



### GRID AND CHARACTERS: A STRUCTURED CAMP (FOR ROMAS)

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THREE CRITICAL PROJECTS

Master studio | One semester

'The camp' is inspired by a meeting between locals and the Romas, and deals with both their and our (basic) needs. 'The grid' measures and reacts to the topography of the current site and reveals the organization of the camp to the surroundings. It is subdivided into nine squares, with sticks in the crosses and power cables attached them. The stick becomes the centre when establishing the *Lavvos*. One centre stick in each square is both a pipe and the structuring element for a common *Lavvo*. 'The characters' are common constructions for sanitary needs. They connect to the infrastructure of the city, both water and drainage. The sticks provide them with electricity. 'Together the sticks and the characters' is a bit foreign, but they are not strangers. The camp becomes an event that reveals something unknown to the outside, while providing privacy and freedom to the campers.