



VISUALISATIONS OF A FUTURE CITY

BUFFALO CITY

Front Cover Image: Open Session, The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Ciara Struwig

[<O>] VISUALISATION STUDIO

Commissioned by the South African Cities Network
Implemented by Ilifindo and The Trinity Session



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Over 25 years into our democracy, South African cities continue to reinforce the spatial legacy of apartheid through its spatial planning practices. While some improvements have been made in terms of affordable housing and transport infrastructure for example, these efforts have done little to make cities better urban spaces for all. With the numerous imbalances that exist in South African society today, the Visualisation Studio's aimed to develop a series of visualisations that offer insights into future city conditions based on people's lived experiences.

*Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations.
Creative Respondent: Marcus Neustetter*



Ilifindo, in collaboration with The Trinity Session, were appointed by the South African Cities Network (SACN) to facilitate multidisciplinary workshops in 9 cities across the country. With the guidance of local ambassadors, we identified participants from each city, to participate in online workshops. These workshops aim to unearth collective images and narratives about how citizens imagine their cities and urban spaces functioning in the future. Through a combination of personal experiences of small and large scale urban realities, the goal was to develop a series of multi-layered, perhaps even contradictory visual responses from the diverse users that inhabit our cities.

Due to the Covid-19 conditions of social distancing, all interactions took place via various online platforms and applications. During period of June 2020 – Sept 2020 several online engagements took place per city, where individuals and groups collaborated in time-controlled studios. During these sessions, between one to four creative respondents were visually

documenting and capturing the ideas, concerns and debates offered by participants. The studios were meant to foster multidisciplinary interactions and we managed to crowd in voices of students, entrepreneurs, professionals in the urban space, NGOs, city officials, artists and creative community organisers. Participants were invited to three different studio experiences: Introductory Sessions, Open Sessions, and One to One Sessions. Each studio was curated to extract rich content related to the topic of discussion, or to draw out a series of commonalities.

The resulting visualisations, their summaries and an online exhibition curate some of the highlighted content which contain rich narratives and complex data with the potential to influence future design.

This document contains visualisations for the city:

Buffalo City



Visualisation Studio Information:

Intro Session

Intro Sessions served to introduce the participants to the sessions in more detail. These sessions encouraged an abstract analysis of their current cities, using sensory experiences and descriptive techniques to address issues. These outcomes served as the foundation for building a new city vision upon, where the future cities attributes were explored in depth as well as solutions sought for constructing this vision.

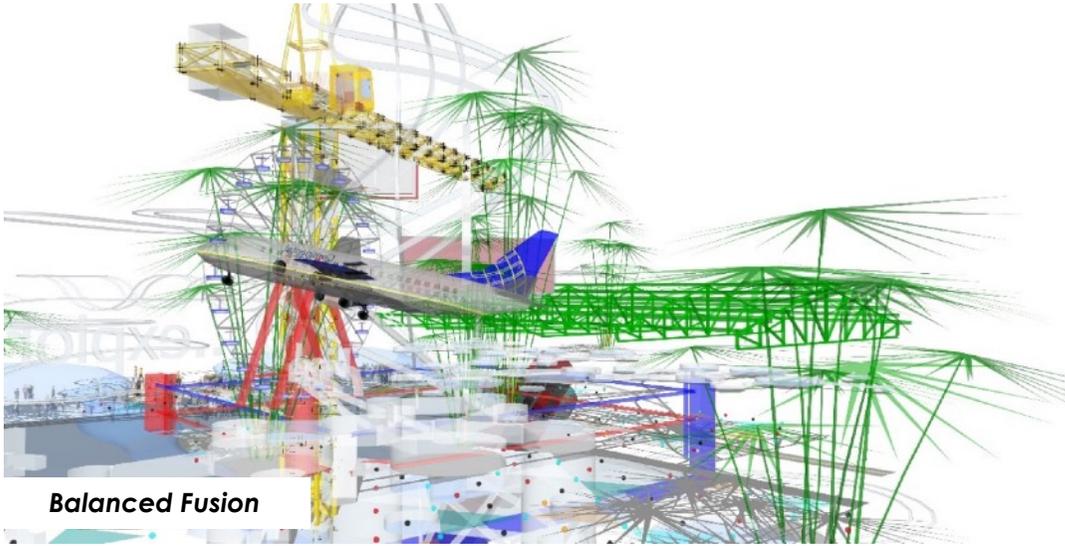
Open Session

Open Sessions invited participants to explore concepts brought up in the intro sessions in depth. Each open session had specific theme or problem area that was discussed. The open sessions encouraged an interactive participatory approach and each session was carefully themed and researched.

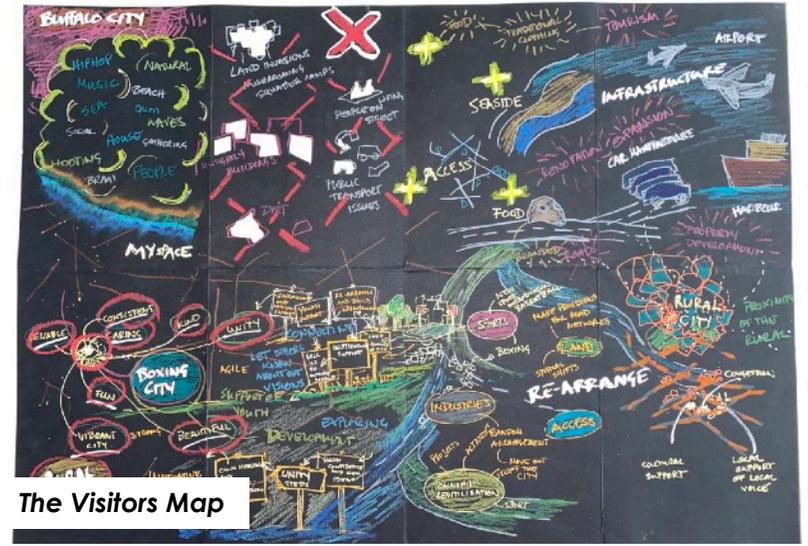
Session Type	Date	Respondents & Visualisations
Intro Session 1	26 Aug 2020	3
Intro Session 2	1 Sept 2020	3
Open Session 1 City as Creature	3 Sept 2020	3
Open Session 2 The Tour	4 Sept 2020	3

4 VISUALISATIONS OF A FUTURE CITY

BUFFALO CITY



Balanced Fusion



The Visitors Map



Mythical Existence

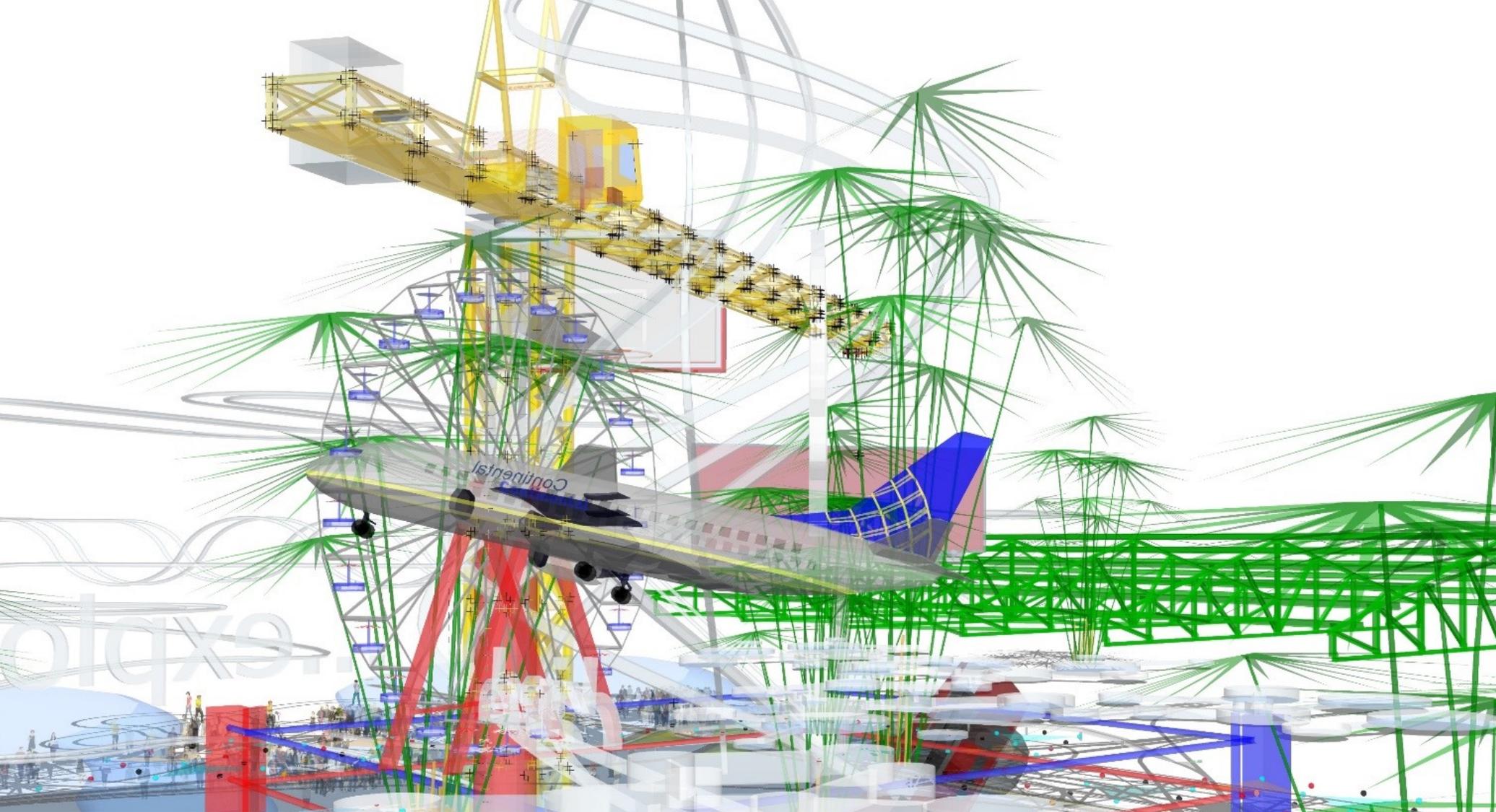


Lightbulb City

BUFFALO CITY VISUALISATIONS

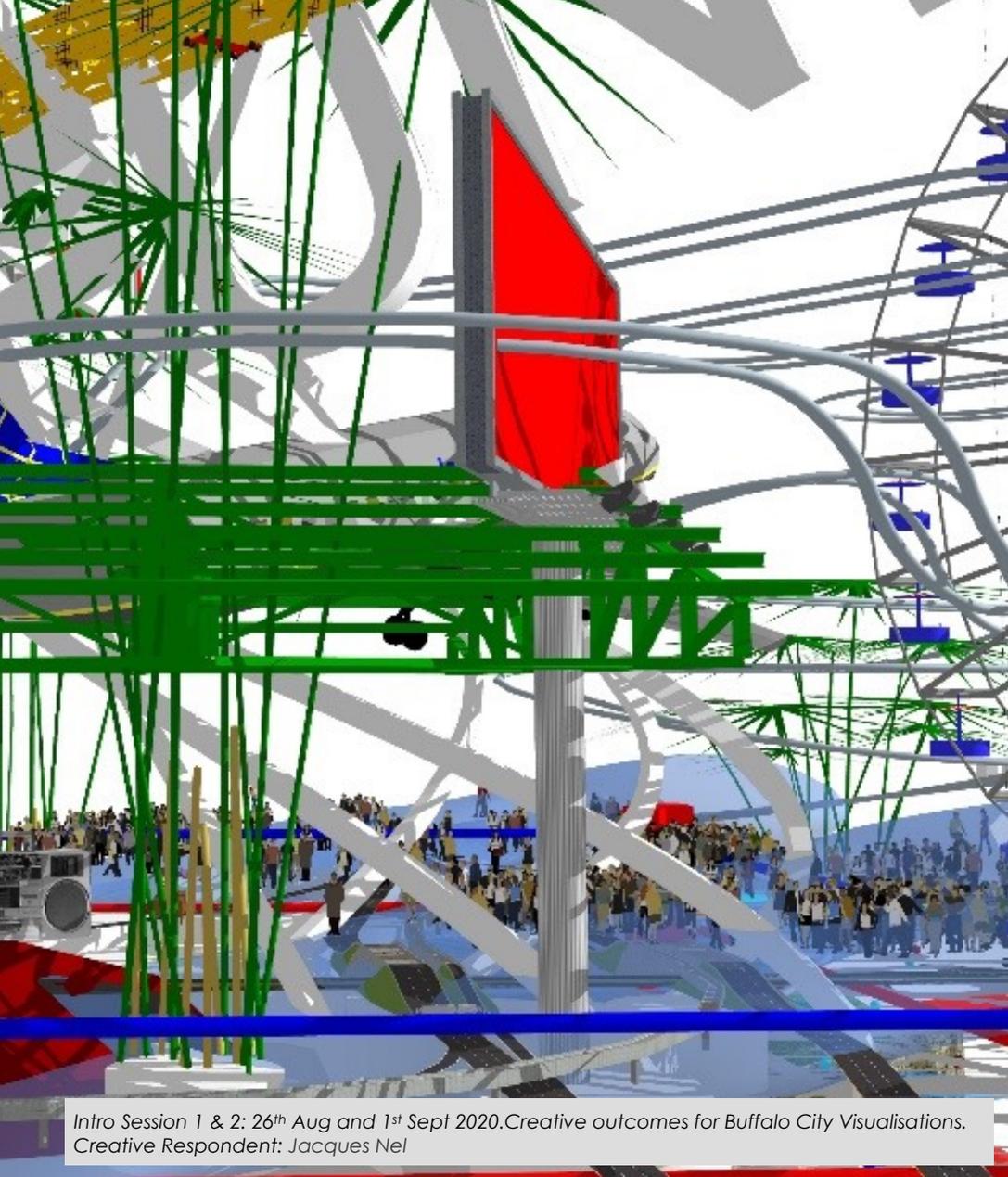
BALANCED FUSION

BUFFALO CITY



BALANCED FUSION

BUFFALO CITY



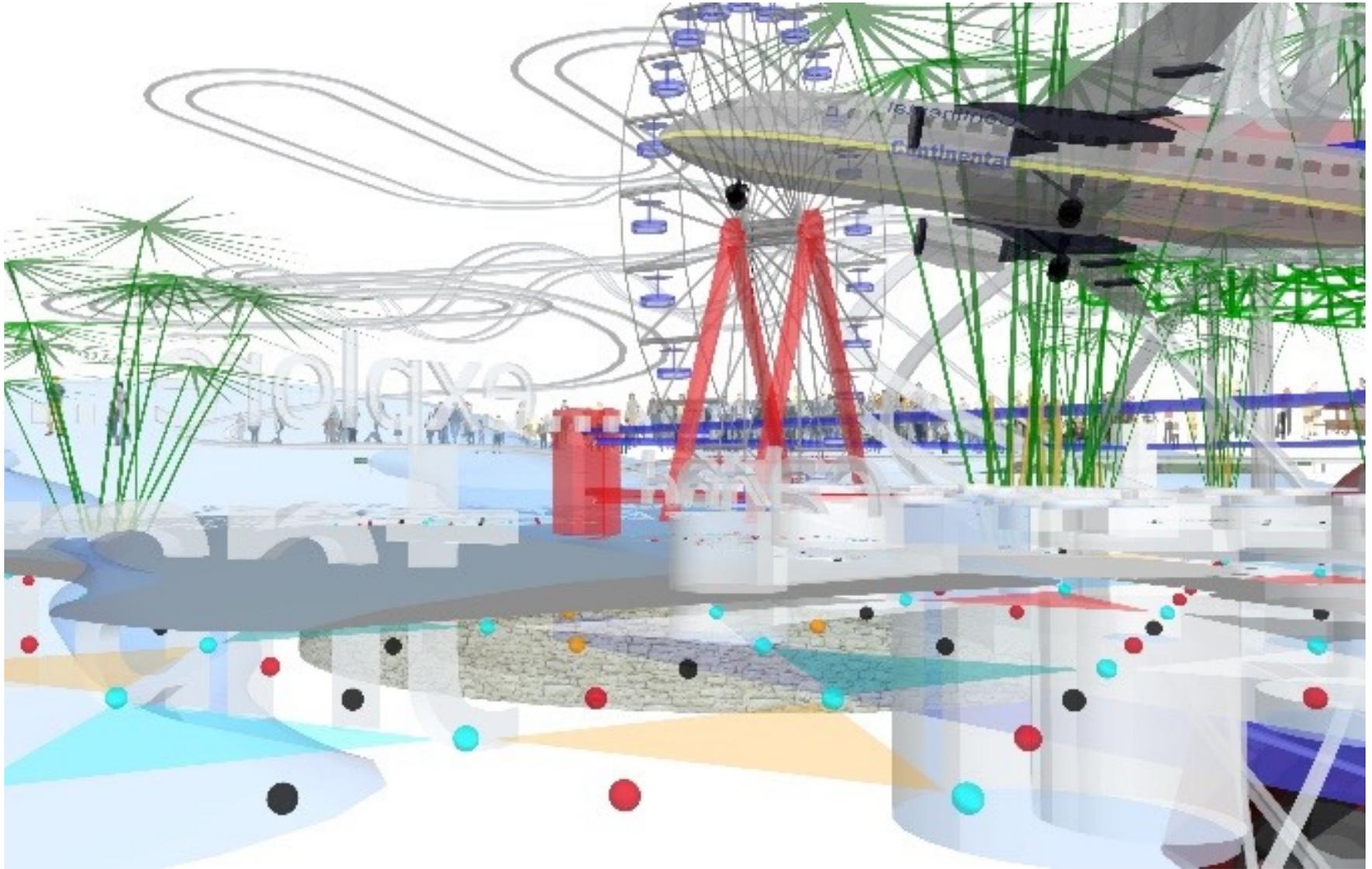
Intro Session 1 & 2: 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations.
Creative Respondent: Jacques Nel

Visualisation Studio

Balanced Fusion

Buffalo City

This composition was informed by participant's sharing their sensory experiences. These were translated into a 3D models in two different studio sessions and then merged and fused together to attempt a speculative future city image.



Intro Session 1 & 2: 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Jacques Nel

BALANCED FUSION – BUFFALO CITY

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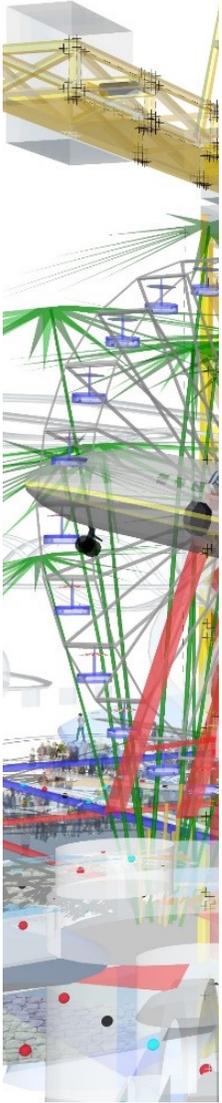
Main Issues from the session

- This composition was not confined to a geographic location, but rather imagined in a blank space.
- There were 2 sessions held with different participants that produced contrasting outcomes. Afterwards, the 2 compositions were fused together resulting in an even more interesting vision of this city.
- A compelling comparison that emerged from the 2 sessions is that the 1st session was mainly focused on industry, development, networks, travel and production, whereas the 2nd session gravitated more towards beaches, nature, cycling pathways and softer urban elements. Combining these visions made a city that does not only encompass the romantic but also welcomes the practical side living in the city.
- The 2 compositions were merged and fused together to create a larger and fuller picture, the industry and network with the natural and creative.

- The pathways and connecting elements in the initial compositions allowed for the establishment of a very well connected final piece that can hopefully function as a well-balanced and diverse living organism.

Methods and Techniques

- The method of producing this composition was informed mostly by the sensory experiences and comments made by the participants. Resulting in ideas that were very quickly decoded into some sort of physical element that could be inserted into a 3D model.
- Some components were pulled from a library of pre-selected elements such as trees, water, people, animals etc. whereas others were quickly drawn or sourced during the sessions. Little to no drawing/ modelling took place outside the live session.



