

# Regenerative design in landscape

Regenerative design aims at setting the framework for nature to do what it does best, and allow humans to enjoy it.



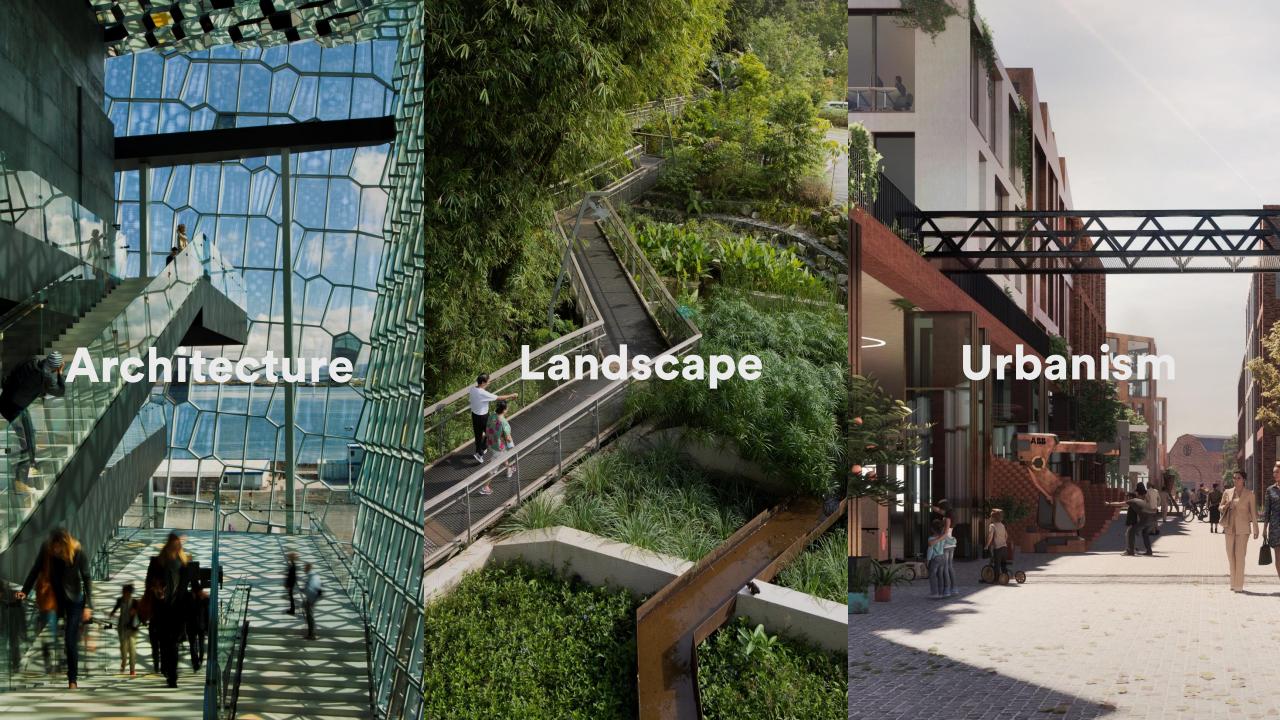


# A Danish office with a global outreach

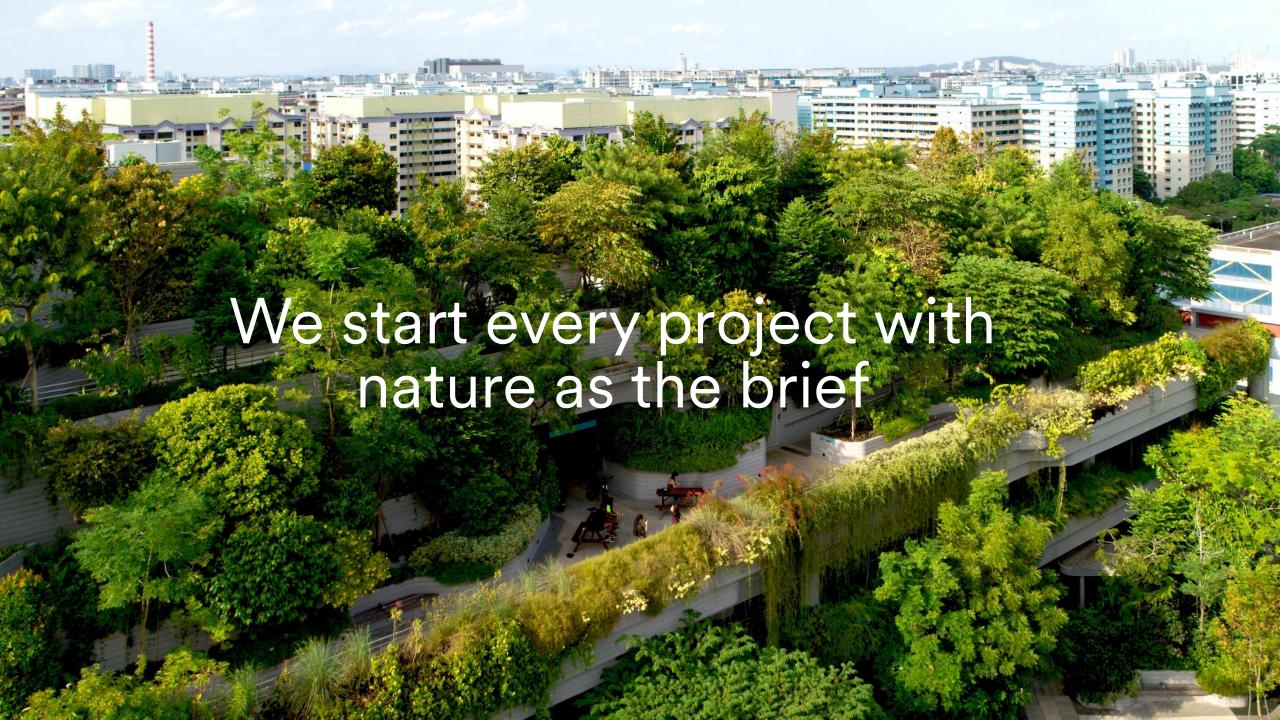




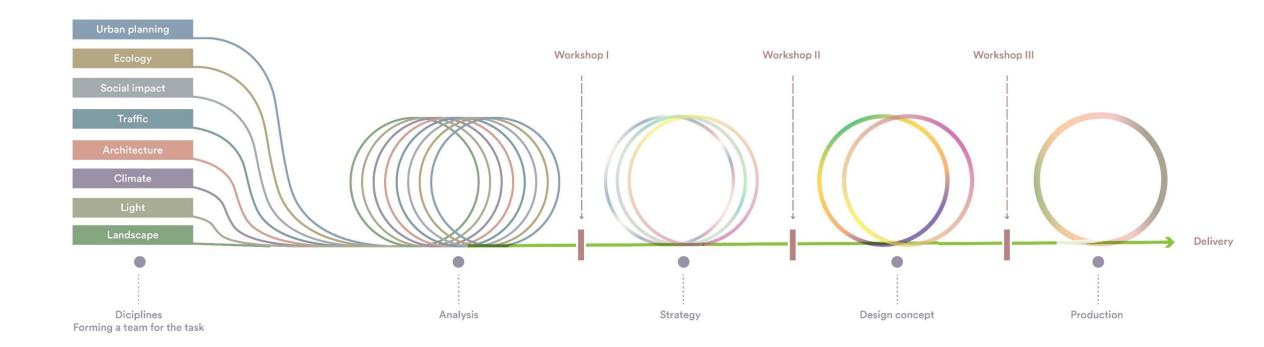








# Innovation driven by the interdisciplinary approach

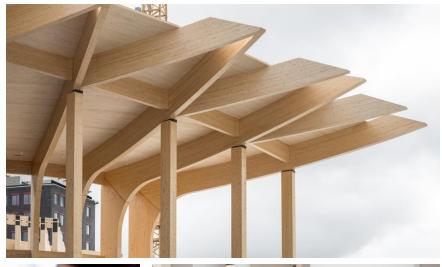




# A curiosity-led studio







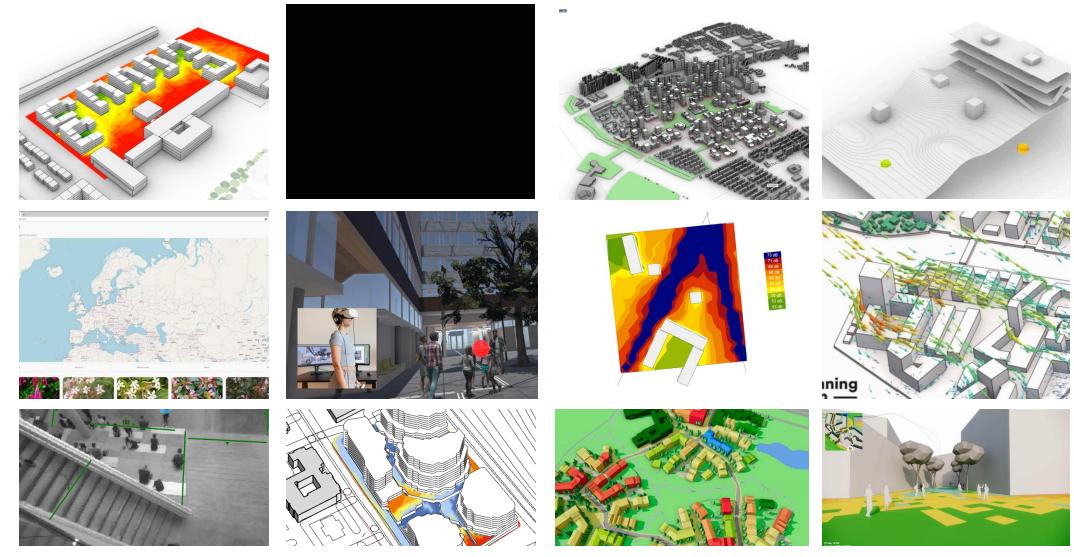








# Applied innovation



# Chronology of our PHD students

Climate Change sity and Biodiversity stems Imke Wies van Finnur Pind Drew Thilmany Pelle Munch-Jakob Martin Vraa Michael Alf Lassen Krister Jens Katie Heywood Magnus Reffs Gulin Jesse Stanford Ming Fricke Nitsan Bartov Mils Strøm ann-Nielsen Jørg ense n Nielsen Petersen Kram høft Yaz iciog lu PhD. Stud. Big Phd. Stud. Phd. Stud. PhD. Stud. PhD. Stud. PhD. Stud. PhD. Stud. And er sen PhD. Stud. Acoustics, MSc. Data PhD. Stud. PhD. Stud. PhD. Stud. Ethnology, MA