Connect Fast + Live Slow

Keldur Development Area

8 4 2 3 9 3 8

Unique Urban Character

Living in Keldur means living in a unique urban character where each neighborhood has its unique housing typologies, open spaces, views and ambiance, forming a mosaic of urban environments and natural surroundings.

Living Close to Landscape

Our belief is rooted in ensuring that every resident has quick access to enriched and conserved landscapes that enhance biodiversity and foster outdoor recreation opportunities.

Keldur Lifestyle

Keldur is crafted for a slow pace of life. Through the provision of flexible hobby communal spaces and convenient access to nature, our goal is to cultivate vibrant community involvement and embrace the art of slow living.

Sustainable Mobility

The Borgarlína Transit System pioneers sustainable mobility, promoting eco-friendly travel modes such as buses, bicycles, and walking. Simultaneously, it facilitates fast access to a number of amenities and services, ensuring seamless connections for all.

## How to generate Land Value and Quality in Keldur?

Our proposal aims to create a high land value and premium urban quality through a strategic approach to high-density development. Going beyond traditional Transit-Oriented Development (TOD) concepts, our strategy extends density towards the edges of the development, allowing for better integration with surrounding neighborhoods and flexibility in implementing open spaces and community-focused programs. The resulting structure and urban mix of our proposal offer a wealth of added values, encompassing both living and landscape qualities. These include the proximity to nature, with opportunities for outdoor recreation and enjoyment. Fast connections to amenities and services ensures convenient access to urban conveniences. Recognizing and protecting the most valuable landscape while creating space for new landscape connections. Attractive views showcase the natural beauty of the surrounding landscapes. Unique housing typologies and open spaces provide diverse and innovative living options for residents. Flexible community spaces fosters community engagement and living a slow lifestyle. Workplaces promote economic opportunities and a vibrant live-work environment. All this holds a vision for a future generation of Keldur.
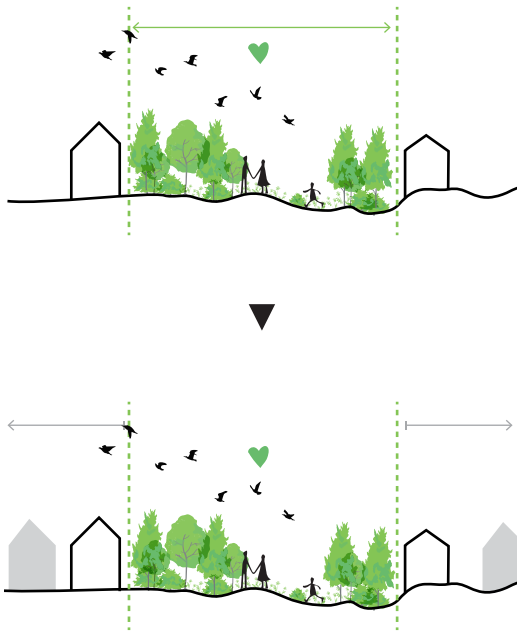
Protect Valuable Landscape

The guiding principle for the alternative massing is not to build in the valuable landscape. With an increased amount of inhabitants and workplaces the stress on public spaces and nature increases as well.
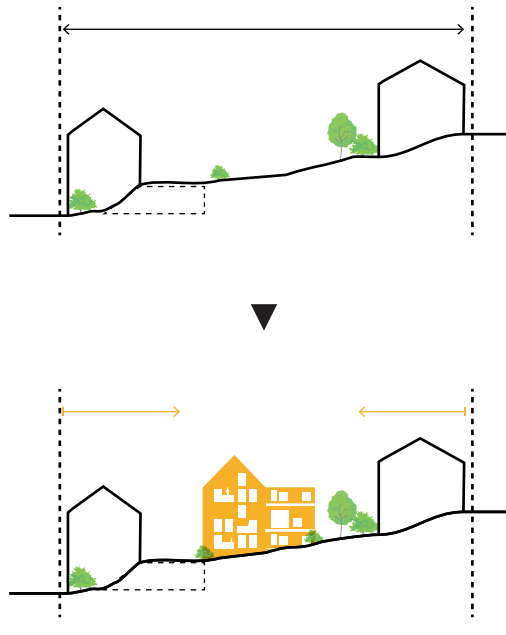
Infill In Large Building Plots

The structure plan allows for increased density in large plots located in the zones that are suggested to be built in the final phase. These flexible blocks contain generous unbuilt areas where additional housing can be introduced without compromising the structure.
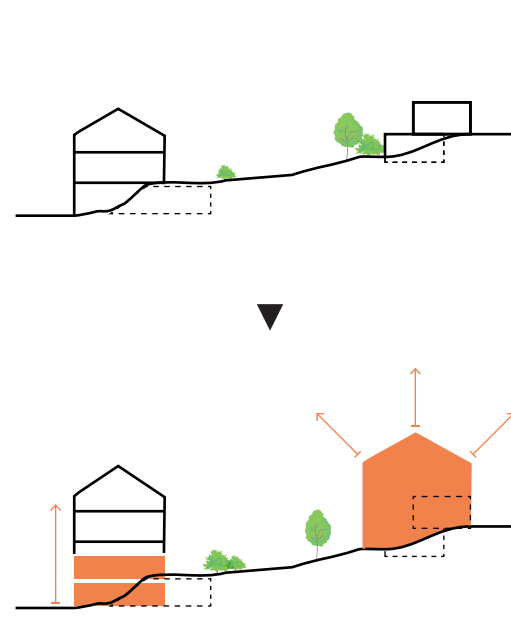
Change Typology

In order to accommodate a higher number of inhabitants and workplaces, a change of typologies can be applied in strategic areas. Change of typology is here used to describe changing e.g. rowhouses for apartment buildings as well as raising building heights in places where the structure can accommodate taller buildings.
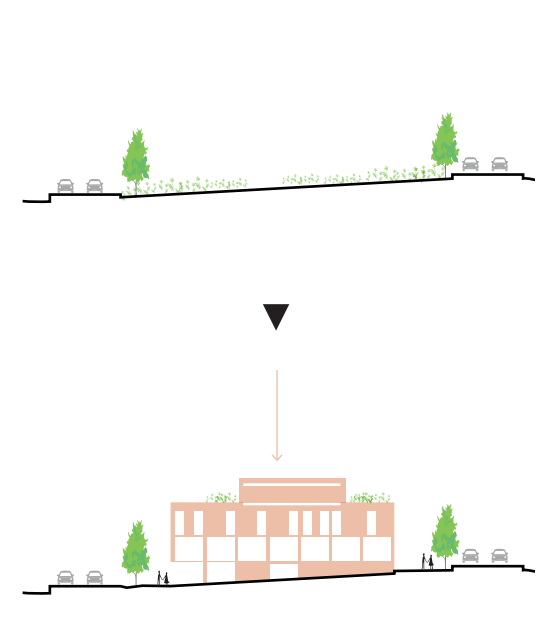
Reclaim Unused Areas

The final way to achieve higher density is to build on neighboring sites that are currently not used or have inefficient land use. When Keldur is developed, there will be an increased incentive to develop also unbuilt sites in the surrounding areas.

How to Achieve Higher Density

A higher density can be achieved within the proposed structure by applying the four guiding principles above. A consequence of a higher number of inhabitants, workplaces and visitors is that the need for public buildings, services, parking facilities etc. will increase as well, further increasing density. In order to protect the valuable landscape and ensure high-quality recreational areas, additional housing and workplaces are introduced outside of the main green structures.

