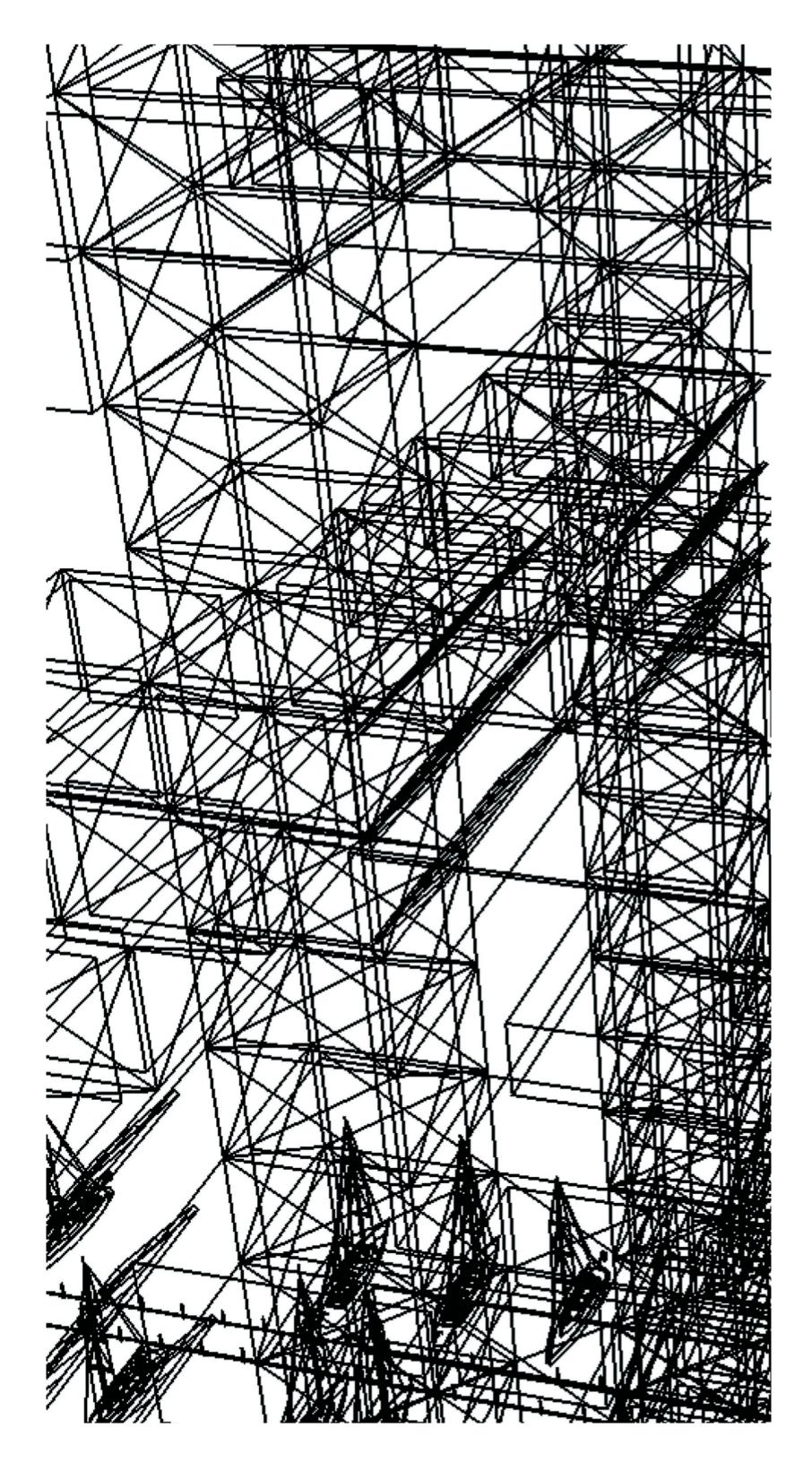
skyscraper city



norbert böhme

the idea is

What is the special idea of **Skyscaper City?**

Easy answer: a city.

This complete new type of skyscaper uses almost all elements of any traditional town.

It provides streets and boulevards, bridges, places, trees and plants, sheeds of water.

There are private and public buildings, apartments and offices. All things we know from our old cities.

But of course, **Skyscaper City** is special.

In contrast with the old well-known horizontal developed town, its development is primarily vertical.

