

Pavel Kosenkov
POR
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LIO

Let me work here. pls

PROJEKT

15 Minute city

Mailand Navigli Kanalöffnung
Italien, Mailand

Terra pro
Taschkent, Usbekistan

Office "ADLER group"
Taschkent, Usbekistan

PINK ISLAND
Taschkent, Usbekistan

Residential apartment
Taschkent, Usbekistan

Skizzen

ARTEL TV

ARTEL PHONE

BEZEICHNUNG

Wettbewerbsprojekt

Wettbewerbsprojekt

Ladengeschäft

Vertreiber von Lebensmittelprodukten.

Bekleidungshändler.

Designprojekt.

Kommerzielle Animation

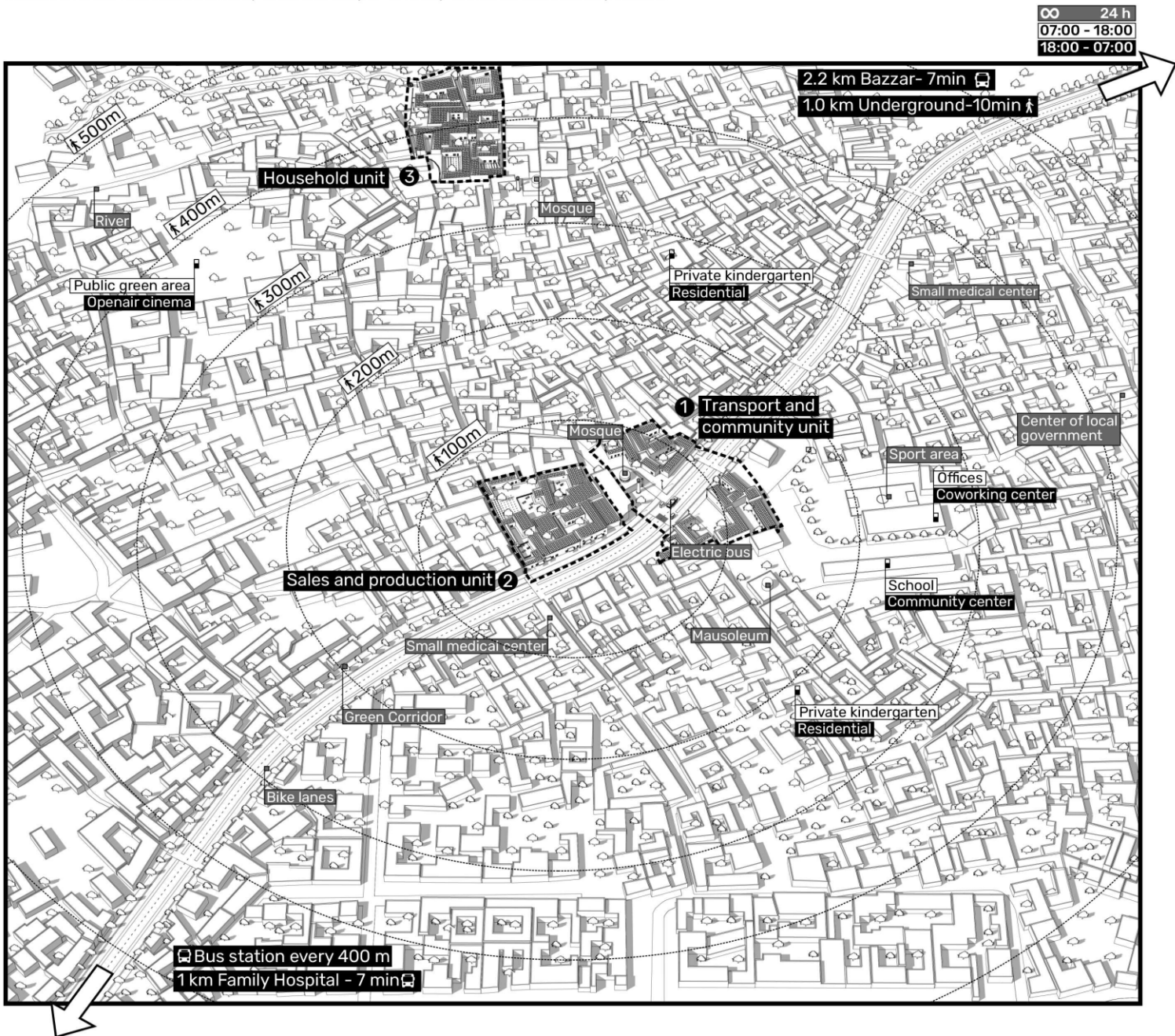
Kommerzielle Animation

15 MINUTE CITY

Projekt über: Wettbewerbsfähige Projektstrategie der 15 Minuten Stadt in Usbekistan, Taschkent
Software: ArchiCAD, Illustrator, Indesign

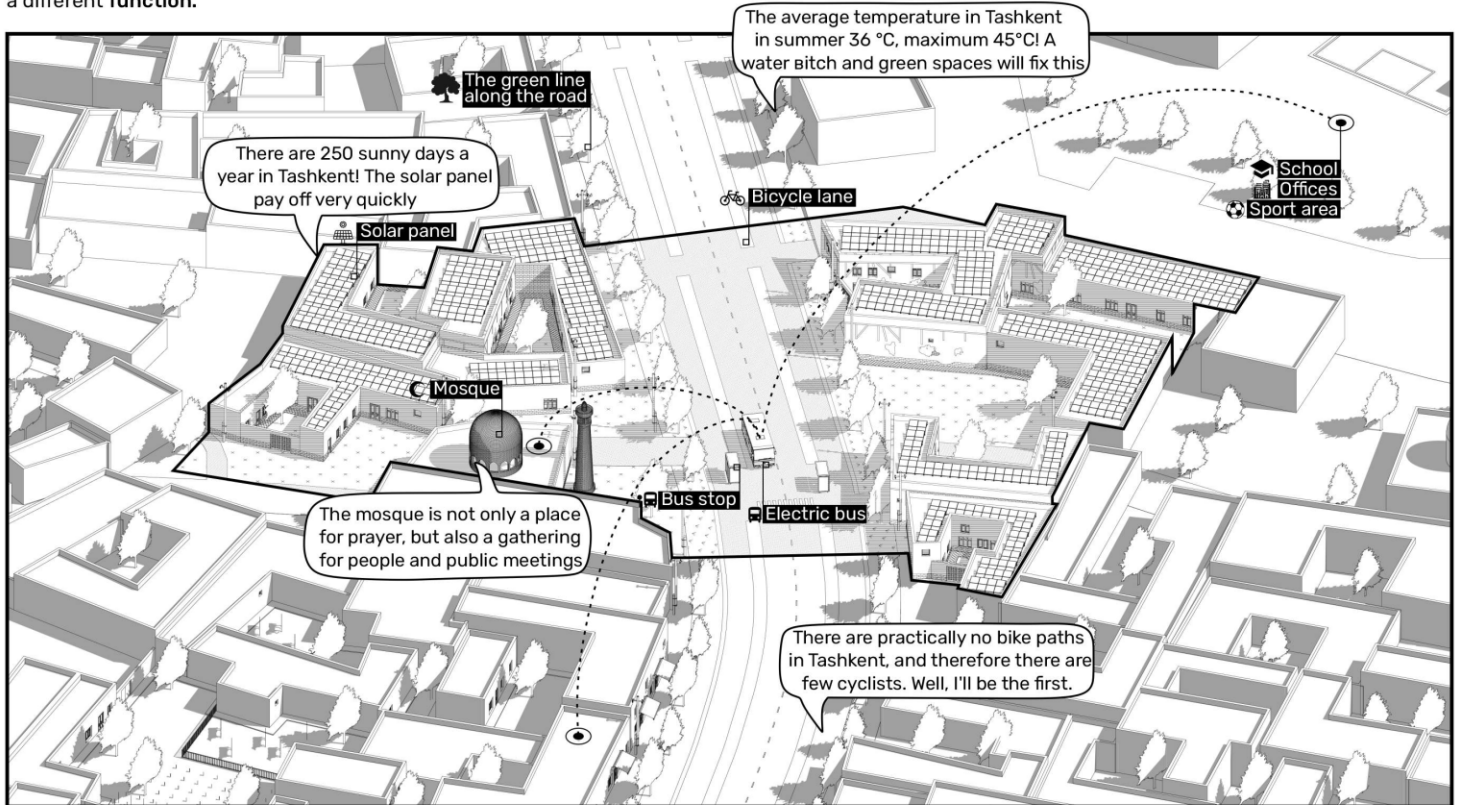
15 MINUTE CITY.

Tashkent is a developing city in Central Asia, today more than 2.5 million people live in it. With the growth of rapid urbanization, the historical fabric of the city is deteriorating. The historical quarter with residential buildings in Uzbekistan is called mahalla. Mahalla, like any other historical city, was developed based on the concept of 15 minutes. (As a rule, in ancient times, cities fit in 15 minutes on foot) But today the old city of Tashkent is abandoned, fenced and destroyed. As the author of this project, I propose to revive this territory based on the basic principles of the concept of the city in 15 minutes. Return the traditional way of life but adapt it to today's realities as much as possible.

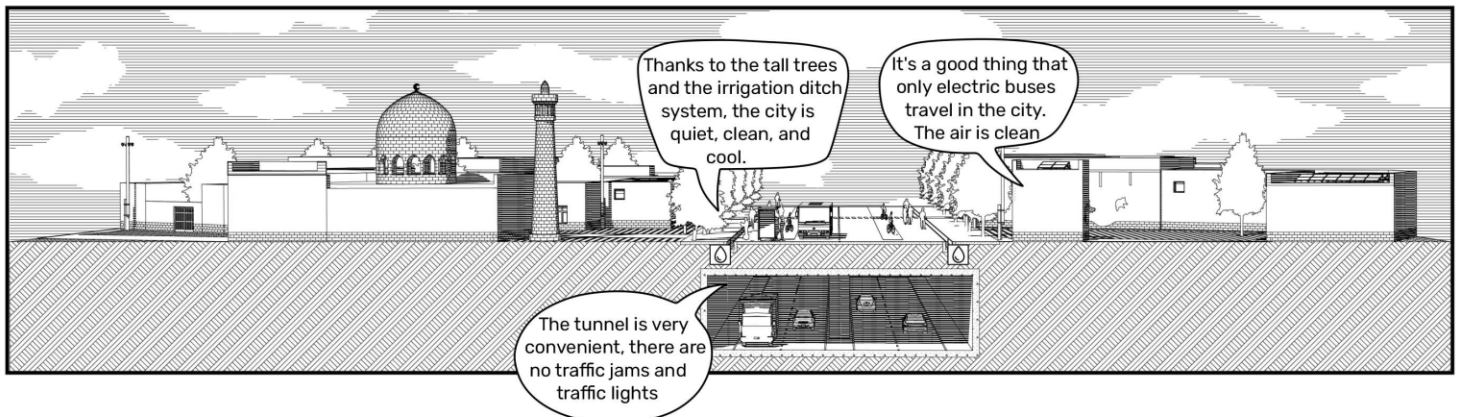


1. Transport and community unit

1. Free the city from cars. **The rhythm of the city follows people, not cars.**
2. Provide every home with **renewable energy** sources such as **solar panels!**
3. Creating **infrastructure for cyclists**. Make the use of **public transport and bicycles accessible and convenient.**
4. A green corridor of trees serves as a **shelter from the sun** and does **not allow noise** from the road to interfere residents
5. **Transform** the existing **infrastructure**. **Each square meter performs a different function.**



Transport slice.