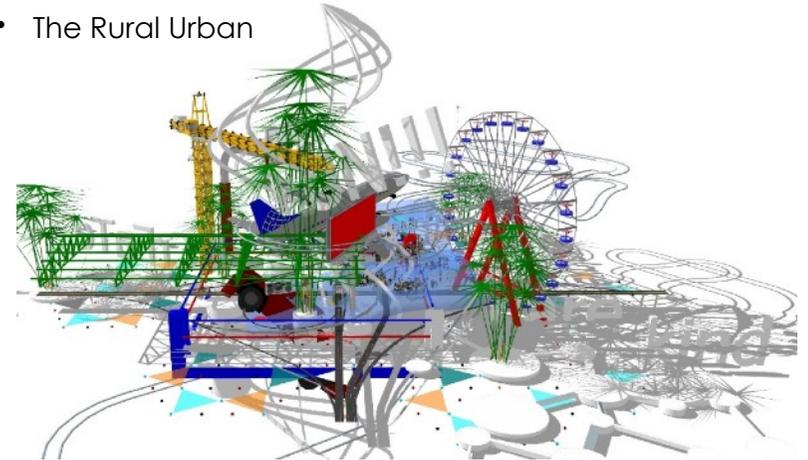
Participatory Exhibition & Alternative Forms

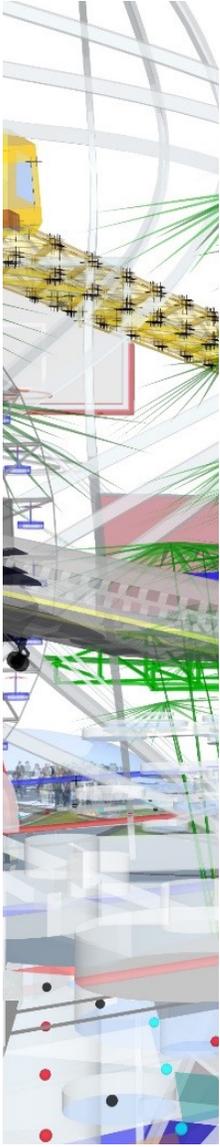
- The model can be exported or adapted into various media formats. It may be interesting to include the use of video with music or a sound component that can be manipulated by the observer i.e. to play, pause, rewind, zoom in or out.
- Another possibility could be to project the images or moving videos onto a screen that will allow the observer to move into a “3D” environment and walk along/ within the composition. Furthermore it could work very well as a VR experience to move around in, either through a set pathway or via controlling one's movement. A QR code, for example, could be made available at an exhibition to gain access to this virtual space.

- The composition could be projected onto a sandblasted glass screen and participants could then be invited to further add to it by drawing on the glass, making more connections and adding elements.

Suggested Titles

- Motherboard City
- Balanced Fusion
- The Hilled Network
- The Rural Urban





Main Issues from the session

Composition 1

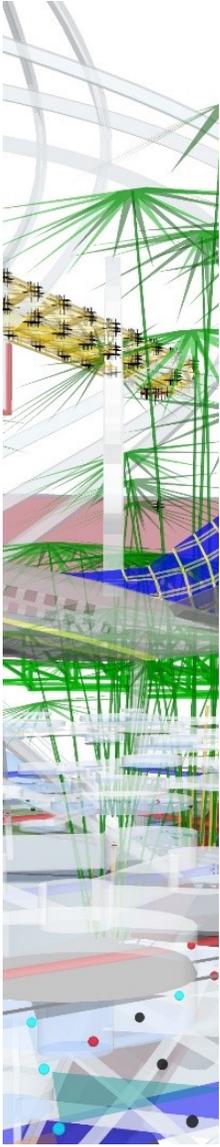
Key issues that informed the visualisation:

- Industry
- Expansion of production and development
- The improvement of networks and infrastructure
- Air travel to and from this node
- Boxing, basketball and sports
- Fun, exploring, growing creatively
- Tourism
- The ocean and beaches
- Music, gathering and socialising

Composition 2

Key issues that informed the visualisation:

- The beach and ocean, natural hills, rivers and landscape, rocks
- Connecting pathways and means of exploring nature
- Art, creativity and education
- The fishing and leisure boating industries
- Links and connections
- Rubbish and littering
- Animals that signify necessary positive change



Main Issues from the session

COMPOSITION 1

A lot of mention was made about “industry”, the car industry specifically which plays a major role in in the area.

The large car in the composition represents this, but further elements such as industrial structures and a crane support this notion. The crane and warehouse elements was also a response to the desire to really expand on production and development in the area.

Boxing was mentioned as having a large influence and history in the area, resulting in the addition of a large boxing ring to convey the potential for discipline and tourism that the sport could bring.

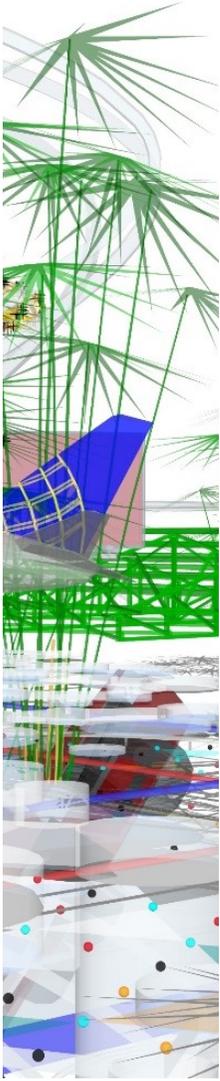
A large billboard reflects a call for the city to establish its own brand as well as a unique identity.

Various patterns and pathways are integrated to indicate nodes, networks and connections - similar to a motherboard that allows different parts to function together.

Large words are placed to show ideas that could shape the future; create, explore, kind, care, growing, fun.

A Ferris wheel at the centre was added to show that even though most of the input was to do with work and industry, an element of relaxation and fun is important for everyone.

COMPOSITION 2



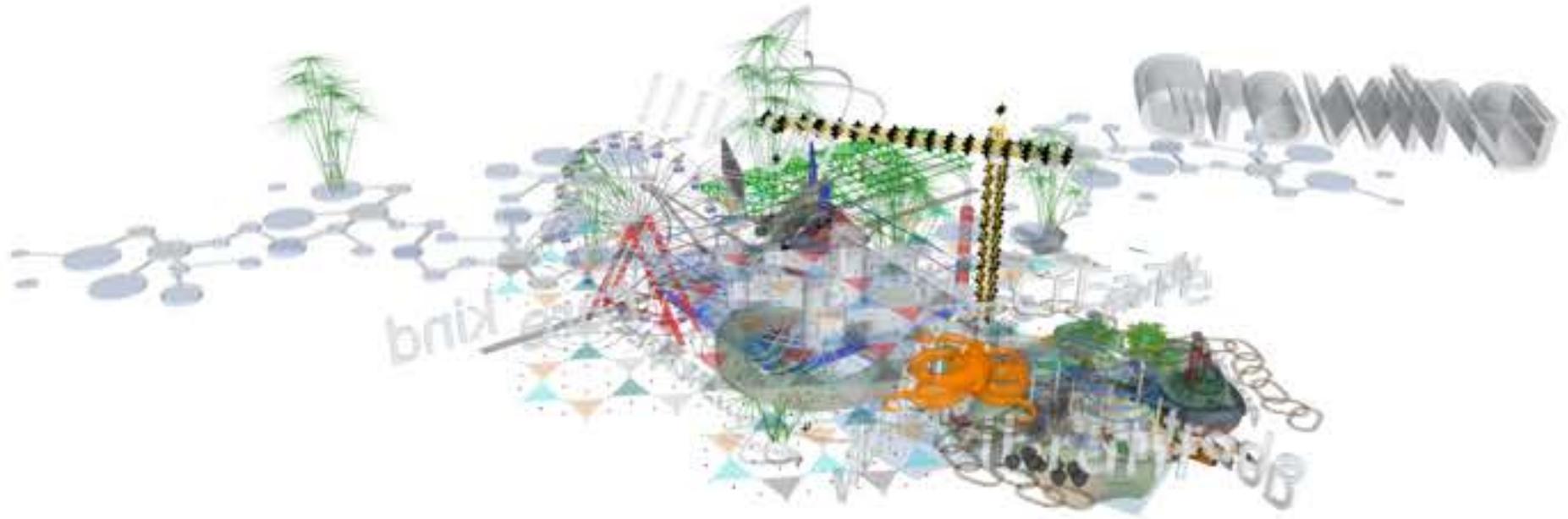
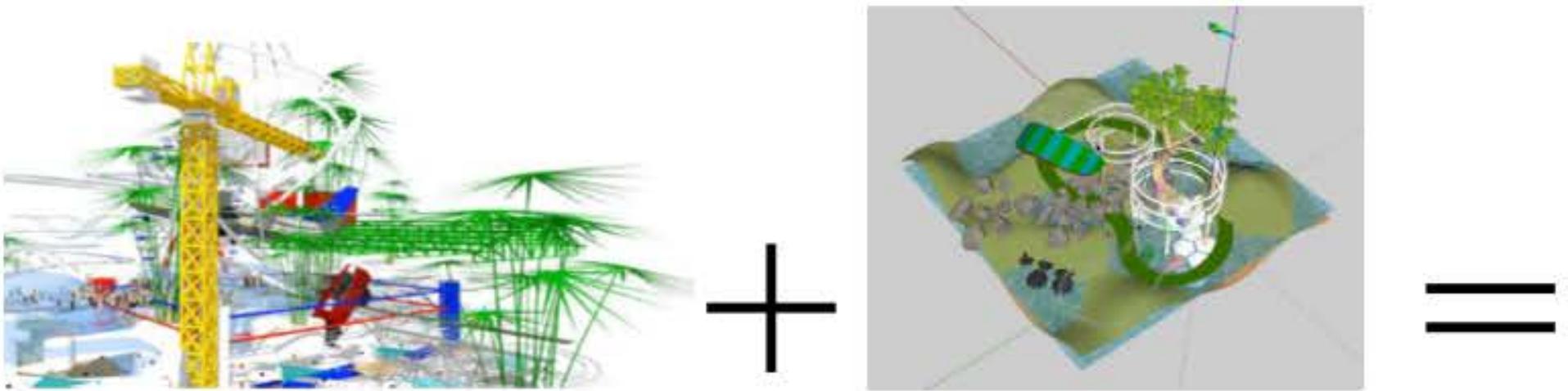
The topography of the area was noted as an important factor to explore and protect, thus an undulating landscape of hills and valleys with water was added first. Large rocks and a tree was placed at the centre of the composition as an important indicator that nature should take the lead in whatever development is to come. Connecting pathways for hiking, walking and cycling was placed to link various elements including neighbouring nodes. Trains, sky-trains or monorails were suggested as a form of transportation with the potential to promote tourism in the area. The ocean was represented in both leisure and industry by a fishing trawler as well as a sail yacht.

Large garbage bags were placed underneath the composition to indicate that there is a problem with waste and the effect of pollution in the area needs to be addressed. The bags protrude at the top of the composition to show that this has a visual impact on the area.

Art and creativity is signified by tall columns of paintbrushes - this came from the desire to create venues and centres that provide support for local artists, especially students that are educated in the area but eventually have to leave in search of opportunities.

Kites are flying above, representing the sporting culture of beach areas and paying homage to the climate that allows this to take place.

Words are added to describe the current city and future ideas; good - chaos, friendly, proud, vibrant, create, quality, Participants pointed out animals that they felt could represent the city and positive changes - Octopus: many arms that need to work together to create a successful and functioning place; Birds: Freedom and grace; Butterfly: the transformation that is constant in any city.



Intro Session 1 & 2 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Jacques Nel

CAR, PLANE AND CRANE

INDUSTRIAL ROOF

NETWORKS, CONNECTING GRIDS,
ROADWAYS AND INTERSECTIONS,

DESCRIBING WORDS

ROCKS AND TREE

OCTOPUS

FERRIS WHEEL

BOXING RING

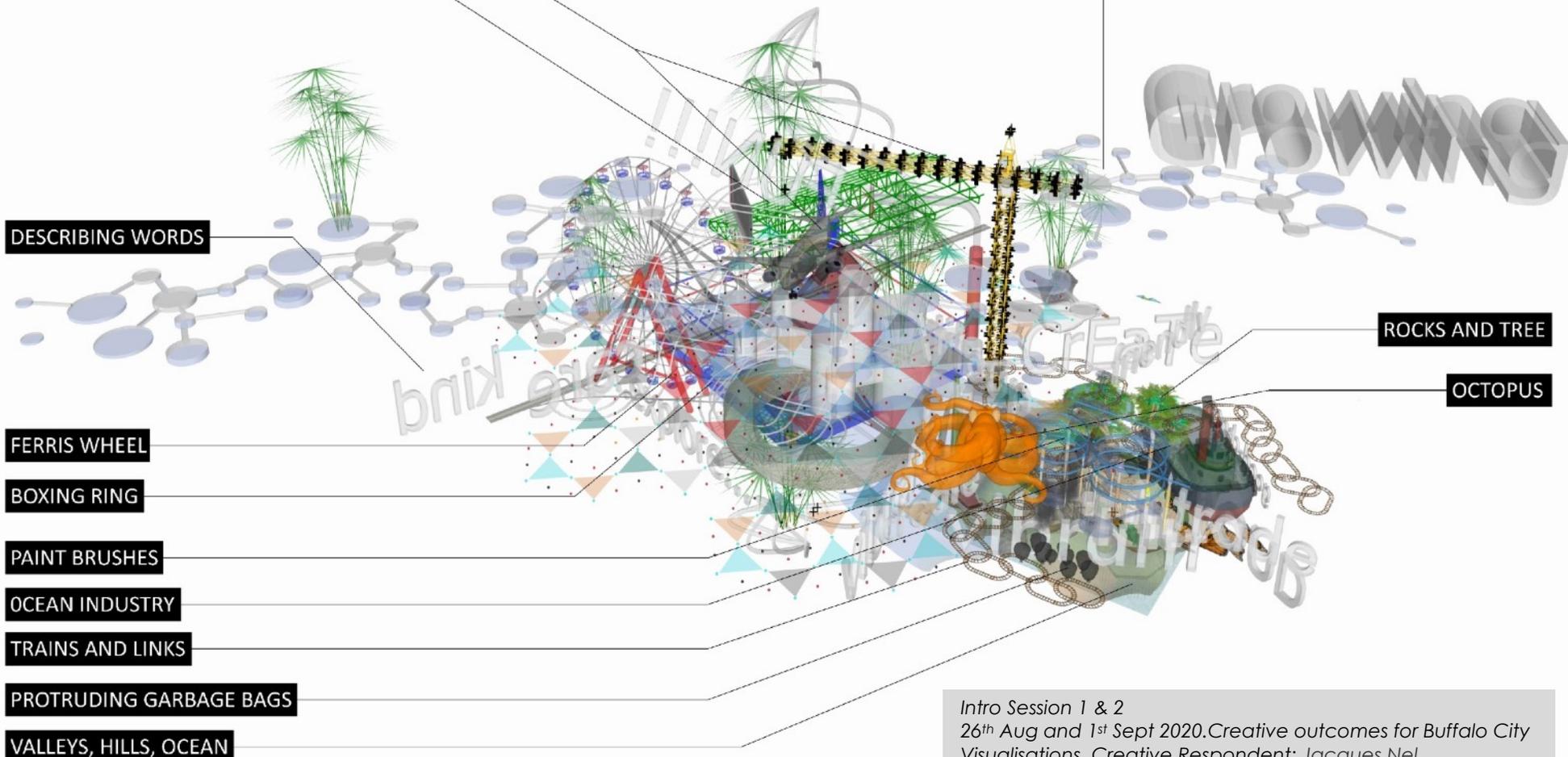
PAINT BRUSHES

OCEAN INDUSTRY

TRAINS AND LINKS

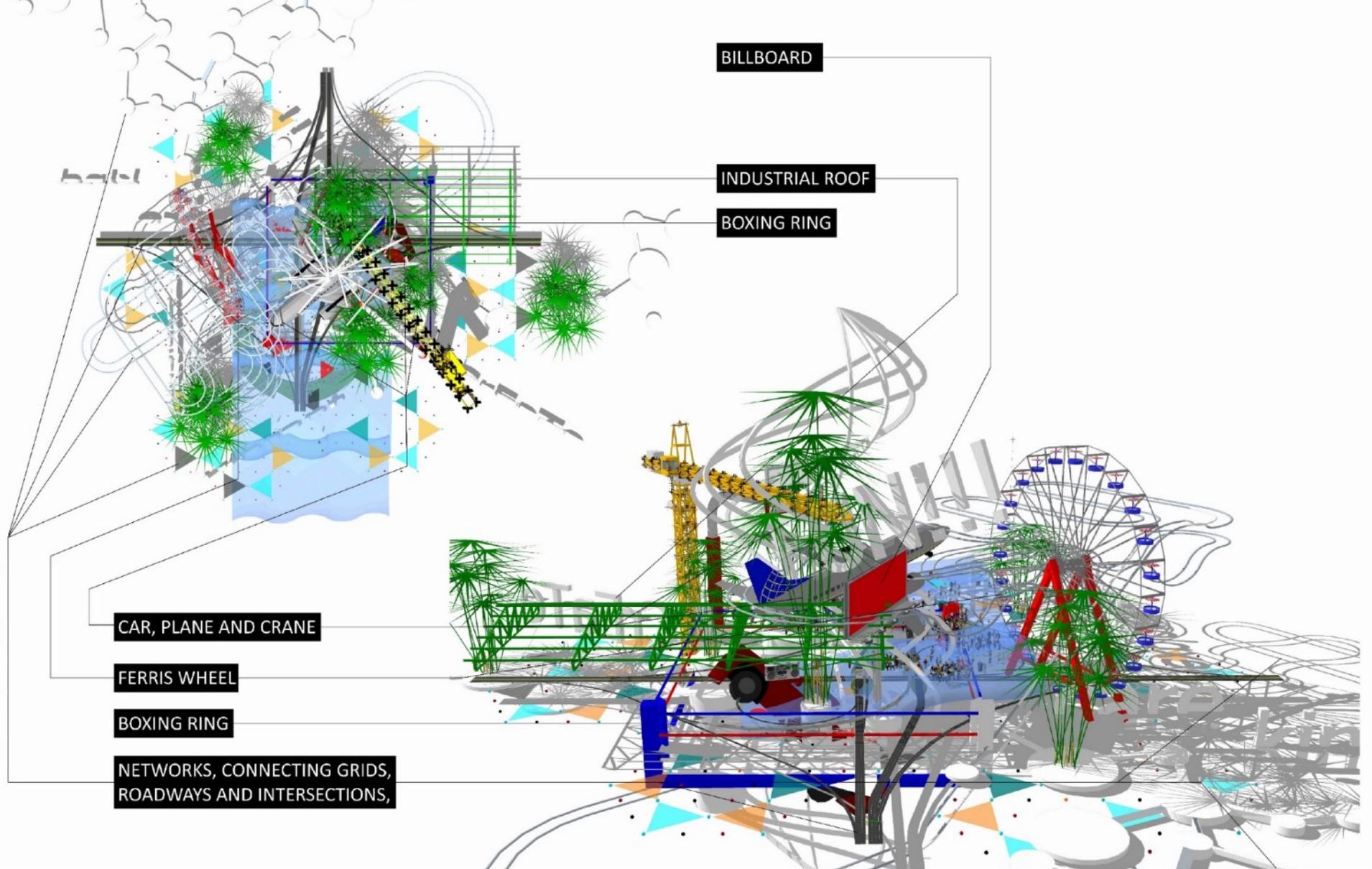
PROTRUDING GARBAGE BAGS

VALLEYS, HILLS, OCEAN



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BALANCED FUSION – BUFFALO CITY