PhD. Stud. Additive PhD. Stud. PhD. Stud. Remote sensing Regenerative Ecosystem Civil Engineer PhD. Stud. Energy Design Energy Design Urban Artificial Applied Carbon Design, Manufacturing Transfor mation Urban Heat biodiversity services design (Facade) (Building) Microclimate Lighting Cultural Architects Energy Design Island Analysis (Urban) 2024 2025 2009 2010 2011 2012 2013 2014 2015 2016 2018 2022 2023 **Future** 2017

# Biodiversity net gain

SCENARIO 1
No landscape intervention on both greenfield and

brownfield

Result compared to existing site conditions:

- 30.87%

decrease of biodiversity

SCENARIO 2
Landscape intervention in both greenfield and brownfield



Result compared to existing site conditions:

+49.11%

increase of biodiversity

SCENARIO 3

Landscape intervention on greenfield, brownfield and adjacent plot (park)



Result compared to existing site conditions:

+109.11%

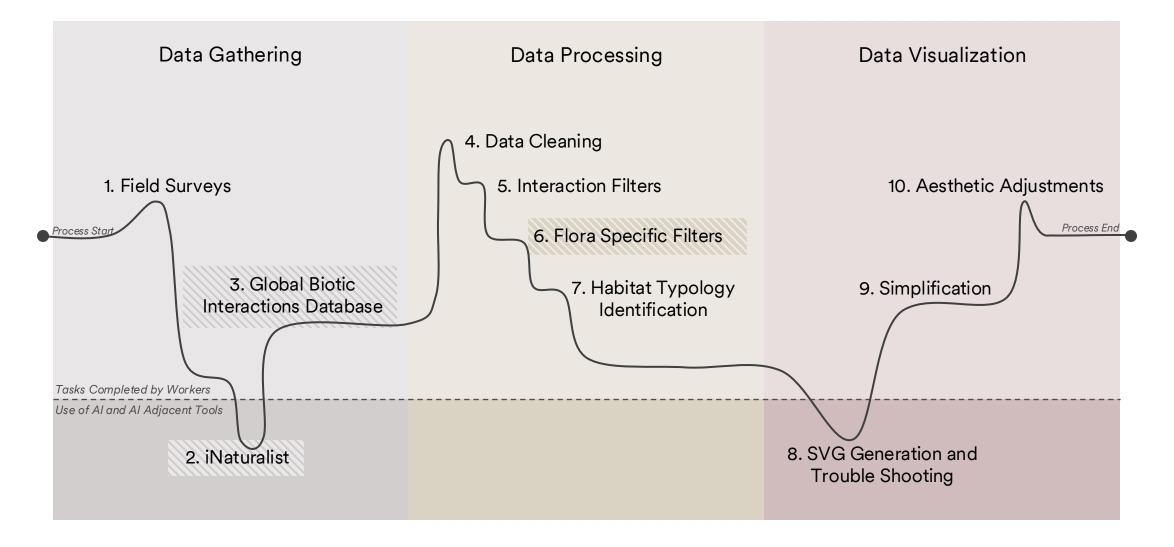
increase of biodiversity

# What are we currently exploring with our in-house biologist

- To identify suitable planting typologies that will contribute to the flourishing of local ecological communities
- To work with a variety of data sources to identify "extant biota" at and near the site as well as their potential relationships to each other
- To explore AI tools as a method for effective visual communication



### **Process overview**



# Data gathering

#### Field Surveys

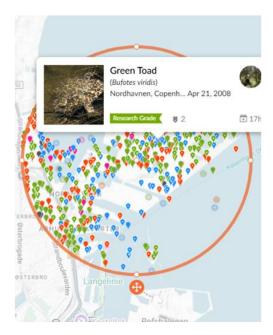
- Expert Ecologists/Biologists were sent to the site to observe and identify flora and fauna species present.
- IUCN threat level was identified for species observed



Tasks Completed by Workers

#### iNaturalist

 Additional species were added into our analysis through the Citizen Science app iNaturalist, which uses Computer Vision to identify species based off of user submitted photos



Use of AI and AI Adjacent Tools

# Global Biotic Interactions Database

 Biotic interactions (aggregated from scientific articles) between relevant species were downloaded with an Algenerated API request.