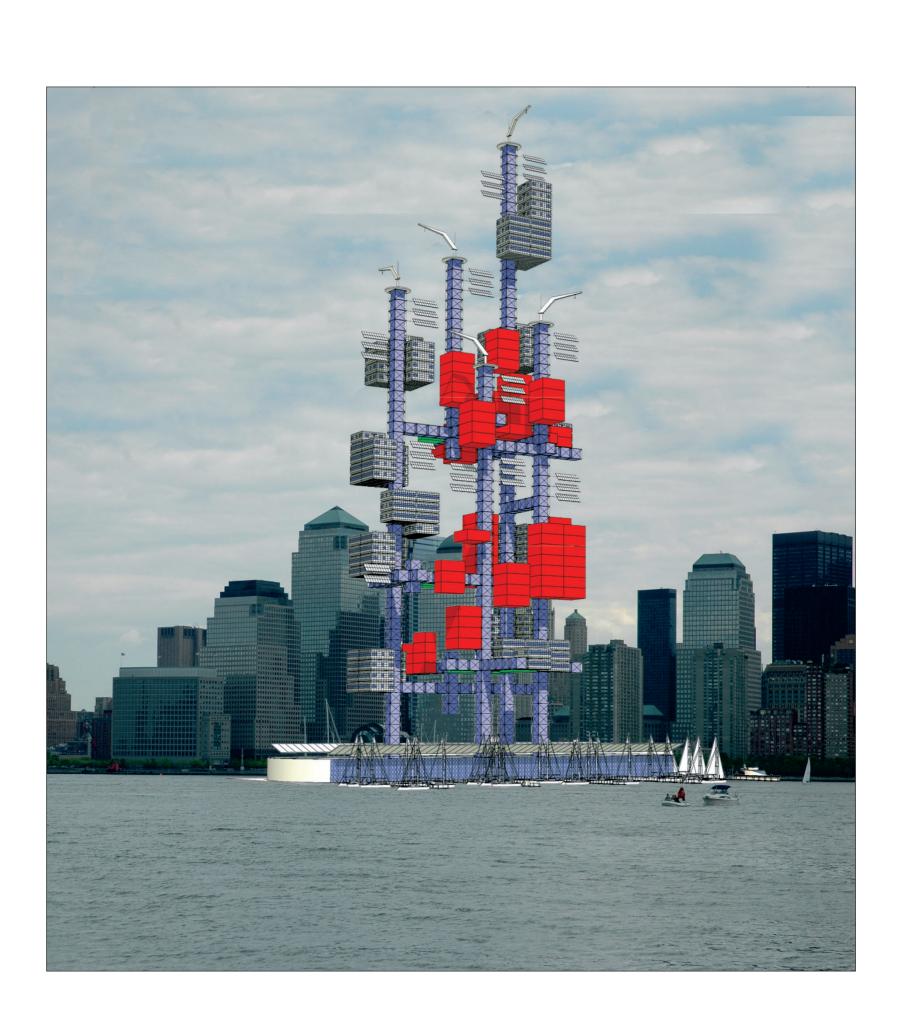
We admit that the elements may look a little bit different.

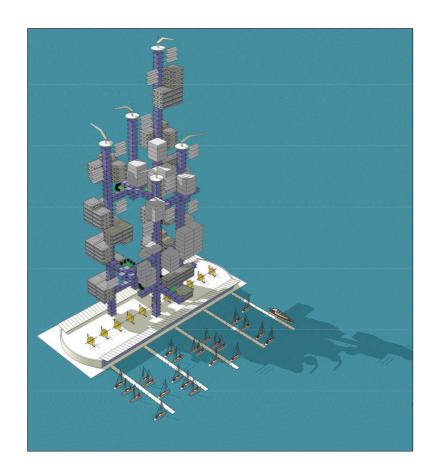
Streets become infrastructure elements for horizontal and vertical pedestrian traffic (blue in the animation below).

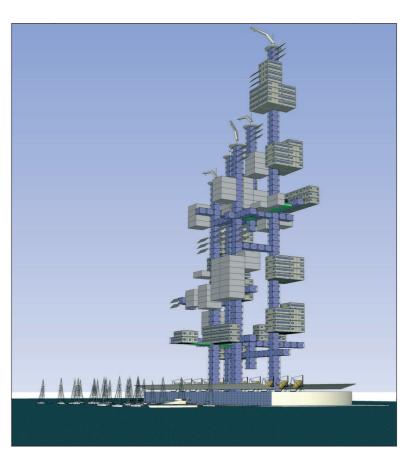
Buildings (red and grey below) are not made of wood and stone. They are high tech containers, all pre-fabricated on the ground and lifted up to their place by one of the cranes on the top of the towers.