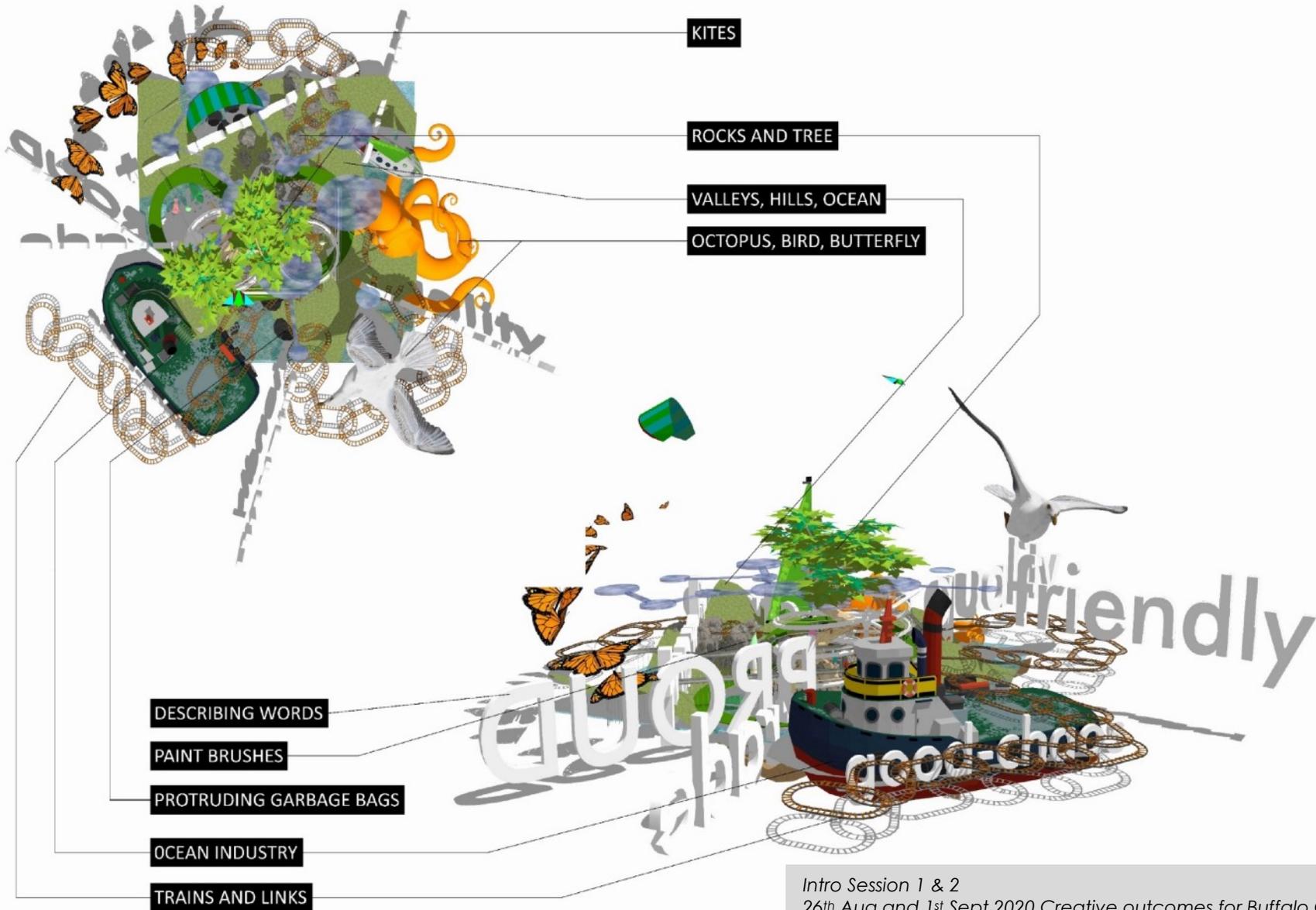


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KITES

ROCKS AND TREE

VALLEYS, HILLS, OCEAN

OCTOPUS, BIRD, BUTTERFLY

DESCRIBING WORDS

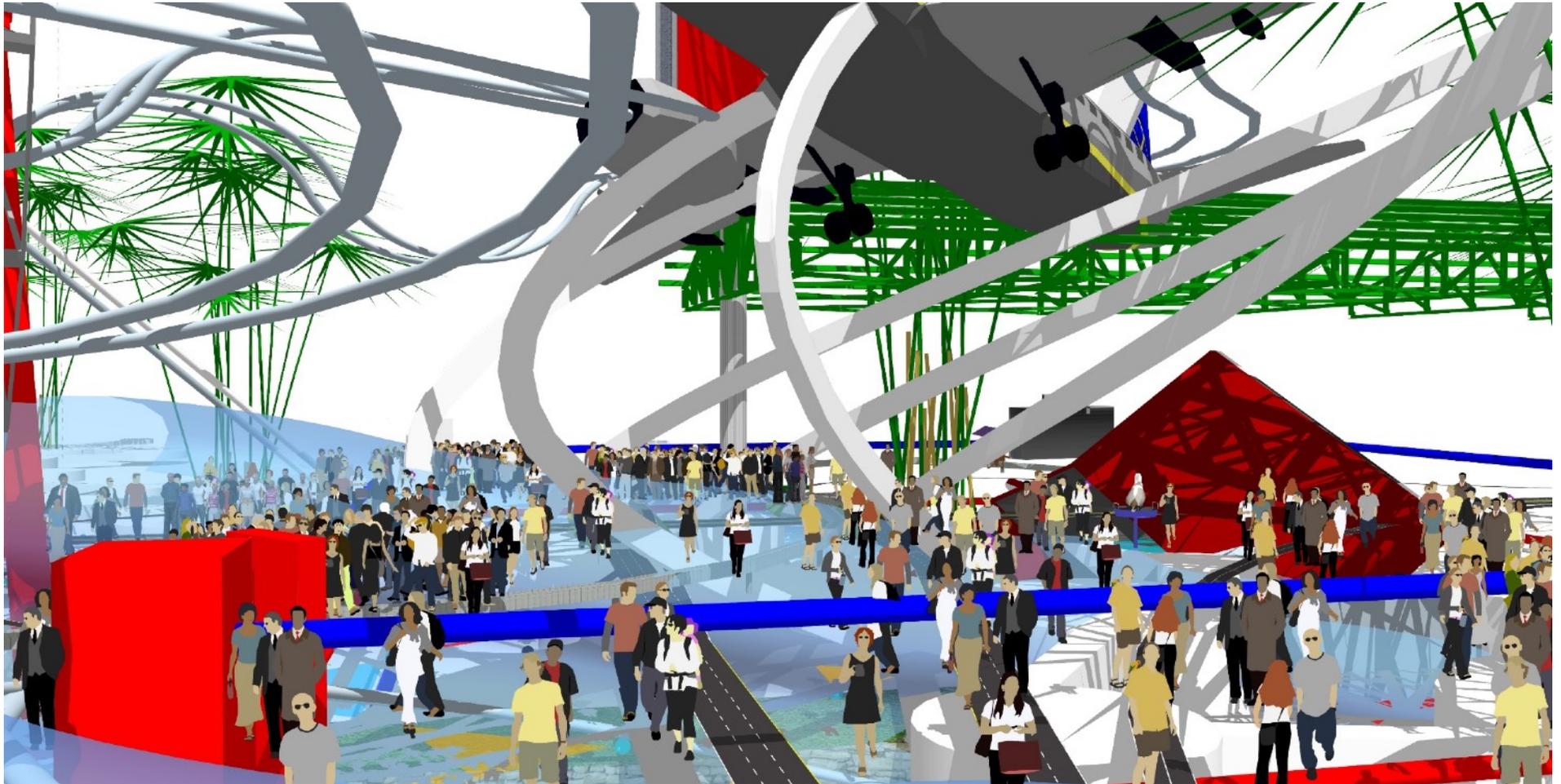
PAINT BRUSHES

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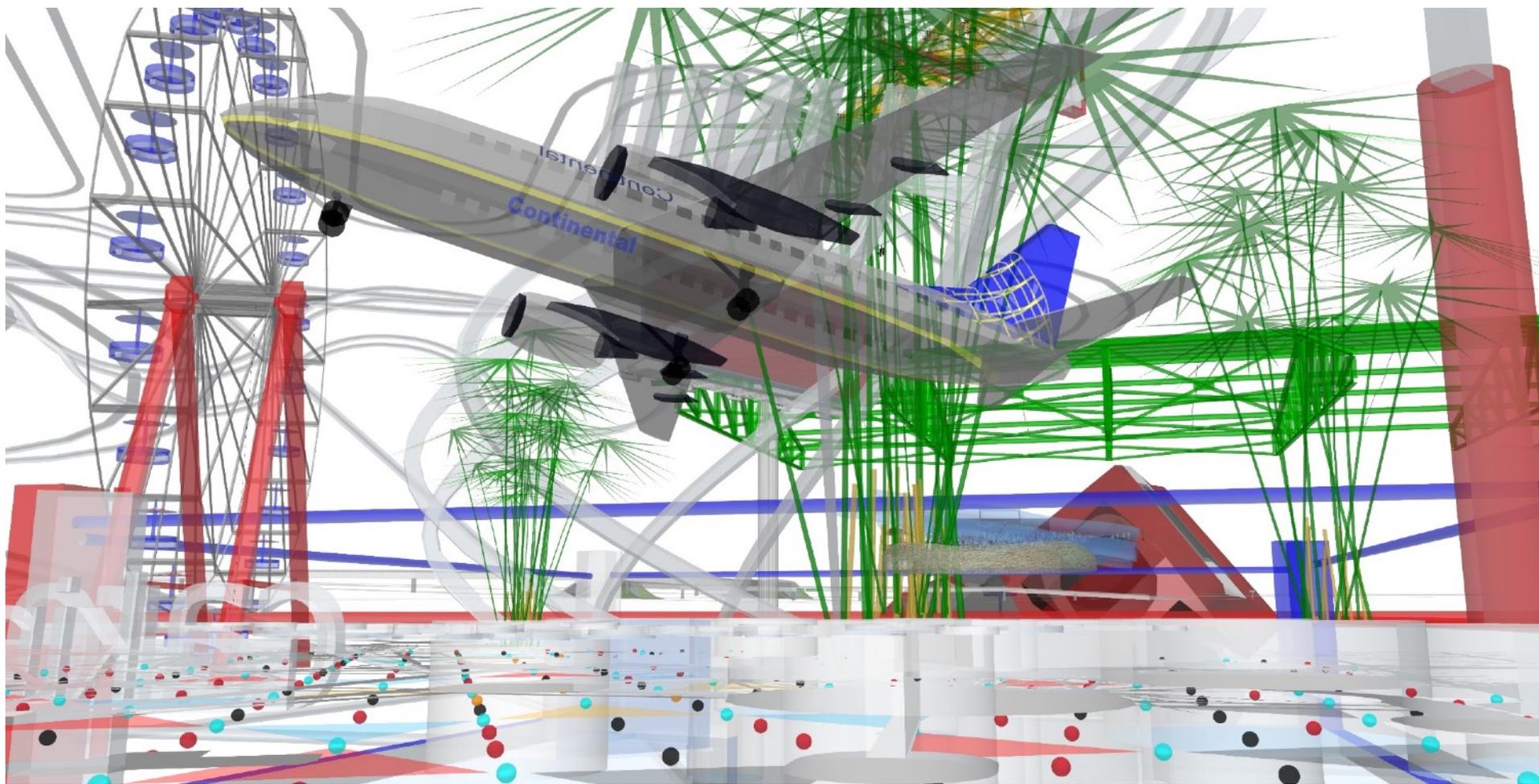


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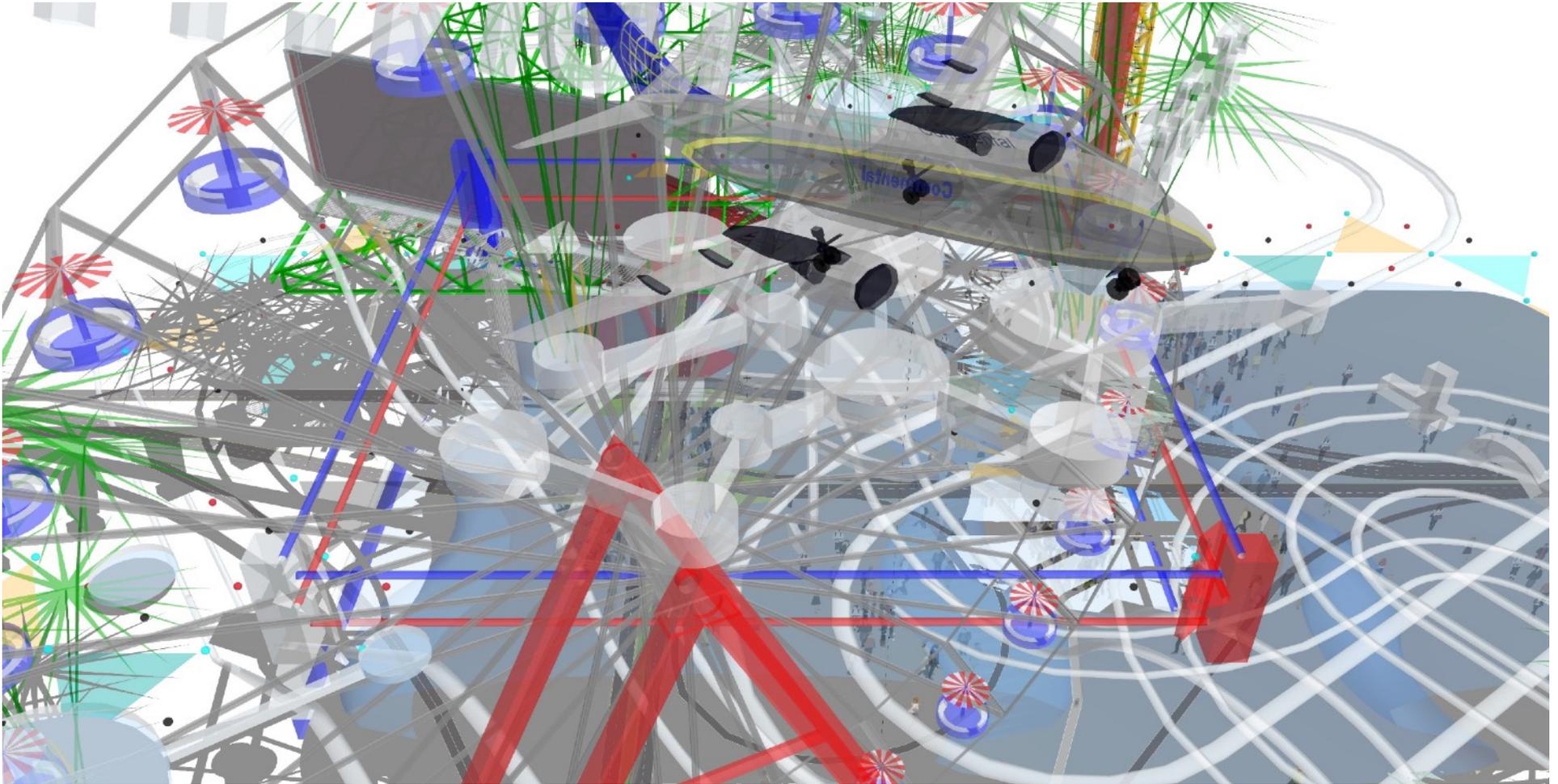


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THE VISITORS MAP

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THE VISITORS MAP- BUFFALO CITY



Intro Session 1 & 2, 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter

Visualisation Studio

The Visitors Map

Buffalo City

This double-sided, fold-out map presents a journey of the city on each side. It starts from specific impressions and feelings in the top left and reads clockwise. The map includes items that are to be removed and positives of the city, assets and good experiences, steps towards improvement, and characteristics of the future city. The drawing of the map was produced following the visualisation studio's journey and the discussions had in a sequential development. The artist used paint markers and coloured pencils on black folded paper.

This city has infrastructure, diverse experiences and a relationship to nature which need to be developed and grown. The path to its improvement requires the removal of dirt, traffic and negative perceptions alongside a building up of the positive aspects which are its manageable scale, its location, and its lived experiences.



Main Issues from the session

Boxing City, Rural City, Beach City, Port City, Experience City: a series of summary statements made during the visualisation studios that capture the Buffalo City exploration. This city has infrastructure, diverse experiences and a relationship to nature that need to be developed and grown. The path to its improvement require the removal of dirt, traffic and negative perceptions alongside a building up of the positive aspects some of which are its manageable scale, its location, and its lived qualities.



Methods and Techniques

This double-sided fold-out map presents a journey of the city on each side. It starts from specific impressions and feelings in the top left, and reads clockwise depicting items that are to be removed, positives of the city, assets and good experiences, steps towards improvement and characteristics of the future city. The drawing of the map was produced following the visualisation studio's journey and the discussions had in a sequential development. The artist used paint markers and coloured pencils on black folded paper.

<https://mymodernmet.com/uk-map-art-69cities-lavia-le-bredonchel/>



Participatory Exhibition & Alternative Forms

- Printing the map onto a larger scale allowing participants the opportunity to add to the current information by drawing on their own notes and comments
- Displaying the original map wedged between glass sheets and hung in the middle of the room so that it can be viewed from both sides.
- Printed handouts of the map.
- Recreate the map with empty spaces for people to add their own points.
- Take aspects of the map and create large-scale murals/ billboards that highlight key concepts in their hand-written style.

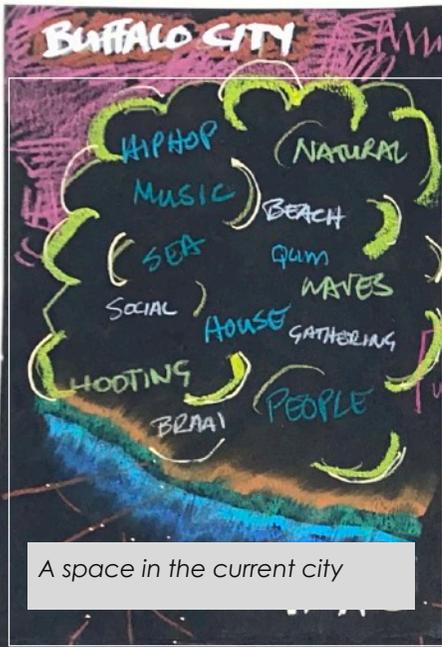
Suggested Titles

- The Experience Map
- The Visitors Map



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THE VISITORS MAP- BUFFALO CITY



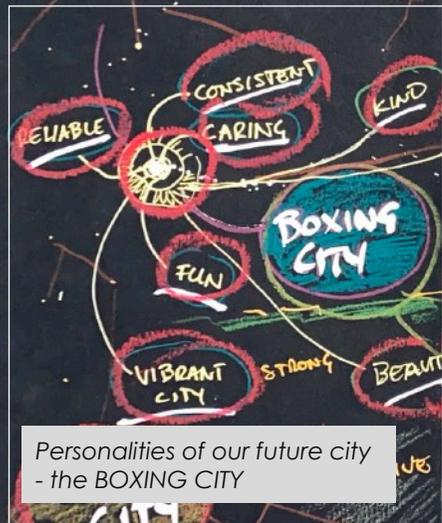
A space in the current city



X marks what needs to be removed from the current city



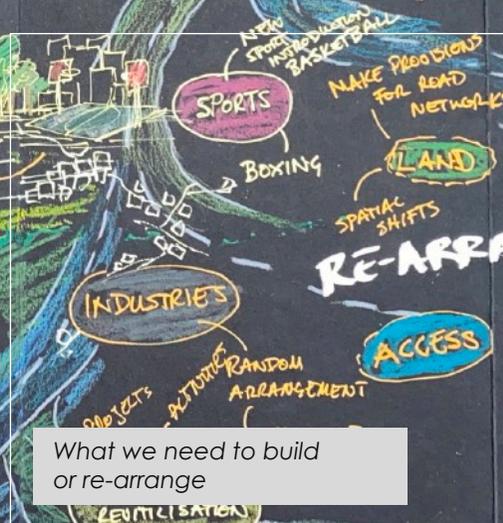
Our Infrastructure + marks the positives of our current city



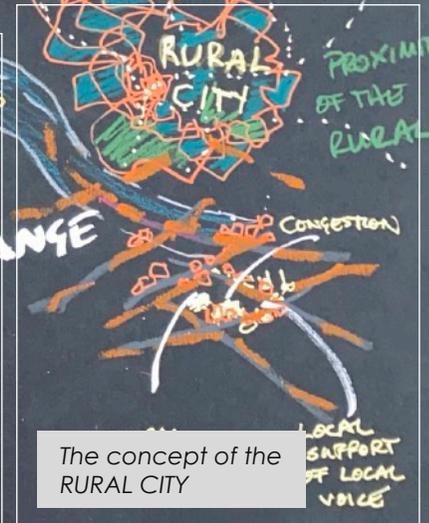
Personalities of our future city - the BOXING CITY