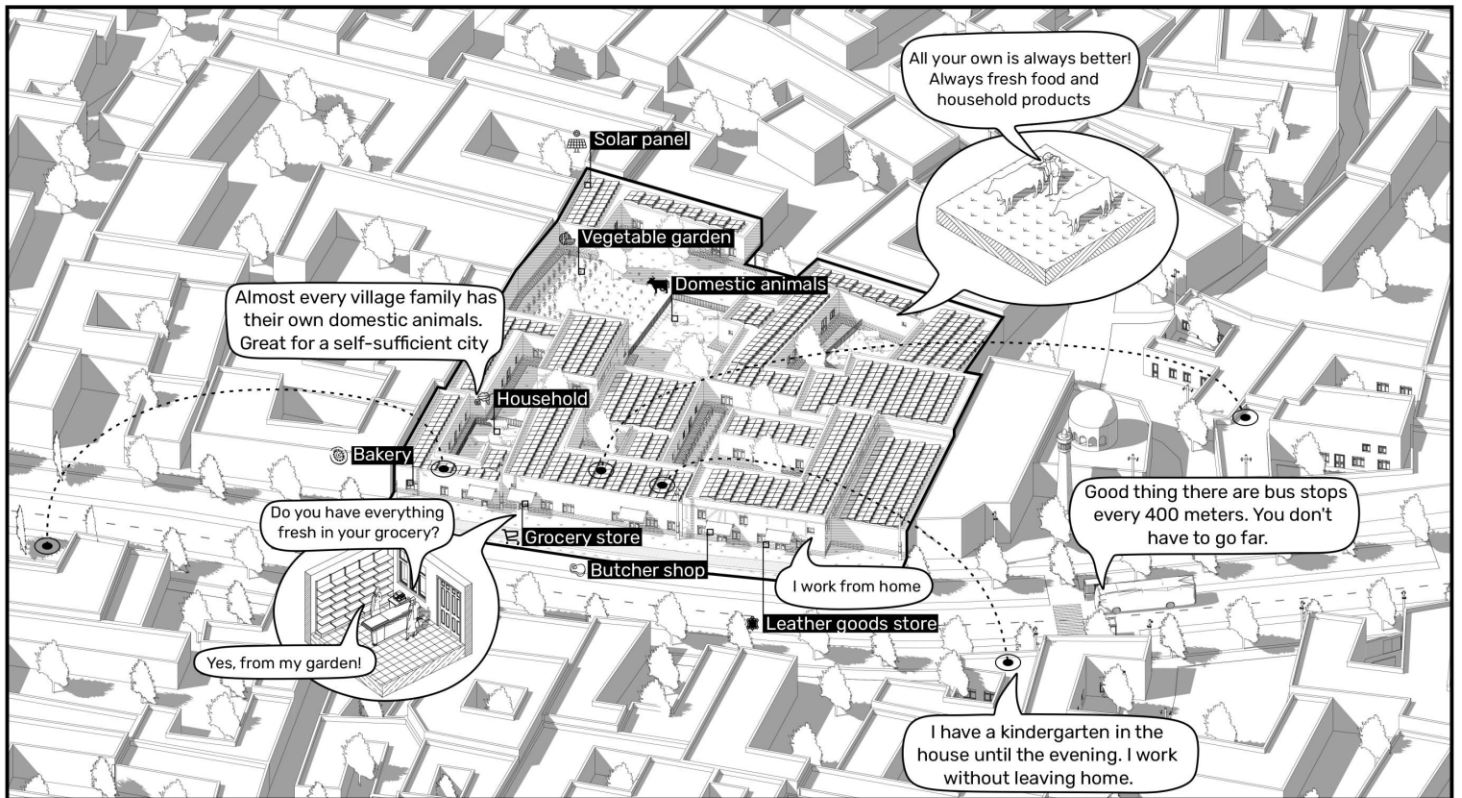
2. Sales and production unit

6. **Closed production cycle.** The city works for itself. It produces for himself and uses for himself.

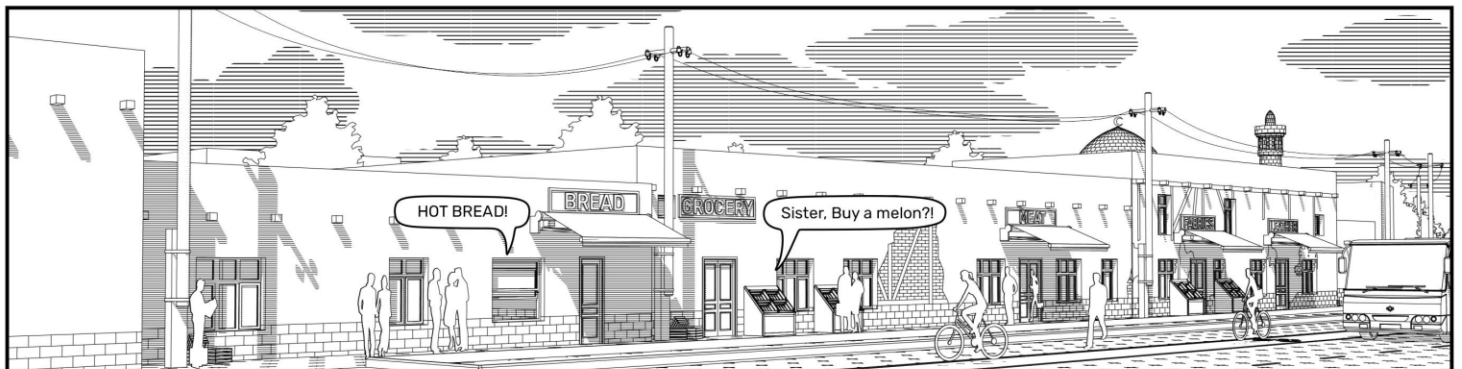
7. Organize **work** without leaving **home**. Traditionally, there have been and still are houses of artisans in Uzbekistan.

8. Support each household in **providing** for themselves.

9. **Zero carbon footprint.** All houses are made of **eco-friendly** materials and traditional methods. Supplying ourselves with **solar energy** using solar panels

