

# Slow How

We believe that cities thrive on diverse, surprising human interactions and that encounters with 'the unexpected' and 'the other' add vibrancy and intrigue. Both cities and buildings should be interesting on more than one level, offer a multifaceted interest to captivate the viewer on different layers.

We strive to design cities and structures that create moments of wonder, invite people to reflect and allow a slowdown in the everyday pace of daily life. We believe that creating spaces which prompt individuals to pause and stroll at a leisurely pace is essential in a world where haste and constant time pressure prevail.

We must view the city as a network. Urban vibrancy is sustained by connections, as networks enhance cohesion and functionality. It's crucial to move beyond the idea of buildings as isolated structures and recognize them as nodes within a broader framework. By seamlessly integrating internal and external spaces, cities become vibrant hubs where people and activities interact fluidly, enriching the urban experience.

**Legenda**  
Below is a new legend, showcasing values that typically don't appear on the legend of an urban plan. This unconventional legend comprises values that are not immediately quantifiable. To make it comprehensible and, above all, experiential for the observer and future users, we have associated these values with our senses: Touch, Hearing, Sight, Movement, Taste & Smell. This approach aims to broaden the understanding of the urban environment beyond purely visual elements, emphasizing the multisensory experience and enhancing the overall quality of life within the designed space.

- Touch
  - circular material use
  - biobased construction
  - trip price
  - car-free
  - peacefulness
- Silence
  - metropolitan character
  - bustling
  - rhythm
- Noise
  - darkness
  - ecology
  - landmark
  - nocturnal animals
- Sight
  - open space
  - car-free
  - goal-oriented
  - regeneration
- Movement
  - biodiversity
  - cultural sanctuary
  - ecology
  - social connectedness
- Taste & smell