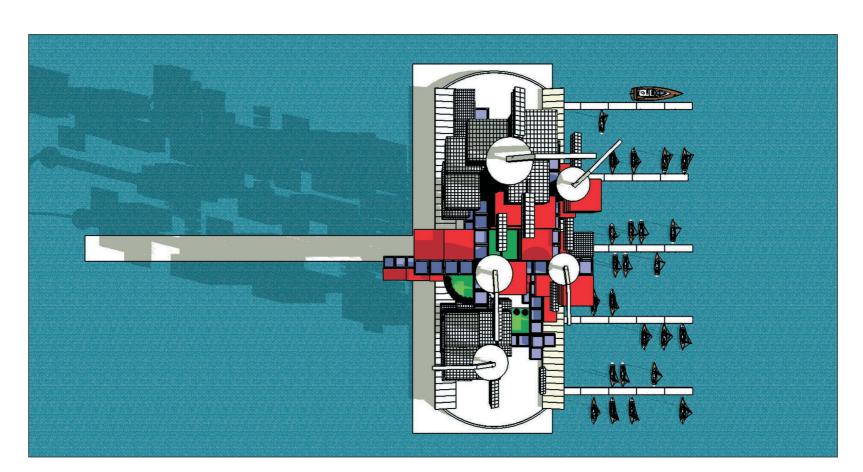
Skyscaper City is independent in its energy supply.

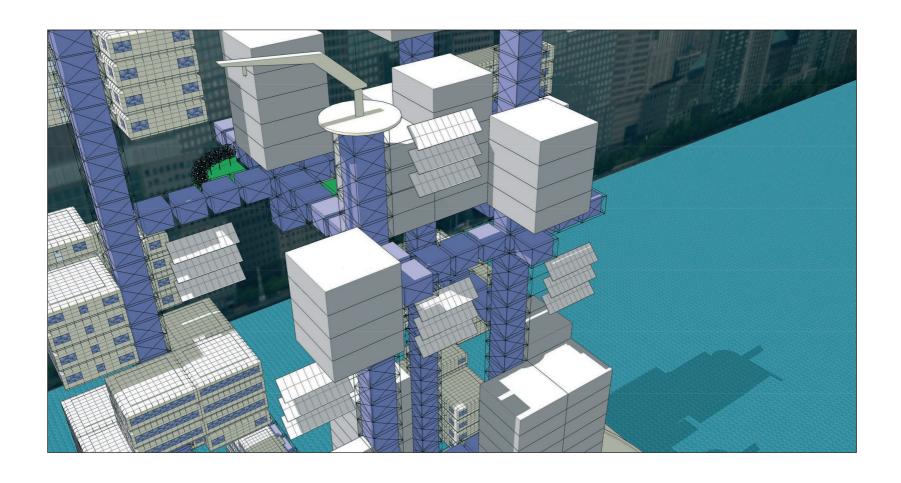
When situated in coastal areas, it can be placed on the water. In this case it makes all needed drinking water with big desalinators like they do in Monaco.