Data Acquired by Workers, Data Accessed with AI Assistance

# Data processing and visual output

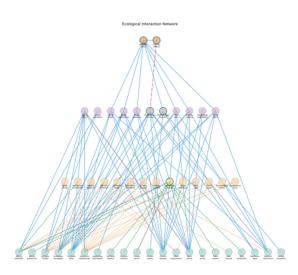
#### Data processing

- Data manual cleaning
- Interaction filters
- Priority relationship

# Flora Species Interaction Comparison Across Taxanomic Groups Tuding a page 10 and 10

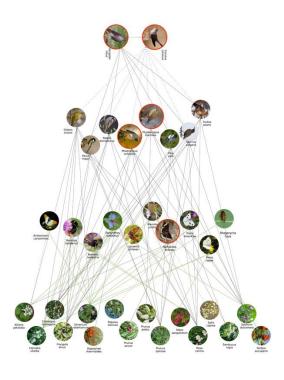
#### Code generation

- Code-generated graphics to allow for editability and fine-tuning
- Several Interations required to ensure accurate depictions of data



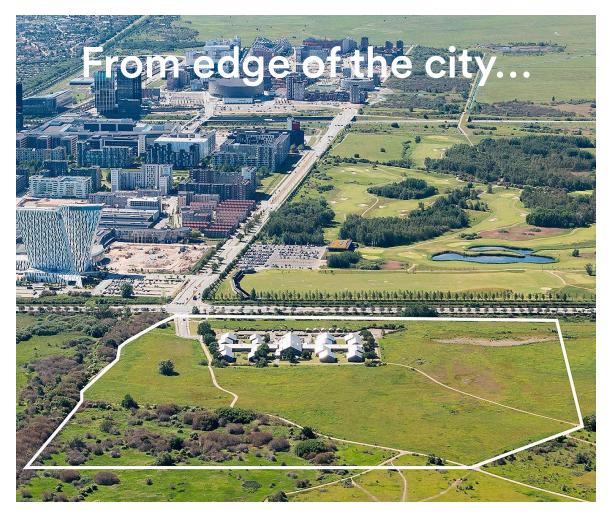
#### Visual improvement

- Alignment with color palette
- Insertion of species pictures
- Improvement of graphic structure



