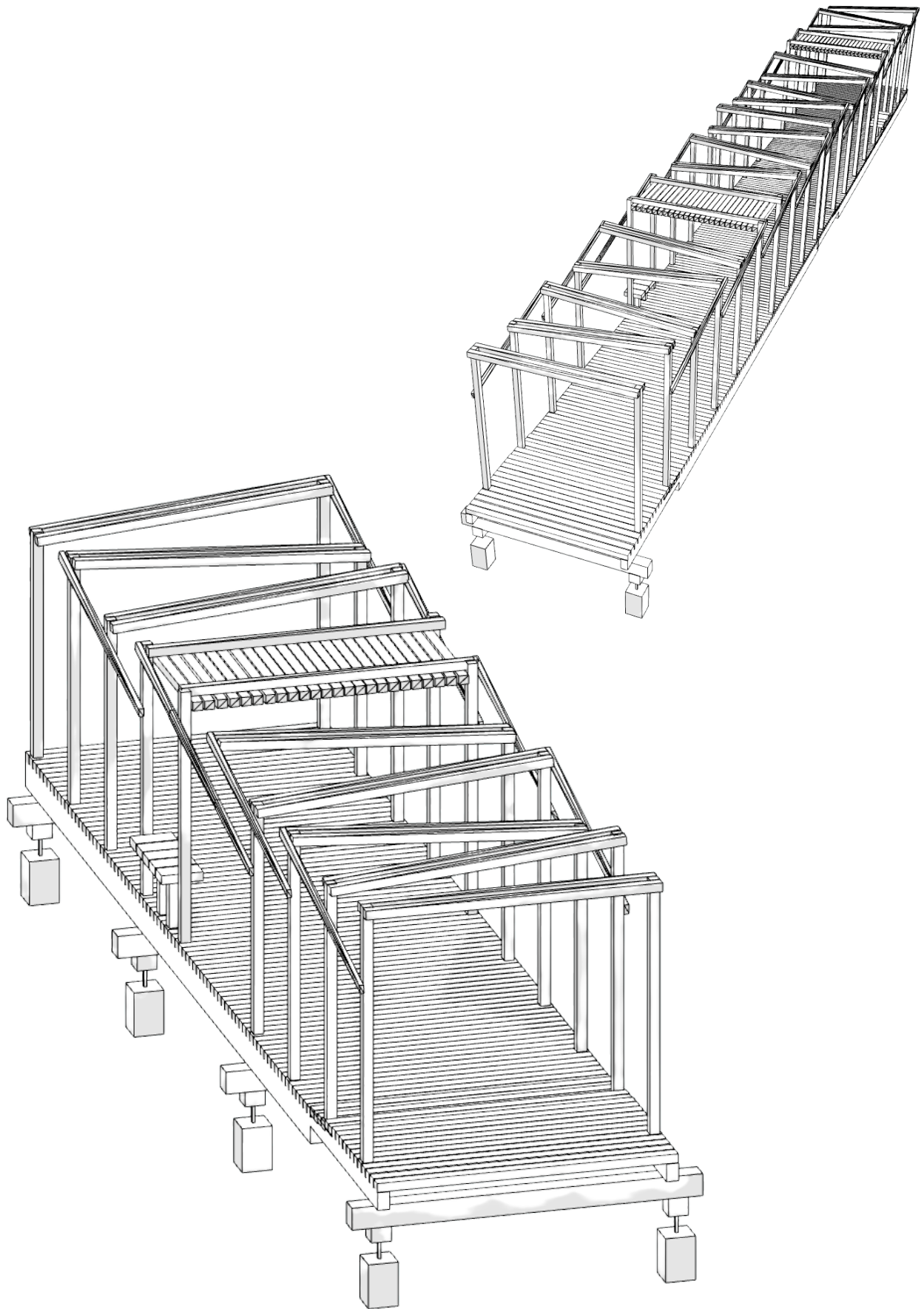


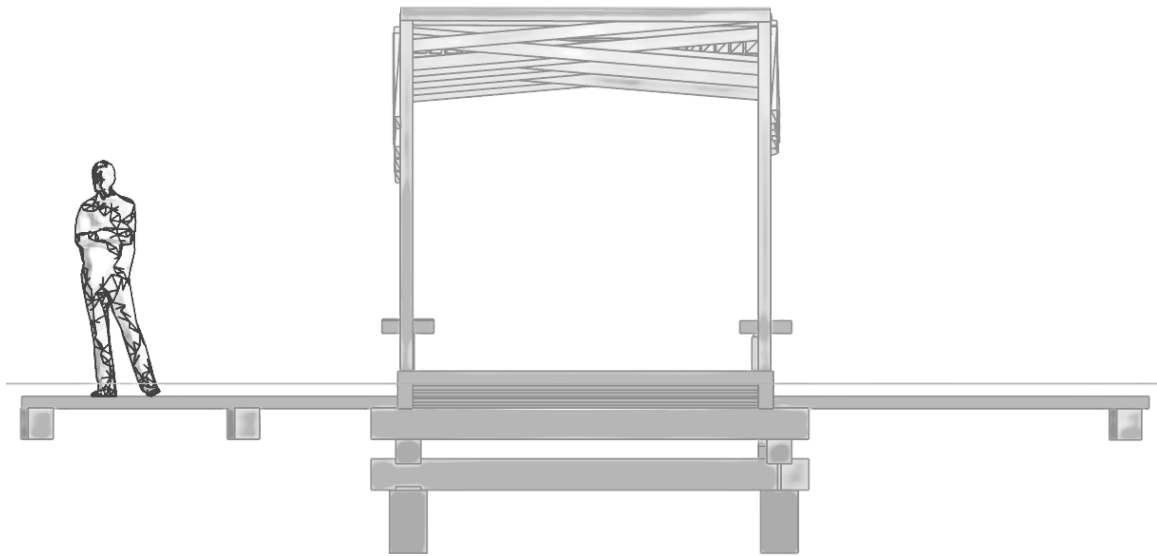
