

## The Light Highway,

The project has been inspired by highways, computers, cars, the network of cities of California, the Pacific. It's a synthesis of the Valley. People commuting, the birth of the home computer, the rise of the individual transport, the car, the personal computer and ultimately the internet. The Light Highway is a series of waves where some are accessible as platforms into the cityscape, others are just holding solar cells or just vegetation, spaces are created, inner ones and outer ones. During the day is a space that can be used for climbing, amusement, protection from the sun. At night it's a lighthouse designed to be seen from afar but not from the sky. It's a sculpture but it's also an architecture that can be used.

The structure is very simple, it's made out of a combination of a series of arcs and cantilevers that are made of a mix of concrete arches in the foundations that slowly give space to the rest of the shapes that are made out of a lighter metal space frame. The metal structure is covered by an outer layer of precast concrete and an inner one made out of aluminum plates. The surface of the highway has a mixture of exposed concrete (that is colored), vegetation and solar panels that are for generating the needed power that is consumed by support systems and by lights during the night. Power can be stored in batteries, but alternatively, the structure can give energy to the city network during the day, and take it from it during the night, when is cheaper, as generation of power do not stop.

The project tackles a series of points we think fundamental, a structure that's in line with the given space, formed by conceptual elements that are configured from the unique place, the city, the region, the country. It's feasible, it's fairly simple, the shape, the result, is singular. It is not allowed to climb the Eiffel Tower, but the Light Highway yes. It goes in line with the Californian spirit, it has to be something that can be used for recreation, sport and as an