Strategy for Achieving Higher Density

- ⬚ Protected Landscape Boundary
- ▨ Core Urban Centers
- 🟡 Infill In Large Building Plots
- 🟧 Change Typology - Building Type
- 🟧 Change Typology - Added Floors
- 🟧 Reclaim Unused Areas
- 🛒 Additional Service
- 🚗 Additional Mobility Hub and Car Sharing Point
- 🚸 Additional Kindergarten
- ── Borgarlína Route
- ── Main Connector Streets

Building Density Legend

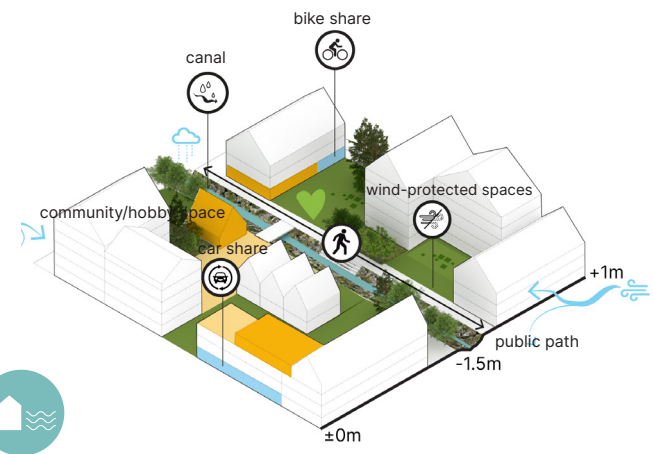| Area Name	GFA	FAR	Buildings	Residents	Apt.	Workpl.
	m2		nr	nr	nr	nr
Forest Village						
A-1	37275	1.6	54	625	313	156
A-2	23055	5.2	14	0	0	769
A-3	39975	1.9	81	897	372	0
A-4	29040	1.6	23	415	195	0
Total A	115395	2.6	171	1937	879	924
Coastside Hollows						
B-1	81735	2.6	84	1668	686	100
B-2	70530	2.0	105	1292	627	0
B-3	29175	1.2	59	347	160	477
B-4	66480	1.3	89	1025	460	125
Total B	224310	1.8	336	4332	1933	702
Sunny Hills West						
C-1	32235	1.2	92	703	325	0
C-2	67320	1.2	171	1314	621	89
C-3	3945	0.3	24	62	28	0
Total C	92280	0.9	287	2079	974	89
Sunny Hills Center						
D-1	179880	3.1	111	2869	1210	666
D-2	39330	1.1	141	775	329	217
D-3	127058	2.0	47	333	139	2669
Total D	310290	2.1	299	3978	1678	3551
Sunny Hills East						
E-1	41325	1.5	104	857	382	0
E-2	61770	1.5	108	858	377	596
Total E	93210	1.5	212	1715	759	596
Creative Valley						
F-1	86957	2.5	60	754	332	679
F-2	58095	2.5	60	244	103	877
F-3	43095	1.6	74	954	416	0
F-4	36810	0.9	89	522	219	150
Total F	206687	1.9	282	2474	1070	1705
Total	1042172	1.8	1586	16516	7292	7565

Density Scenario

The higher density scenario proposes three strategies that respond to the unique qualities of different neighborhoods. The most vibrant urban areas around BRT-stops are not suggested to be densified extensively, as these areas already reach the desired density level in the main scenario, but will host a larger amount of services and parking to cope with the need of the increased number of inhabitants and visitors. Adjacent areas on mostly flatter surfaces and by main entrance points are suggested to be densified mainly through a change of typologies. In these areas selected lower volumes are exchanged by higher density typologies such as apartment buildings, thus expanding the core urban zones in the most vibrant areas. Infill of large plots is proposed in areas where it is not fitting to change the building typologies due to existing surrounding development and topographical context but generously sized plots can support more buildings. In addition to these strategies unused areas around the site can also be integrated into the new Keldur development.
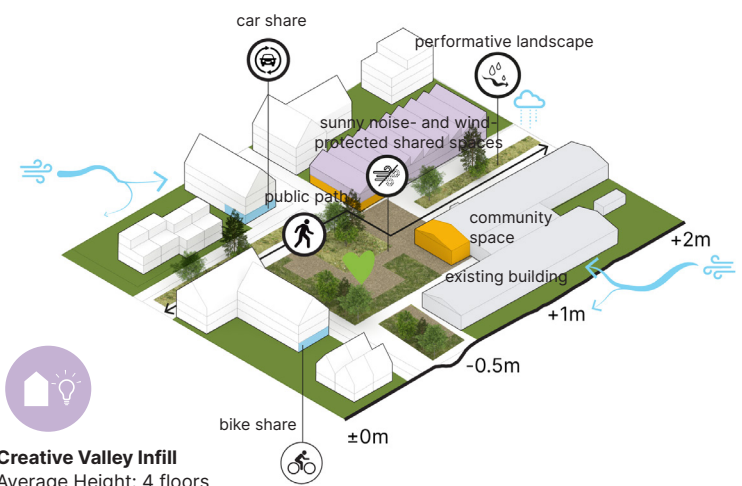
Creative Valley

Coastside Hollows

Sunny Hills

Forest Living

bike share
canal
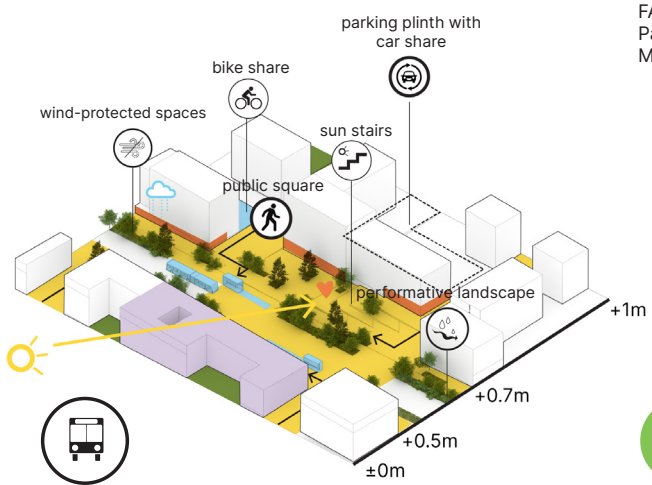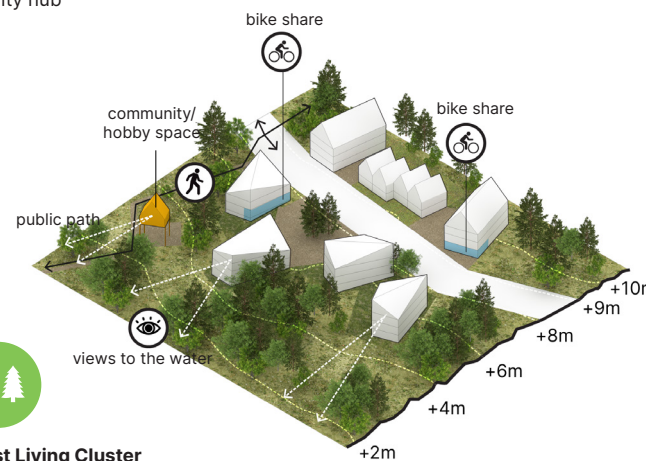community/hobby space
car share
wind-protected spaces
public path
+1m
-1.5m
±0m