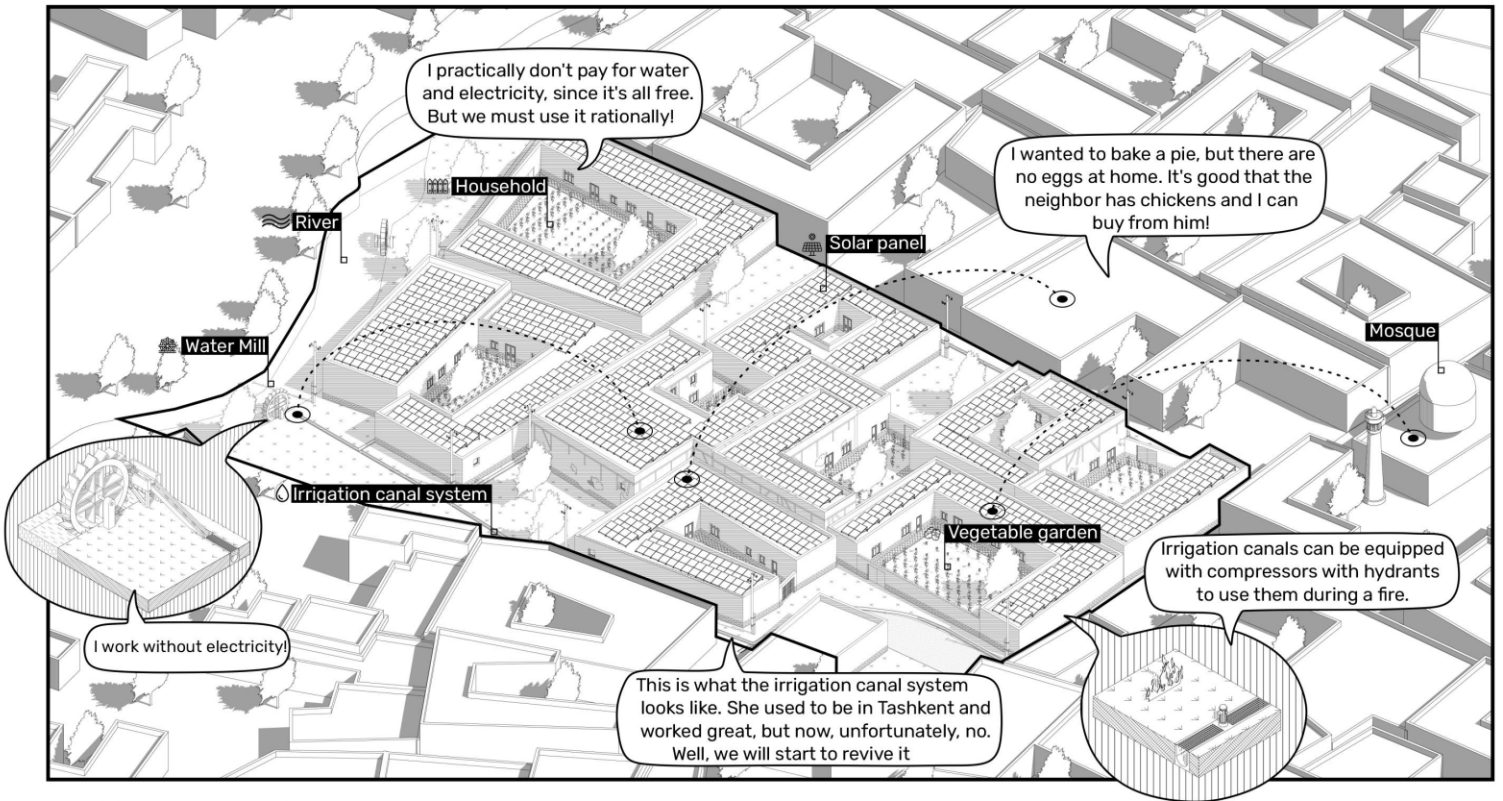


Vizualisation

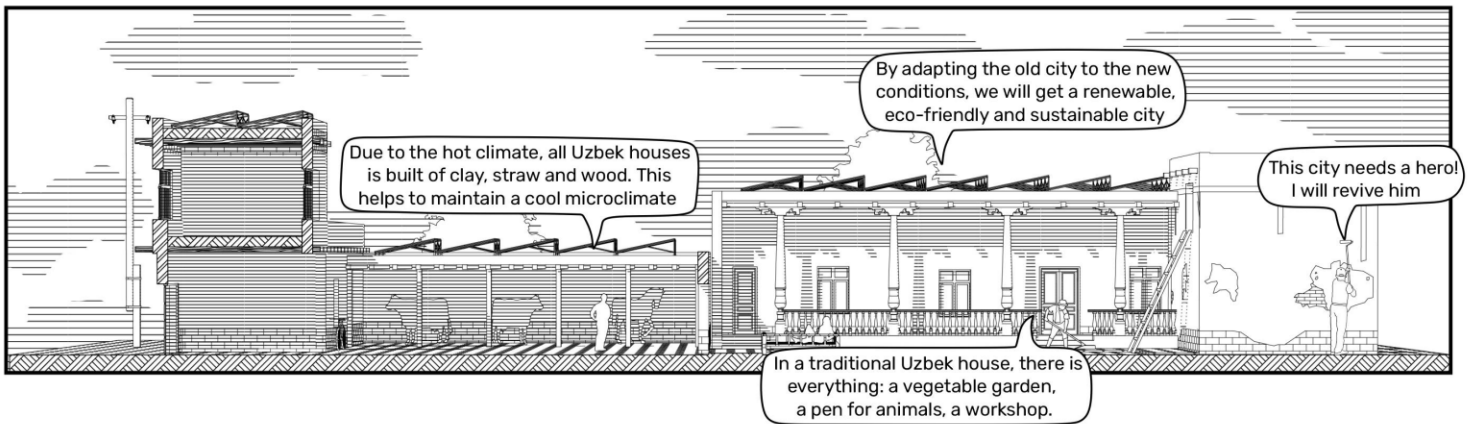


3. Household unit

- 10. The system of water canal will reduce the temperature throughout the city!
- 11. **Sustainable architecture.** The entire production process of building materials is **renewable**.
- 12. **Solidarity.** Traditionally, the peoples of Central Asia gathered in small groups and discussed current issues.
- 13. Each residential community is as **self-sufficient** as possible.
- 14. **Communication** with other residential associations. Creation of large centers.



Traditional house. Slice.



MAILAND NAVIGLI KANALÖFFNUNG

Projekt über: Wettbewerbsprojekt Kanalöffnung Strategie in Mailand. Das Hauptmerkmal des Projekts ist die natürliche Filterung von Wasser.
Software: ArchiCAD, AutoCAD Illustrator, Indesign, Photoshop

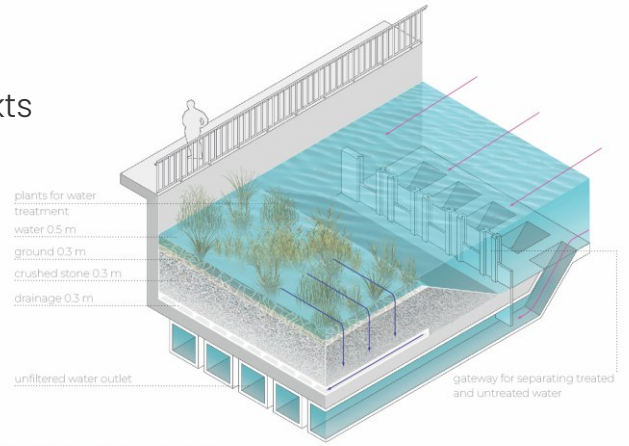
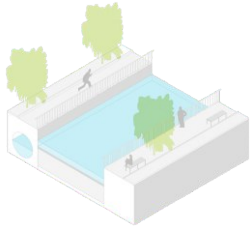


Diagram of water filtration in the canal

Vision

The Navigli Canal reopening project aims to create a **purifying the water** through a **natural filtration - aquatic plants** and a layer of **natural with sand**. Plants, as well as drainage from fine-grained stone, serve as a natural filter for water. The water passes first through large crushed stone until the water reaches **"natural filter"** sand. Due to the passage through the , unwanted residues are filtered out and **cycle of processing** into biodegradable plants. Thus, a **closed**

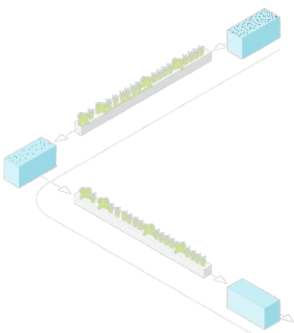


separation of 2 streams of the Seveso River and the Navigli Canal

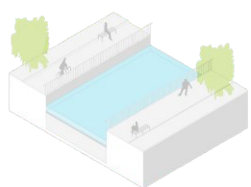
Canal reopening strategy

First of all, **narrow sections** of the canal are getting opened. **measures are arranged**

the open pools and urban oases in the urban fabric allows.

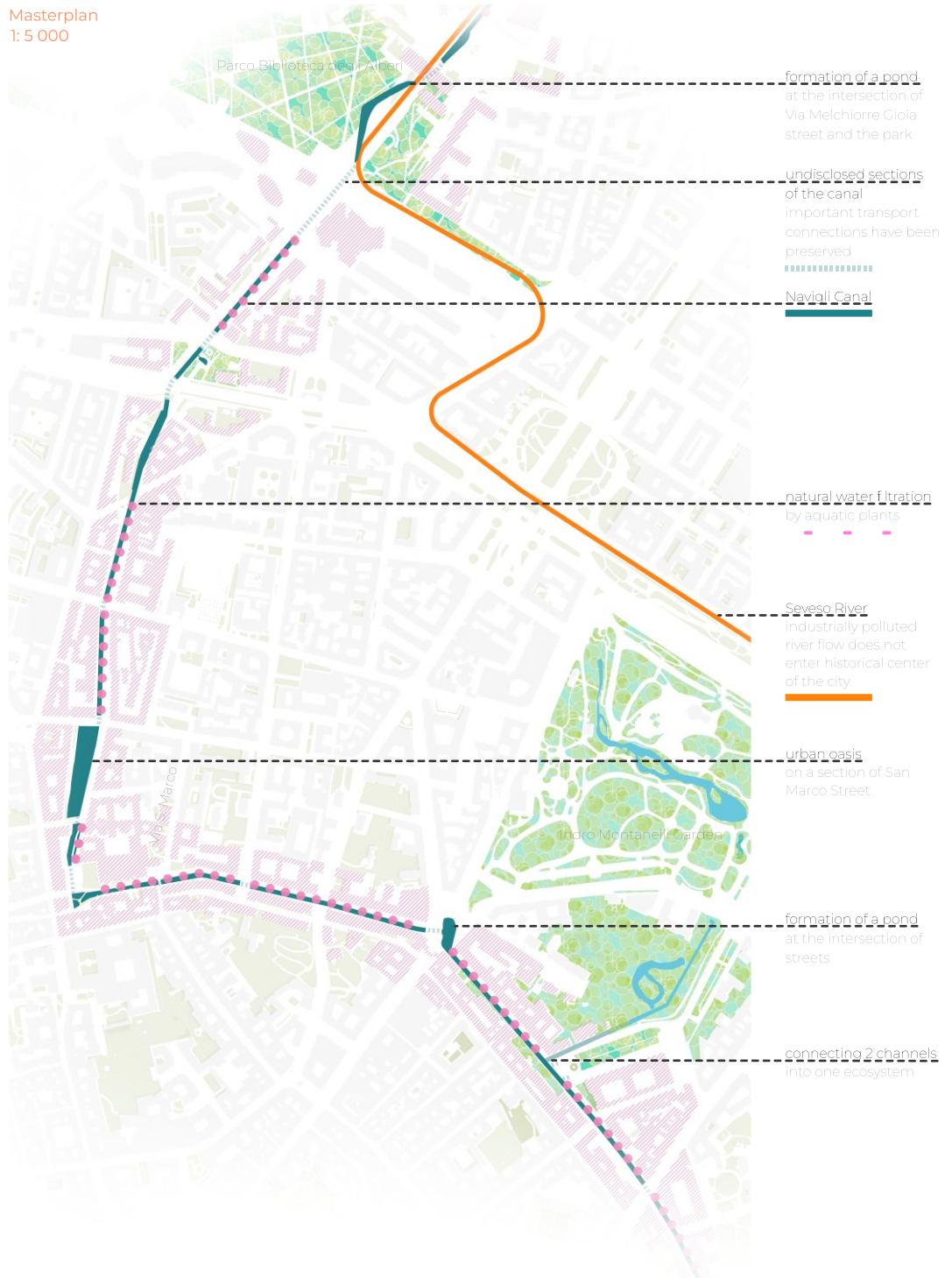


urban connector + urban oasis basic diagram of the opening of the canal



natural water filtration by aquatic plants

Masterplan 1: 5 000



formation of a pond at the intersection of Via Melchiorre Gioia street and the park

undisclosed sections of the canal important transport connections have been preserved