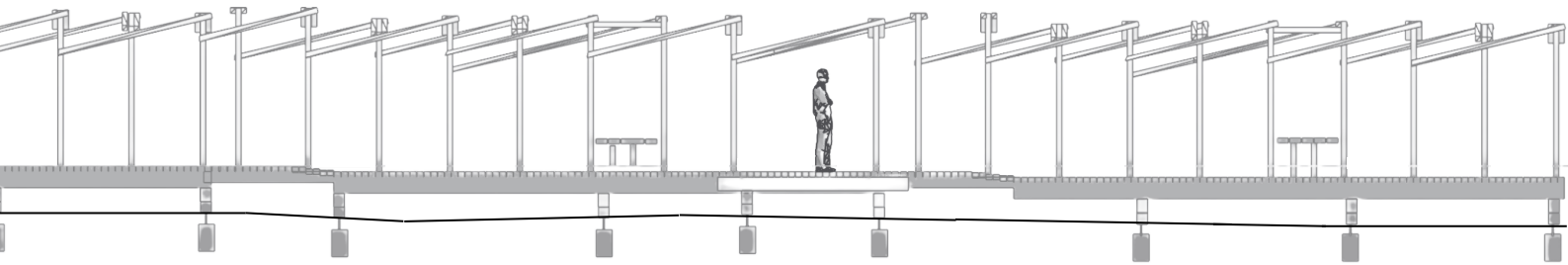
RUINS MAP

