ANCIENT PHILIPPI: CONNECTION AND DESIGNATION OF URBAN & SUBURBAN AREA OF KRINIDES

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Abstract: The present study created in the context of the subject Cultural landscapes-area analysis to improve the techniques of maps routing and configuration. The project took place in the town of Krinides, capital of union Philippi, Municipality of Kavala, and has as main aim the shortest map routing including all important locations of the area and redesign public lands, which as a result contribute the community's development. It's aim was to attract locals and tourists, the creation of a friendlier environment for all but also to support the biodiversity in the area. The main concern was to find innovative ideas and solutions, to resolve basic problems of functionality of space and strengthened the approach of residents with such an important part of the region. After redesigning the space automatically became interesting and attractive, with the intense activity, creating a feeling of satisfaction to all.

Keywords: Cultural landscapes, shorter routes, Philippi, configuration, archeological sites.



Fig.1: East side of the archaeological site

1. Analysis & History of the area

In the town of Krinides, capital of the union Philippi, Municipality of Kavala, situates probably the most important archeological site of east Macedonia, Philippi. Be in distance of 16 klm far away from Kavala and 21 klm from Drama makes it a place with easy access because of Egnatia road [1]. This fact elevates it to a land with many developments and touristic exploitation. The settlement has an important course of history from Hellenistic till Byzantine times.

Colonist from Thassos island established the area with the name Krinides between 360/359 B.C. but soon the name changed to Philippi as help was asked from Filippos B' to confront threatens of Thracian tribes. Situated in the strategic point with economic importance attracts his interest and fortify the town. Part of this wall we locate till nowdays. All archaeological finds of the area are the points to unify and upgrade so as to appeal scientists and top executives with educational standards to sarve research activities [1].



Fig.2: View of the Basilika B'



Fig.3: 3D rendering of the archaeological site after recostraction

2. Analysis & Design

A systematic exploitation shall lead to economic prosperity of the area and the appreaciation of our country's treasures. Touristic development that hasn't negative influence to the morphological structure of the area is necessary now that the economic crisis impose attraction of tourists.

The present planning proposal shows off the shortest passages in the town that lead the visitors from central points in Krinides to the most important monuments of Filippi, passing through all spots of limited area. Without far reaching and expensive works it intends to mark out and support the historical progress of the district through centuries.

The proposal's functionality so as to incorporate past land planning with present can be supported by a contemporary design technique. As a result, we try to include all the rich elements of area's history besides to studies in advance so as to wipe out omissions and mistakes in design.





Fig.4: Wider region map with the Land uses of Krinides

3. Results

The dominant intention of this project in the context of the subject cultural landscapes- area analysis is the search of development possibilities of the settlement with respect to the past and the urban and rural landscape.

Aim of the study is the functional upgrade of the settlement so as in one hand the residents to improve their everyday life and on the other hand visitors to be helped to approach easier all important points of the area.

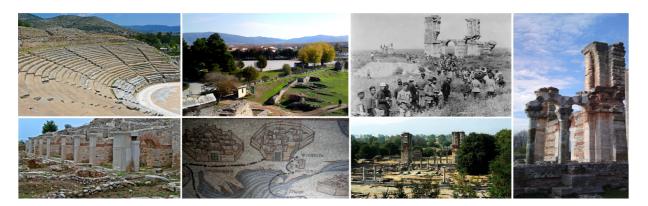


Fig.5: From the past and the present of the archaeological site

4. Basic design idea

The idea of the main design of the site was based on the meandering map routing, which is this case in the most utilizable ^[3]. This way the map routing is configured so as not to interfere with the existing points of ancient ruins and contemporary important location in the town, but to move between them, creating the shortest routes, doing the pass of pedestrians immediate to all visiting points. At the same time we try to offer the sense of a more natural landscape cow ting the routing with planting, creating curved, secluded sitting areas. The use of dense vegetation has an important role for the natural look of the area, giving a sense of confinement and security ^[2]. In general, through this design the natural landscape is invited to urban and suburban net.