Navigli Canal

natural water filtration by aquatic plants

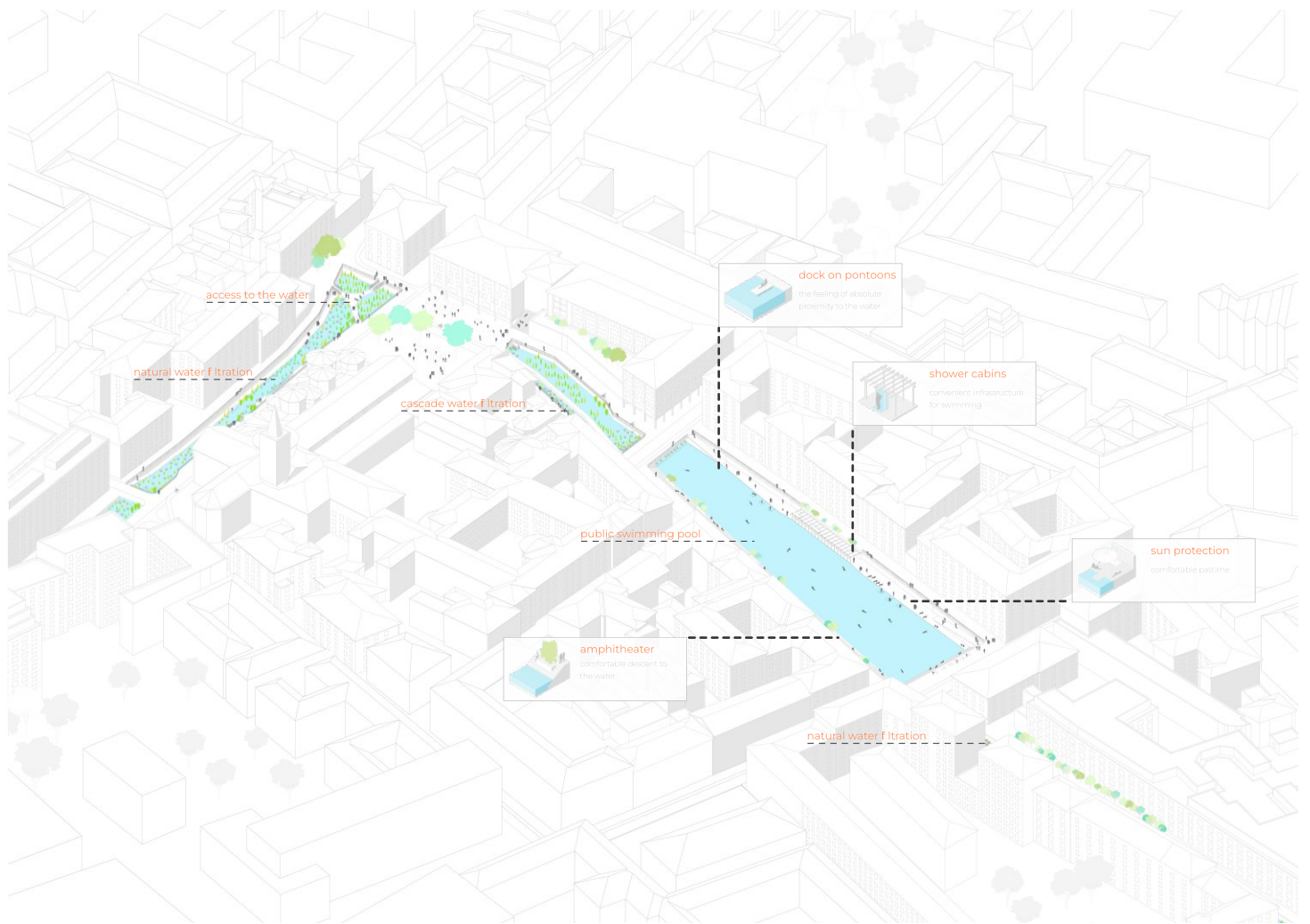
Seveso River industrially polluted river flow does not enter historical center of the city

urban oasis on a section of San Marco Street

formation of a pond at the intersection of streets

connecting 2 channels into one ecosystem

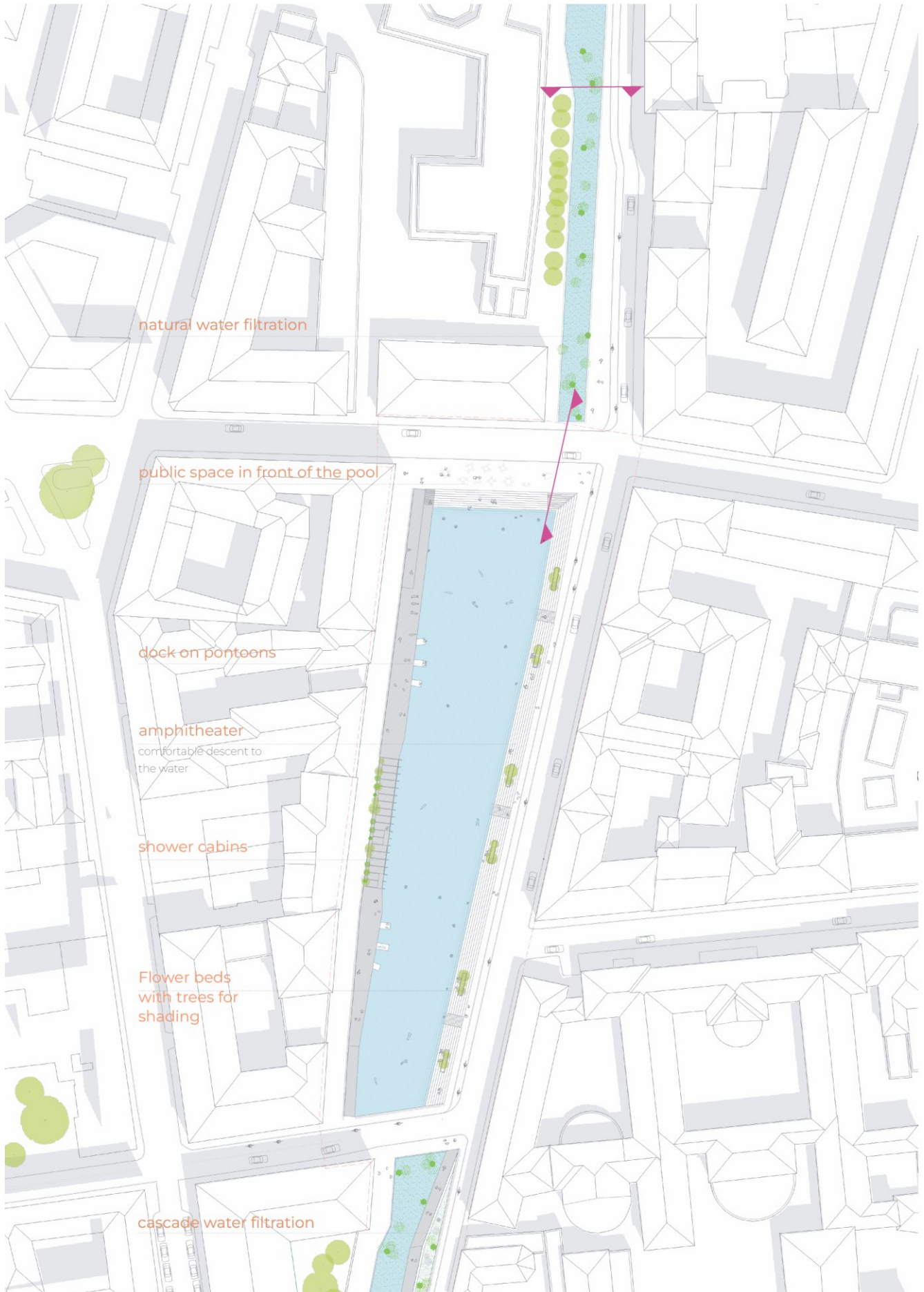
Axonometrie



Visualisierung



Meisterplan



Schema der Wasserversorgung des San Marco Pools



Visualisierung



TERRA PRO

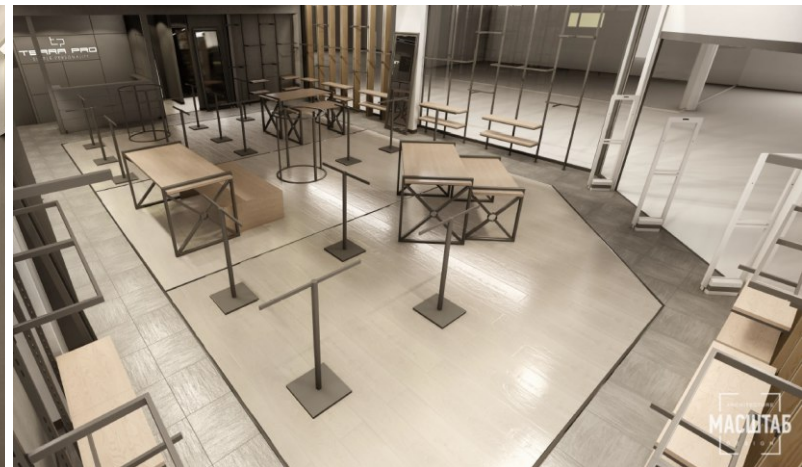
Projekt über: Kette von Herrenbekleidungsgeschäften. Usbekistan, Taschkent