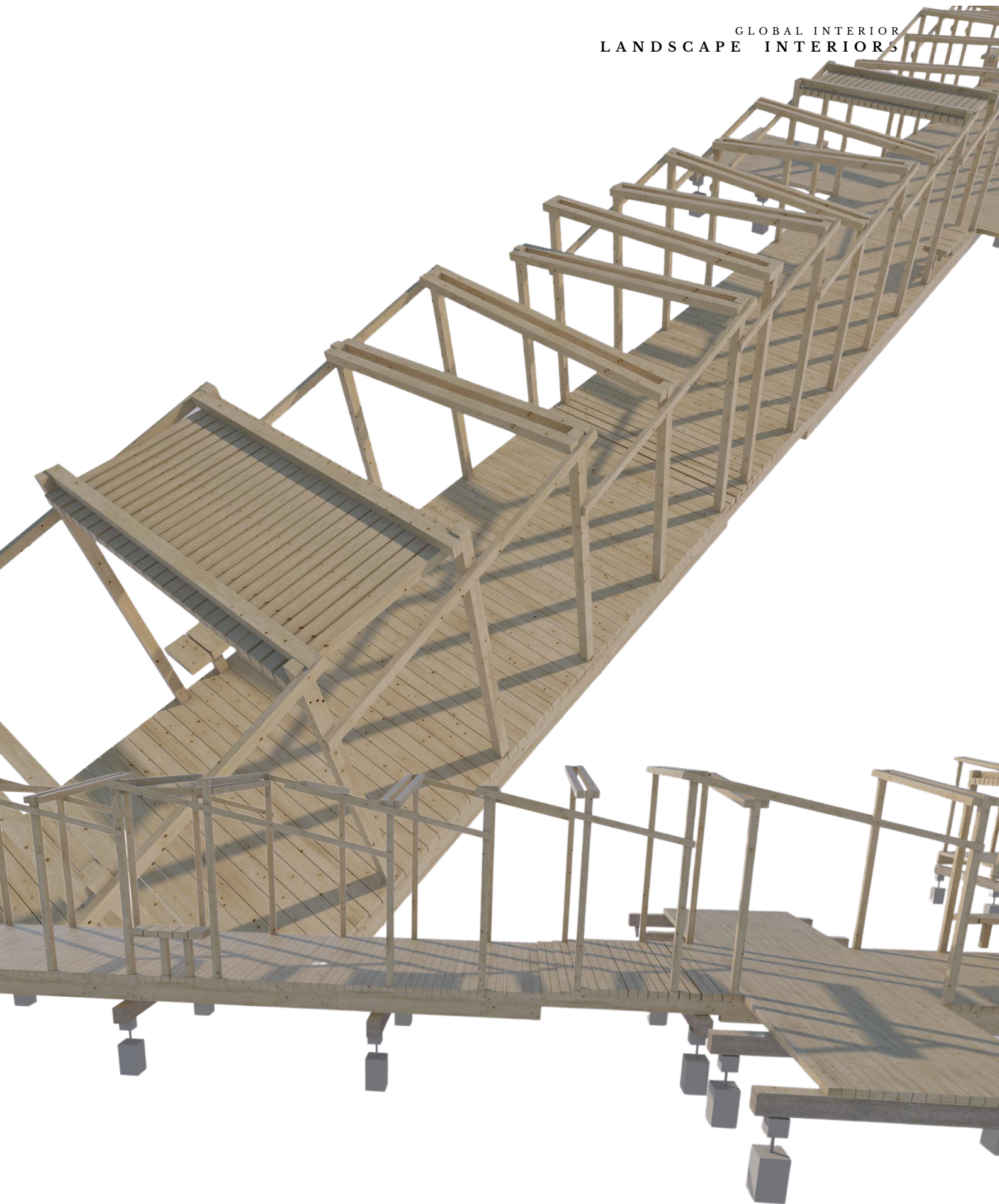
"A PLACE TO BE"



COMPOSITE MAP



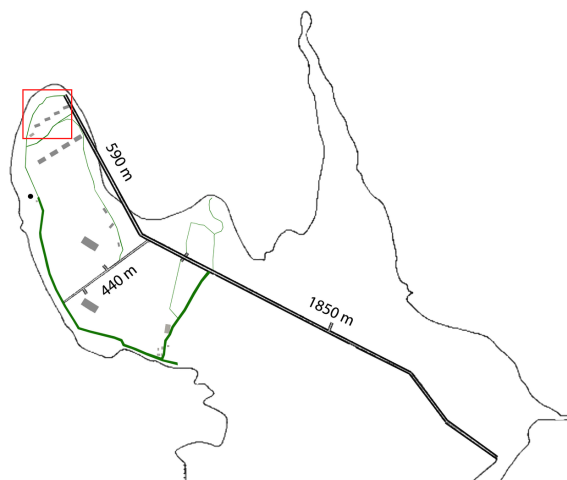








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