The path to building a better future city

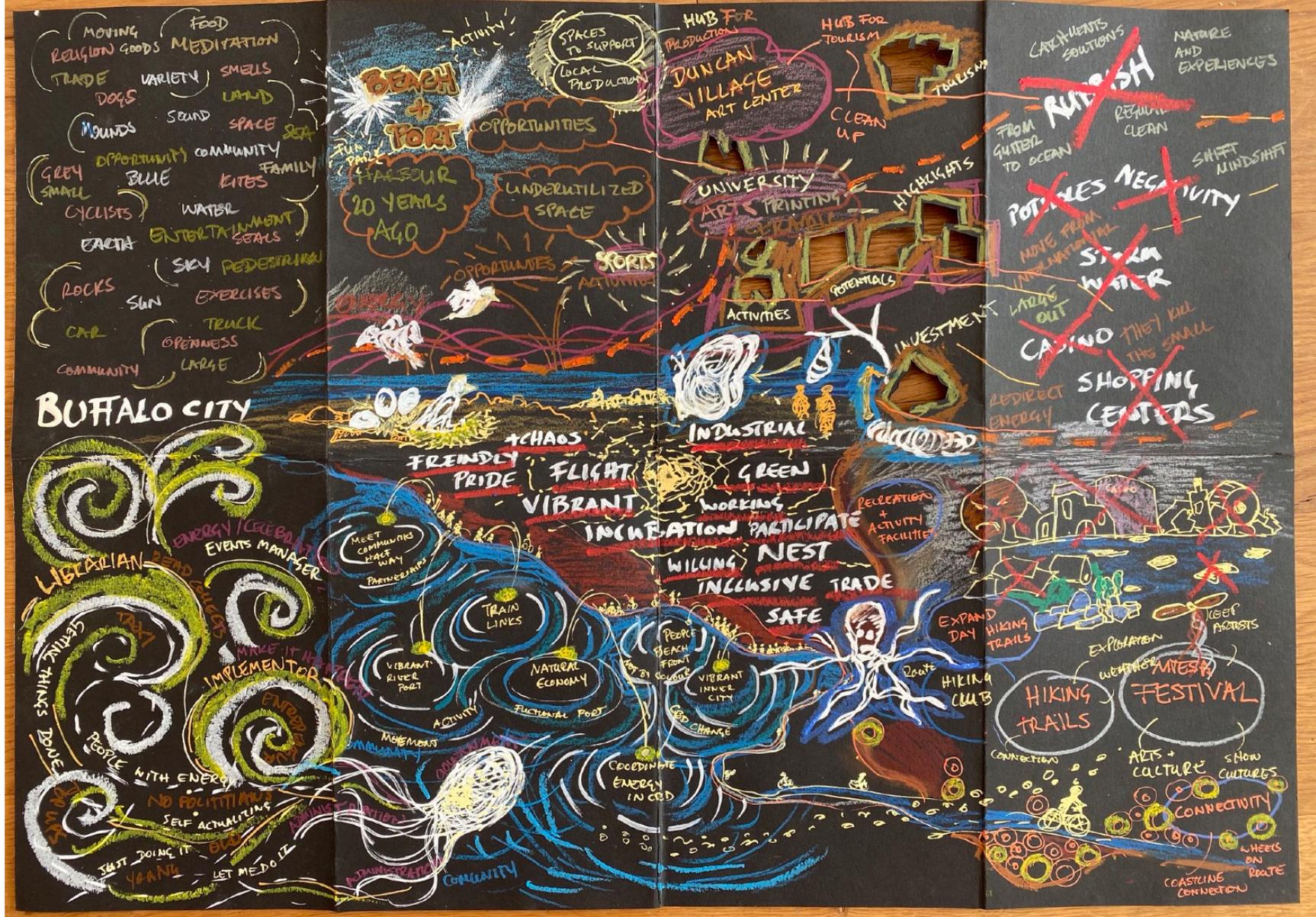


What we need to build or re-arrange



The concept of the RURAL CITY

Intro Session 1 & 2 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter



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THE VISITORS MAP- BUFFALO CITY

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A space in the current city

Our current city

Rebirth and metamorphosis of the city

Personalities of our future city

X marks what needs to be removed from the current city

Activities and people necessary for building our future city

Areas of improvement

The paths we have

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THE VISITORS MAP- BUFFALO CITY

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MYTHICAL EXISTENCE

BUFFALO CITY



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MYTHICAL EXISTENCE – BUFFALO CITY

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Main Issues from the session

- Diversity in the city
- Noisy and full of activity.
- Not enough resources to deal with demand.
- Service delivery is lacking.
- Politicians should adjust priorities.
- Unemployment - there needs to be jobs that can be created to help the city, for example city cleaners.
- Taking ownership of spaces.
- Citizens need to take action by themselves.
- General fatigue.
- People are tired of fighting against the same problems.
- Seeking opportunities or creating opportunities.
- The city is too slow in implementing environmental change.
- People need to be self-sustaining and educated in related skills, for example people need to be able to install a water tank, fix potholes with tar or grow their own food in their gardens.
- The need for a multitude of inputs which should come from the youth. Enabling the youth partake in problem solving sessions/ workshops.
- Thinking green: Utilising paper bags when shopping and eliminating plastic.
- Politicians need to be transparent.
- The city needs restorations - the deteriorating infrastructure will force people to seek a new and better life, abandoning the current city.



Methods and Techniques

- The method involved in this visualisation was constantly evolving. As participants spoke, the creature started to develop and grow. Elements that are present in the creature are features of an elephant, turtle and bird.
- None of the material was prefixed together, all the materials used in the building of the creature are loose and unstable. For example, the legs proved difficult as they exist out of several small pieces. Feet and wire were added to provide support. This created stability and finally the creature could stand on its own.
- This imbalance in the structure speaks to the notion of ailment, the creature is sick and therefore requires medical intervention. Support was thus added to the legs in order to help the creature

stand. Flowers were added to cure the missing natural element. Wings were added to give the creature more reach and opportunity to grow.

Suggested Titles

- Mythical Existence
- Creature Maker
- Living City Creature



Participatory Exhibition & Possible Alternative Forms

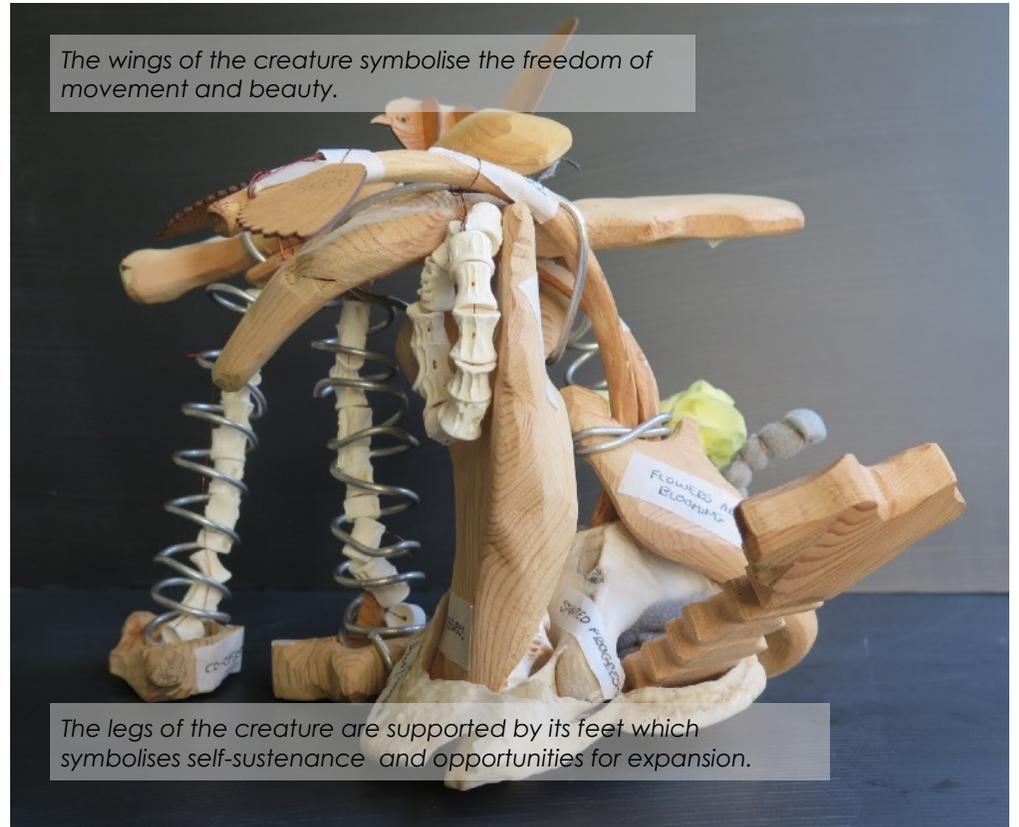
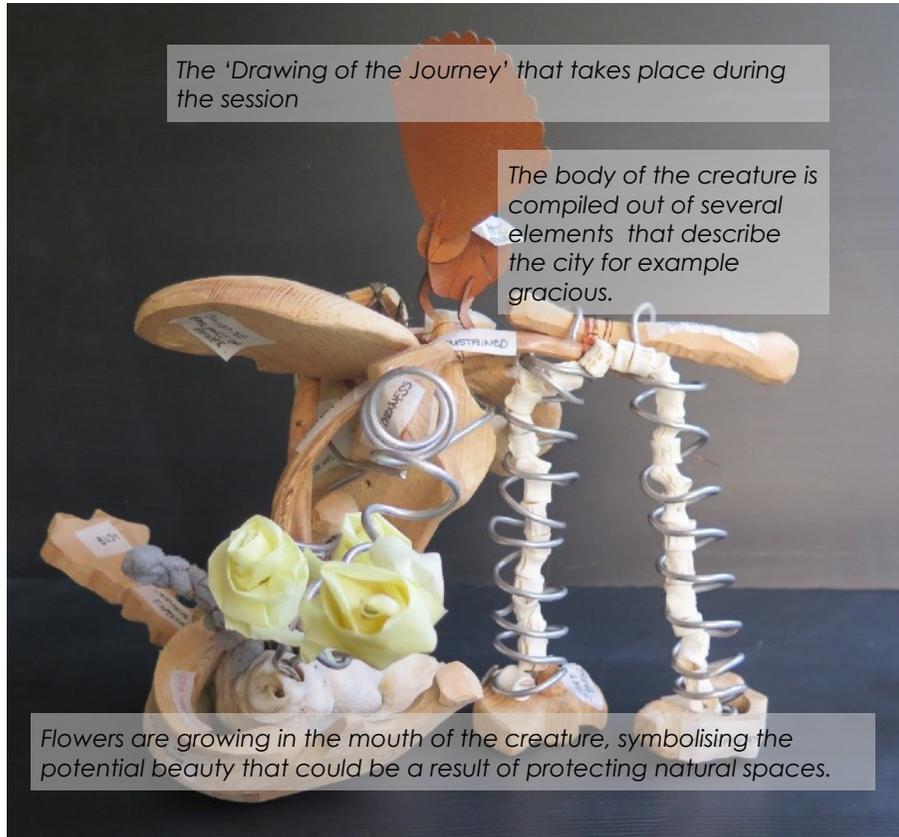
- If the work was to take the form of a participatory exhibition which has interactive elements, then the suggested format would take the following form - imagine a supply of different wooden shapes and materials, such as strings and wire, that filled a long table like an assembly line. The idea is to provide exhibition participants with the opportunity to create a model that reflects how they envision their city as a creature. Once the creature is finished the participant would then take the creature to be photographed. While it is being photographed, the participant could then fill in a form describing and elaborating upon their creature. Almost like filling out adoption papers. Once the photographs have been taken the creature is free to leave with the participant.



- Possible new forms this visualisation can take is public sculptures, but not in the traditional sense. These sculptures would be smaller than most public pieces and strategically placed. After the exhibition, participants could choose a creature and look at the information provided by the maker, like their general living area. The sculpture would then be installed within that general area. The fun thing is that these creatures then become real, actively existing in our cities, much like the small wooden figures you can find in and around Newtown Johannesburg.

References sourced from the internet

Material/ key: Layer by Layer



The things participants want to remove from their city

Open Session The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Ciara Struwig

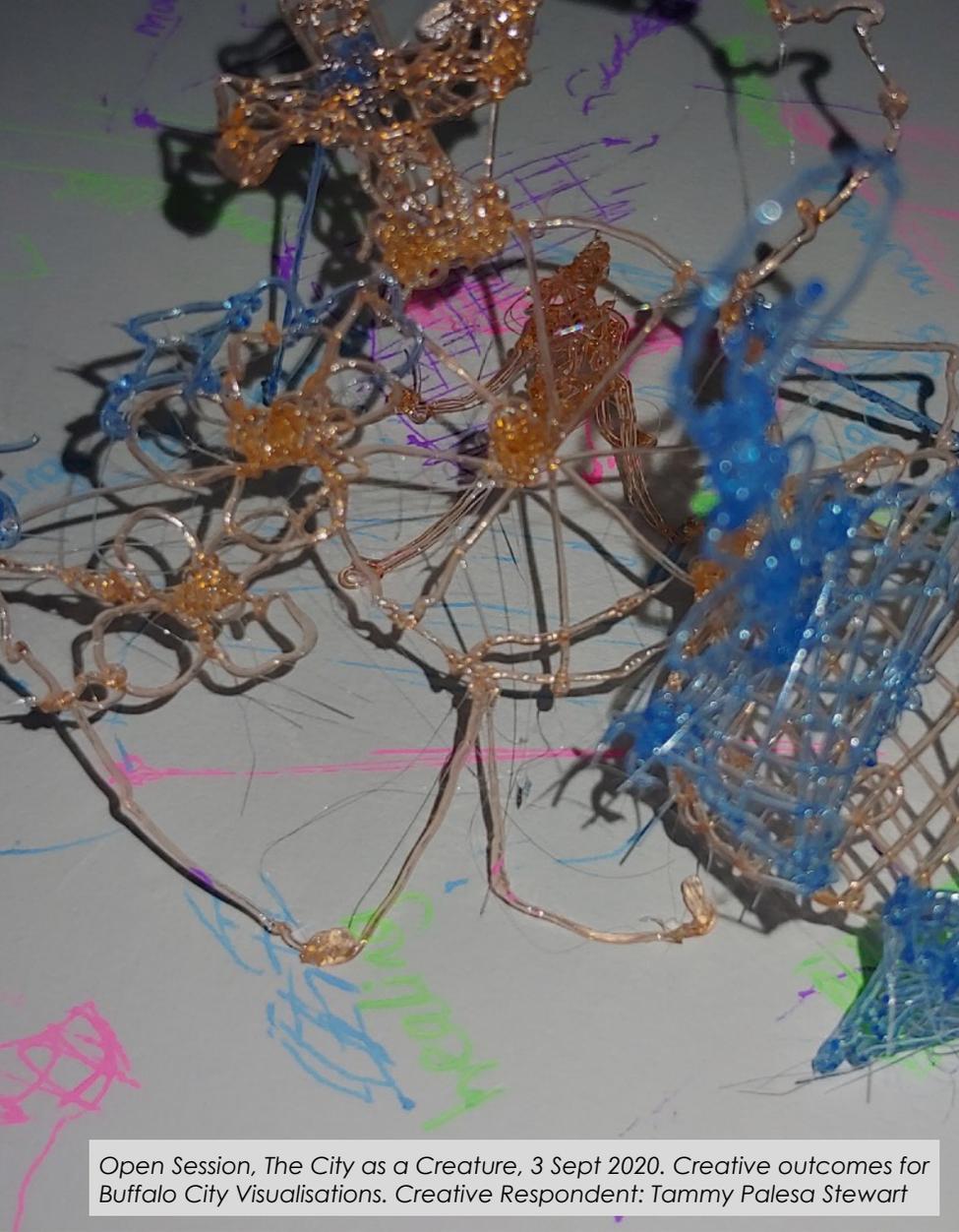
THE LIGHTBULB CITY

BUFFALO CITY



THE LIGHTBULB CITY

BUFFALO CITY



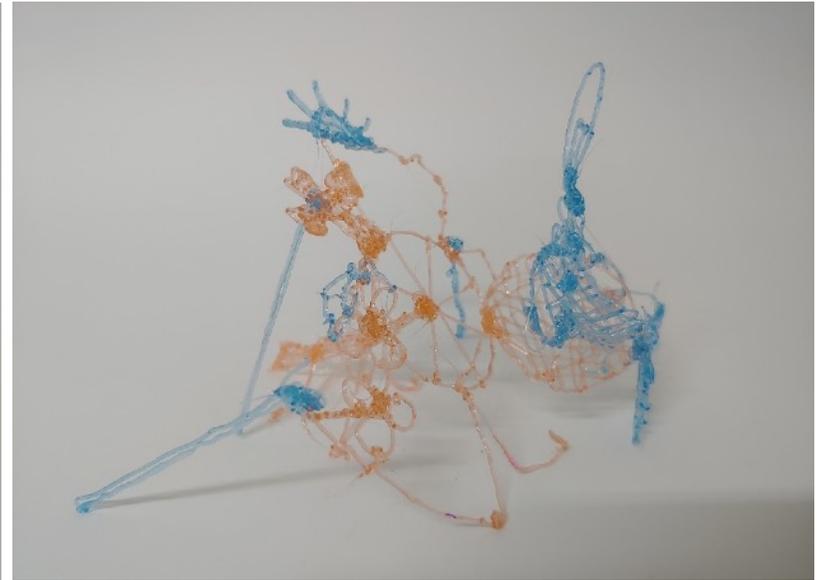
Open Session, *The City as a Creature*, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Tammy Palesa Stewart

Visualisation Studio

The Lightbulb City

Buffalo City

Using a 3D pen, a real-time creature was drawn live with different colour filament capturing participants' conversations during the studio session. The artist traced out the creature's shadows that had fallen on the surface below. Key words and phrases capture ideas and concepts from the management and control of the current city to the hope for city's more beautiful and gracious future.



Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Tammy Palesa Stewart

THE LIGHTBULB CITY – BUFFALO CITY



Materials/ Key

Core structure:

- Cheese plate: represents diversity of the city - some people are sweet, some are salty.
- Chess piece: represents those in power, who are nice on the surface but up to no good behind the scenes.
- Elephant: represents the metro.
- Flowers: represent opportunities but they are drying out, however we must keep looking for opportunities.