Coastside Hollows Block
Average Height: 4 floors
FAR: 1,7
Parking: Block car sharing parking,
Mobility hub

car share
performative landscape
sunny, noise- and wind-protected shared spaces
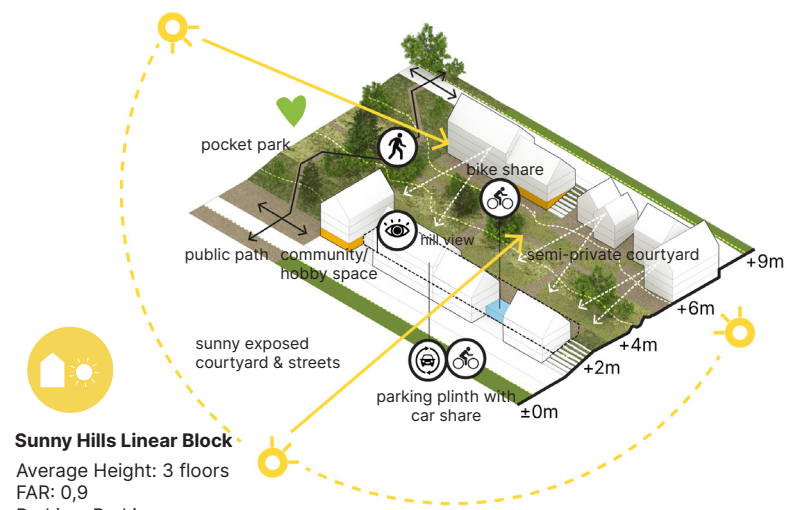public path
community space
existing building
+2m
+1m
-0.5m
bike share
±0m

Creative Valley Infill
Average Height: 4 floors
FAR: 1,1
Parking: Car share in the block/
walking distance to Mobility hub

parking plinth with car share
bike share
wind-protected spaces
sun stairs
public square
performative landscape
+1m
+0.7m
+0.5m
±0m

Sunny Hills Station
Average Height: 5 floors
FAR: 2,3
Parking: Block car sharing parking,
Mobility hub

bike share
bike share
community/ hobby space
public path
views to the water
+10r
+9m
+8m
+6m
+4m
+2m

Forest Living Cluster
Average Height: 4 floors
FAR: 1,2
Parking: Mobility hub

pocket park
bike share
public path
community/ hobby space
hill view
semi-private courtyard
sunny exposed courtyard & streets
parking plinth with car share
+9m
+6m
+4m
+2m
±0m

Sunny Hills Linear Block
Average Height: 3 floors
FAR: 0,9
Parking: Parking garage

Examples of Diverse Urban Typologies

The proposal introduces four district areas to safeguard and enrich their local landscape qualities, offering inhabitants diverse, high quality living. The Forest Living cluster comprises standalone buildings to preserve forested areas and optimizes waterfront views with lower buildings closer to the water. The Coastside Hollows blocks celebrate the local canals and creeks with buildings which surround them, with higher buildings on the edges to block sea breezes and storms, and row-houses in the internal courtyard environments. The Sunny Hills blocks and station area is designed with accessible rows of buildings from upper and lower streets, higher in the back to absorb the sun and inner common areas that create safe spaces for children. The Creative Valley district brings new life to existing facilities through infill projects that amplify the campus and enhance accessibility to the river. By enhancing the unique characteristics of each locale, we contribute to an enriched neighborhood that caters to the diverse desires of its residents.
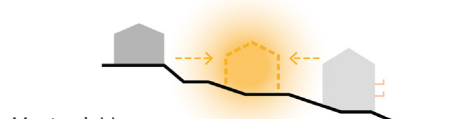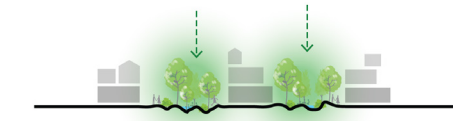
Density Distribution Strategy

Develop the stations

Frame the streets

Meet neighbors

Welcome the landscape

Building Density Legend

- 5-6 floors
- 4 floors
- 3 floors
- 1-2 floors
- Existing buildings on site

Density Data

Area Name	GFA	FAR	Buildings	Residents	Apt.	Workpl.
	m2		nr	nr	nr	nr
Forest Village						
A-1	24850	1.2	36	417	208	104
A-2	15370	3.5	9	0	0	512
A-3	26650	1.3	54	598	248	0
A-4	19360	1.5	15	277	130	0
Total A	86230	1.9	114	1292	586	616
Coastside Hollows						
B-1	54490	1.7	56	1112	457	67
B-2	47020	1.7	70	862	418	0
B-3	19450	0.8	39	231	107	318
B-4	44320	1.0	59	684	307	83
Total B	165280	1.3	224	2888	1289	468
Sunny Hills West						
C-1	21490	0.9	61	469	216	0
C-2	44880	0.9	114	876	414	59
C-3	2630	0.2	16	41	19	0
Total C	69000	0.7	191	1386	649	59
Sunny Hills Center						
D-1	119920	2.3	74	1913	807	444
D-2	26220	0.8	94	517	219	144
D-3	84705	1.6	31	222	93	1779
Total D	230845	1.5	199	2652	1118	2367
Sunny Hills East						
E-1	27550	1.1	69	571	255	0
E-2	41180	1.1	72	572	251	397
Total E	68730	1.1	141	1143	506	397
Creative Valley						
F-1	57971	2.0	40	503	221	452
F-2	38730	1.7	40	163	69	584
F-3	28730	1.2	49	636	277	0
F-4	24540	0.6	59	348	146	100
Total F	149971	1.4	188	1650	713	1137
Total	770056	1.3	1057	11010	4861	5043

view of Esja

view of Úlfarsfell

most frequent storm direction

major wind direction

sun direction

sea breeze on warm days

view of the sea

view of the sea

Overview of Density Distribution and Form

A higher density can be achieved within the proposed structure by applying the four guiding principles above. A consequence of a higher number of inhabitants, workplaces and visitors is that the need for public buildings, services, parking facilities etc. will increase as well, further increasing density. In order to protect the valuable landscape and ensure high-quality recreational areas, additional housing and workplaces are introduced outside of the main green structures.

Program Legend

- Residential - Urban Block
- Residential - Lamella House
- Residential - Rowhouse
- Residential - Urban Villa
- Residential - Pair House
- Residential - Point House
- Office
- Public/Community
- Education - Kindergarten
- Education - School
- Education - University/Research/Lab
- Parking
- Surrounding Buildings
- Ground-floor services

Program and Building Use Data

Area Name	Housing	Office	Education	Commercial	Public
	%	%	%	%	%
Forest Village	12%	12%	2%	20%	4%
Coastside Hollows	26%	9%	17%	24%	14%
Sunny Hills West	13%	1%	3%	2%	6%
Sunny Hills Center	24%	47%	24%	30%	39%
Sunny Hills East	10%	8%	2%	6%	3%
Creative Valley	15%	23%	53%	19%	34%