Jahr: 2020

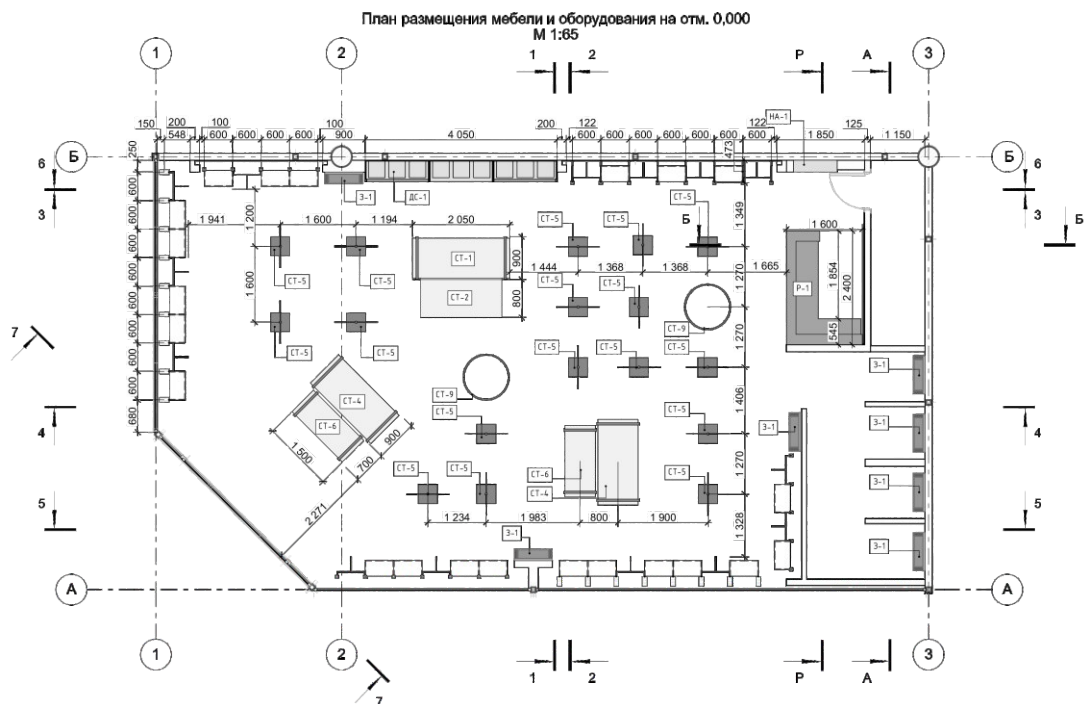
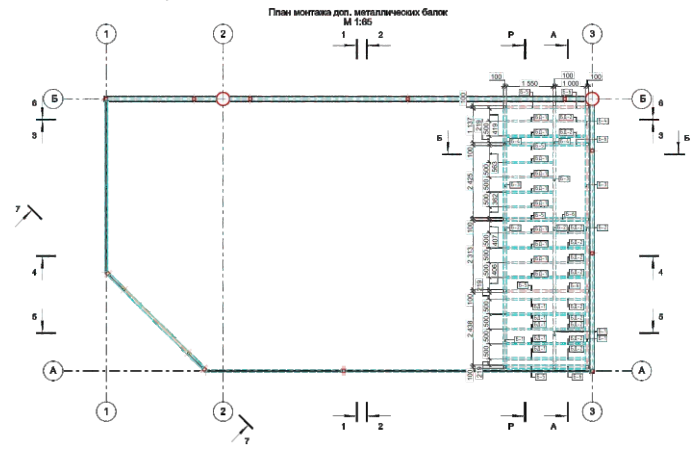
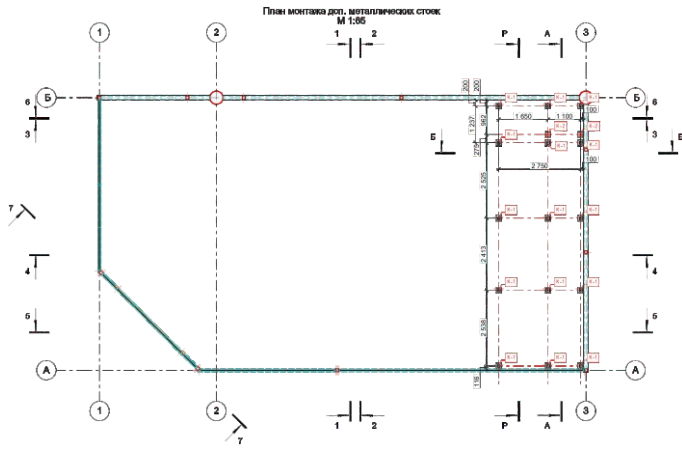
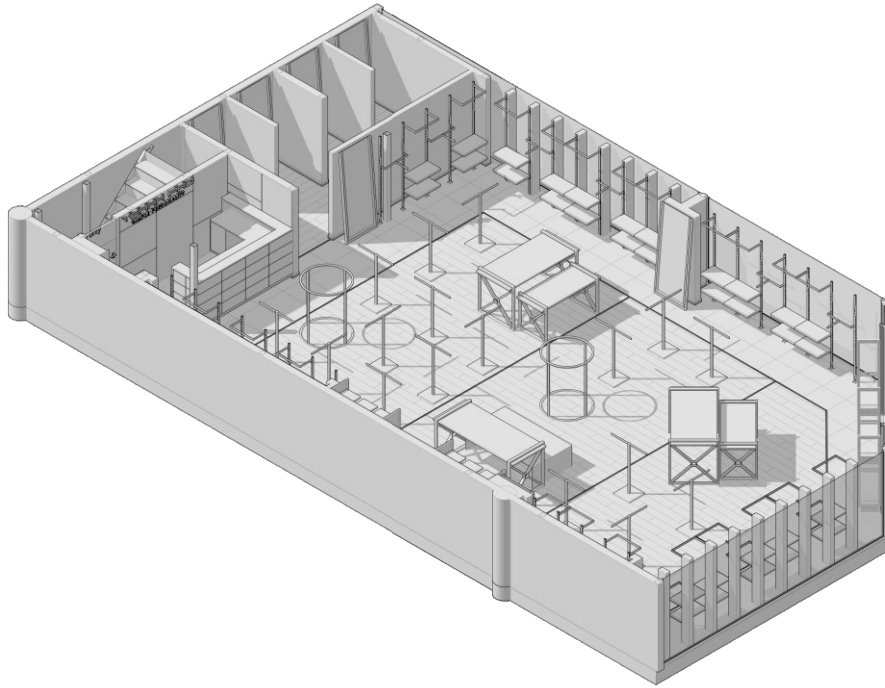
Projekt-Status: umgesetzt

Software: ArchiCAD, Lumion, Photoshop.

Visualisierung

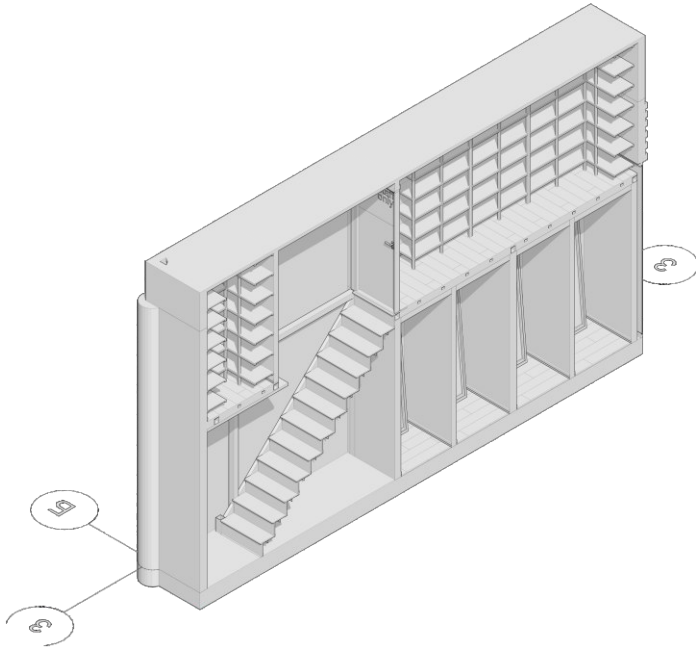


Pläne

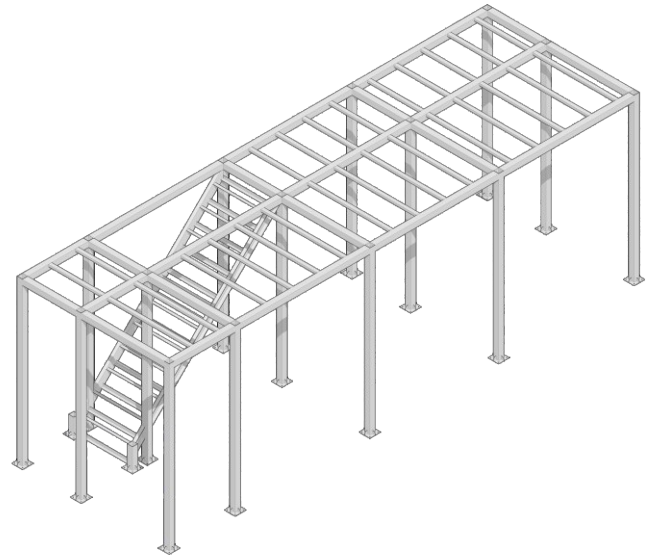


Schnitt

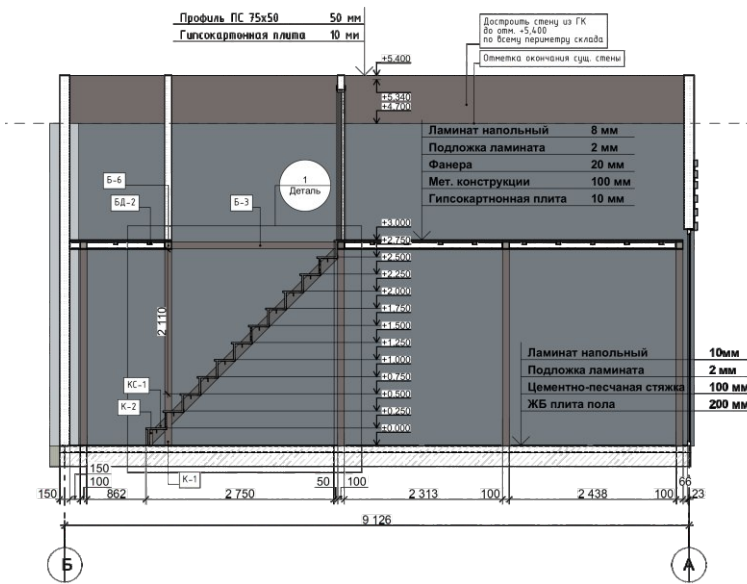
Изометрия. Продольный разрез склада
М 1:50



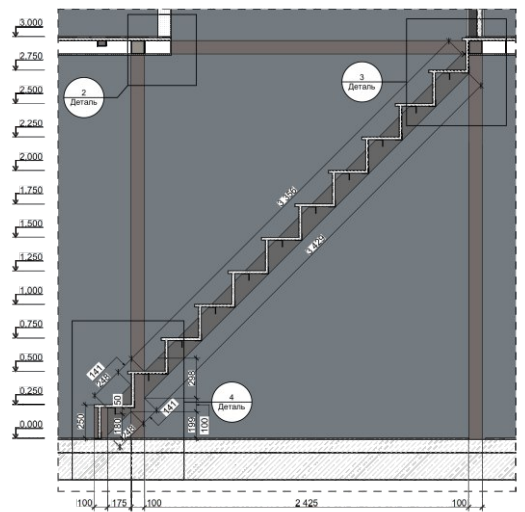
Изометрия. Схема каркаса площадки склада
М 1:45