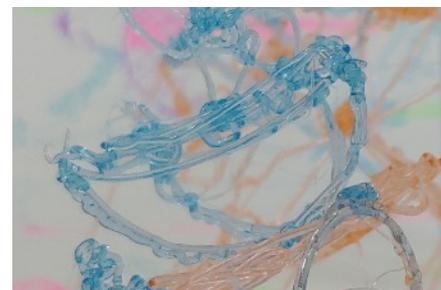
"Lightbulb moment"



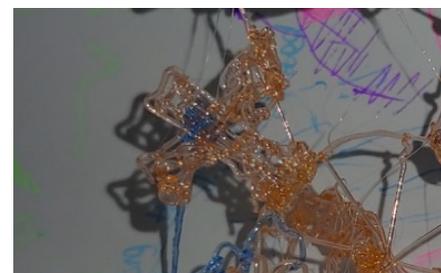
Sunrise



Potholes



Upturned turtle shell



Chess piece



Thin supporting legs



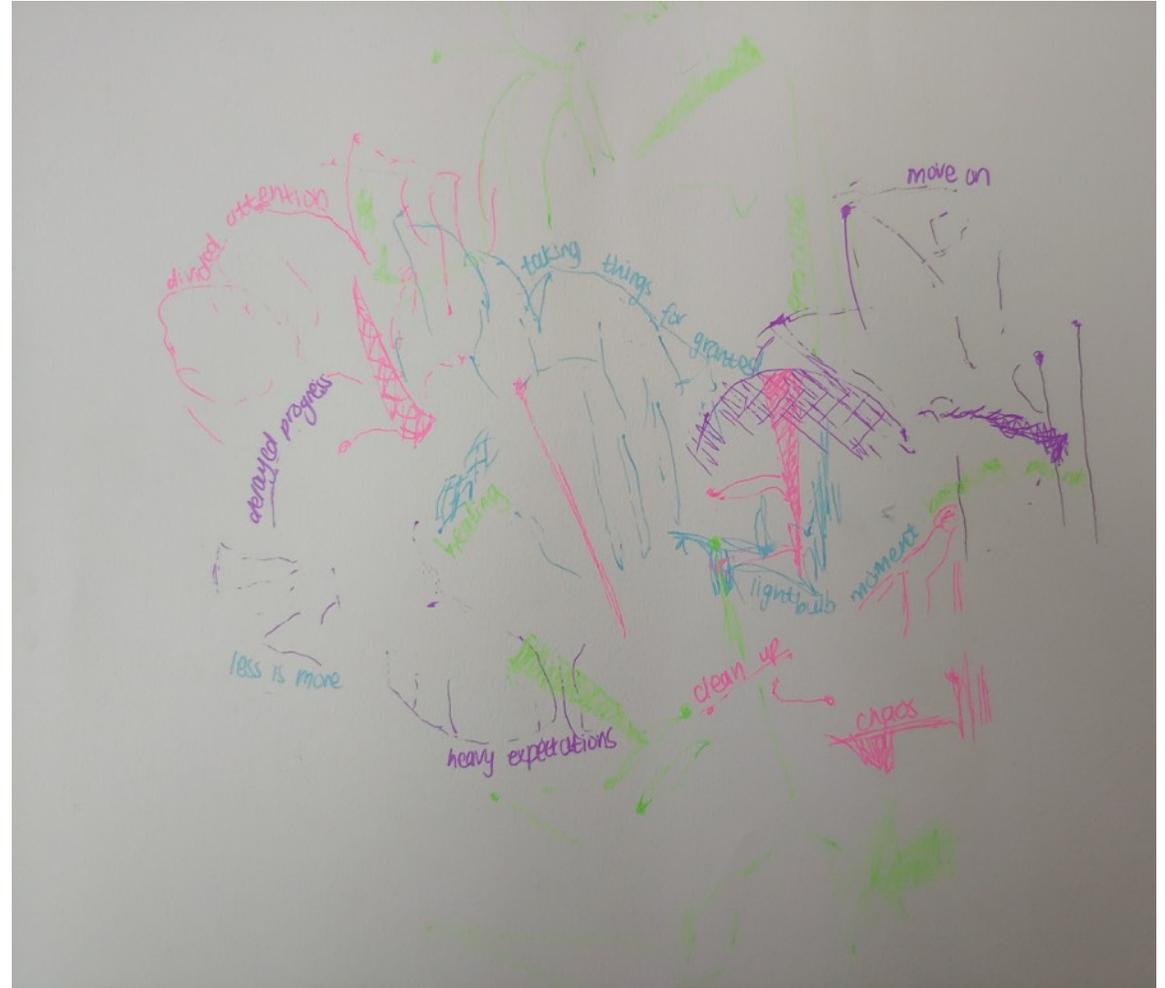
Flowers

Open Session: *The City as a Creature*, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations.
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Keywords:

- Divided attention
- Delayed progress
- Less is more
- Heavy expectations
- Healing
- Clean up
- Chaos
- Lightbulb moment
- Taking things for granted
- Move on
- Breaking point



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THE LIGHTBULB CITY – BUFFALO CITY



Main Issues from the session

- Things are beautiful on the surface, but aren't working that well in reality.
- The city is busy, noisy, and dirty.
- People require more than the city can provide. The systems are struggling to keep up with the demand, there are too many problems to tackle and not enough resources. Service delivery is lacking. Politicians focus on the wrong priorities, they respond to one problem when there are more urgent issues to be addressed.
- Job creation by employing people to clean the city.
- Citizens need more collective ownership of their cities, and need to take action to make a difference.
- Citizens need to take responsibility and ownership of their public spaces.
- There is fatigue from fighting the same problems
- Citizens need to continuously seek out new opportunities
- Things are taken for granted (earth, rain, plastic), we are close to an environmental disaster. Our actions (global warming) prevent rain from coming, yet we are far too slow in implementing change, for example paper grocery bags instead of plastic.
- People need to be self sustainable; the government should provide the knowledge and resources to install a water tank, tar to fix potholes, buckets and spades to start growing vegetables at home.
- We need diverse inputs when it comes to problem solving, we need input from young people and creatives.
- Covid-19 lockdown has given the earth a chance to heal, we need to continue with this so that it can heal more.
- If problems are not addressed, the city will deteriorate beyond recognition and people will move away. The state of the city needs to be transparent, so that we know where to start and how to fix it, politicians hide too much.



Methods and Techniques

- The artist created this alien looking creature with a 3D pen in real time during the session. While the conversation was progressing, the artist would trace out the creature's shadows that had fallen on the surface below it, writing in key words and phrases.
- The core structure was constructed by using the orange filament.
- Contained in the frame of a fantastical creature; the cheese plate became the face of an elephant, to which large ears and tusks are attached. A large head is added to a tiny body with thin legs, as one respondent explained that the problems in the city feel like too much to bear - there are too many expectations placed on limited resources. The thin legs of the elephant are almost crumbling under the weight of it.
- Flowers and wings are attached to the creature, to capture the beauty and opportunity that another participant referred to.
- Halfway through the session, a discussion about how to transform and fix our creature starts.
- From here the artist uses a blue filament to differentiate between the present creature and the future creature.
- Extra supporting struts were added to make the body of the creature more stable; showing that the city is more well managed and controlled.
- Additional flowers show that the future city is more beautiful and gracious.

Suggested Titles

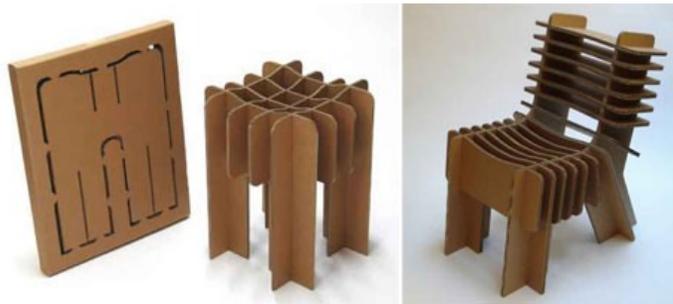
- A lightbulb city
- An abstract city

Participatory Exhibition

- This could be turned into a wooden 3D puzzle. Participants would be given a variety of laser-cut pieces that they can piece together in any figuration to create a new creature
- This creature will be a combination of animal parts, technologies, and functional items.

Possible Alternative Forms

- The final creature can be turned into a sculptural public artwork, or multifunctional playground. For example, the flat surfaces can become public seating and tables, the diagonal struts can become children's slides, swings can be added to the underside of the structure, the frame can become climbing bars



References sourced from the internet and #ArtMyJozi

SUPPORTING VISUALISATIONS OF A FUTURE CITY

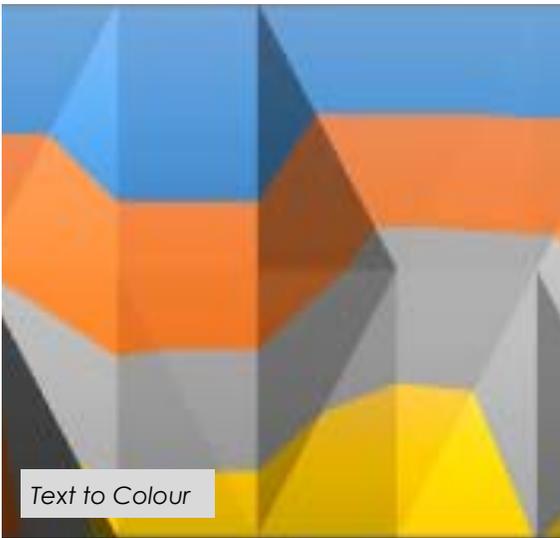
BUFFALO CITY



A Journey of Concepts



Route to Re-route



Text to Colour



Agile City



Beaches, Bike, Bar & Bliss aka A City Frozen in Time

A JOURNEY OF CONCEPTS

BUFFALO CITY



A JOURNEY OF CONCEPTS

BUFFALO CITY



Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter

Visualisation Studio

A Journey of Concepts

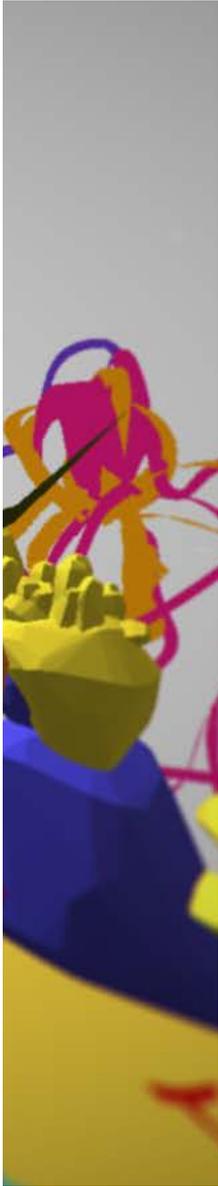
Buffalo City

Created with a virtual reality 3D drawing tool, Tiltbrush, this visualisation captures the conversation and journey of ideas and discussions had in the session. Various objects are drawn in response to the participants' contributions and then connected and layered. As the forms fuse, new concepts emerge and the interconnected ideas of the studio session and its journey creates a new 3 dimensional world.



Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter

A JOURNEY OF CONCEPTS – BUFFALO CITY



Main Issues from the session

The city was likened to an overweight elephant that cannot manage movement with the expectations placed upon it, but with our approach to transformation the city it will eventually adapt and morph into a new creature. Have we run out of time? What have we overlooked and forgotten? Is the shell of hardship and complexities no longer conducive for growth? We need to turn our city around and look at the underbelly to consider the other possibilities for growth and development. Movement, balance, flight and reinvention become aspirations for the city. A new attitude is needed for addressing the weighing expectations and failures of the current city as we dream of our future one.

Methods and Techniques

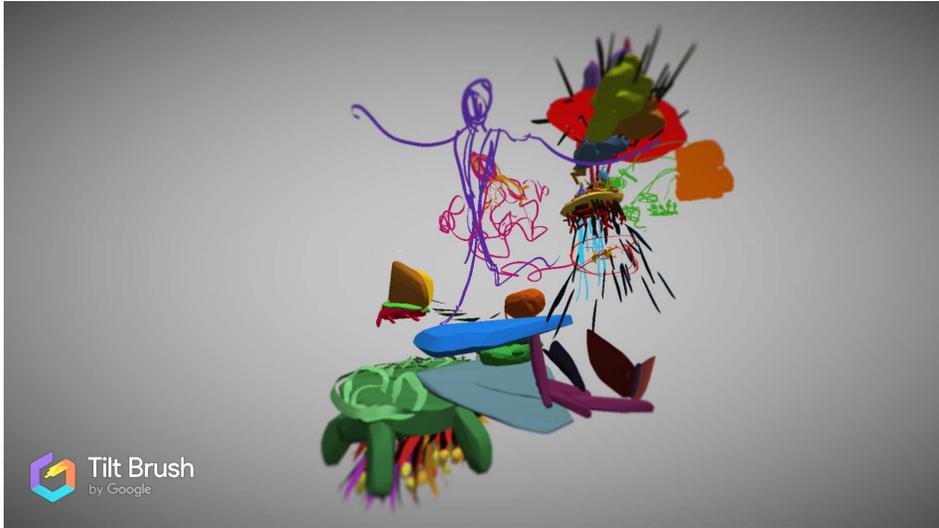
Created with a virtual reality 3D drawing tool, Tilt Brush, this visualisation captures the conversations and journey of ideas and discussions had in the session. Various objects are drawn in response to the participants' contributions and then connected and layered.

Participatory Exhibition & Alternative Forms

- VR headsets to view environments, people recording what they see and how they interpret it.
- Still images of different details in the VR experience printed out with the option for people to add their notes.
- Videos of the VR experience projected into a public space while someone is exploring it and talking about what it means.

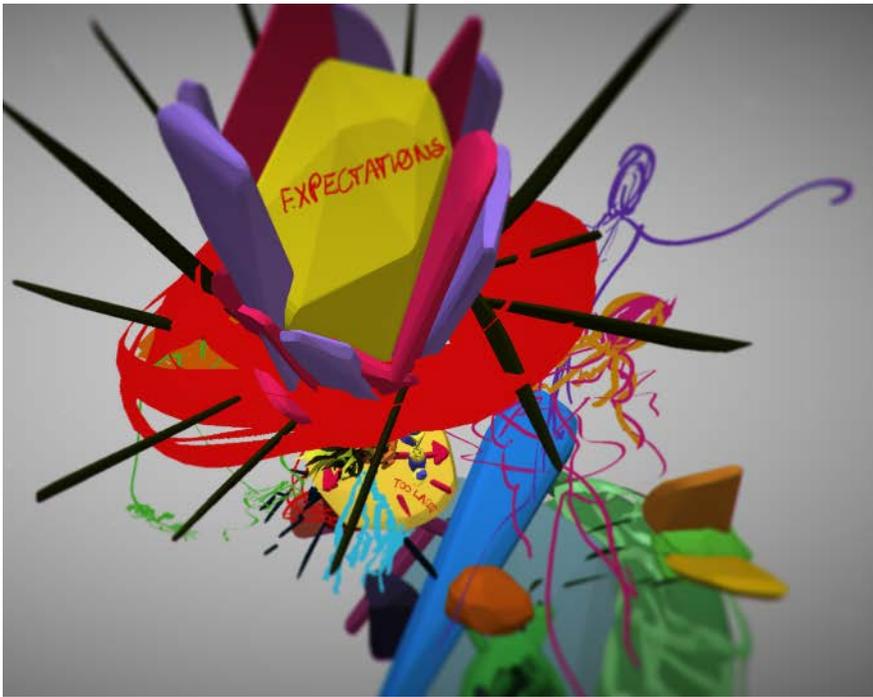


<https://apb-news.com/can-ar-vr-hold-the-key-to-a-new-immersive-viewing-experience/>



Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter

A JOURNEY OF CONCEPTS – BUFFALO CITY



Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter

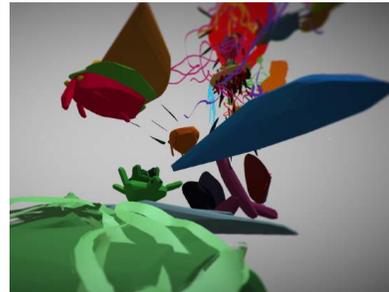
A JOURNEY OF CONCEPTS – BUFFALO CITY



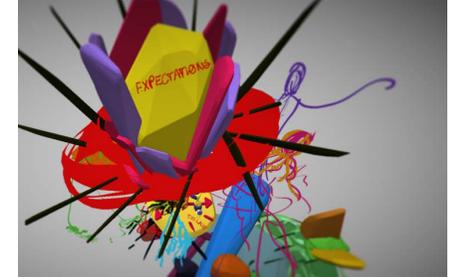
The forgotten parts of our city need to be addressed



Our city as an elephant that carries too much weight and expectation



The elephant morphing into something new and growing wings



Have we run out of time, is it too late?



Movement, balance, the dance and motion of our city



The growth underneath the hard shell revealing new life and options.

Open Session: The City as a Creature, 3 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Marcus Neustetter

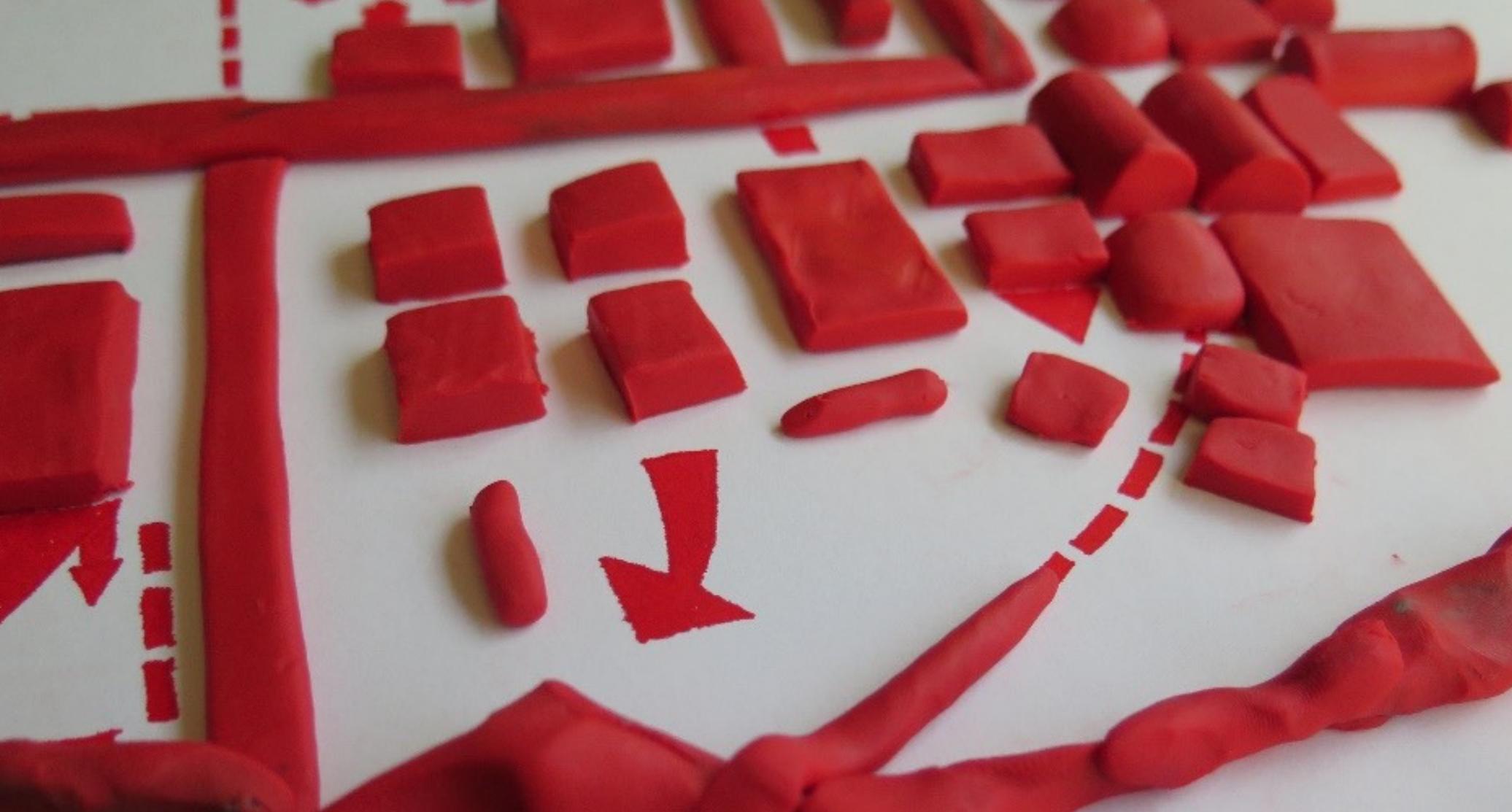
A JOURNEY OF CONCEPTS – BUFFALO CITY

[<0>] VISUALISATION STUDIO

Commissioned by the South African Cities Network
Implemented by Ilifindo and The Trinity Session

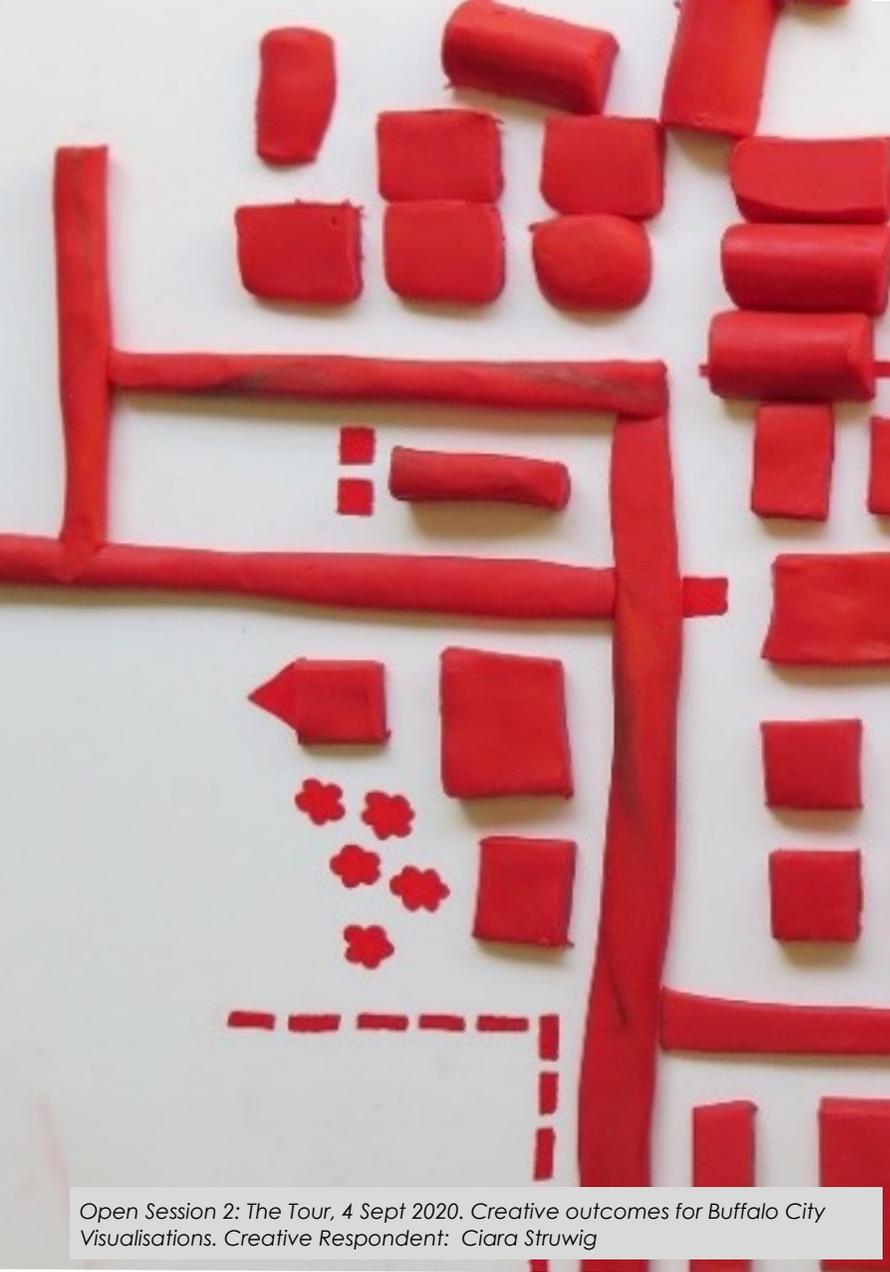
ROUTE TO RE-ROUTE

BUFFALO CITY



ROUTE TO RE-ROUTE

BUFFALO CITY



Open Session 2: The Tour, 4 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Ciara Struwig

Visualisation Studio

Route to Re-route

Buffalo City

Following a guided tour through a city the red clay shapes the the urban fabric and the concepts raised in the discussion with the participants. The purpose of the red clay was to map out the city from an aerial view. When the clay has the green screen over it you can see the city. The naming of spaces could be found by using the clays as a magnifying glass. Once the place was found the clay was placed. Once the clay was placed the green screen effect was used to show that which was hidden.