Fig.6: Ancient Ruins in urban area

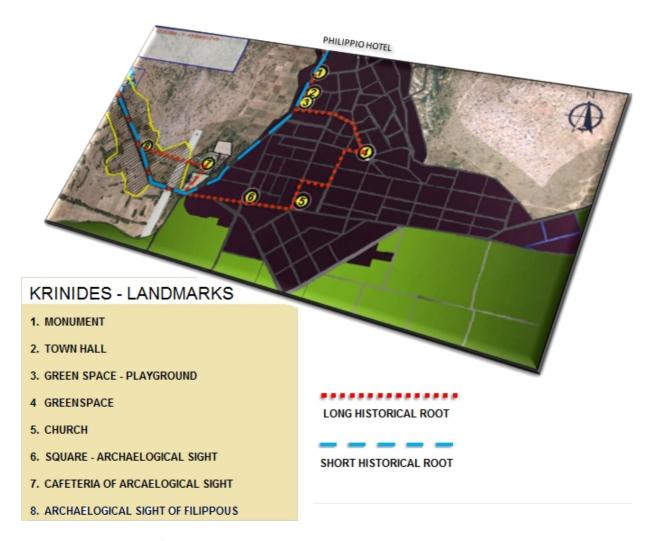


Fig.7:Map routing suggestions through cultural landmarks



Fig.8: Cultural spots of the town

5. Planting

The indigenous plant species used in remodeling were selected for their suitability in places with urban pollutions, resistance to weather conditions of the region, as well as tolerance to intense human presence [2].

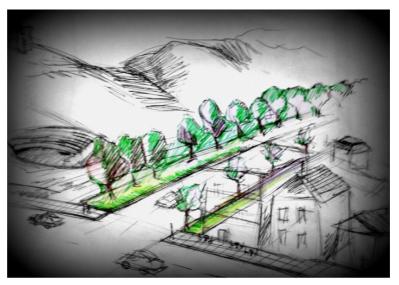


Fig.9: Alley of trees

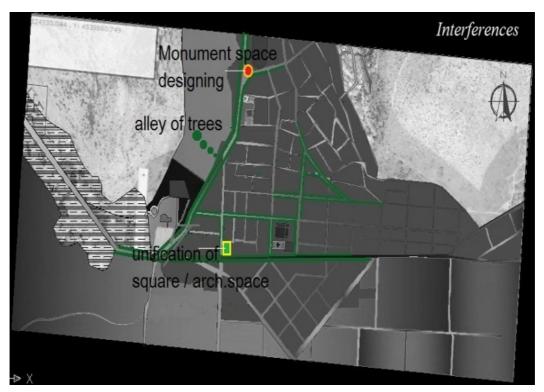


Fig.10: Planning suggestions of cultural sites of the town

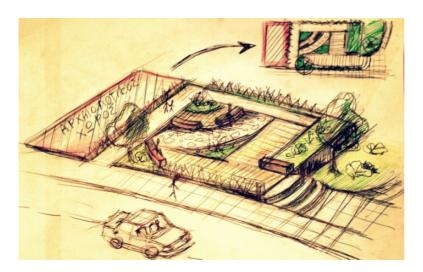


Fig.11: Redesigning of square next to the archaeological site

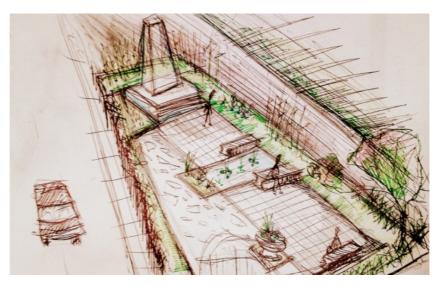


Fig.12: Redesigning of the monument's site

6. Conclusions

The final configuration of the settlement fulfills the promotion and the development of the area, while highlights in most, the history and the wealth of the region. Plus, all disadvantages and malfunctions that overwhelm were eliminated, while particular attention was given to the utilization of natural advantages. This area is not offered only for recreation and study, but also as a breath of freshness, for residents of the town. After, the redesign is believed to be transformed in the next most frequented area to escape from the daily routine. Finally, we note the vitality interwoven with the functionality and the easy access to everywhere provides by the new route.

7. References

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Fig.13: Ancient Ruins in suburban area

Mini resume

With a degree in Landscape Architecture and Degrees in English, German, Spanish, computers at levels C2 and love in academic affairs and arts, is a diligent and hardworking character. The interesting in exploration of new developments and the social skills enables her in associated with people from many different cultural backgrounds and lead in working groups.

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Graduate of the Landscape Architecture industry and with degrees in English and computers, she is emphasizing mostly the artistic point of view. A genial and dear colleague with a strong feature of responsibility and hard work is a person who participates in a variety of extracurricular activities.

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Also, a graduate of the department has engaged in many artistic and academic activities As a child of the big city is well aware of the necessity of natural resources in the plot of the urban site, that's why she feels the weight of responsibility for improvement. The title of English C2 degree contributes to inform her on new trends in the industry.

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