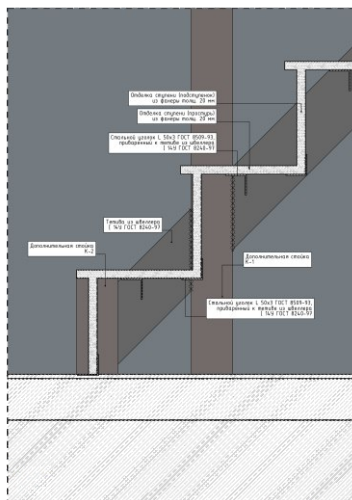
Разрез А-А
М 1:50



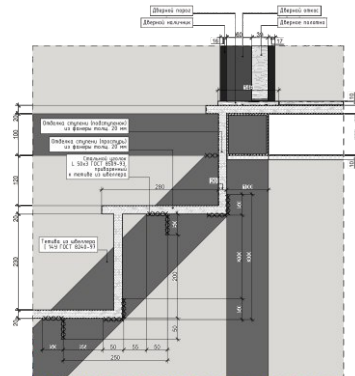
Деталь 1
М 1:20



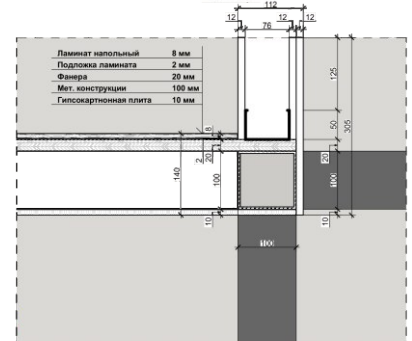
Деталь 4
М 1:5



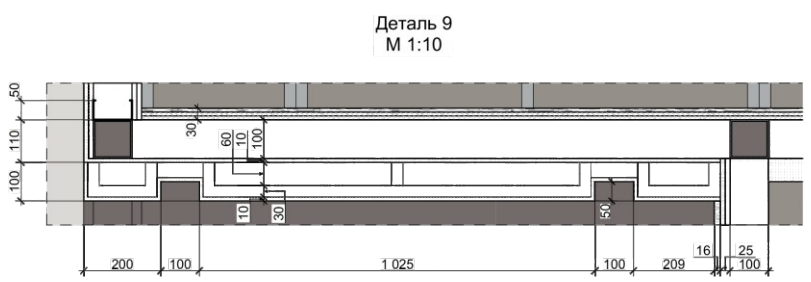
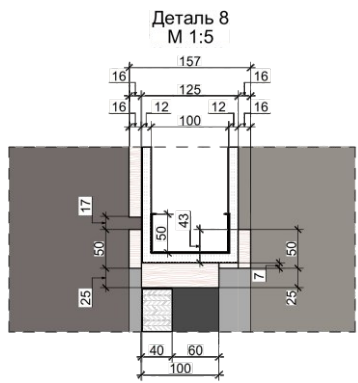
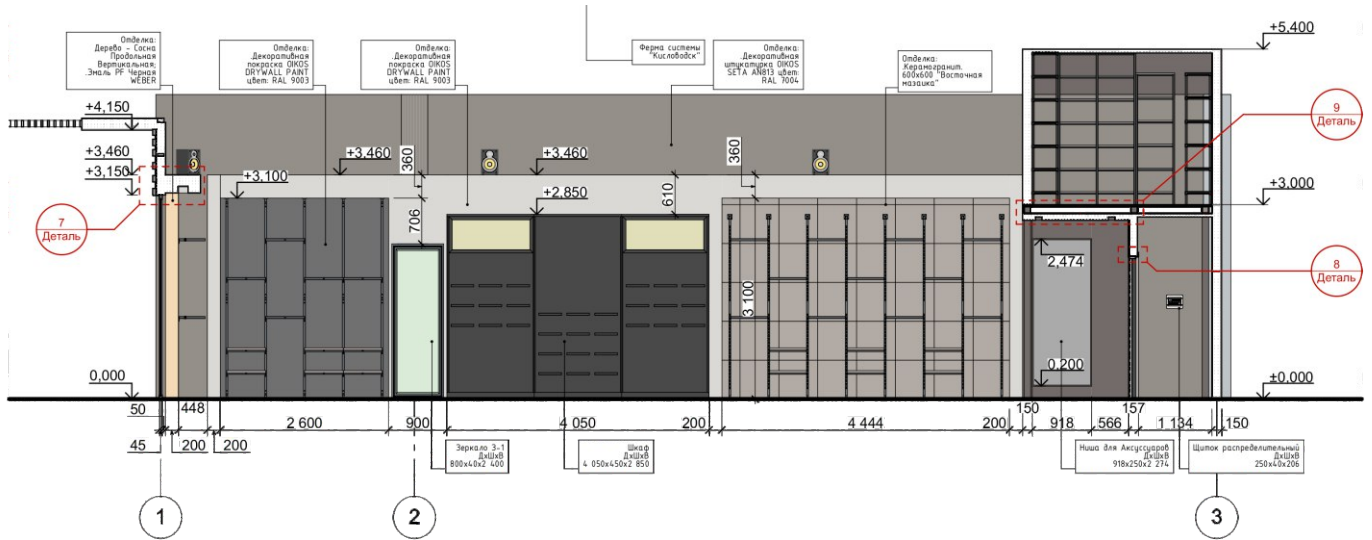
Деталь 3
М 1:5



Деталь 2
М 1:5



Schnitt



Visualisierung



Fotos

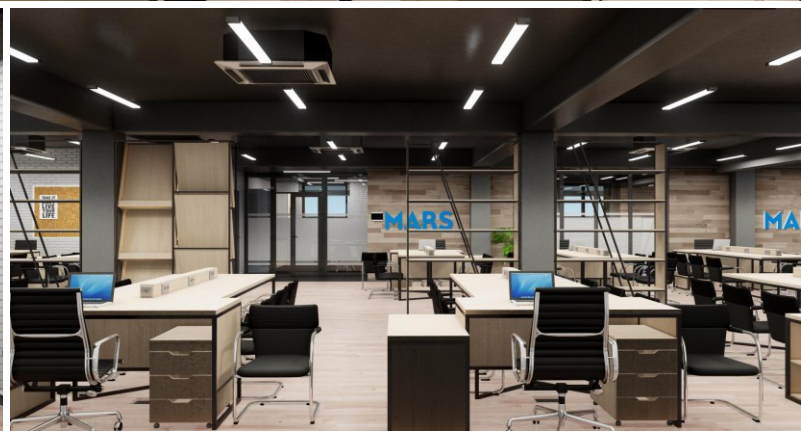


ADLER BÜRO TASCHKENT

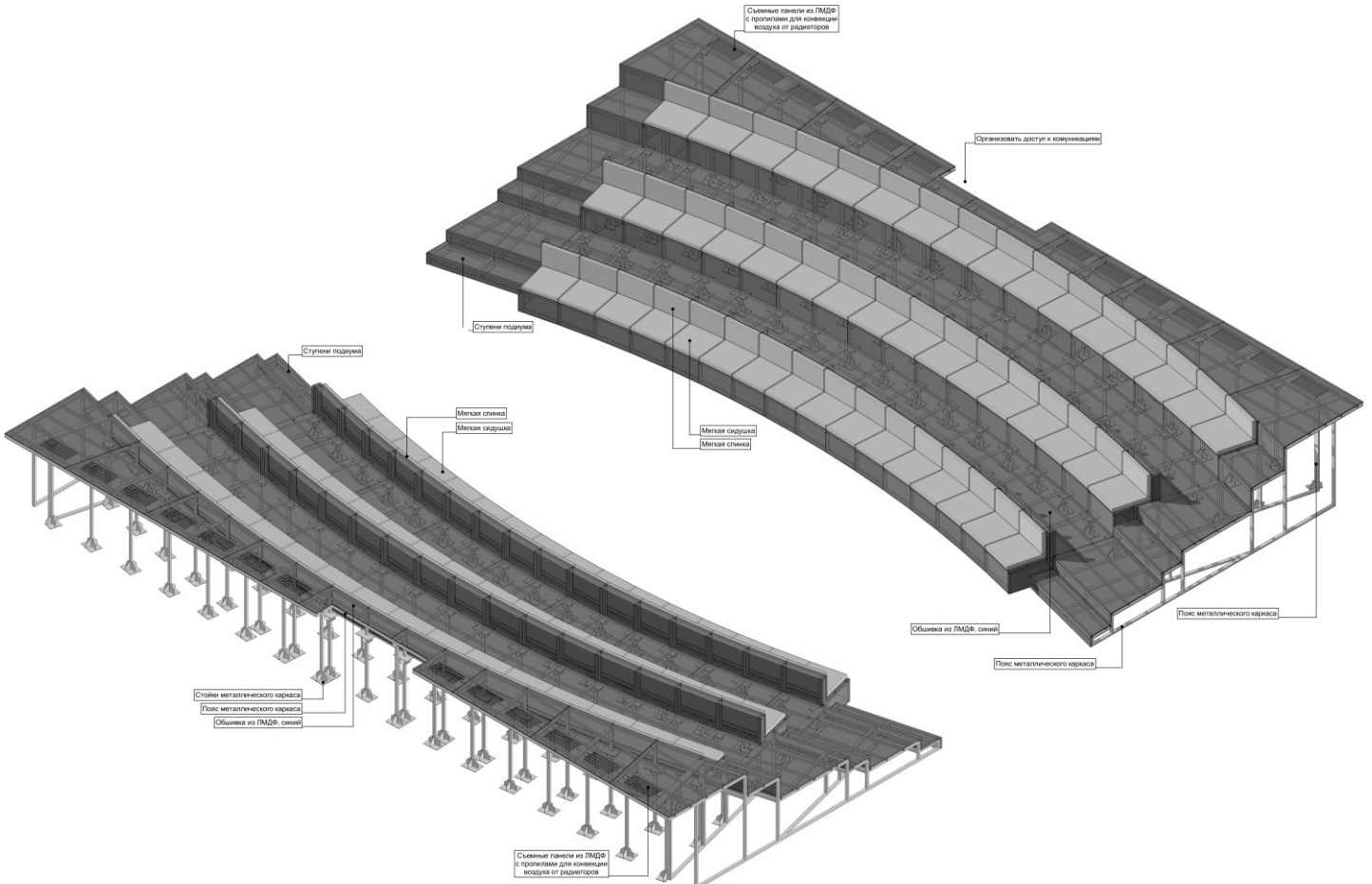
Projekt über: Büro der Vertriebsgesellschaft. Usbekistan, Taschkent
Jahr: 2020
Projekt-Status: umgesetzt
Software: ArchiCAD, Lumion, Photoshop.