# Fælledby, Copenhagen

Typology: Mixed use masterplan









# How to plug in a human habitat?





Living

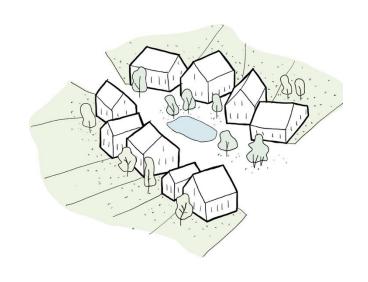
+

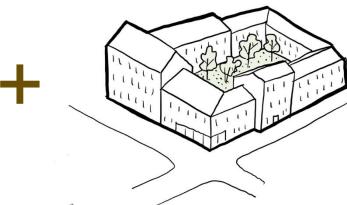
**Nature** 

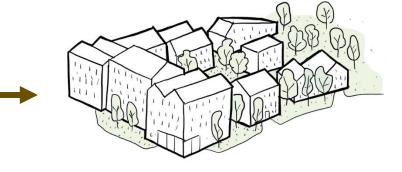
Village

## Copenhagen block

## Fælledby block







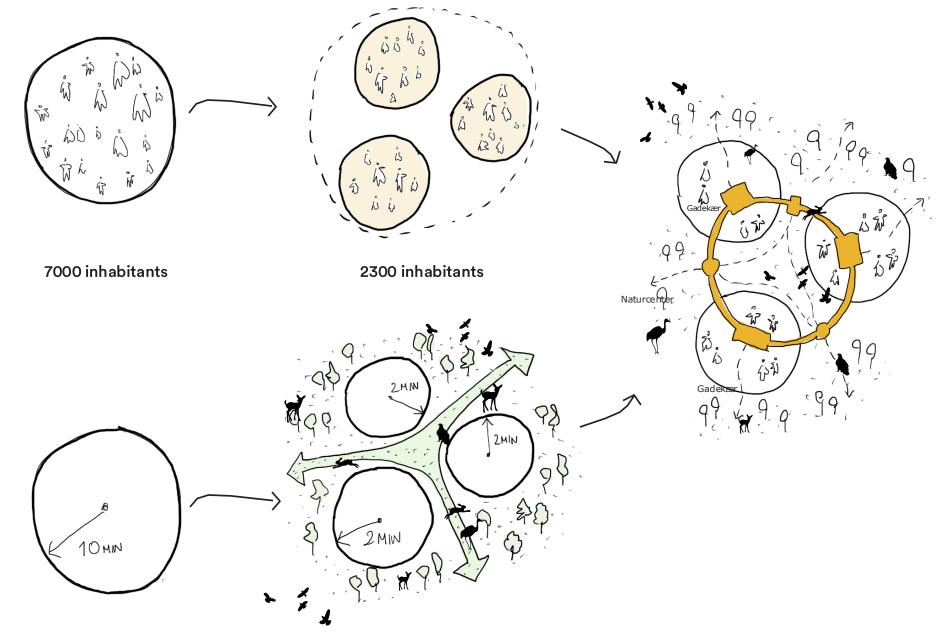
Henning Larsen

20

## Fælledby Neighbourhood

# Fælledby building structure







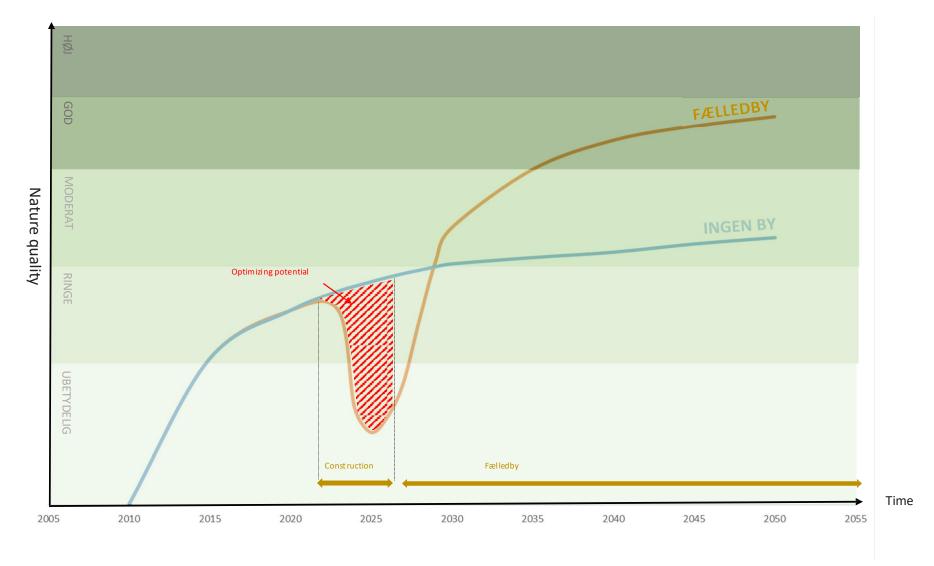


Nature taking priority

# Design for biodiversity

Decreased green area sqm by 37%
...but increaed bidiversity by
+ 77% quality A habitats
+ 300 % more diversity in species



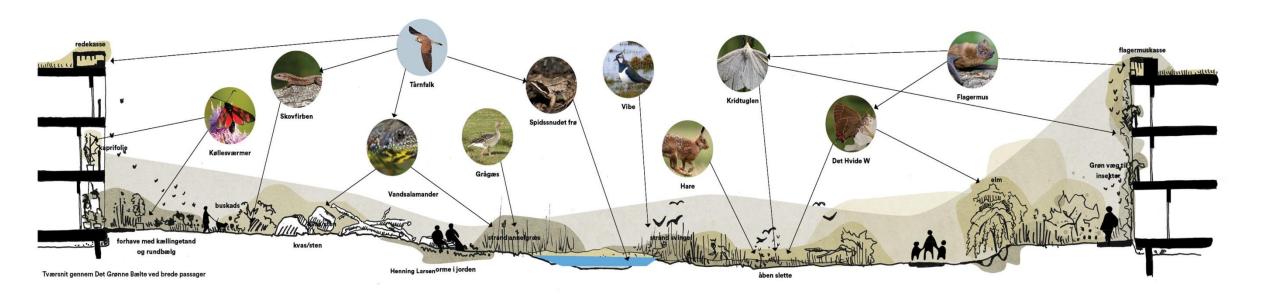


## **Biofactor**

# **Fun fact**

# Cats are not allowed!





New way of living in Nature...