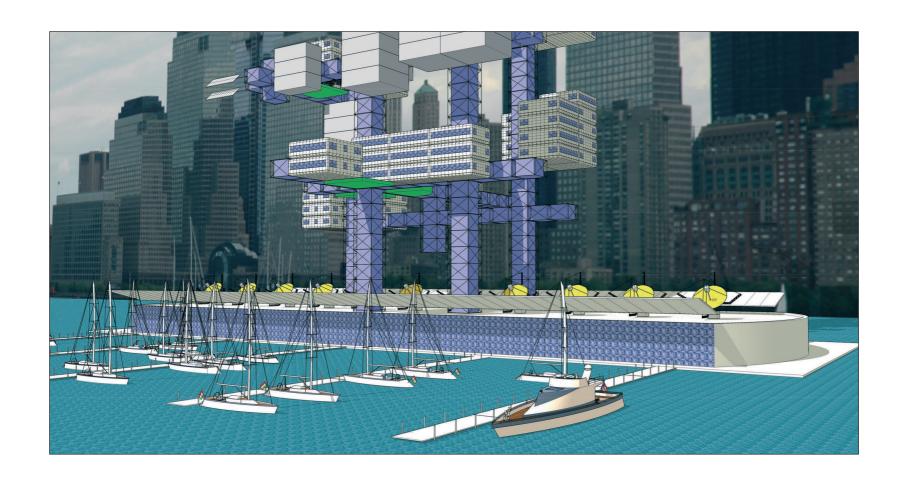


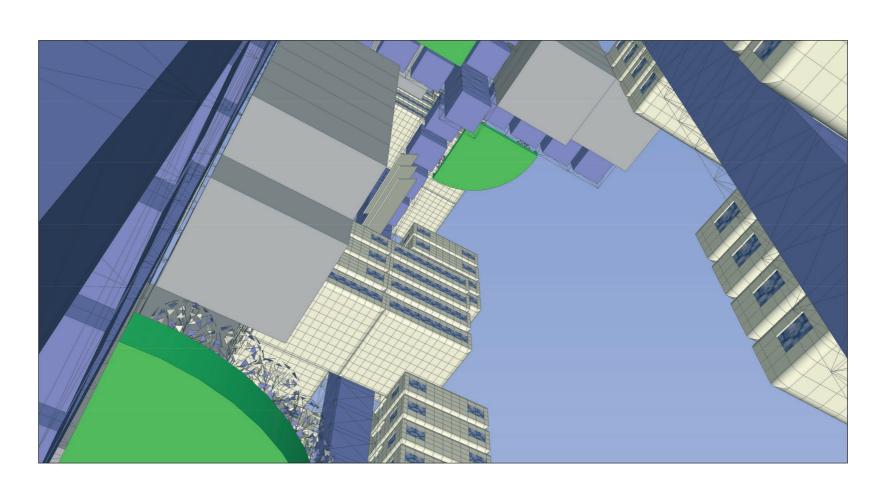
to whom does it belong?

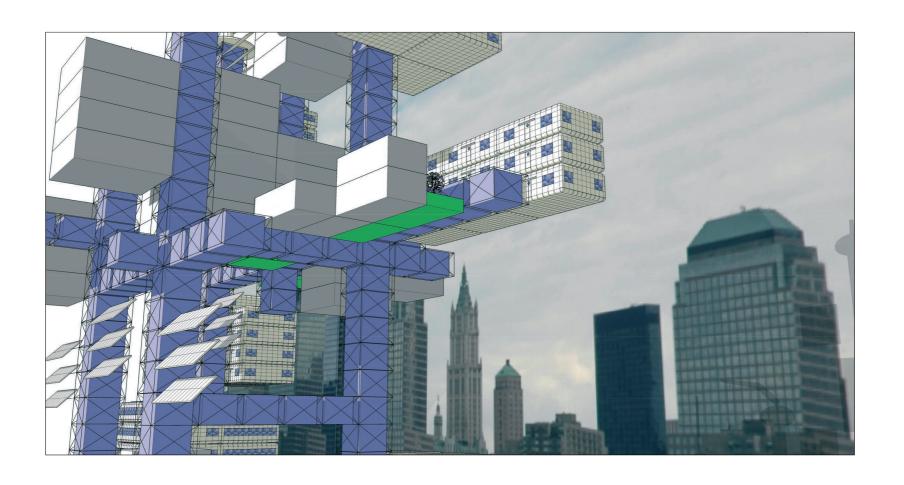
Skyscaper City will be a type of private or public community.

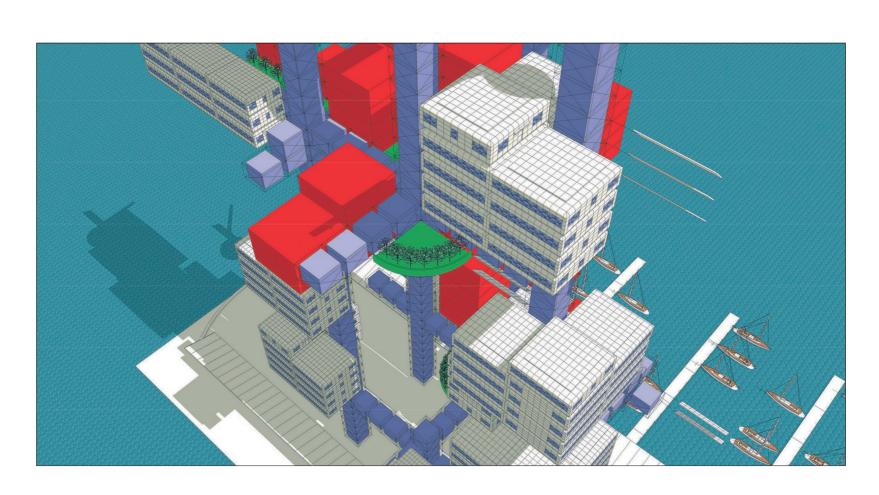
Like in any traditional city, different parts of it are belonging to different owners. Probably infrastructure elements will be owned by a corporation or a public authority. Important is, that you can buy or rent a "building ground" where you are allowed to "establish" your own private real estate.

There will be neighbourhoods and quarters. The development of **Skyscaper City** is not predictable in every aspect.









how does skyscaper city grow?

Skyscaper City grows step by step. It is small when founded and then begins raising up over a certain period.

When it starts its life, the first elements will be the big entrance hall with subway- and ferrystation, shops and all other facilities, the various energy systems and the horizontal and vertical pedestrian traffic levels. Maybe, even a marina is provided.