Area Name	Total	Housing	Office	Education	Commercial	Public
	m2	m2	m2	m2	m2	m2
Forest Village		68%	24%	1%	6%	1%
A-1	21250	16670	3110	0	770	700
A-2	15370	0	15370	0	0	0
A-3	26650	24520	0	900	1180	50
A-4	13660	11250	0	0	2310	100
Total A	76930	52440	18480	900	4260	850
Coastside Hollows		80%	9%	5%	3%	2%
B-1	54490	46210	2000	0	3260	3020
B-2	37320	36220	0	0	1100	0
B-3	19450	9250	9530	600	70	0
B-4	38280	27630	2500	7440	710	0
Total B	149540	119310	14030	8040	5140	3020
Sunny Hills West		93%	3%	2%	1%	2%
C-1	19490	18740	0	600	150	0
C-2	39400	35540	1770	600	290	1200
C-3	2630	2630	0	0	0	0
Total C	61520	56910	1770	1200	440	1200
Sunny Hills Center		53%	34%	5%	3%	4%
D-1	107790	79860	13310	730	5550	8340
D-2	26220	21180	4330	600	110	0
D-3	72850	9260	53370	9520	700	0
Total D	206860	110300	71010	10850	6360	8340
Sunny Hills East		76%	19%	1%	2%	1%
E-1	24710	23250	0	900	560	0
E-2	37430	24010	11910	0	800	710
Total E	62140	47260	11910	900	1360	710
Creative Valley		50%	25%	18%	3%	5%
F-1	47271	20860	13571	4200	1440	7200
F-2	38730	6880	17530	12660	1660	0
F-3	27250	25820	0	600	830	0
F-4	24540	14680	3000	6800	60	0
Total F	137791	68240	34101	24260	3990	7200
Total	694781	454460	151301	46150	21550	21320

Overview of Mixed Uses

A variety of uses and functions are proposed in the development of Keldur. To support synergies between different functions, the districts have mixed functions but with different proportions. The Sunny Hills and Coastside Hollows carries the greatest residential mix in Keldur for a variety of ages and lifestyles (including senior housing and supported living) and includes small-scale services and kindergartens. In areas around public transit stations and main arteries of movement, a greater variety of office, commercial and community services are concentrated. The Creative Valley district contains a higher percentage of office, coworking and research facilities and are placed near existing research facilities with spaces for small businesses, education as well as student housing. Ground-floor services are concentrated around BRT-stops and connector streets to concentrate flows and provide safe and vibrant main public spaces.

Keldur Block Housing

flexible apartment with common terrace 45-80 m²

terrace apartment 150 m²

garden apartment 60 m²

student apartment with common room 40 m²

Height: 3-5 floors
Apartment sizes: 30-150 m²
FAR: 2,0
Ownership Model: 50% rental/50% private
Parking: Block car sharing parking, Mobility hub
Target Users: Retirees, Empty Nesters, Starter families, Couples, Singles, Students

Lamellas

terrace apartment 100 m²

duplex with garden 100 m²

sunny hills apartment 70 m²

Height: 3-5 floors
Apartment sizes: 45-150 m²
FAR: 1,7
Ownership Model: 50% rental/50% private
Parking: Parking Garage
Target Users: Retirees/Empty Nesters, Families with children, Couples, Singles

Urban Villa

urban villa unit with private terrace 112 m²

Height: 2 floors
Apartment sizes: 112 m²
FAR: 1,3
Ownership Model: Private/Co-build
Parking: Parking on plot, Mobility Hub
Target Users: Starter families, Families with children, Couples, Singles

Stepping row-house

rowhouse unit with private garden 140 m²

Height: 2 floors
Apartment sizes: 140 m²
FAR: 0,8
Ownership Model: Private/Co-build
Parking: Parking on plot, Mobility Hub
Target Users: Starter families, Families with children, Couples, Singles

Pair House

pairhouse unit with private terrace and garden 180 m²

Height: 2 floors
Apartment sizes: 180 m²
FAR: 0,6
Ownership Model: Private/Co-build
Parking: Parking on plot, Mobility Hub
Target Users: Starter families, Families with children, Couples, Singles

Forest Point House

skyview apartment 150 m²

forest view apartment 70 m²

Height: 4 floors
Apartment sizes: 60-150 m²
FAR: 0,9
Ownership Model: 50% rental/ 50% private
Parking: Mobility Hub
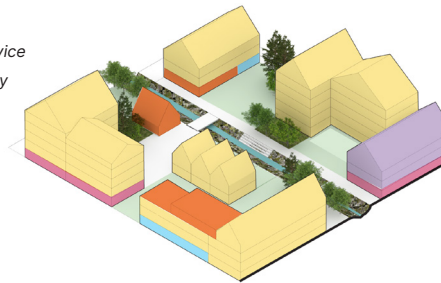Target Users: Starter families, Families with children, Couples, Singles

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Sunny Hills
Residential-oriented Block

- 80% Housing
- 10% Commercial Service
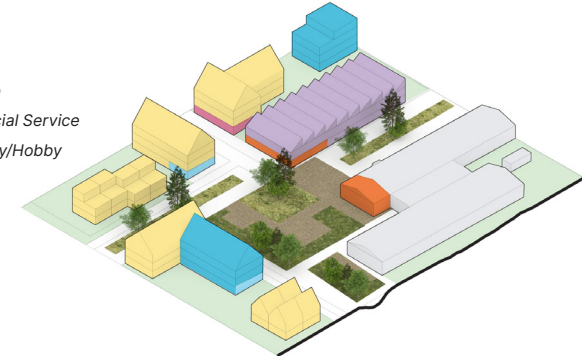- 5% Community/Hobby
- 5% Mobility
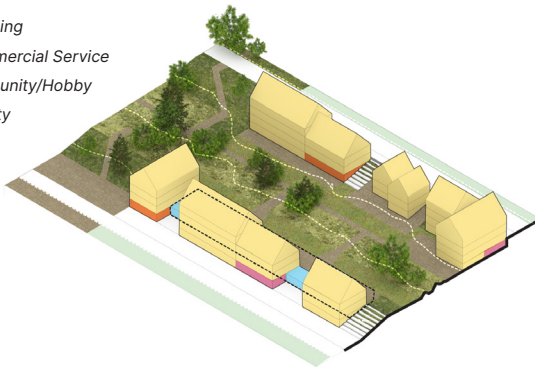
Coastside Hollows
Mixed Urban Block

- 70% Housing
- 10% Office
- 10% Commercial Service
- 5% Community/Hobby
- 5% Mobility

Creative Valley
Mixed Research Block

- 30% Housing
- 30% Office
- 20% Research
- 10% Commercial Service
- 5% Community/Hobby
- 5% Mobility

Examples of Diverse Building Typologies

To attract a diverse array of residents and visitors with different lifestyle needs and choices, our proposal introduces an assortment of housing typologies. These include the Keldur block housing and the Sunny Hills lamella, both designed to accommodate a variety of unit sizes and ownership models, thereby facilitating multi-generational living in urban/semi-urban environments. For those seeking a slower lifestyle, our proposal extends to more private residential settings, encompassing row-houses, urban villas, and forest apartments. These typologies harmonize with the local topography and capitalize on the surrounding natural landscape amenities. Ground-floor hobby rooms and private terraces or gardens further elevate these living conditions, providing space for personalized endeavors.