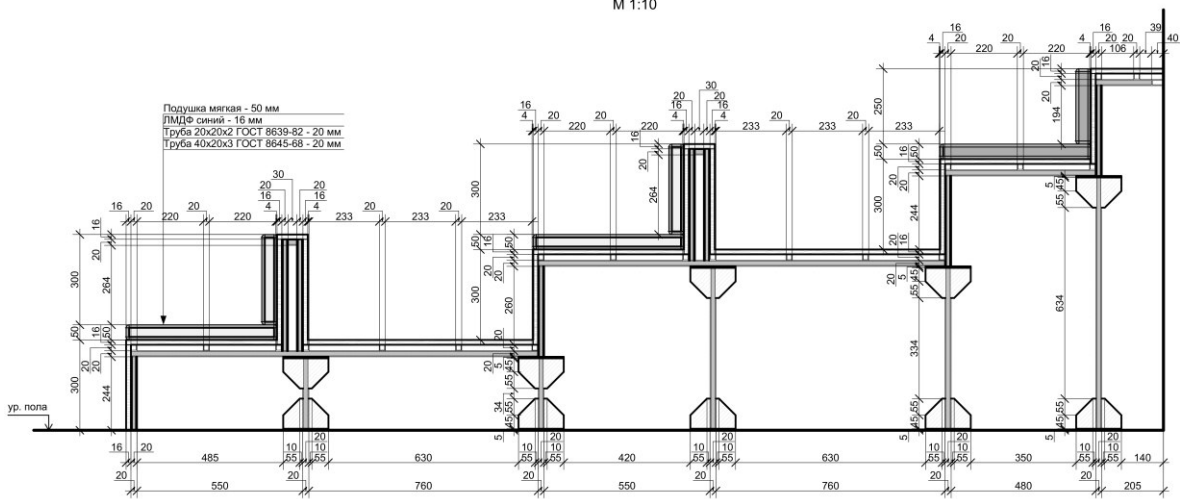
Visualisierung



Entwicklung eines Amphitheaters aus einer Metallstruktur

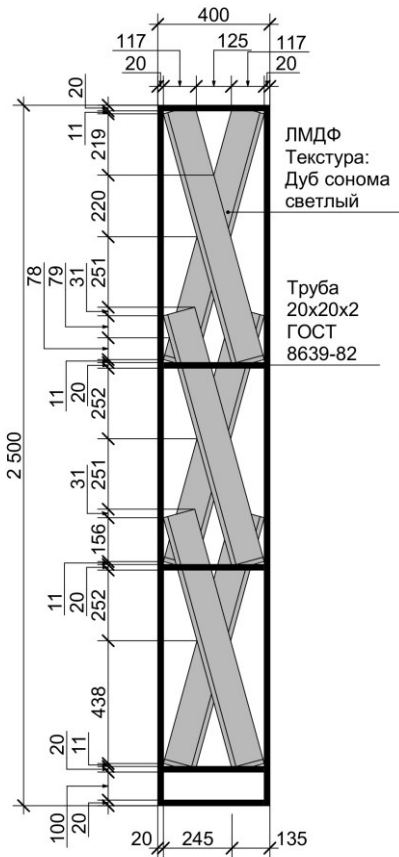


Разрез 1-1
M 1:10

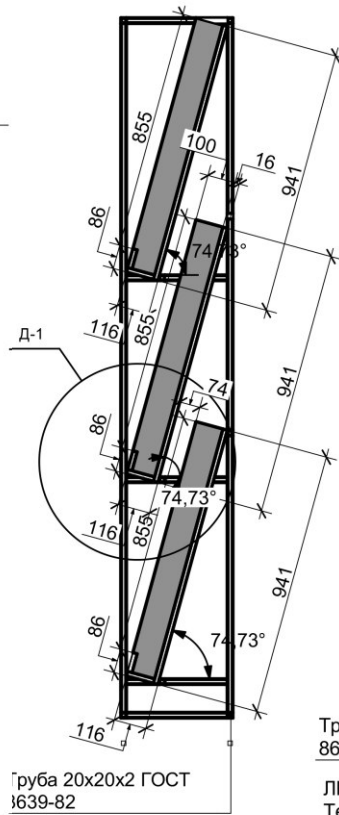


Möbeldesign

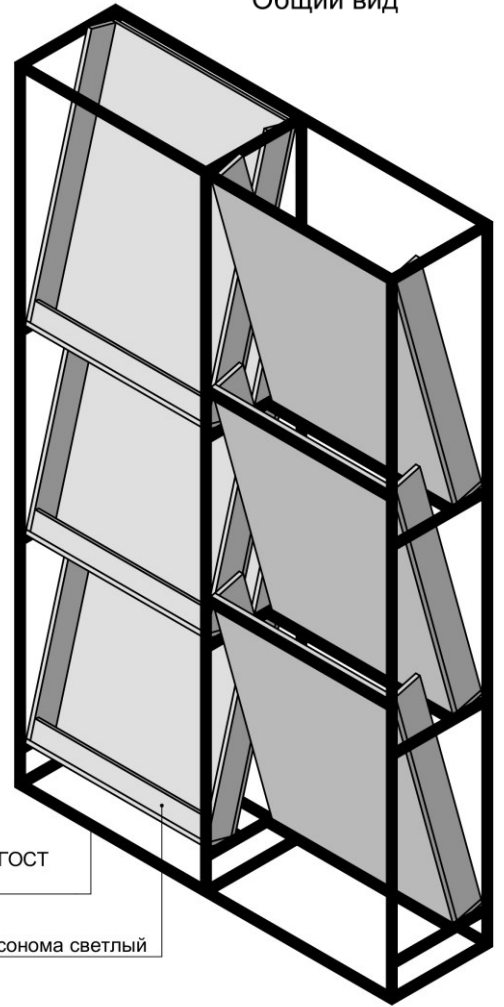
Вид сбоку



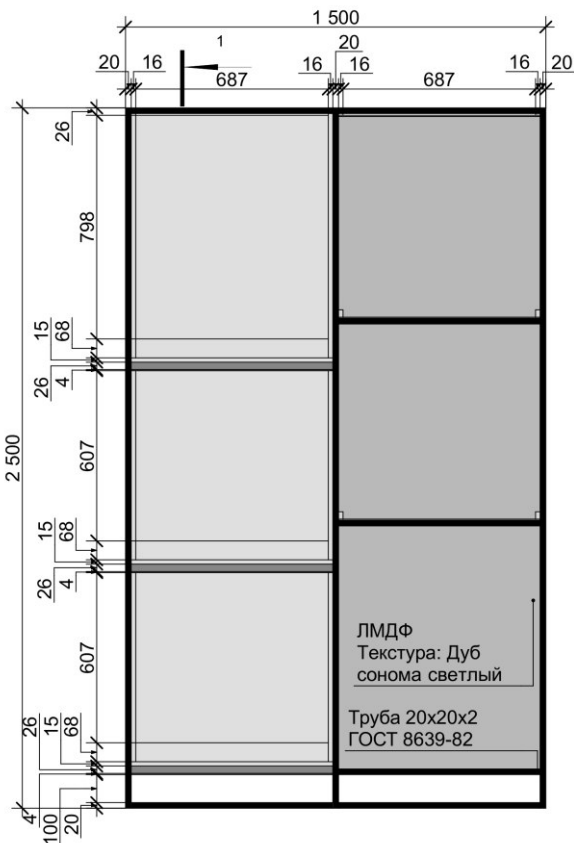
Разрез 1-1



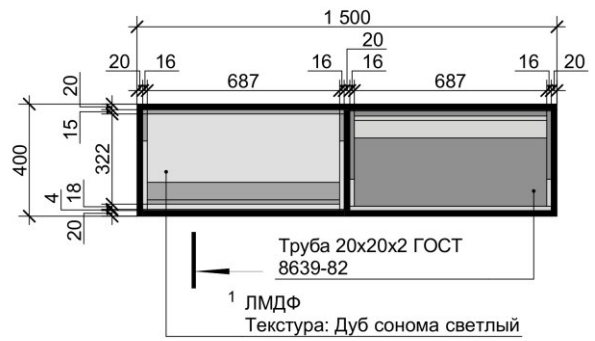
Общий вид



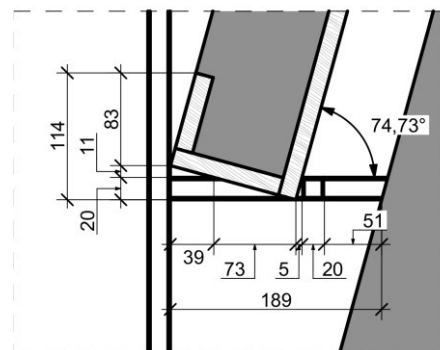
Вид спереди



Вид сверху



Д-1
М 1:5



PINK ISLAND LADEN

Projekt über: Geschäfte für Damenbekleidung

Jahr: 2020

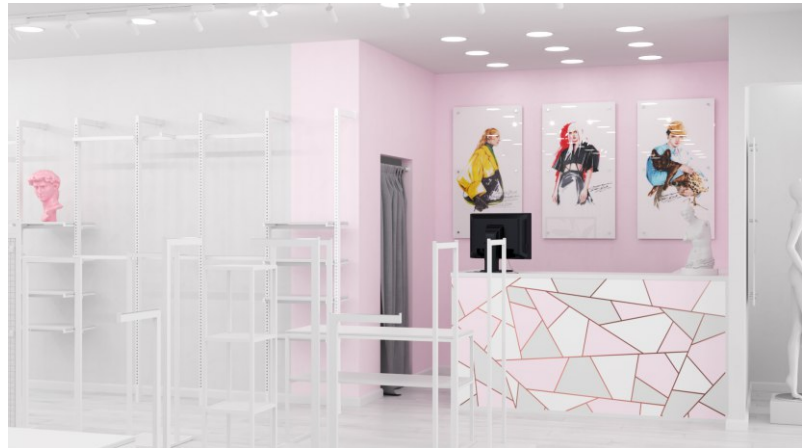
Projekt-Status: umgesetzt

Software: ArchiCAD, 3ds max, Corona Render, Photoshop.



click here click here

Visualisierung



WOHNUNG

Project über: Designprojekt. Usbekistan, Taschkent

Jahr: 2020

Projekt-Status: umgesetzt

Software: ArchiCAD, 3ds max, Corona Render, Photoshop.