There will be a connection to the mainland by a tunnel for cars and subway.

The basement will provide a parking garage for visitors and inhabitants.

After all that has been established, individual building units

- private or public owned - are attached step by step to the infrastructure towers.

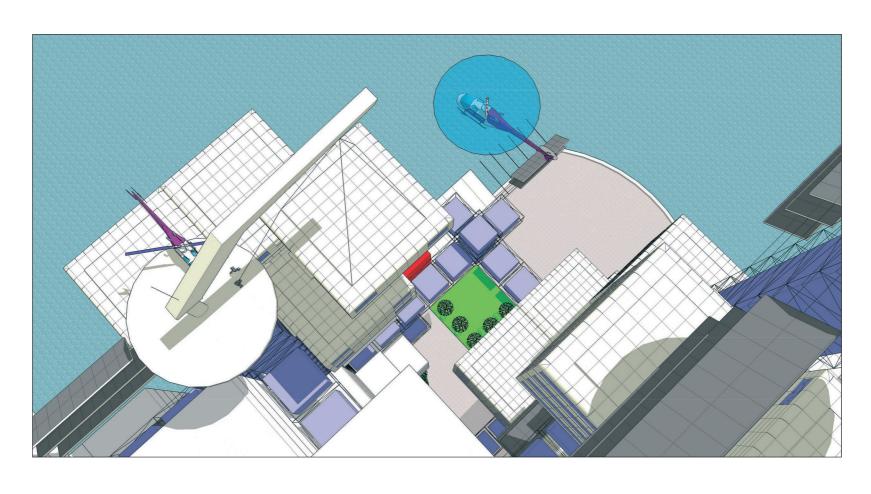
The new building-containers will be lifted to their place with cranes under assistance from helicopters.

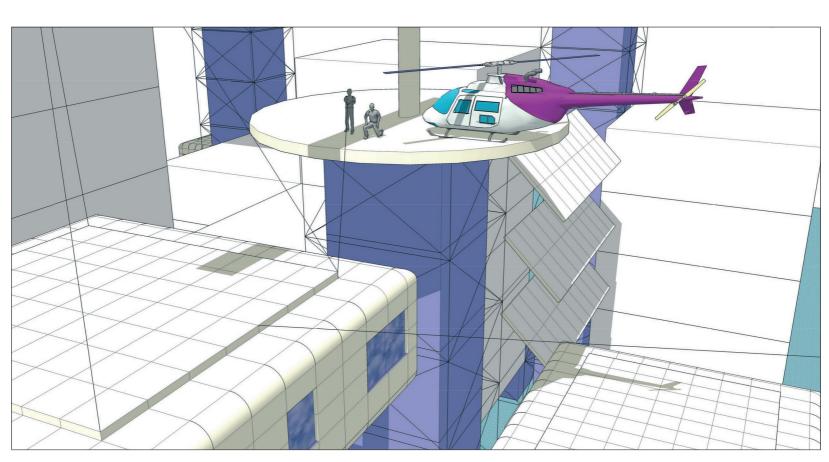
There will exist different types of **Skyscaper City**.

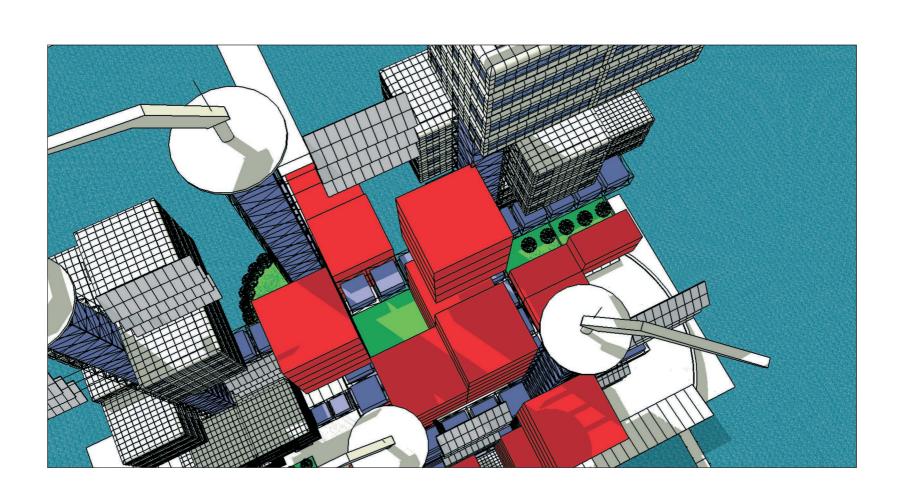
It can have different shape and size. This one has approximately 1000 feet of height. The entrance building has the dimensions of 350 x 750 feet.