Keldur Living

Retirees/Empty Nesters

Families with children

Starter families

Couples

Young Professionals

Students

Keldur Creating

The Artisan

The Handyperson

The Entrepreneur

The Musician/Performer

The Plant Lover

The Adventure Seeker

Diagram labels: ceramics studio, outdoor gym, senior living, bike workshop, common rooms for students, rentable cowork space, rowhouse with garden, canal walk, multigen playground, communal nursery, apartments with private gardens, event/party room & terrace, COWORK, Borgarlína stop, microbrewery, sunny square
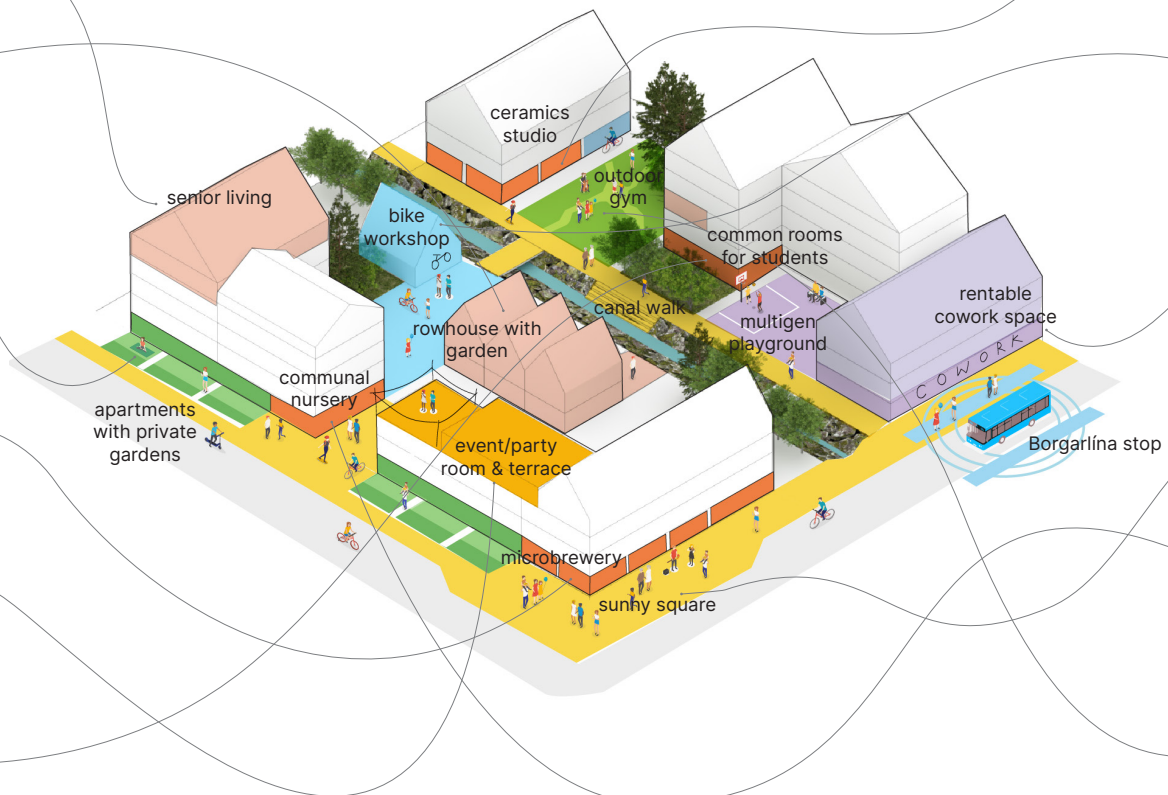
Social Mixing

The social mixing strategy encourages a diverse mix of people to live and work in the area and facilitates social encounters between a variety of social profiles with different ages, backgrounds and lifestyle needs. The goal of the proposal is to provide residents and visitors with access to a variety of lifestyle choices - both "fast" and "slow".   This is translated in both 'Keldur Living': where seniors, empty nesters, families, couples, and young creatives cohabitate within mixed-use blocks with access to diverse housing types, living conditions and community facilities; and 'Keldur Creating': where a variety of shared hobby spaces builds a strong foundation for entrepreneurial spirit at the local level. This extends in both public spaces: including community parks, gardens, plazas, coworking venues and public facilities; to private/semi-private spaces: rooftop nurseries, rentable music and photography studios, communal kitchens, and event/party rooms. The proposal encourages the development of local businesses or 'micro-entrepreneurs'. Microbreweries, bike repair workshops, ceramics and handicraft studios, and art-related businesses are not just economic ventures; they transform into sources of ownership, pride, and knowledge-sharing, reinforcing a sense of unity and empowerment at the neighborhood level.

Mobility Strategy Diagram

100m / 2 min walking

250m / 4 min walking

500m / 6 min walking
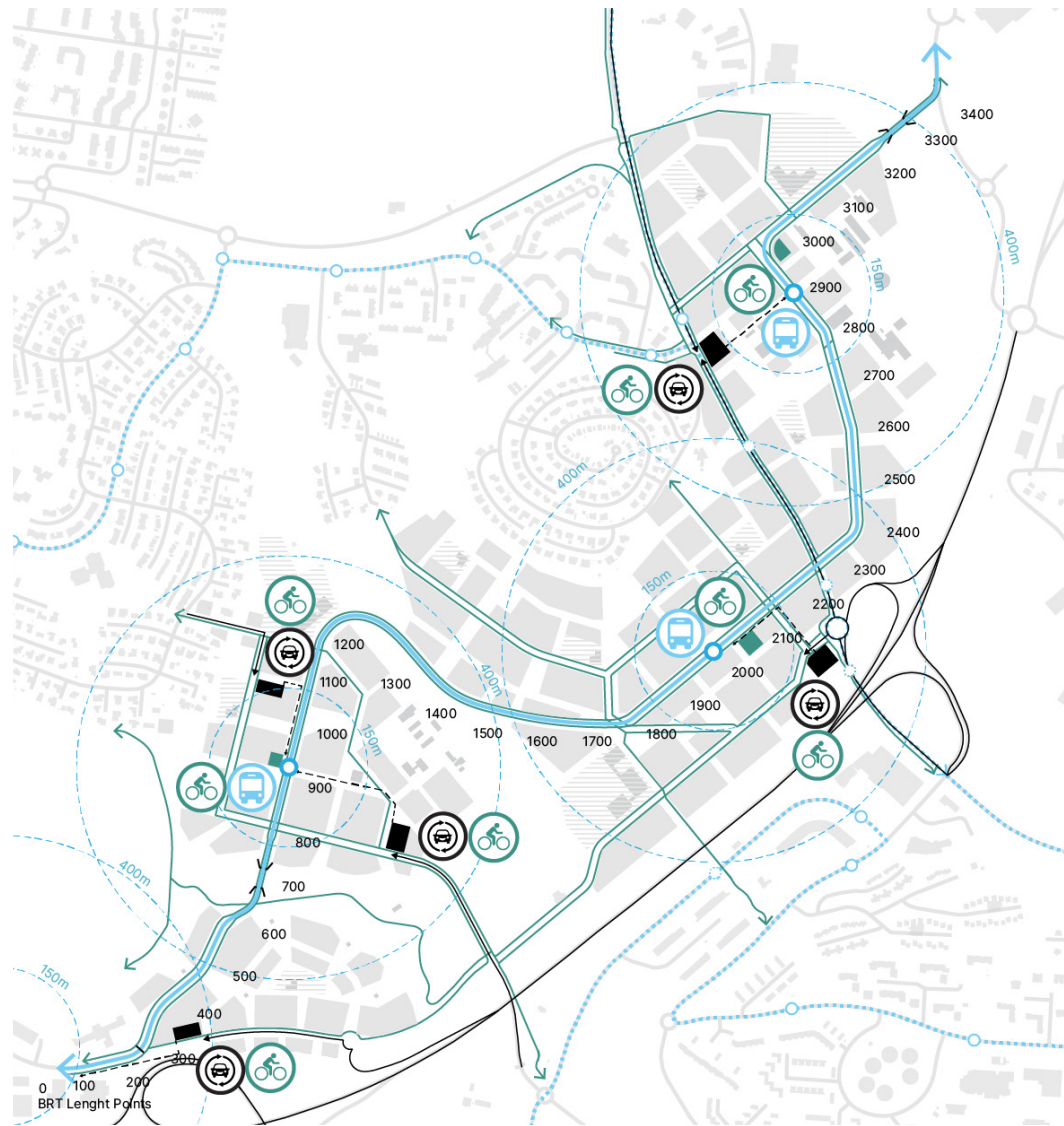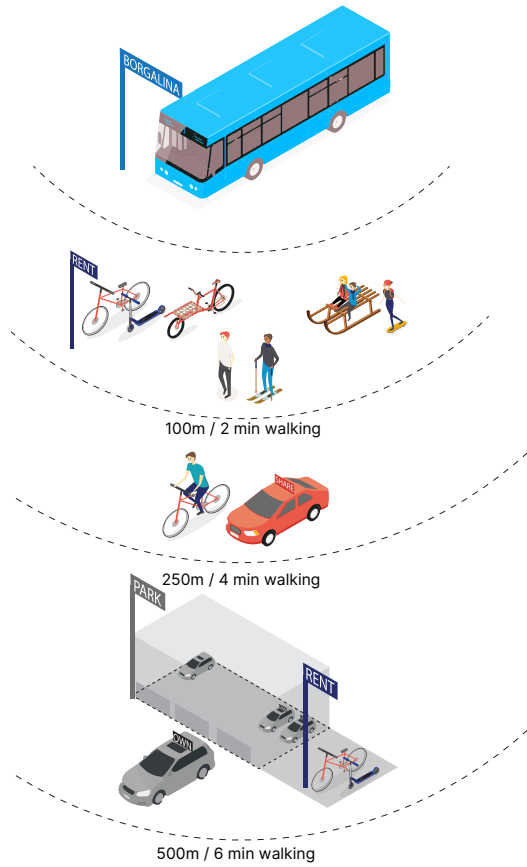
Legend