## Rainwater strategy







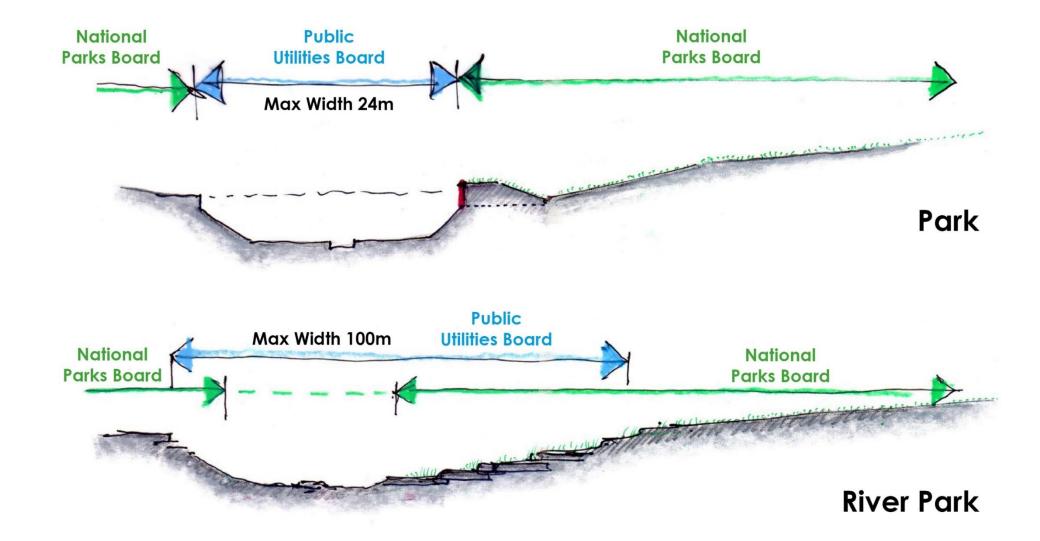




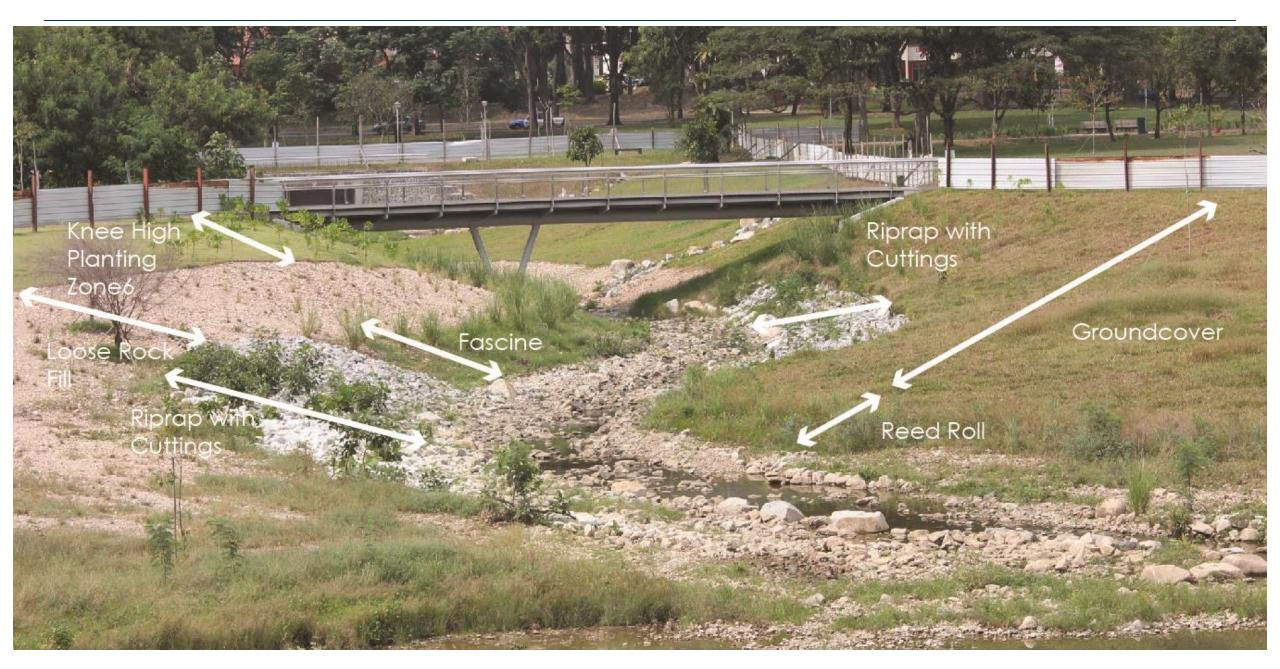




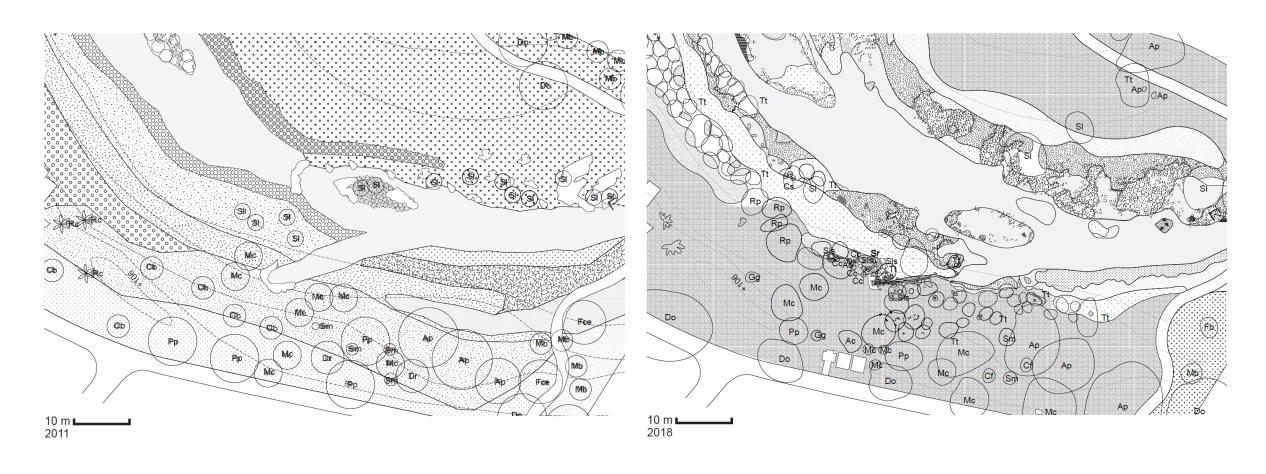




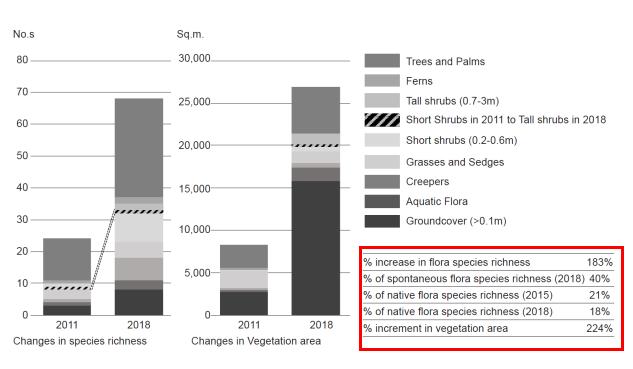




## Designed vs spontaneous



### 2011 (completion) vs 2018





## 2011 (completion) vs 