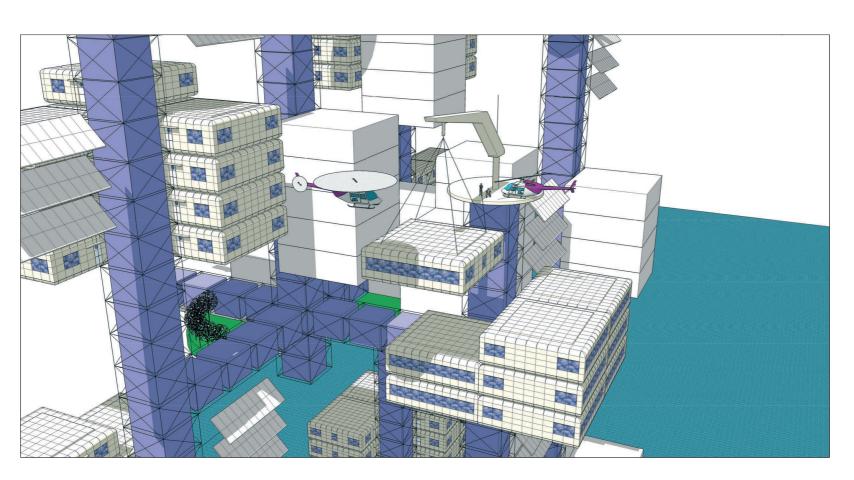
In its life, the tower will show different designs of building-units.

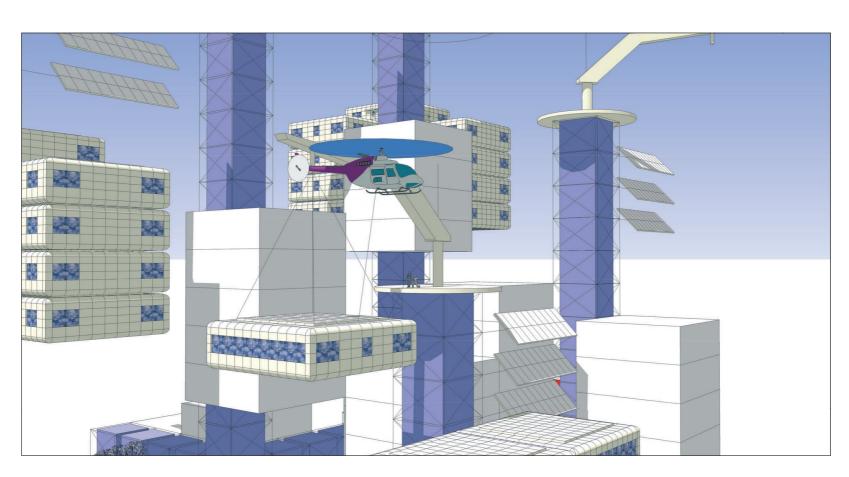
To cut it short: **Skyscaper City** will change and live like every traditional city does.











infrastructure

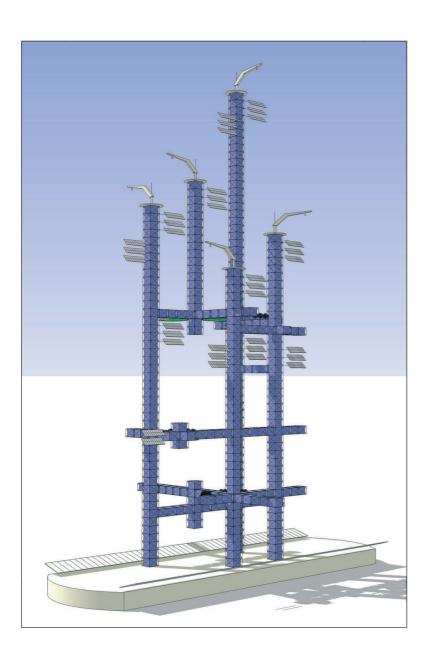
Infrastructure must be provided by the founders.

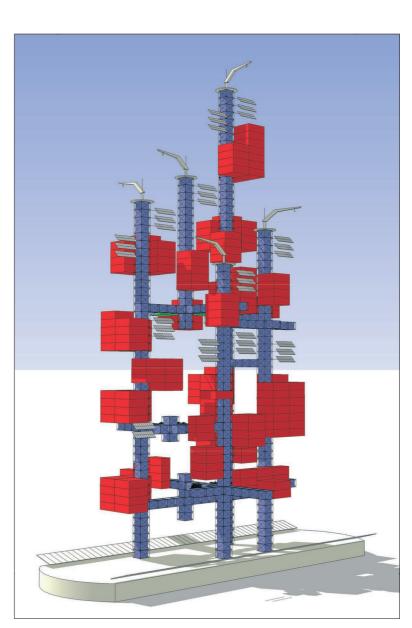
Facilities for all pedestrian traffic are key units of **Skyscraper City** and its development.