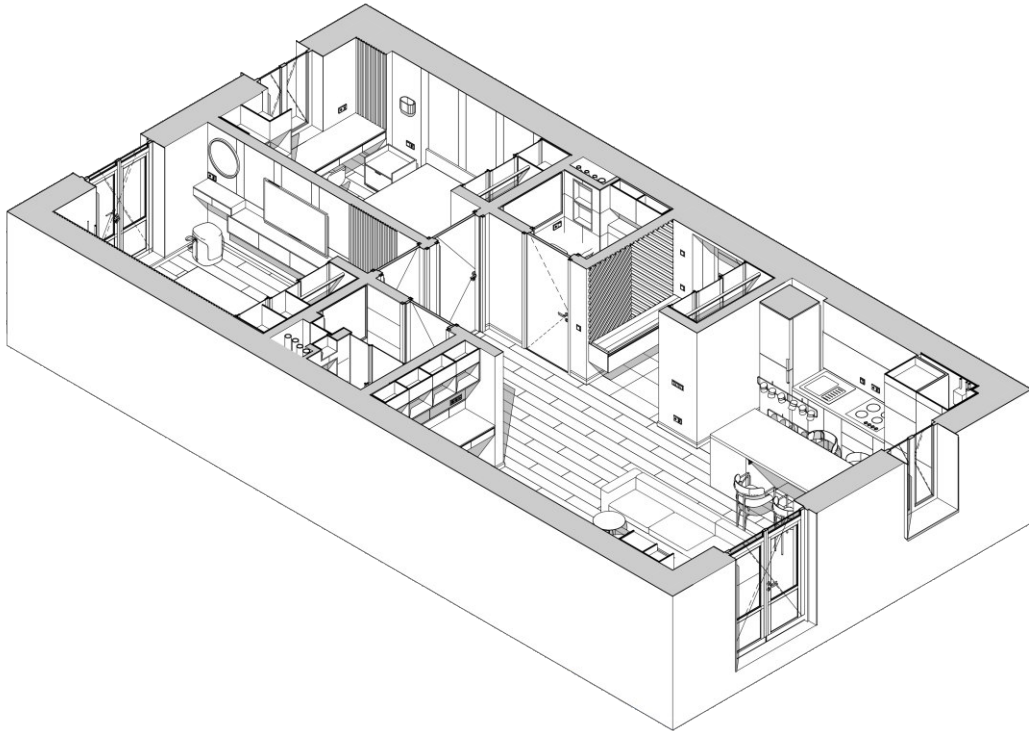


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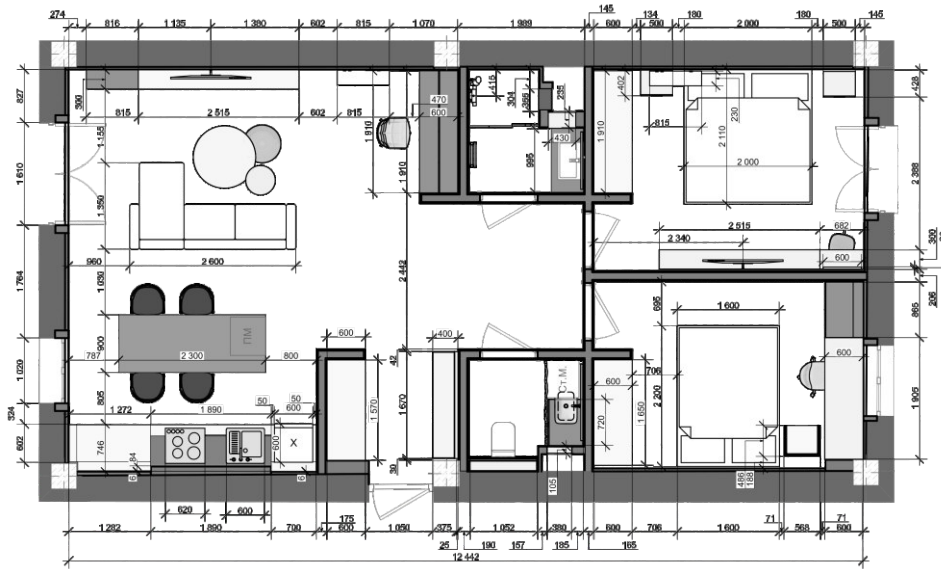
Visualisierung



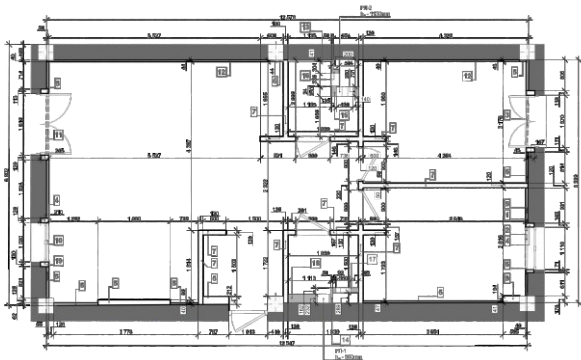
Pläne



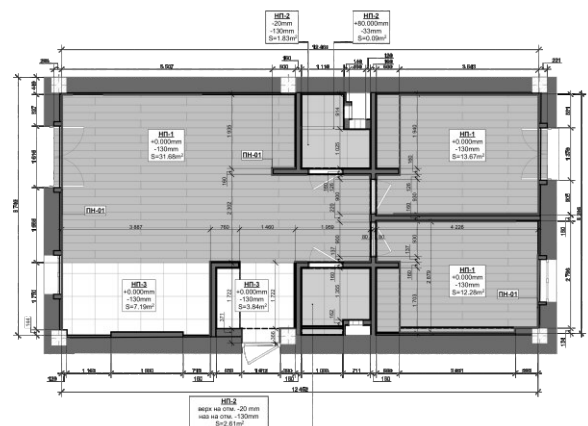
План расстановки мебели и оборудования
М 1:50



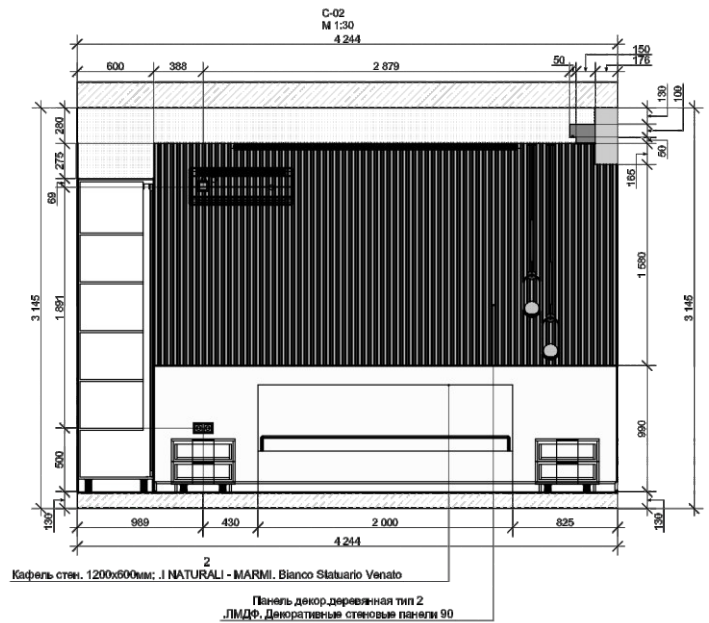
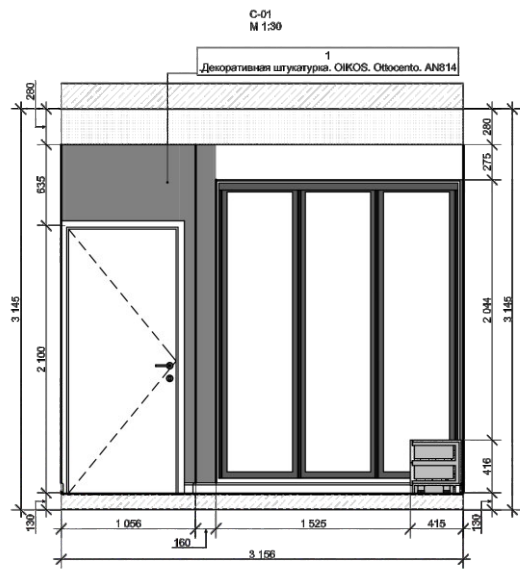
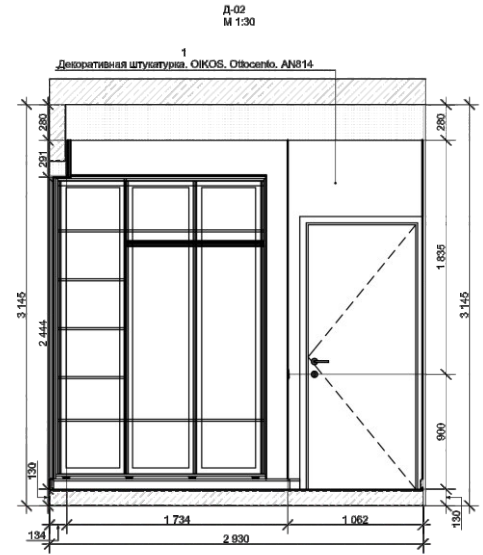
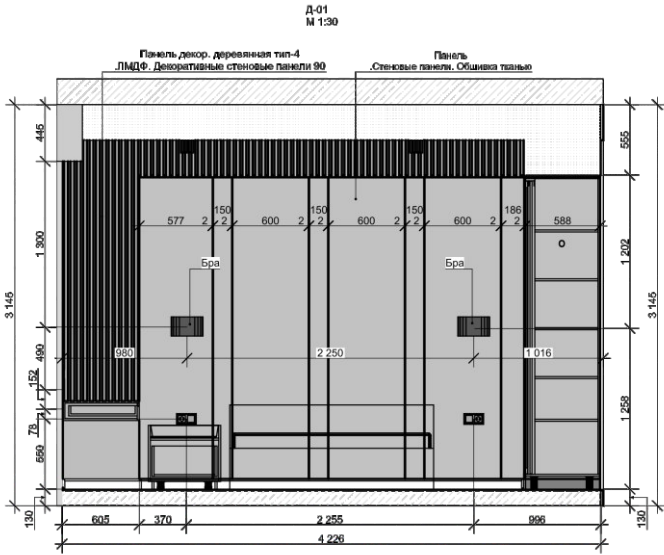
План монтажа перегородок и конструкций
М 1:50



План монтажа напольных покрытий
М 1:50



Schnitt





ARTEL TV

Projekt über: TV-Werbevideo

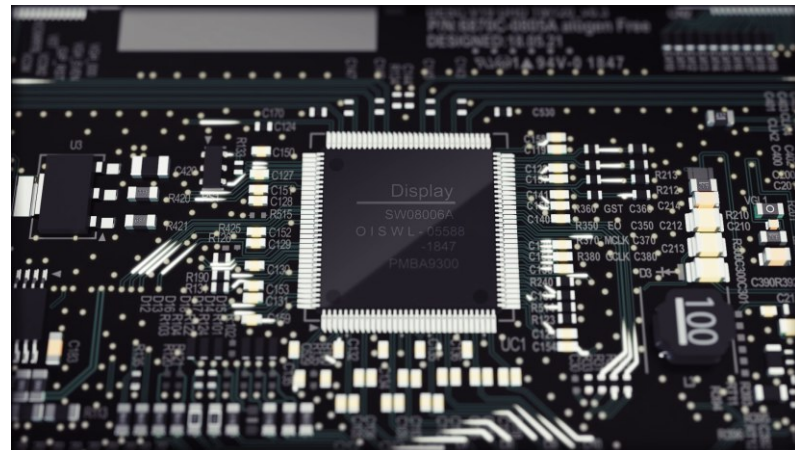
Jahr: 2019

Projekt-Status: umgesetzt

Software: 3ds max, V-Ray, Photoshop, illustrator



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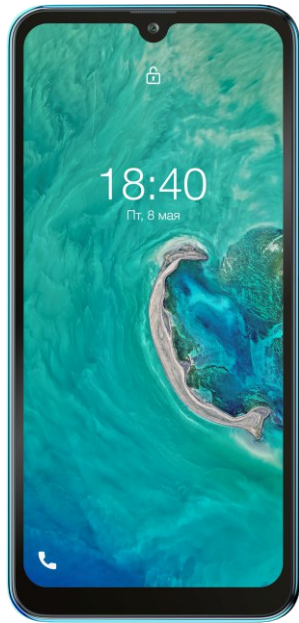


ARTEL HANDY

Projekt über: Werbevideo für Handy
Jahr: 2019
Projekt-Status: umgesetzt
Software: 3ds max, Redshift, Photoshop, illustrator



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