— Borgarlína Route

⊞ Borgarlína Station

– – Local Bus Route

○ Local Bus Station

— Main Bike Lane

Ⓑ Bike-sharing point

— Main Car Access

Ⓒ Mobility Hub and Car Sharing Point

– – Mobility Hub to Borgarlína Station Transfer

Overview of Borgarlína and Mobility

The proposed plan suggests a route for the Borgarlína (BRT) that minimizes the need for excavation and centers stops in the middle of new neighborhoods. Despite resulting in a slightly longer route, this action is central to ensuring the attractivity of the BRT as an accessible mode of transportation. The location of each station is selected to serve the inhabitants and workplaces of the new area, but also provide easy access for people living in adjacent neighborhoods.

In addition to the BRT, existing bus lines are proposed to remain and be developed. Additional stops for regional buses are suggested along Vesturlandsvegur and for local line 18 along Vikurvegur and Vínlandsleið. The structure also enables a new bus connection crossing the area from east to west through the Coastside Hollows neighborhood in order to further strengthen access to fast and sustainable trips.

Borgarlína route segments
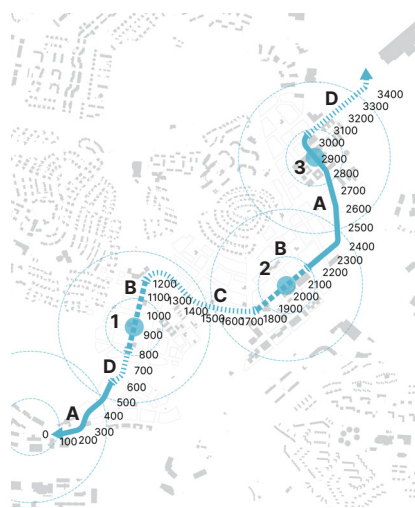
Borgarlína street profile A
BRT with parallel car traffic
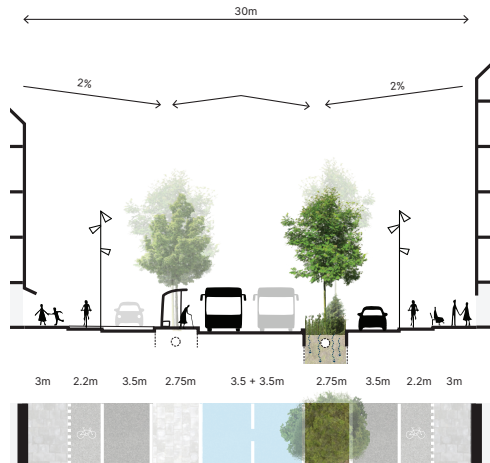
Borgarlína street profile B
BRT with shared spaces
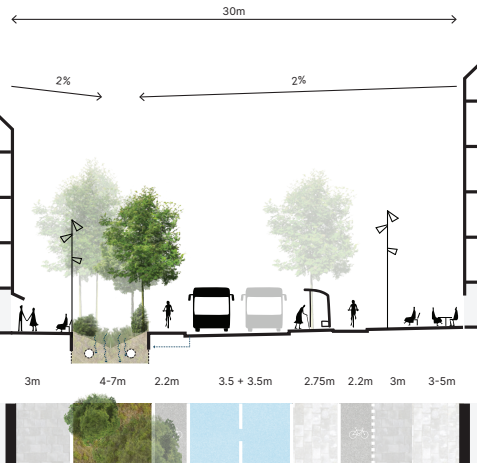
Borgarlína street profile C
BRT without car traffic
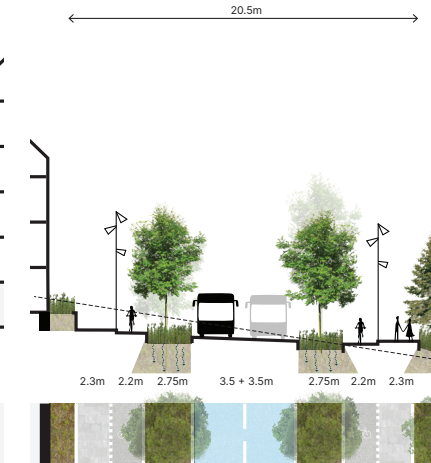
Borgarlína street profile D
Bridge

30m · 2% · 2%
3m · 2.2m · 3.5m · 2.75m · 3.5 + 3.5m · 2.75m · 3.5m · 2.2m · 3m

30m · 2% · 2%
3m · 4-7m · 2.2m · 3.5 + 3.5m · 2.75m · 2.2m · 3m · 3-5m

20.5m
2.3m · 2.2m · 2.75m · 3.5 + 3.5m · 2.75m · 2.2m · 2.3m

16m
2.3m · 2.2m · 3.5 + 3.5m · 2.2m · 2.3m
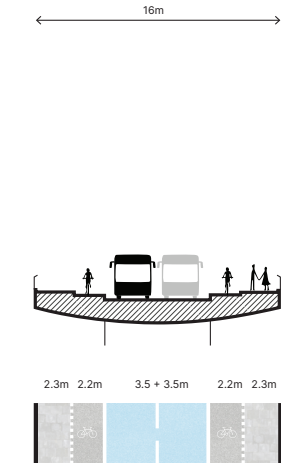
Borgarlína route long section

— Proposed BRT route slope
- - - Existing terrain slope
— Cut and fill areas

Forest Living

Bridge

Station 1
Coastside Hollows

Station 2
Sunny Hills

Station 3
Creative Valley

Bridge

2° 2° 0° -6° -6° 0° -6° -4° 2° 1° 6° 6° 6° 4° 6° 4° 4° 6° 4° 6° 6° 1° -4° -6° -6° -6° -2° -2° 2° 4° 0° -2° -4° -4° -2° -2° 0°

120 110 100 90 80 70 60 50 40 30 20 10 0 (m)