Towers and bridges (blue in the picture) provides lifts and

pedestrian conveyors. They contain also the horizontal and vertical alignment for the energy supply.

A fossil-fuelled power station is located in the basement in addition to the various renewable energy systems.





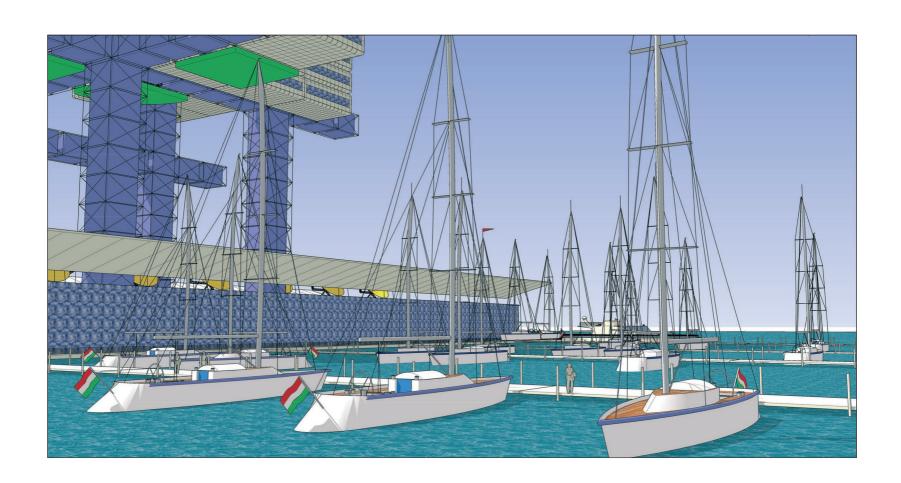
the marina

Skyscraper City is mostly situated "off-shore", in a bay area or - in this case - in the Hudson river in front of Lower Manhattan. And of course it has its own marina.

Although connected to Man

hattan with an underground tunnel, the ferry will be a favorite means of transportation.

Last but not least, the inhabitants enjoy having their own berth for the boat in sight of the apartment.





boulevards

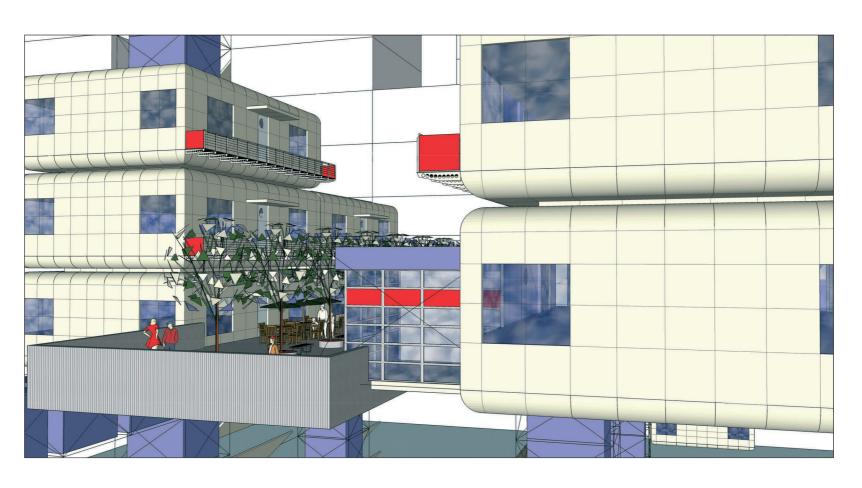
Like in any "normal" city, there are public boulevards with sidewalk cafes, restaurants and shops.

In the lower sections of the tower, they can be open, protected by the surrounding building units. In upper floors glasswalls will protect the strollers from too much wind.

There will also be trees and plants or artificial sheeds of water.

We will have busy zones and areas of recreation and contemplation.

Unfortunately, I fear we cannot avoid those skateboarders.





public places

Public places are main elements of our well-known towns and cities.

Skyscaper City provides many of them in different shapes. Like the boulevards, they offer all facilities, the urban society is familiar with.

Sometimes - like you can see

on the picture below - with an breathtaking view down to the river.

