

fabio manfredi

# LINEAR SCAPE

Meaning of  
a path in landscape

 Altralinea  
EDIZIONI

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### **From Reggio Calabria to Delft**

via Messina-Salerno

390 hours at 5km/h

2,153 km

This route crosses through multiple countries.

### **From Delft To Rome**

via SS9

330 hours at 5km/h

1,588 km

This route crosses through multiple countries.

**Acknowledgements** This short essay is an abstract of a research work made up between Italy and Netherland, between University *Mediterranea* of Reggio Calabria and *Delft University of Technology*.

First of all, I would like to thank who walked with me along this path, that is, my supervisors René van del Velde and Daniela Colafranceschi. I would like to thank them for the spirit of venturing themselves in rarely-beaten paths.

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# WALK PLAN

Walking attaches special meaning to the landscape and for this reason the issue involves more and more fields of knowledge. From the world of art and history, walking has become a kind of common ground to geographers, anthropologists, sociologists, photographers, and writers.

Yet the spatial disciplines, such as architecture, landscape architecture, urban planning, curiously are not yet sufficiently focusing on this topic and on the clear relationships between walking, pedestrian mobility planning and making landscape.

This essay tries to define the meaning of pathway: as line, as artwork, as landscape design. At the same time *Linearscape* investigates the physical action of walking in the landscape, in current times, our understanding of movement in relation to understand of the landscape and the living environment. *Linearscape* is a sort of dictionary made up with contribution of important references, ranging from landscape architecture, geography and anthropology and it aims to outline the path as a landscape design, not only with technical implications but also aesthetic, conceptual, cultural, anthropological. This paperback provides a repertoire of designs that emphasizes the role of path like instrument able to include everything around, extending the viewpoint in the realm of ideas, imagination, knowledge, measurement, time, memory, interacting with a site and turning it into the landscape.

It therefore investigates on the path not like object but as spatial device, like physical and conceptual organization of territory with respect to interaction with social agents, both individual and collective ones. It investigates path as spatial, social and geographic process.

It thus does not take into account the purely technical aspects related to the path's design, but it rather takes into consideration the meaning and importance of the path on knowledge and promotion of the landscape. This essay tries to outline how important it can be a pathway in the rehabilitation of those marginal spaces that still need to be defined and which demand a project.

It is a design-oriented research that provides some reflections addressed to all the "actors" of the landscape transformations, which are involved on the mobility planning, but the interdisciplinary approach of this paper wants to attract the interest of a wider scientific world.

*Linearscape* is an investigation on the path's design that starts from the experimentations of 70's and from work by artists such as Long, Andre, Smithson to arrive at the most recent landscape designs that have represented pioneer solutions on this field. They range from ephemeral works of Landart to recent public spaces for walking made in the world. They range from a few meters of the path of *Moses Bridge* in Netherlands, up to two and a half kilometres of the *High Line* in New York.