5F
3F

0 100 200 300 400 500 600 700 800 900 1000 1100 1200 1300 1400 1500 1600 1700 1800 1900 2000 2100 2200 2300 2400 2500 2600 2700 2800 2900 3000 3100 3200 3300 3400
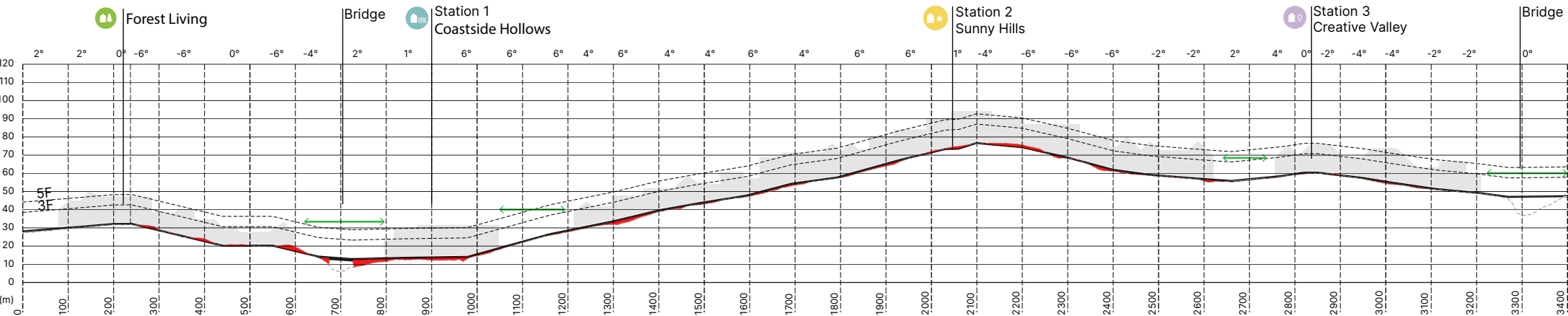
Borgarlína Sections and Street Profiles

The Borgarlína takes four main characters on its route through the site. The first character is in places where car lanes go parallel to the BRT. The second character appears around the BRT stations in the Coastside Hollows and Sunny Hills neighborhoods, where car traffic is directed around the central blocks providing more space for sidewalks, bluegreen structures and sunny terraces. The third character appears where housing is suggested on one side and the other side remains green. The fourth character takes place when the BRT crosses the main creek landscapes, where it becomes a bridge that minimizes the impact on nature and enables flows to continue undisturbed below.

Borgarlína station detail 1 - Coastside Hollows

150m station area

to waterfront pier

office
community park
canal walk
workshop
bus stop
canal walk
canal walk
keldur west
main square
library/café pavillion
to Keldur West
office
to Klofningslækur
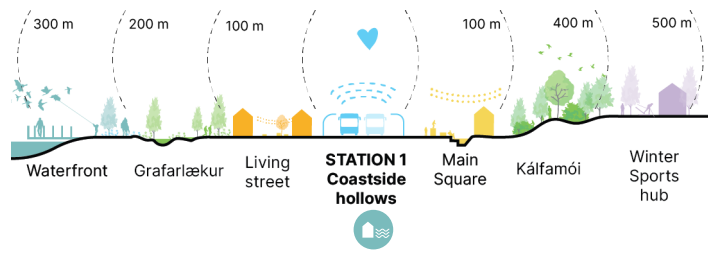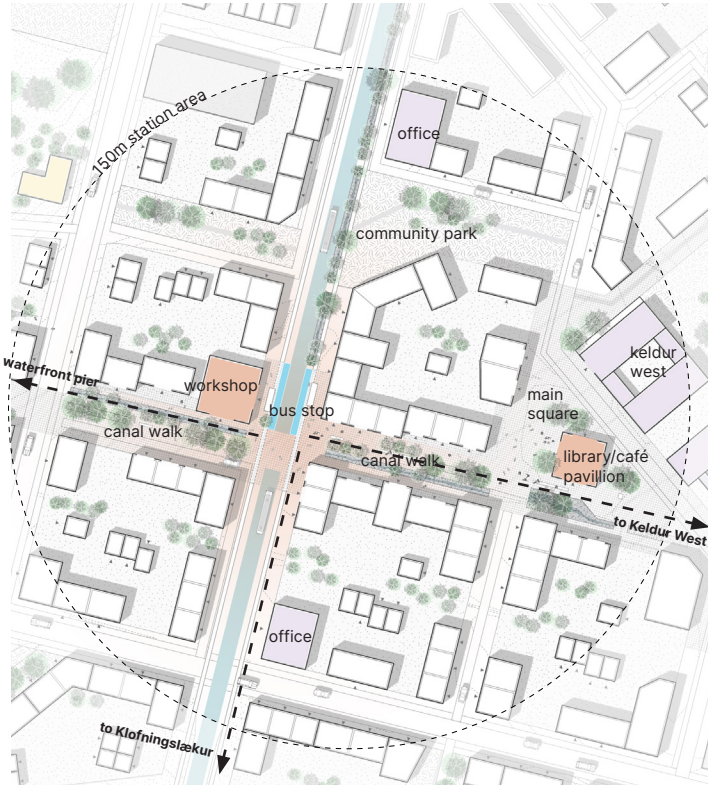
Borgarlína station detail 2 - Sunny Hills

to Sunny Hills lookout
150m station area
office
sun stairs
bus stop
office/cowork
healthcare services
kindergarten
community park
office
office
to Grafarholt
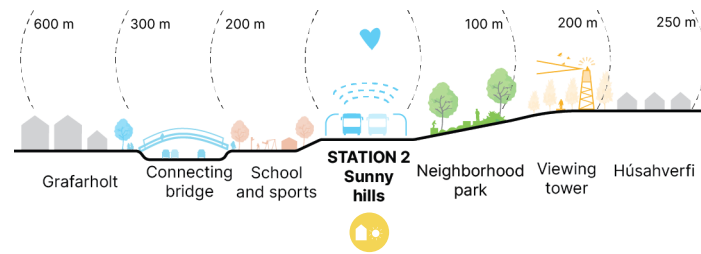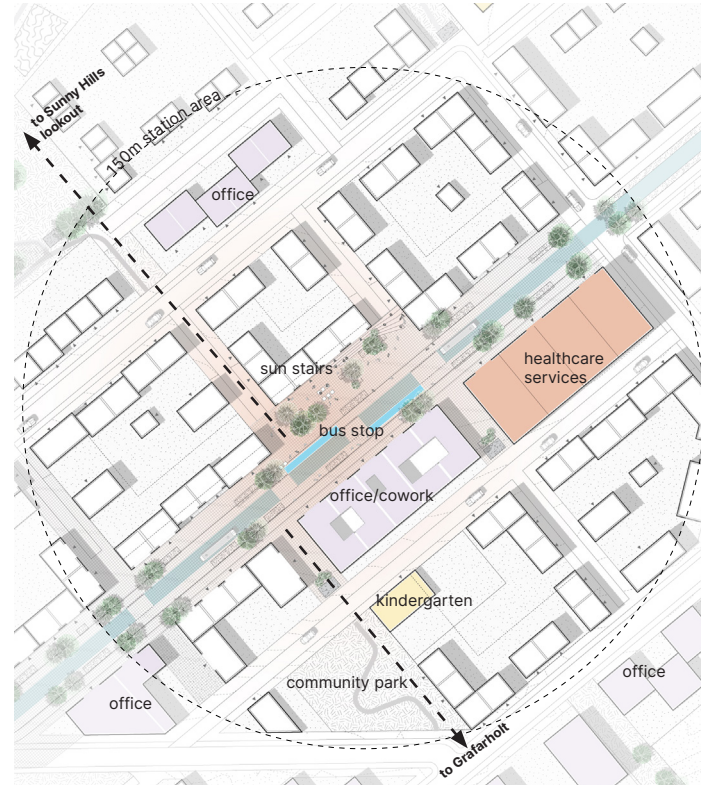
Borgarlína station detail 3 - Creative Valley

to Gufunes Cemetery
150m station area
sports hall
community park
office
office infill
cowork/library
seating stairs
bus stop
to Korpa
sttudent housing
office
pavillion
river park
to Keldur East
Agricultural University of Iceland
university extension
office
office

| 300 m | 200 m | 100 m | | 100 m | 400 m | 500 m |
| Waterfront | Grafarlækur | Living street | **STATION 1 Coastside hollows** | Main Square | Kálfamói | Winter Sports hub |

| 600 m | 300 m | 200 m | | 100 m | 200 m | 250 m |
| Grafarholt | Connecting bridge | School and sports | **STATION 2 Sunny hills** | Neighborhood park | Viewing tower | Húsahverfi |

| 600 m | 250 m | 70 m | | 50 m | 200 m | 300 m |
| Gufunes Cemetery | Kindergarden and playground | Agriculture University of Iceland | **STATION 3 Creative Valley** | Research Centre | River park | Korpa river |