2018







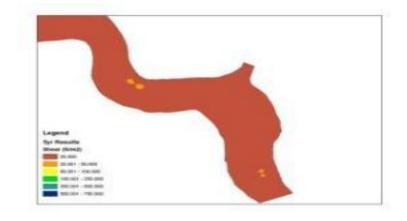


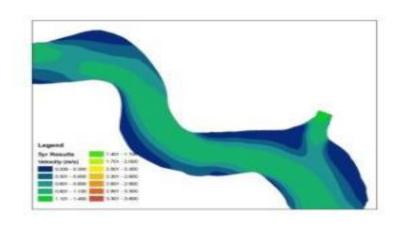


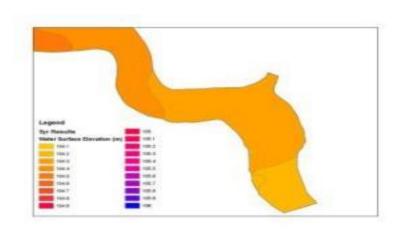


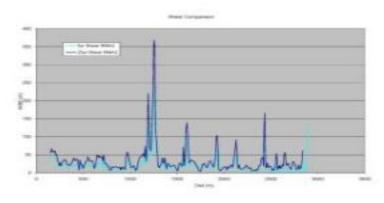


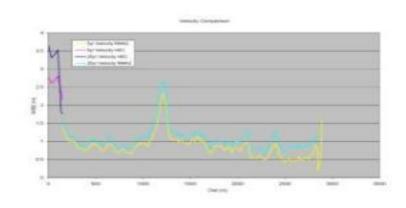
### Data driven river design

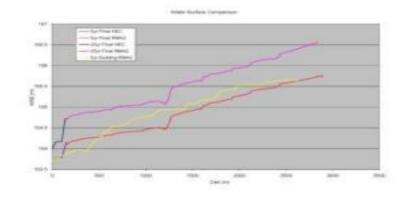