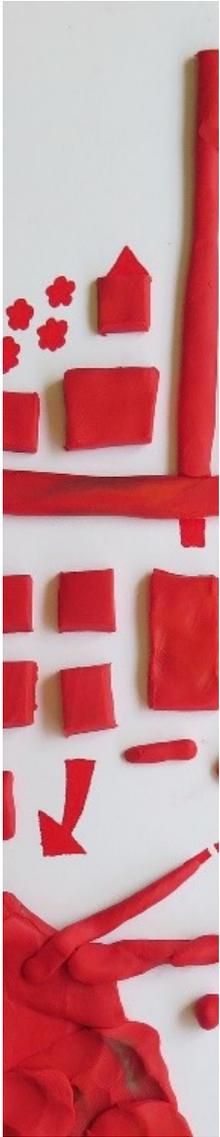


Open Session 2: The Tour, 4 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Ciara Struwig

ROUTE TO RE-ROUTE – BUFFALO CITY

[<O>] VISUALISATION STUDIO

Commissioned by the South African Cities Network
Implemented by Ilifindo and The Trinity Session



Main Issues from the session

- The want for development without losing the idea of the sleeping city.
- The city is wonderful to travel as distance is short, it doesn't take more than 10 minutes to get somewhere.
- The City is frozen in time, but time has value.
- Preserving culture.
- South Africans have a sense of entitlement.
- The Duncan Village project was successful, unfortunately other townships and people used it as dumping yard. Residents stopped cleaning. Therefore, there needs to be continuous support for projects like this.
- A cleaner city will reduce negativity.
- Change negative thoughts by using and issuing positive processes and projects.
- Do not replicate what other cities have done, rather build on the current and already existing infrastructures and ideas.
- Enhance cleanliness of beaches, beaches in their current condition are unsafe and not pleasing to see.
- There is a lot of possibility regarding the cleaning up of the beaches, especially Nahoon Beach.
- Nahoon beach needs more safety and visibility.
- More green spaces or cleaner green spaces.
- Combine adventure and arts.
- Turn places that are considered insignificant into ones of more significance.



Methods and Techniques

- The methods used in this visualisation inform the concept of taking a tour or being guided through a city. Firstly the visualisation's base is that of red clay, this clay and its opacity would allow for the greenscreen effect to work.
- The next step in the process was to build a city from an aerial view. However the process was guided by the participant taking the session as a tour. This guiding and touring was done by using the clay as a magnification tool and finding the right place. Once the right space was found the clay was put down.
- Inside the clay-like city the stipple lines were used to indicate the routes that were taken during this tour. There were also drawings added such as building silhouettes and arrows, indicating that these spaces are of importance. This ties in with the insignificant spaces which some people do not pay attention to.

- The purpose of the red clay was to map out the city from an aerial view. When the clay has the green screen over it you can see the city.
- The naming of spaces could be found by using the clay as a magnifying glass. Once the place was found the clay was placed. Once the clay was placed the green screen effect was used to show that which was hidden (see the Materials and Key on following page).

Suggested Titles

- Little Tours
- Finding the Hidden Path
- Route to Re-route



Participatory Exhibition

If the work was to take the form of a participatory exhibition which has interactive elements, then the suggested format should take the following form:

For the exhibition, the same process that was used in the visualisation can be applied. Firstly, there would be a table in the designated map room, the camera would be suspended above the table. There would then be a projector present, projecting the green screen effect on a wall. Participants can then use this to help them with the placement of the clay and markers.

The red clay would then be provided and participants can map out their city and take us on a tour. Just like the in the visualisation process the participant would be given pens to help plot the routes and add arrows.

The end result would be a performance piece that would have started with a blank canvas and end with it being a mapped out experience.

Possible new forms

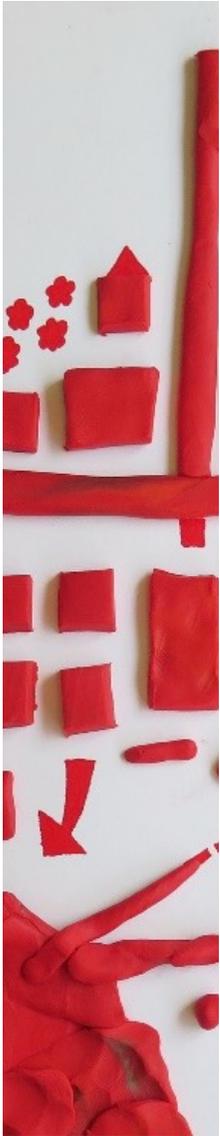
Possible new forms that can come from the visualisation are actual 3D maps in sculptural form.

If one was to take the aerial map and reproduce it on a small scale, like that of artist Izabel Mertz, you would have tiny maps which can then be placed in and around the city as markers or guides to help tourists find insignificant spaces that are usually hidden.

It is a minimal intervention and doesn't remove existing things but rather adds to them.



Reference sourced from the internet



Possible new forms

Possible new forms that can come from the visualisation are actual 3D maps in sculptural form.

If one was to take the aerial map and reproduce it on a small scale, like that of artist Izabel Mertz, you would have tiny maps which can then be placed in and around the city as markers or guides to help tourists find insignificant spaces that are usually hidden.

It is a minimal intervention and doesn't remove existing things but rather adds to them.



References sourced from the internet

Material/ key

The Red Clay: on the right

The Green Screen : on the left

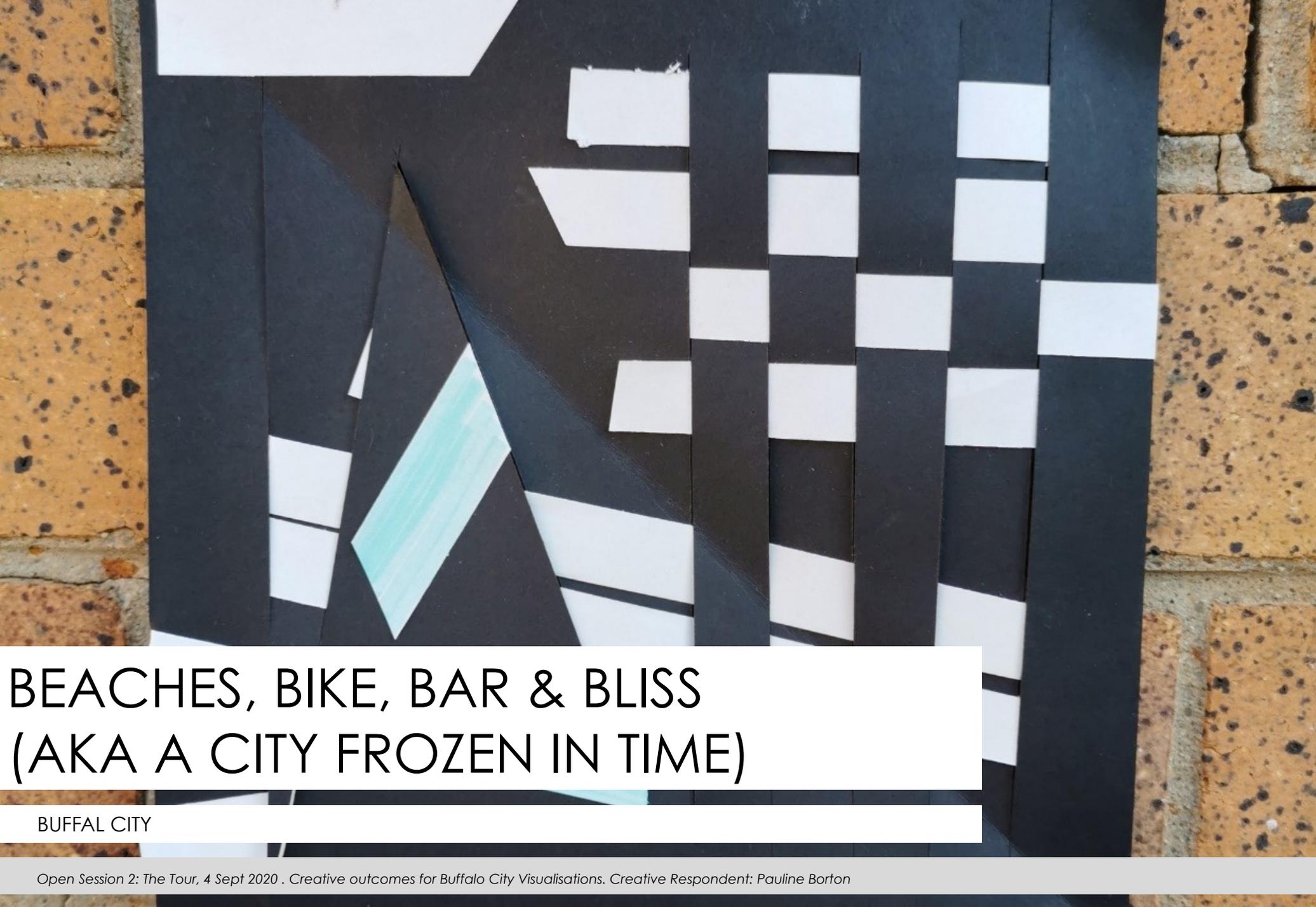
The purpose of the red clay was to map out the city from an aerial view. When the clay has the green screen over it you can see the city. The naming of spaces could be found by using the clay as a magnifying glass. Once the place was found the clays was placed. Once the clay was placed the green screen effect was used to show that which was hidden, please refer to the image on the left.



Open Session 2: The Tour, 4 Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Ciara Struwig

BEACHES, BIKE, BAR & BLISS

BUFFALO CITY

A collage of black, white, and teal paper strips on a brick background. The strips are arranged in a grid-like pattern, with some strips overlapping and others being torn or cut. The background is a textured brick wall with orange and brown tones.

BEACHES, BIKE, BAR & BLISS (AKA A CITY FROZEN IN TIME)

BUFFALO CITY



Visualisation Studio

Beaches, Bike, Bar & Bliss (aka a city frozen in time)

Buffalo City

Weaving the narrative together as the session unfolds – the QR codes became building blocks, one story connecting to/ inspiring the next.

This led to the generation of some imaginary narratives, or explorations of the city – tours of the natural and urban spaces, leading us into the city, into the park and finally a creative exploration/ art tour. Largely positive journey aspects related to safety and security were paramount – leading to specific “QR posters” being developed that explored these tensions.

Open Session: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations.
Creative Respondent: Pauline Borton



Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations.
Creative Respondent: Pauline Borton

Inspired by a QR code as it's a way of communicating a layered narrative – and as various applications. The artists thought more about the juxtapositions/binary opposites in a coded language in the post visualisation process for instance: sleepy city/hustle and bustle, nature/built

The QR code becomes the way of weaving the narratives of diversity across the city together. The QR code artworks were intentionally placed against brick back drops or plants in order to act as "posters" or signifiers.

Further explanation for each one can be found later in this document.



Methods and Techniques

- The narrative was woven together as the session unfolded – the QR codes became building blocks, one story connecting to the next/inspiring the next
- This inspired the generation of some imaginary narratives, or explorations of city – tours of the natural and urban spaces, leading us into the city, into the park and finally a creative exploration/art tour. Although a largely positive journey, aspects related to safety and security were paramount – specific “QR posters” were developed that explored these tensions.
- QR codes were a source for inspiration as they are a way of communicating a layered narrative and have various applications.
- The juxtapositions/binary opposites become more evident in a coded language in the post visualisation process, for instance: sleepy city/hustle and bustle, nature/built.
- The QR code becomes a way of weaving the narratives of diversity across the city together.
- The QR code artworks were intentionally placed against brick back drops or plants in order to act as “posters” or signifiers.
- Further explanation for each one can be found later in this document.



Main Issues from the session

- Safety and Security: based on passive surveillance generated by the user/use of spaces.
 - Celebrations of diversity through specially dedicated spaces for specific types of public activities, for instance a beach serves as democratic space with multiple users, using it for rest, recuperation, exercise.
 - A busy street serves as a cultural shopping experience, artist studios create a spider web of connectivity, and heritage sites celebrate history, such as a gorgeous town hall. It is vital that the idyllic and slower paced lifestyle is observed. Observe natural heritage, such as the footprints found in a nature reserve, Nahoon beach.
 - Development takes into consideration the existing "good" infrastructure or places, making use of these to build around and upon - not destroy them.
 - Consider how city roads can be made safer through the use of cycle lanes.
- General pride in the city and what it has to offer to the visitor and how these stories can be shared in a creative/fun and interactive way.
 - Long term projects geared towards repair, maintenance, clearing up and environmentally safe/secure areas – not once off solutions that are not maintained over time.
 - Projects that change perceptions about space: townships are currently considered as dumping grounds.
 - Space is under-utilised, such as the Anne Bryant Art Gallery, a municipal art gallery. Gardens could be used for more things, grounds could be used more efficiently.
 - More green spaces, better use of existing parks that should be upgraded to be safer, more secure and cleaner. Let's make these area people friendly and family friendly. Lets update our aquariums.



Participatory Exhibition

- Actual Tour: Invite the participant to enact an actual tour of all the sites discussed and document this.
- Imaginary Tour: Create an actual "mock" tour campaign through branding, programmes, sites and imagined/ new/ upgraded sites.
- Imaginary Art Map (similar to that of VANA's) that identifies various unused/ under-utilised spaces that that could be transformed into art/ creative/ gallery spaces.
- Sticker Campaign/Poster Campaign (QR code or coded messages), invite the public to generate their own QR code stories and woven posters.
- A Christmas Performance: a braai in Anne Bryant Park, with various artefacts from this process and others associated with the process on display.
- A bicycle tour: from City to Sea (connectivity)
- All of the above can be done remotely, with digital resources or in small contained groups.

Suggested Titles

- Bike, Beach, Bar & Bliss
- Frozen City
- The Agile City



<https://www.stickeryou.com/blog/post/guerilla-sticker-campaigns>

The Agile City:

This title seems fitting, as this particular imagined city has the potential to be many things all at the same time. Again, drawing on the tensions or various experiences of daily life that the city offers, which all happen in close vicinity to each other, this city feels like it has the potential to connect the dots between sites. If designed right this could build on the incredibly diverse "good/working" spaces that exist already as key nodes. The QR code becomes the way of weaving the narratives of diversity across the city together.



Paraphrasing/ distilling the conversation that informed the QR code in the beginning of the session:

My city is great because I can get anywhere in 10 mins.

My city is great because I can go to the beach after school.

My city is great because it is idyllic, slow and agile

Do not try and replicate other cities and place them into mine.

Development should not eradicate the good/working that exists already – it should enhance it.

Our city is unique.

Look at what my city already has, build on the best parts of it!

Consider simple methodologies for interventions in problem spaces (storm water drains/rubbish).

Celebrate our public spaces of diversity: Beaches

Celebrate the different types of landscapes (whether built up or not) various forms natural and urban areas exist.

Let's learn from spaces of safety and security

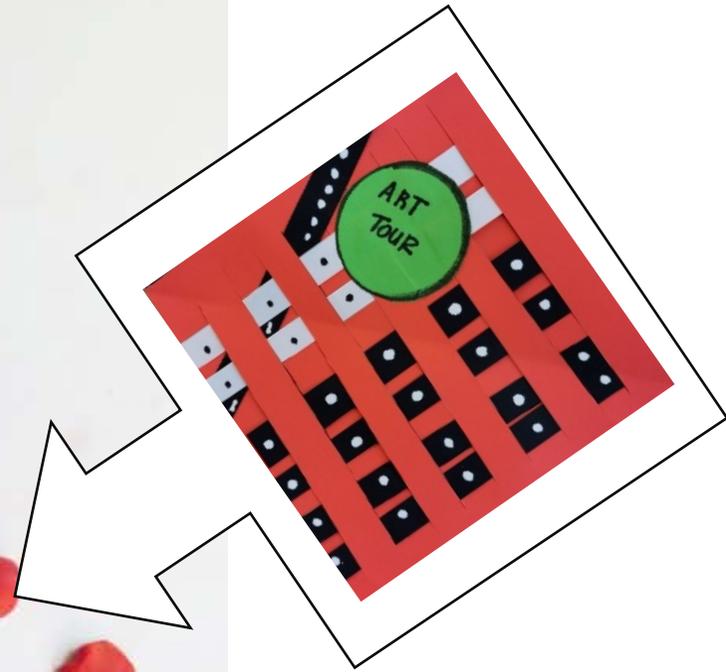
My city can offer you so many different experiences of daily life. Vibrant, the hustle and bustle of Oxford street, the *''African Tarta Town''.

Celebrate our small parks.

*The best explanation is that it is a mash up of various cultural items/activities.



Open Session: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton



Walking the city through an exploration of creativity.

Connecting the city through the artistic network.