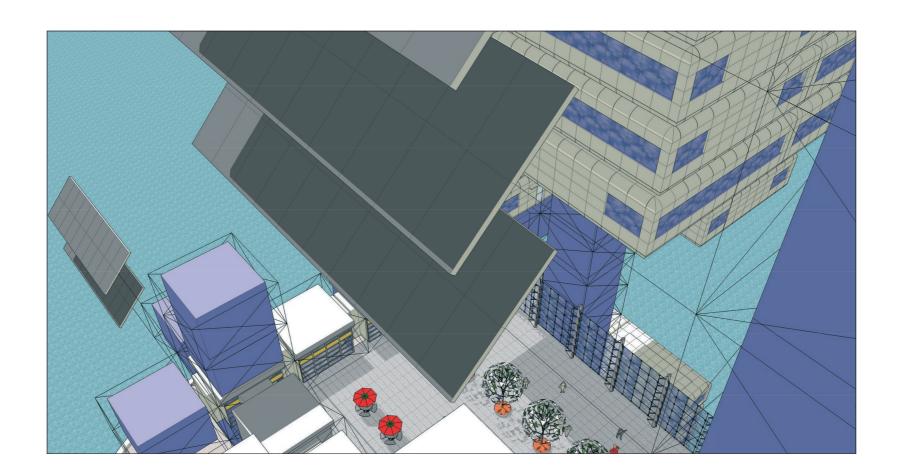
Only separated by a glasswall from the depth, strollers can enjoy a cup of coffee or tea.

The dogs will be thankful for the trees....









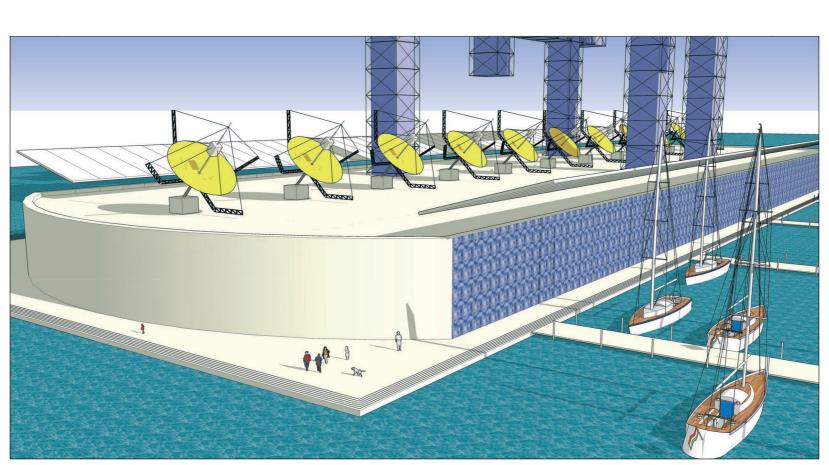
energy concept

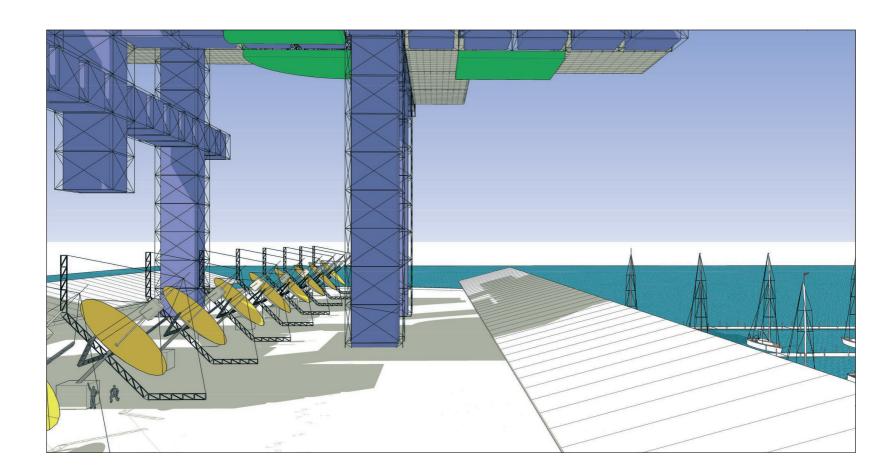
The energy concept of **Skyscaper City** consists of five main elements:

- dish-sterling machines
- wind energy converters
- photovoltaic systems
- geothermic systems
- desalination systems

Skyscaper City will be almost independent from its hometown energy supply. It will use mostly renewable energy sources, such as wind, insolation and geothermy. In addition with its own fossil-fuelled power station, the skyscaper will be selfy-sufficient all over the year.







The building units, hanging at the infrastructure towers will be high tech elements with high standard of thermal insulation value.

Desalination systems are producing the drinking water for the building. So it is independent from the cities systems.

Skyscaper City is the prototype of the future skyscraper.