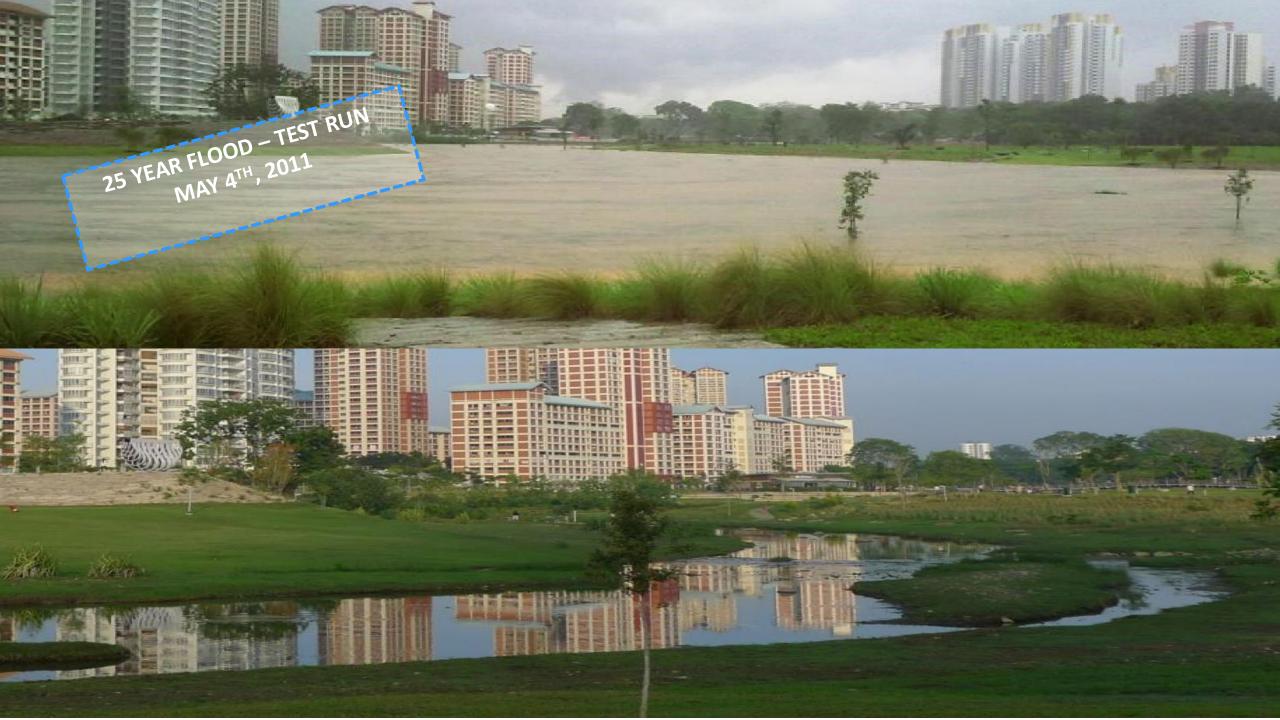




Shear

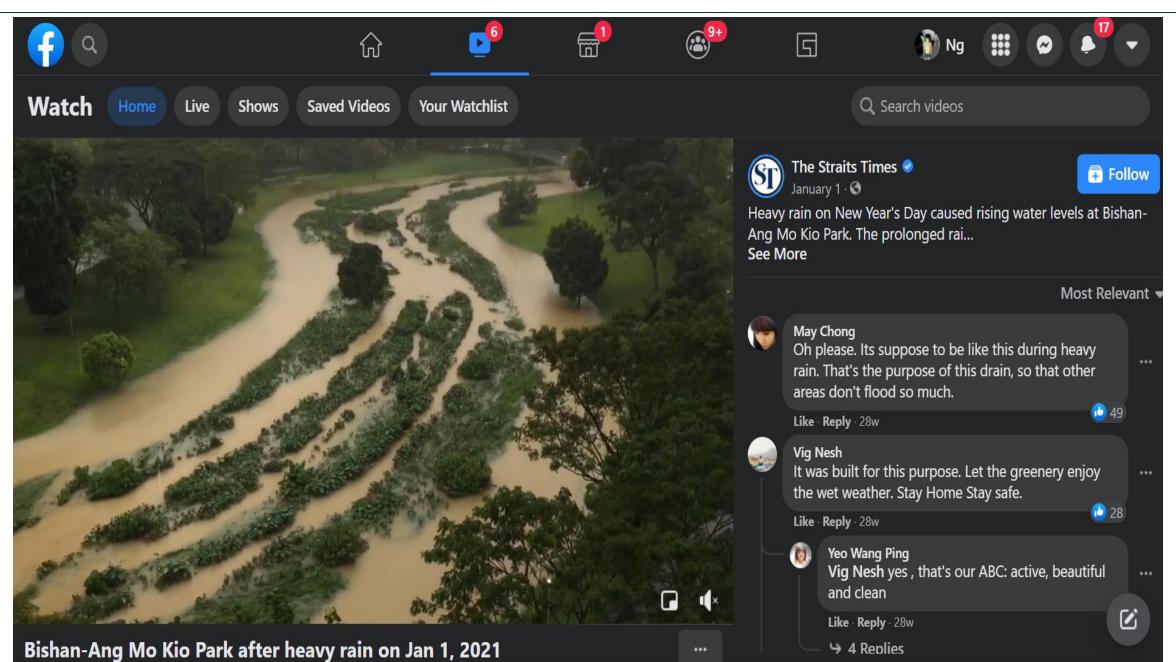
Velocity

Water Level









# Closing

Let us try not to control
Nature, but rather
understand its complexity
through technology to
maximize its benefits for all
living things.