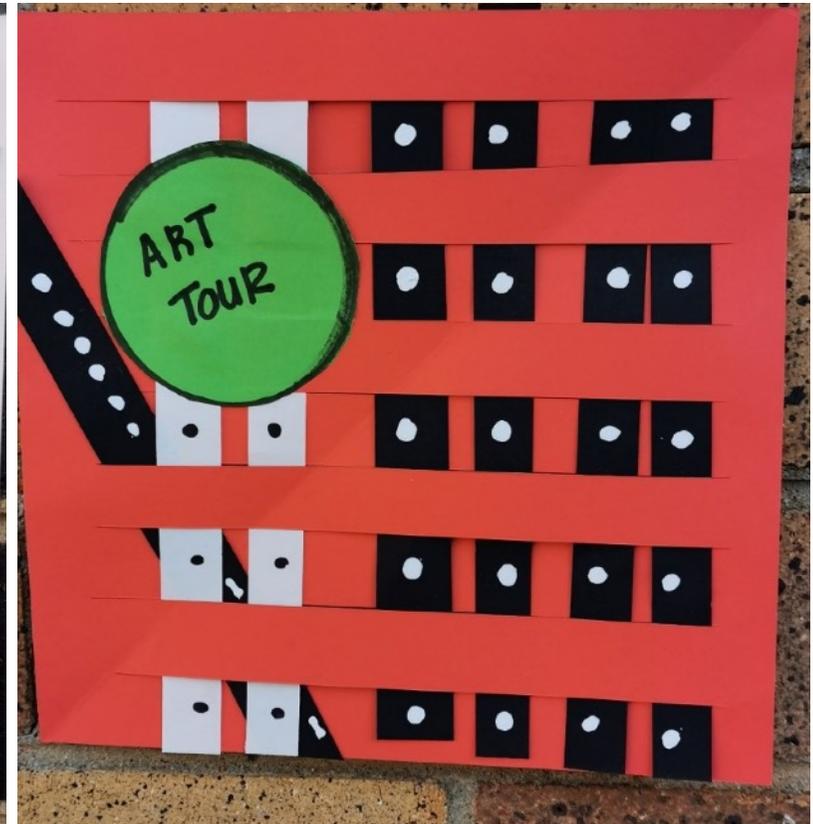
Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton and Ciara Struwig

BEACHES, BIKE, BAR & BLISS– BUFFALO CITY

[<0>] **VISUALISATION STUDIO**

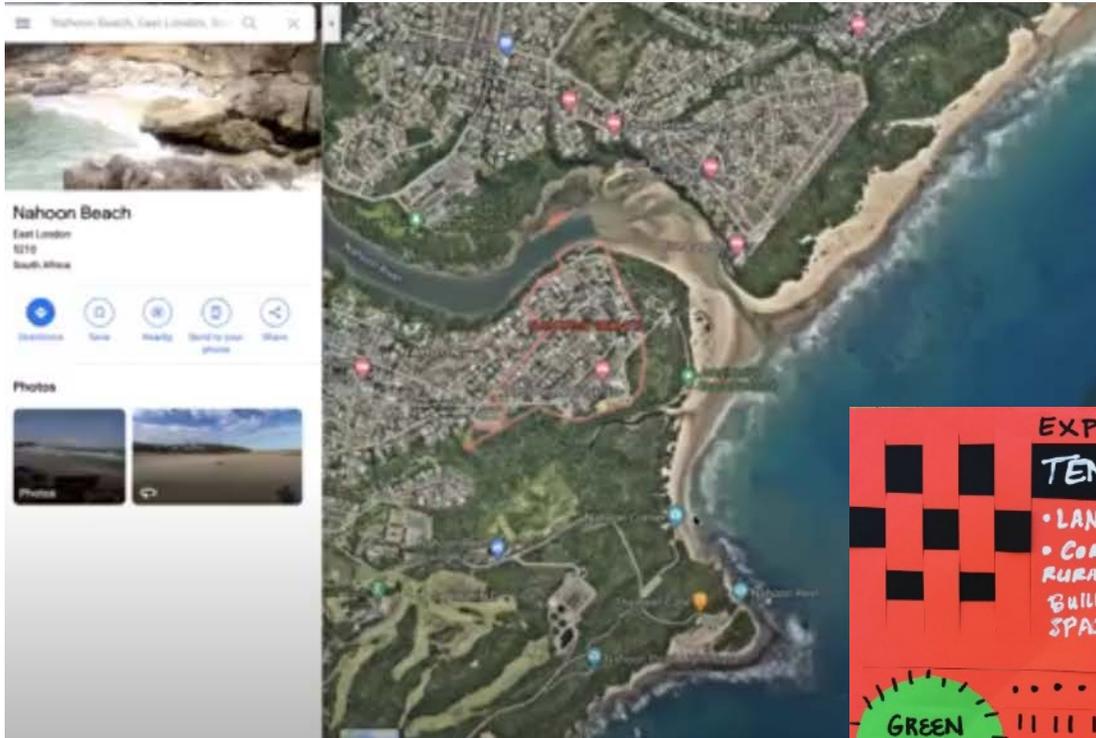
Commissioned by the South African Cities Network
Implemented by Ilifindo and The Trinity Session

Imaginary Tours generated during the session - highlighting the cities best attributes.



Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton

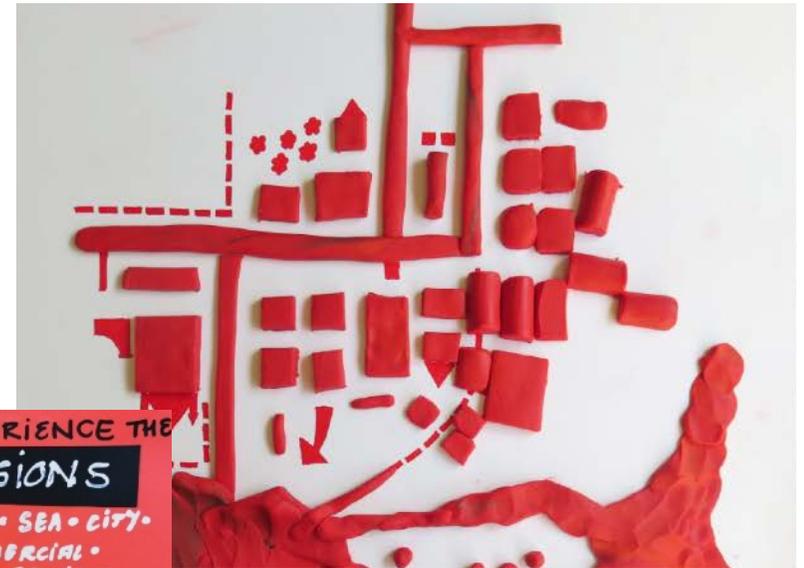
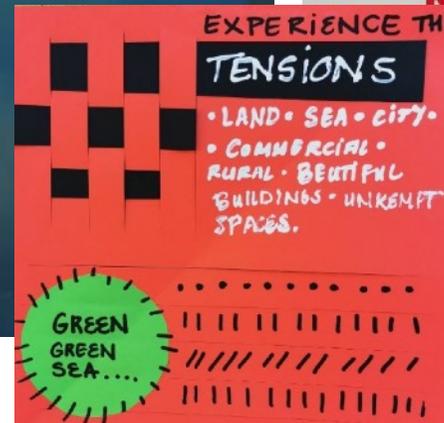
BEACHES, BIKE, BAR & BLISS- BUFFALO CITY



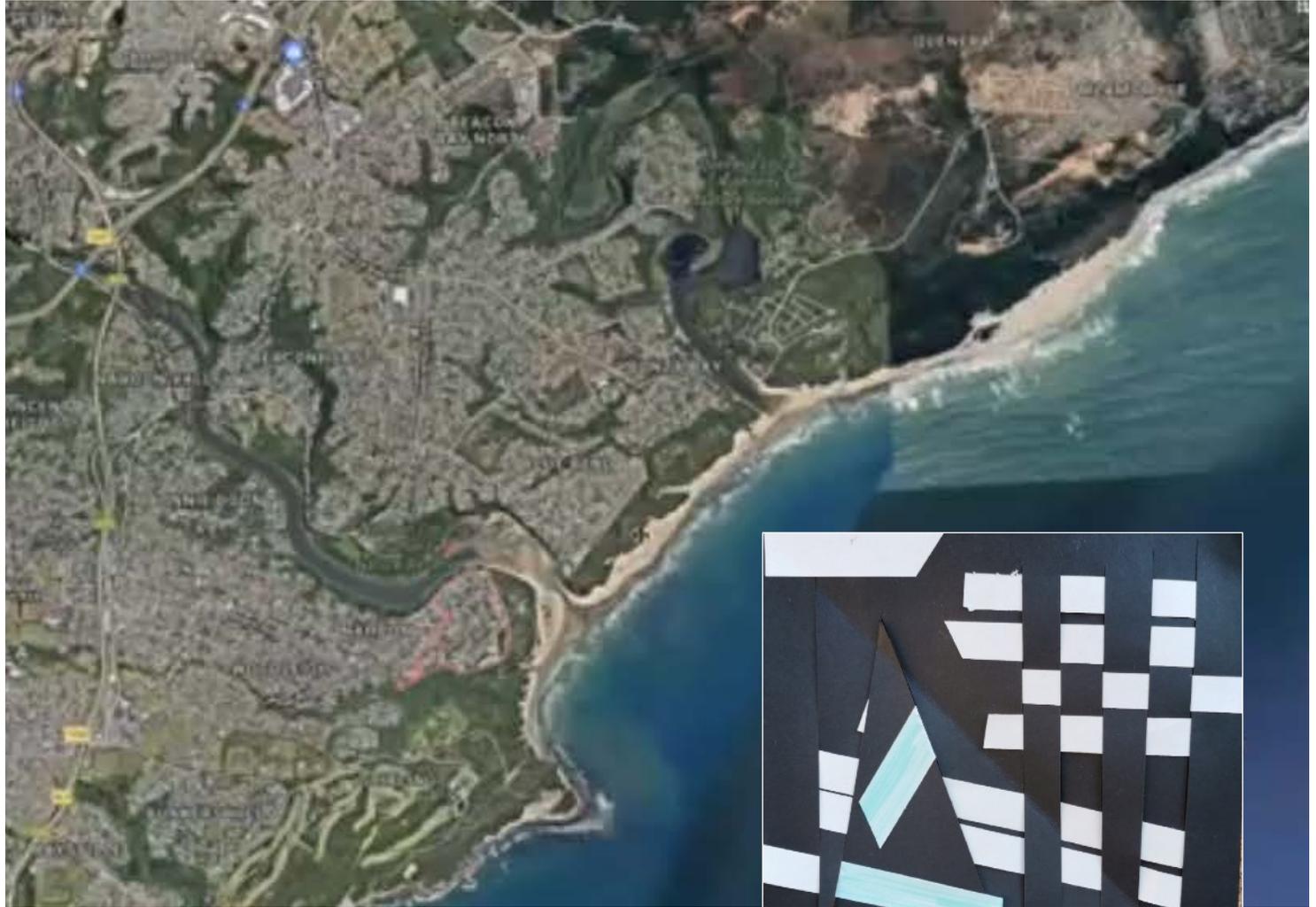
Reference sourced from the internet

Be aware of certain areas along the curve near Nahoon beach, another beach close Nahoon beach is regarded as unsafe. It is passive surveillance and activity that keep our beaches safe (extracted from open session video).

Context: The 2.6km stretch of pristine coast is part of the Nahoon Point Nature Reserve and a network of boardwalks protects the fragile dune field, leading you to a lookout point where you can see Bat's Cave, where the footprints were discovered. Text extracted from: (<http://www.bctourism.co.za/itemdetail.php?id=508&category=18>)



Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton and Ciara Struwig



Reference sourced from the internet

Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton

BEACHES, BIKE, BAR & BLISS– BUFFALO CITY



Reference sourced from the internet



Exploring correspondences between "tensions" and "time" in the city. Nature and built form.

Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton



Anecdotal story extracted from the following section of the video:

"My friend Solly, goes down to the park and sets up a braai at Christmas time.

We are setting it up with all this rubbish around us, with all these broken bottles surrounding us. We feed the people that are homeless there."

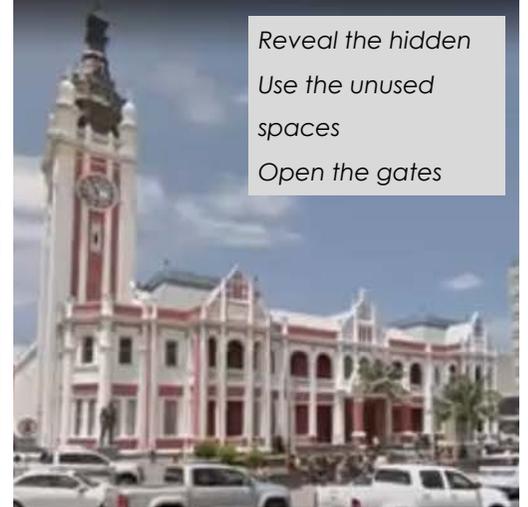
Reference sourced from the internet

Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton

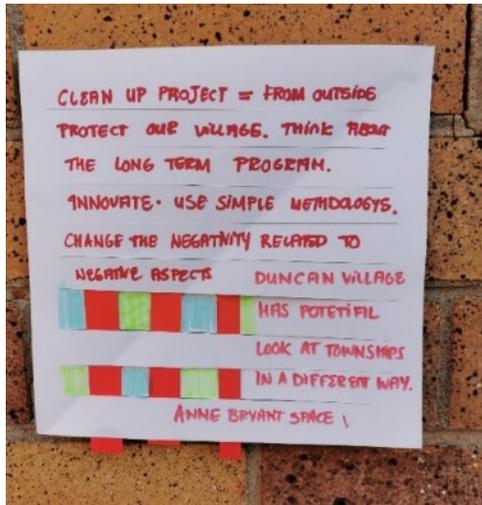




<https://www.annbryant.co.za/>



Reveal the hidden
Use the unused
spaces
Open the gates



CLEAN UP PROJECT = FROM OUTSIDE
PROTECT OUR VILLAGES. THINK ABOUT
THE LONG TERM PROGRAM.
INNOVATE. USE SIMPLE MEMORABLES.
CHANGE THE NEGATIVITY RELATED TO
NEGATIVE ASPECT DUNCAN VILLAGE
HAS POTENTIAL
LOOK AT TOWNSHIPS
IN A DIFFERENT WAY.
ANNE BRYANT SPACE !



RUBBISH...
CLEAN STREETS
..CARE...
P



GREEN
PARK
TREE
SAFE SPACE
RUBBISH
FREE

Addressing the 'not so nice' issues

Open Session 2: The Tour, 4 Sept 2020 . Creative outcomes for Buffalo City Visualisations. Creative Respondent: Pauline Borton

BEACHES, BIKE, BAR & BLISS- BUFFALO CITY

AGILE CITY

BUFFALO CITY



Intro Session 1 & 2, 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Tammy Palesa Stewart

Visualisation Studio

Agile City

Buffalo City

The artist created a collage of plant materials to respond to the introductory studios for Buffalo City. Some materials were preselected to represent certain questions, and some were chosen in response to specific ideas that evolved during the session. For example, before the session the artist knew that brown paper would be used to capture elements of the city that already exist

However as the conversation progressed, participants said there was a need for more connected transport routes, so sticks with many branches were splayed across the page to represent a map of potential connected highways and roads.



Methods and Techniques

- A collage of plant materials to respond to the introductory studios for Buffalo City. Some materials were preselected to represent certain questions, and some were chosen in response to specific ideas that evolved during the session.
- Brown paper is used to capture elements of the city that already exist. However as the conversation progressed, participants said there was a need for more connected transport routes, sticks with many branches are played across the page to represent a map of potential connected highways and roads.

- Each material is annotated with specific keywords, however some concepts required more specific note taking- these were drawn directly onto the page.

Suggested Titles

- A sporting city
- A cultural city
- An agile city

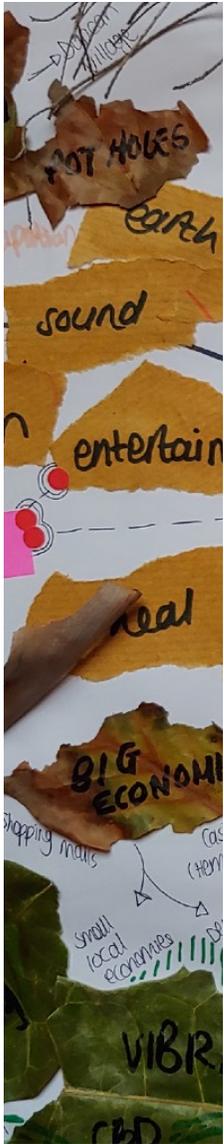




Main Issues from the session

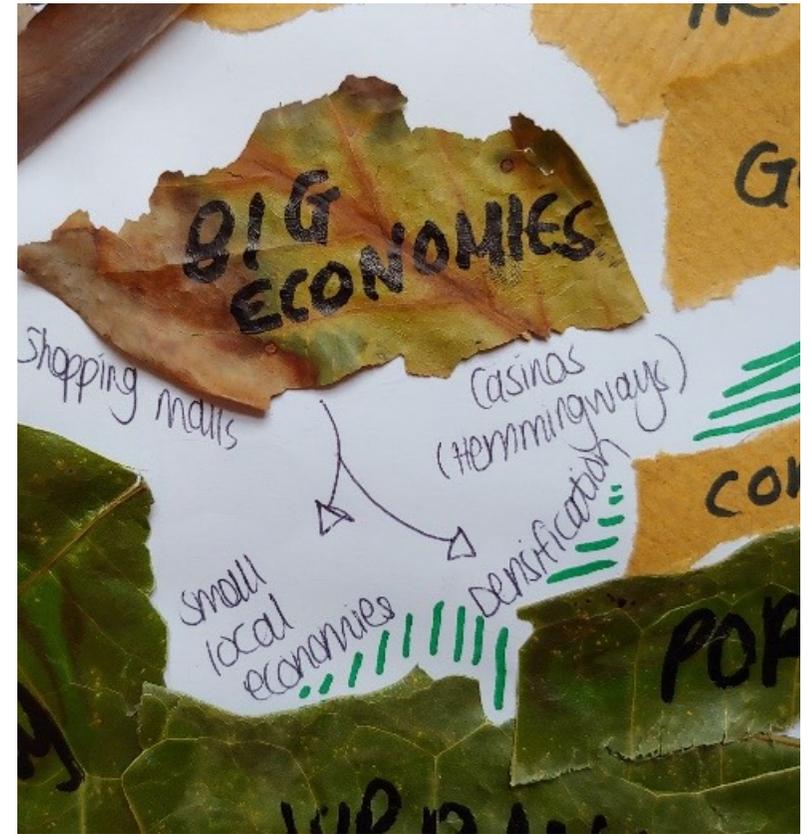
- Disorganised public transport - need more connection between destinations, need by-passes from the single main road, need trains to connect to East London and other cities.
- Land invasions, squatter camps, homelessness.
- Expansion of the car manufacturing industry, which is doing well.
- Development of roads.
- Litter that washes onto the beach – nets could be installed on storm water drains to collect rubbish, the municipality would then need to empty these nets and collect other rubbish in the area. The rubbish deters tourists.
- Tourist sites need to be better maintained; can incorporate traditional Zulu clothing as tourism branding (as well as traditional music, dancing etc).
- Cultural and heritage sites and activities need more support and sponsorship.
- Street food vendors can be branded and properly advertised.
- Need more sporting facilities, such as basketball courts and mixed sports fields in rural areas. Sports can also serve as entertainment, such as beach activities. Need more hiking trails. Create a cycling route from PE to Plettenberg along the beach. The weather in the area generally supports these types of activities.





- East London is known for boxing, this should be promoted.
- A greater sense of unity is needed between township and city residents.
- Move some industries out of the CBD- i.e. move people's work closer to the townships.
- Need to market and advertise everything that goes on in the city to tourists and the rest of SA, a lot happens in the city but people don't know about it.
- Job creation is necessary for the youth, creative ways to get them off the streets need to be implemented.
- The arts department at the university is under-utilised - it produces great artists, however they leave PE to find opportunities elsewhere. Duncan Village arts centre is also under-utilised, spaces could be rented out to artists. More arts festivals could be developed.
- Large centres like casinos and shopping malls should be removed and focus should be placed on small businesses and job creation.

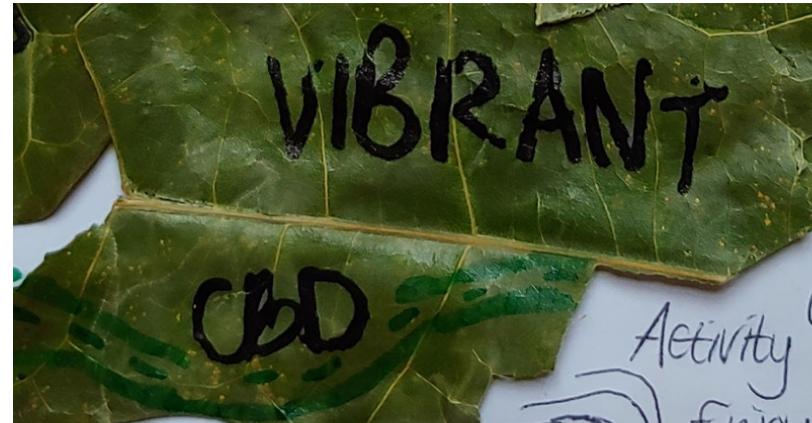
- The port river and harbour are under-utilised, these area could create more vibrancy for the city through the activation of tourism.
- Need to co-ordinate traffic, parking, and activities in the CBD without stopping the vibrancy.



