**FREELANDER**

Our Project is deeply rooted in history, in the places and tribes that have characterized these places. It tries to inspire new users to get in touch with the old spirits through a new approach, which bases on the innovative and eco-sustainable use of new technologies.

The history of this land, so hostile to human life, leads us to retrace the footsteps of its first inhabitants, the Paiute Indians, nomadic gatherers who survived to a semi-arid steppe environment by living in intertwined bush huts. We began our creative process from this assumption, and we developed a strategy that takes shape by digging into the heart of these people.

Inspired by the history of the nomadic tribes that once lived in this area, we decided to call our project FREELANDER. Our proposal is a large-scale intervention strategy that allows the users to freely experience the place through the use of different devices that we designed.

These devices represent a symbolic way to reinterpret three recurring themes in the history of these places: the travel, the nomadic life, the ritual collectivity.

**The journey: ARGO**

ARGO is a device that allows to freely rooms through all the different areas of our project.

paths of the desert. Its propulsion mechanism is made up by a huge rotating sail and by four wheels of large diameter that are powered by the thrust of the wind and, just occasionally, by a cycling back-up system.

Following a study of the main air currents that cross the area, we have created an itinerant route that allows to have the wind in favor most of the time. The crew planned for Argo is composed of a helmsman, four cyclists, two people in charge of the sails and a lookout at the bow. Moreover, it can also carry up to four other people for a total of twelve crew members.

**The nomadic life: R.A.N.C.H.**

For a true nomadic experience, it is fundamental to have the appropriate means.

R.A.N.C.H. is not only a survival kit but an integral part of the journey itself. Thanks to the materials that it contains, R.A.N.C.H. can help to the desert for up to two days. In this way, the visitors would be able to immerse themselves completely in nature.

Inside it we can find various tools necessary to survive and orientate within the area. In addition to these camping standards, the R.A.N.C.H. carries a HUT and an ENVIRONMENTAL MAP too.

**The ritual collectivity: GHOST DANCERS**

The name GHOST DANCERS comes from the cult of the Dance of the Spirits. With their ritual movements, these Spirits were able to invoke the animals and the rain. The Paiute population considered them as gods. Therefore our three sculptures are inspired by them.

GHOST DANCERS is both the main base-camp of the area and a sculpture that represents the strongest landmark of the project. It acts simultaneously as a terminal and departure deck for all the visitors, offering them space to shelter, refreshment, and care during daytime and nighttime.

**Approach**

We have tried to propose sustainable and recyclable materials for all the design elements. The most complex structures such as the ARGO's ones whose dimensions are 44' 3'' by 12' 10'' have been designed in 100% recycled aluminum. Their nets and plastics are all recycled or recovered while their fabrics are made by a 100% natural hemp fabric. For technical reasons, the sailing’s fabric is a recovery one and it’s the same that we used for the external covering of the GHOST DANCERS.

The tools that have been designed have different sizes. We go from 20 sqm of hemp fabric for the R.A.N.C.H. module, to 250 sqm for the biggest GHOST’s structure. Some of the elements, such as cables and pegs, are made of steel for safety reasons, while the mechanical and technological parts of all devices are designed to be easily purchased on the market.

We do not expect these materials to have continuous routine maintenance thanks to the robustness of the chosen technologies. In addition to the repair of the different parts that make up the modules, the possible replacement of damaged parts will follow the same previous sustainability criteria.

The three projects we are proposing have different costs. The construction of the sand-sailing device ARGO is around 30’000 $: 15’000 $ of prefabricated aluminum structure, 5'000 $ of recovery sails, 5’000 $ of mechanics and technology, and other 5’000 $ of coatings and cables. The R.A.N.C.H. module cost is around 2’000€ while one of the sculptures is quite aligned to the cost of ARGO. For the three tents, we foresee a cost of 30’000 $: 15’000 $ of aluminum poles and steel cables, 5’000 $ of hemp fabrics, and 10’000 $ of space fabrics.

The entire strategy is easily feasible and is composed of prefabricated elements that are easy to find. In the case of selection, we will be able to build on-site a working prototype of each element that constitutes our project. We also reserve the right, in case of selection, to elevate the detail level of the project and to revise the budget accordingly.

Our project strategy requires that all project components are either prefabricated or recycled parts. The most complex parts are firstly prefabricated and then transported to the site, while for all those elements that must be purchased on the market by necessity, we will use local companies. Nonetheless, the idea is to ensure that the project will be replicable and that the visitors could be involved from the very first stages of the construction as part of their experience.

**Environmental impact summary:**

The design solutions developed aim at a light and respectful use of spaces, which places the natural element at the center of the experience. This principle is reflected in the general approach to the interventions, in the choice of materials, and finally in the implementation methods. We focused on the research of those materials that could both provide the necessary technical and resistance qualities but at the same time that is deriving from sustainable production processes and that, at the end of their life cycle, may be reused or recycled. The main materials used, both for the means of transport and the shelters, are aluminum poles (quality of lightness and recyclability/reusability); steel cables (necessary to ensure resistance); recycled plastic panels; hemp and other bio-derived sources sheets and fabrics; wood from certified renewable sources and lastly an isothermal sheet (necessary to guarantee impermeability, insulation, and durability to the base camp structures).

As regards the ways of using the spaces through the designed tools and the proposed experiential map, it is emphasised that the project envisages an exploration and use of nature with zero impact: the developed means of transport uses only the power of the wind as its locomotive force and, in the absence of this, can be mechanically operated; the mountable shelters allow you to camp temporarily in different areas without the need of fixed supports and without leaving any trace at the end of your stay; the only elements that have a permanent character are represented by the structures of the base camp, which in any case have eco-compatible construction methods, without the need for foundations or masonry works - they are simple structures "resting" on the ground, that can potentially be removed at any time.

Although supply issues (e.g. energy, water, food) are not subjects directly addressed in our project proposal, we however have fulfilled their hypothetical implementation to be in line with the guidelines outlined so far. It is imagined that any electrical energy needs are met by solar energy tools, with photovoltaic cells and high-efficiency storage systems that can be transported within the means of transport and can be used when necessary. Concerning water needs, the presence on site of various sources of drinking water was noted; these can be used as a supply point. Finally, part of the large property can be used for the implementation of food production methods that apply the principles of agro-ecology. This area can be both a supply point for passing visitors and a place where they can experiment with innovative forms of agriculture in line with natural cycles.

Summarising, what has proposed aims at an experience of visiting and staying inside the area, respectful of its characteristics and that does not generate negative impacts on the environment nor the surrounding nature. Furthermore, the forms of access and use provided invites us to place the natural element at the center of the experience and to rediscover a new relationship with it.

Among other things, the project aims to support the following environmental activities:

• slow fruition mode (excursions, explorations, etc.)

• immersion in nature and the possibility of camping in places almost completely devoid of anthropogenic pressure

• discovery of real natural monuments (geysers and other sources of geothermal activity)

• observation and identification of the wildlife present and the various types of vegetation and their adaptability strategies