Materials/ Key



Brown torn paper: elements of your city that already exist



Green leaves: parts of the city to be developed/ multiplied



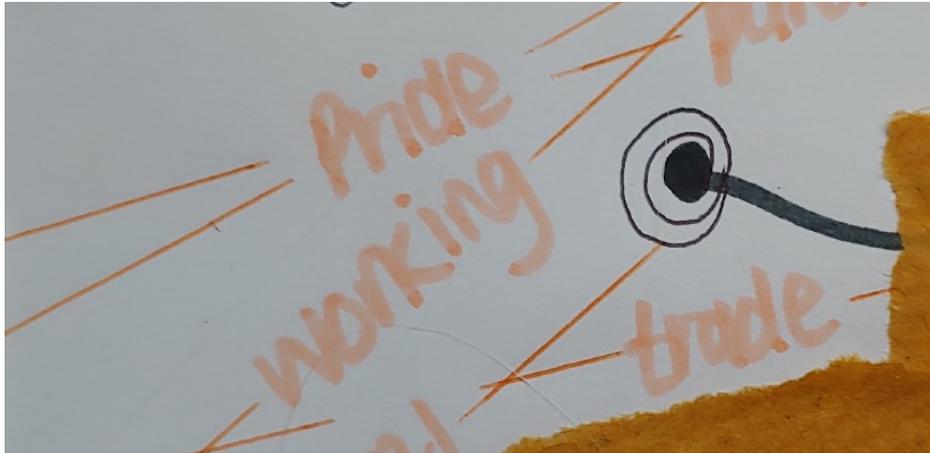
Dying leaves: things to remove from the city



Post its: areas that can be developed/ utilized more red dots: connection between ideas

Intro Session 1 & 2, 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Tammy Palesa Stewart

Materials/ Key



Drawn in notes: Describe the personality of the city



Plant with roots attached: potential for growth and development

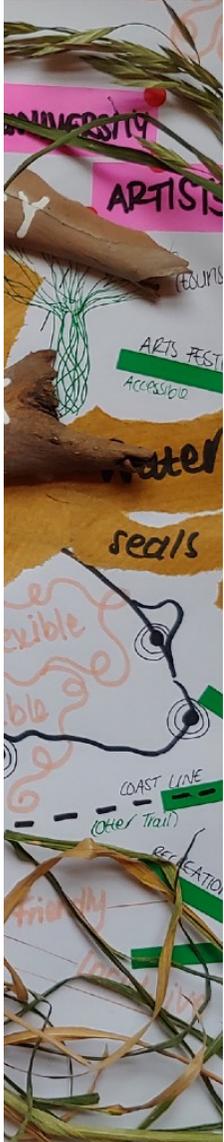


Stick with multiple branches: represents more connected transport routes



Hard pieces of bark: backbone/pillars of the new city

Intro Session 1 & 2, 26th Aug and 1st Sept 2020. Creative outcomes for Buffalo City Visualisations. Creative Respondent: Tammy Palesa Stewart



Possible Alternative Forms (same as Nelson Mandela Bay)

- This concept could be developed further with a landscape architect to revitalise a specific area along the beachfront or in a smaller community.
- The design could feature indigenous plants to teach children about their heritage
- It could become a permaculture garden, to create food stability and skills sharing
- This can also be implemented as a large scale architectural feature, such as rooftop gardens, vertical gardens, and building facades



Reference sourced from the internet



Participatory Exhibition

(same as Nelson Mandela Bay)

- People can make their own plant installations, like a DIY flower arranging exercise, using floriography
- We can have an already established permaculture garden, where people are taken through the garden and learn about planting and growing. This becomes a skills-sharing exercise with a tangible outcome for one specific community.



MONSTERA LEAF
Constancy



PERUVIAN LILY
Friendship, Devotion,
Purity of heart



**POMPOM
CHRYSANTHEMUM**
Secret crush, Flattery



DAISY (FUCHSIA)
Beauty unknown to
possessor



TULIP (WHITE)
Beautiful eyes, Felicity



DAISY (BLUE)
I'll never tell



PROTEA (PINCUSION)
Diversity, Courage, Strength



TULIP (RED)
Believe me, Declaration of love

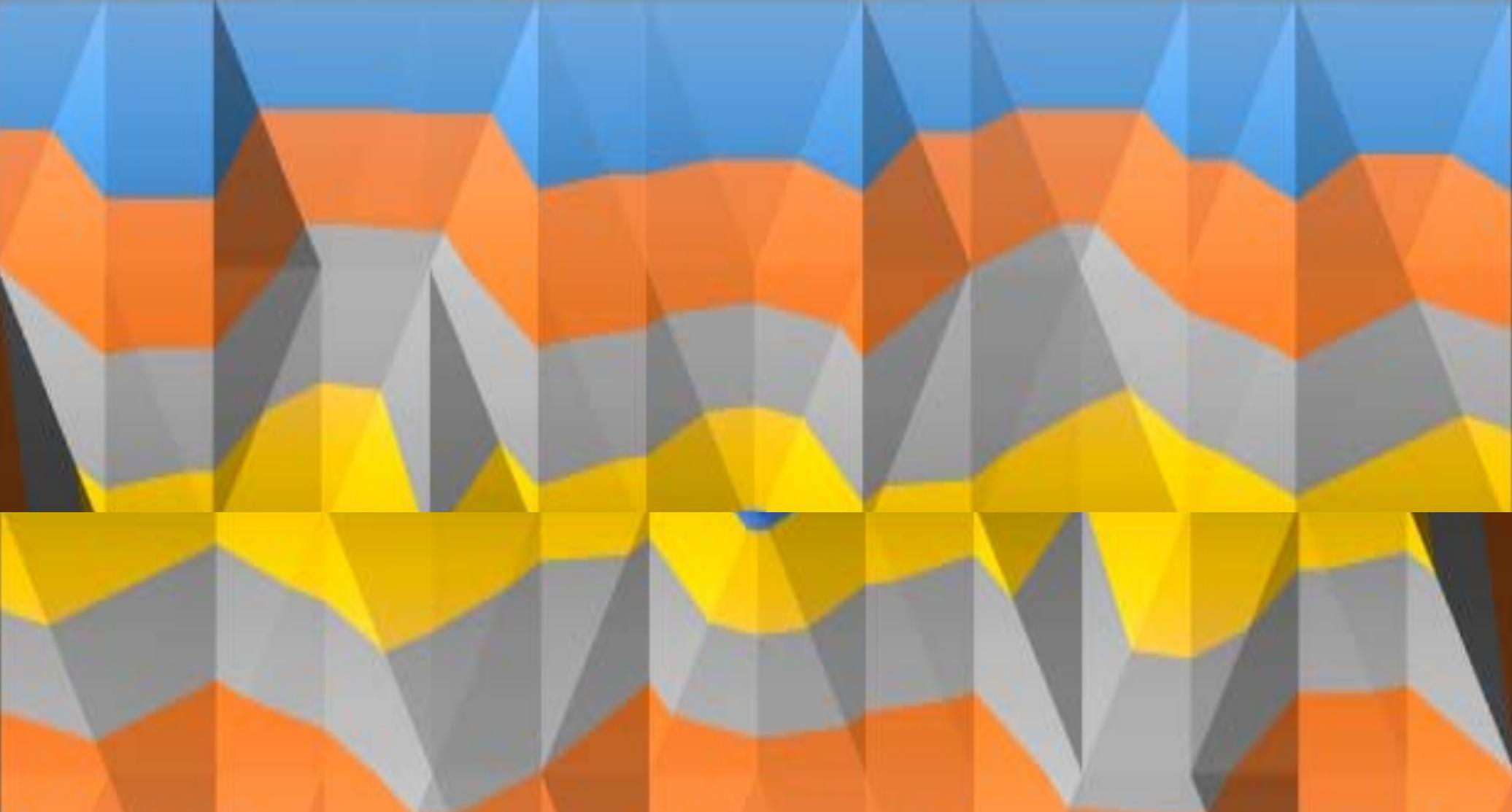


HYPERICUM BERRY
Faith, Simple pleasure

Reference sourced from the internet

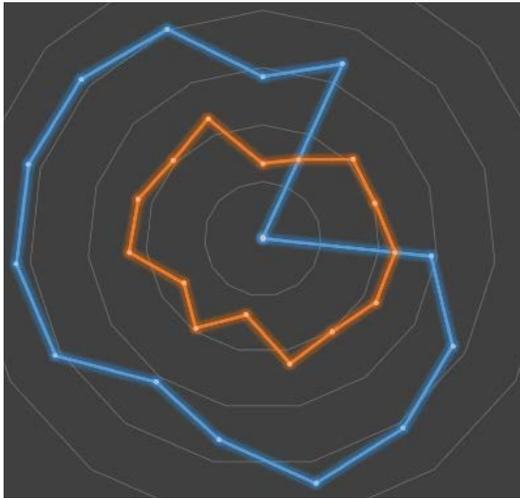
TEXT TO COLOUR

BUFFALO CITY

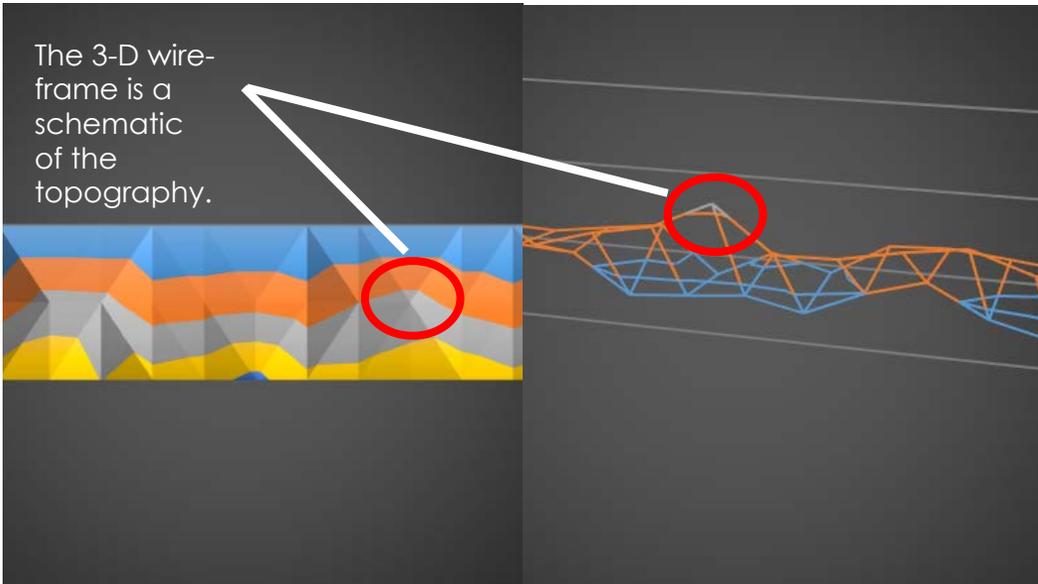


TEXT TO COLOUR

BUFFALO CITY



- The colours represent different perspectives and their distribution is influenced by individual responses to the set of three standard questions.
- The topography of the terrain is formed when key perspectives meet. When perspectives are aligned there is a higher peak.



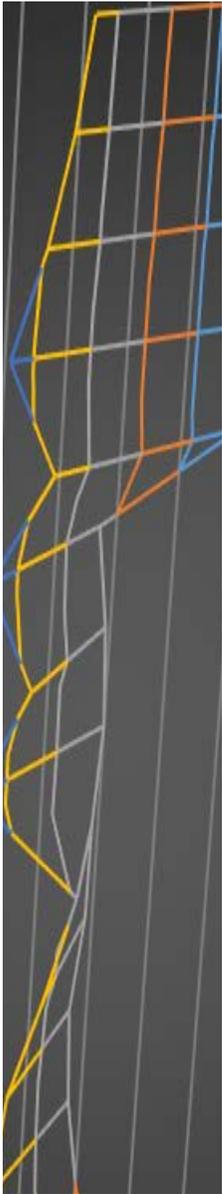
Visualisation Studio

TEXT TO COLOUR

Buffalo City

Introduction: about the common thread

The Republic of South Africa is a Rainbow Nation. The individual needs of a population just under 60 million people of various ethnic, cultural, socio-economic, religious and all other related demographics are very broad. However, all citizens seem to share similar wishes and perspectives. These shared ideals form a common thread across the nation. From clean public spaces, better transport facilities, art and general peace & stability, there are to be found a set of near identical perspectives and desires despite the huge differences in an equally large population. These common threads are sought out, identified and explored in these visualisations.



Main Issues from the session

After observing that every city's respondents have their own perspectives unique to their geography, the idea was born to quantify their qualitative differences numerically then represent them with colour.

Methods and Techniques

The respondents from each city were asked three standard questions and their responses give unique representations of their different perspectives to the same standard questions.

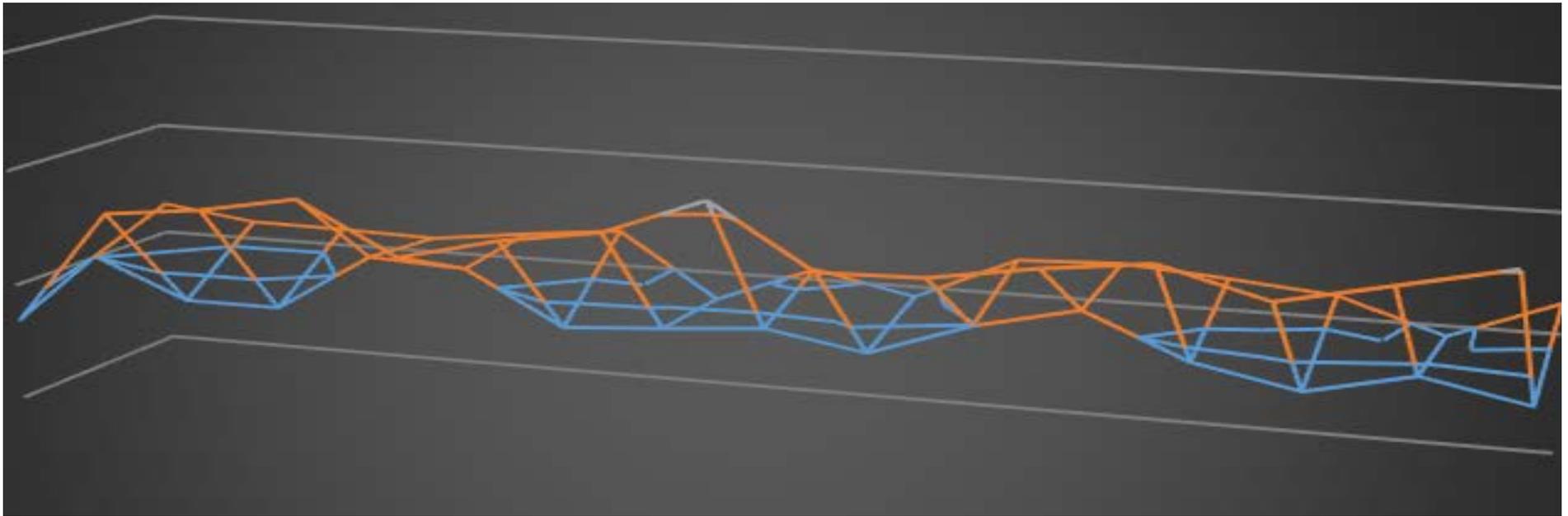
The Three Standard Questions

1. Wish on anything you like for your future city
2. Think of our future city. Give it a personality. Imagine that the city is alive that it is a being.
3. What are the things that we need to put in place to make this a creative city? What are the tools that we need? The right people to bring in to make that a reality. To get to that reality.

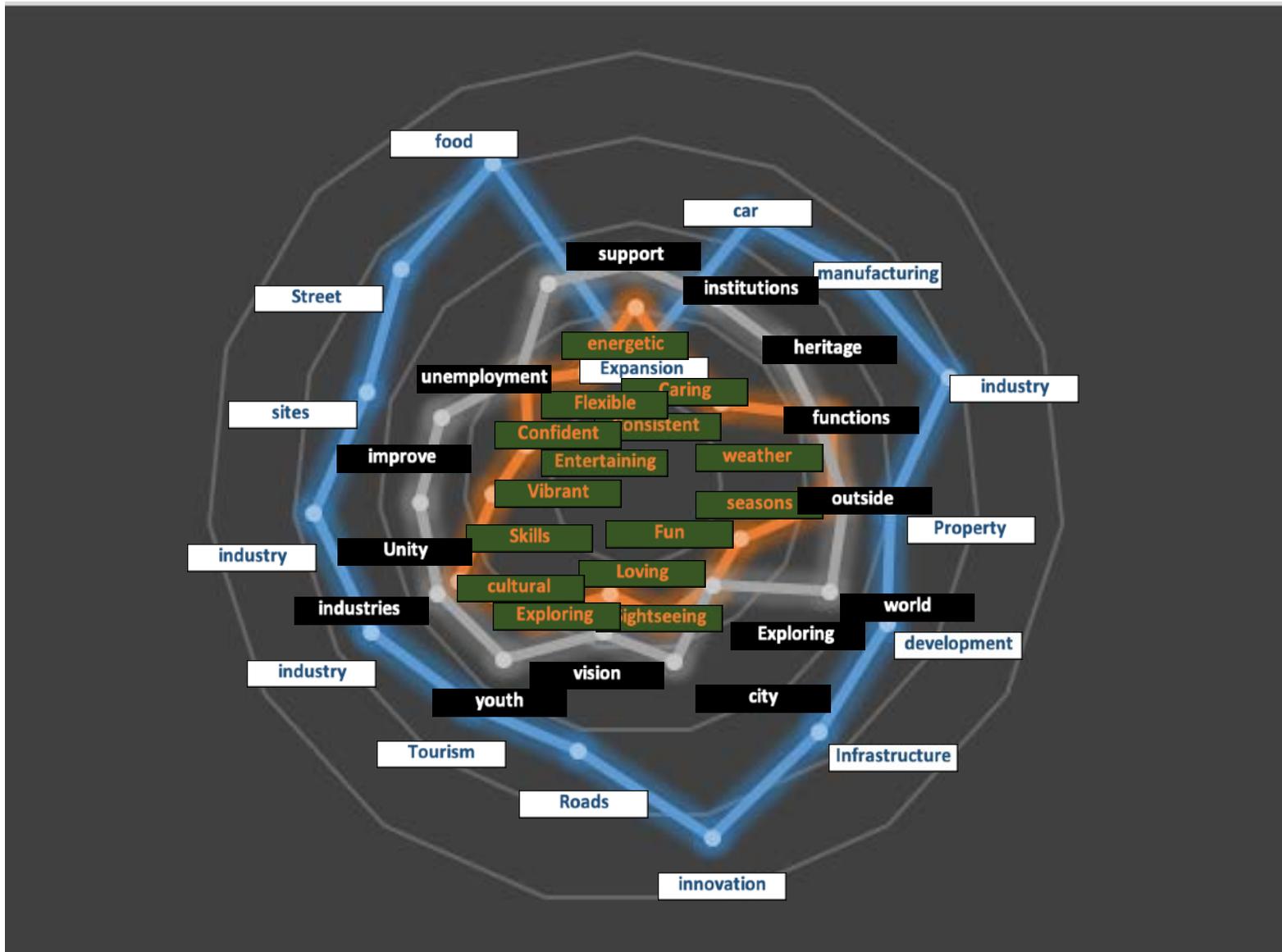
The data mined from each city is then represented in 3 different ways. A radar graph, and a topographical representation that also comes with a separate 3-D wire-frame which is a schematic of the topography. The three representations are formed by the average responses of respondents to the three standard questions.

Participatory Exhibition & Alternative Forms:

A simplified spreadsheet that participants are welcome to add their inputs - can be created. After the end of the exhibition, the final output can be printed out making a unique representation of that exhibition. The output will represent a collective perspective based on responses. Much like a mass graphic palm reading.



Intro Session 1; 26 July 2020. Creative outcomes for Buffalo City Visualisations. Diagram compiled post studio by : Tariro Moyo & Lavinia Williams Otto



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Visualisation Studio



Facilitators and Creative Respondents:

Gabriella Peppas | Marcus Neustetter | Stephen Hobbs | Pauline Borton | Tammy Palesa Stewart | Ciara Struwig | Tariro Moyo | Albertus van der Westhuizen | Lavinia Williams-Otto | Jacques Nel

Implemented by Ilifindo and The Trinity Session



Commissioned by the South African Cities Network



Funders and partners in the built environment programme



Launched at Urban Month