Borgarlína Stations

The station locations have been strategically placed to enhance the districts, fostering walkable neighborhoods while integrating Keldur with its surroundings. The Coastside Hollows bus station stands out with its urban canal walk that links users to the waterfront and pier in the west, and a vibrant main square featuring a library pavilion in the east. At the Sunny Hills station, the extended Grafarholt business hub to the south is connected to the Sunny Hills neighborhood to the north. The plaza encircling the station incorporates an open area with sun stairs, offering a generous sunny gathering spot and market space. The Creative Valley stop is located in proximity to the existing Agriculture University and is a key gathering point for student, office and research functions. Within all 3 station areas, public plazas are supported with a mixed urban environment and programming that activates the space at different times of the day. Within the 150m station areas, a vibrant blend of office spaces, community services, and housing options are concentrated.

Typology of Parking Solutions
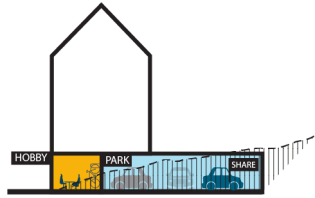
Parking garage embedded in terrain
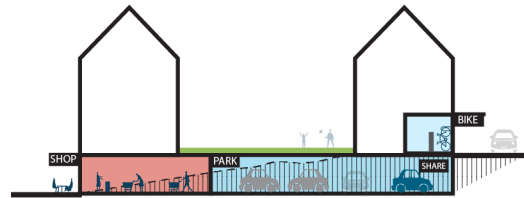
Block parking plinth embedded in terrain

Mobility hub

Legend

🚗 Block car sharing parking
MH- Mobility hub - car and bike parking
PG- Parking garage
PB- Parking block plinth
━━ Main streets - two way 20m
── Secondary streets - two way 15m
- - - Shared mobility streets - one way 10-15m
━━ Borgarlína route

Parking Solutions

Parking Data

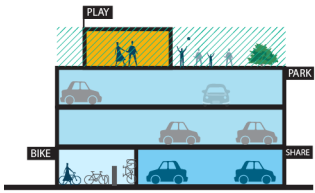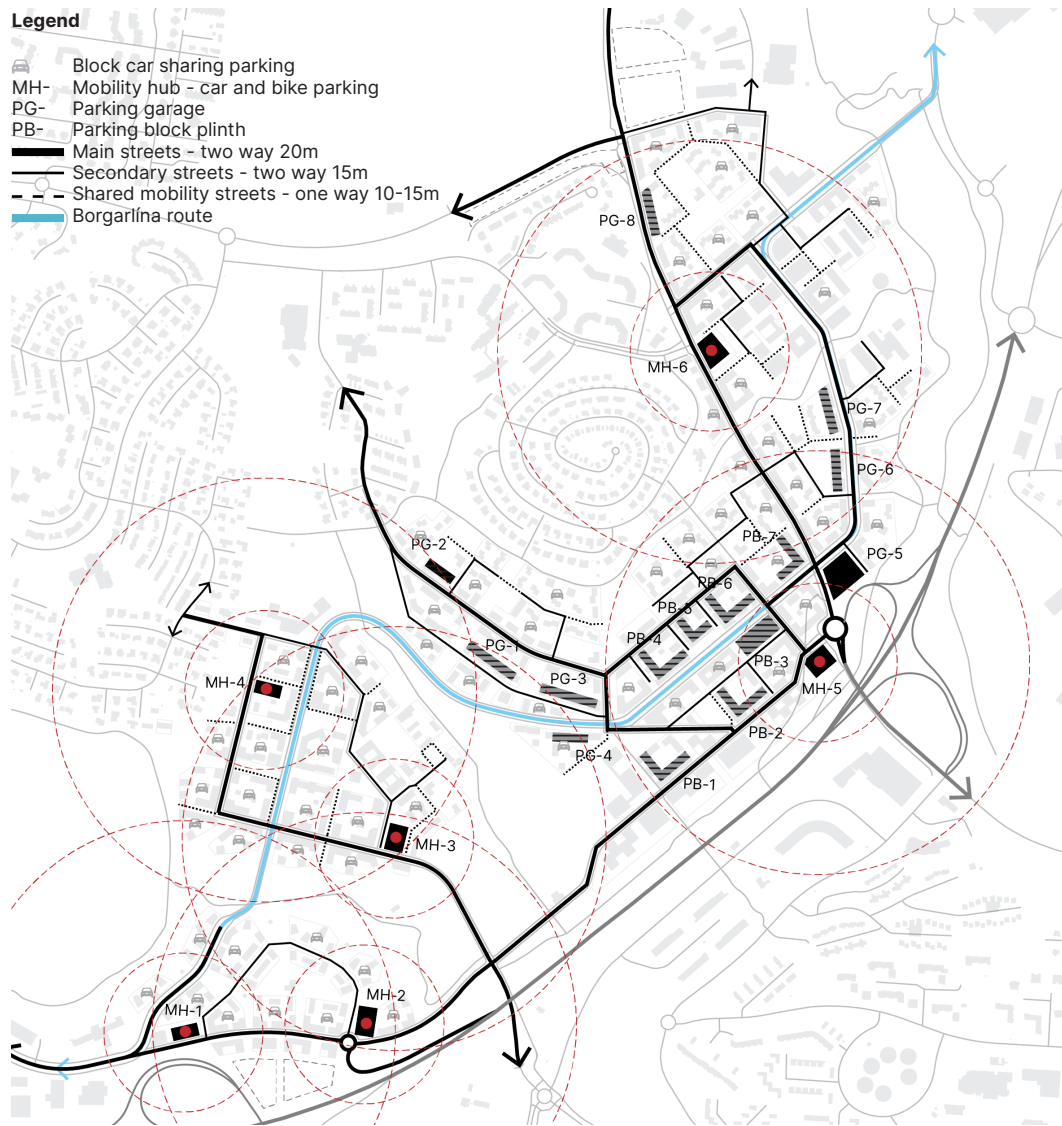| Area Name	Apt.	Workplaces	Parking Required	Parking Capacity
Forest Village	586	616	395	396
MH-1				144
MH-2				228
Car Sharing				24
Rowhouses with on-site parking	42			42
Coastside Hollows	1289	468	670	670
MH-3				388
MH-4				242
Car Sharing				40
Rowhouses with on-site parking	136			136
Sunny Hills West	649	59	281	281
PG-1				40
PG-2				80
PG-3				78
PG-4				61
Car Sharing				22
Rowhouses with on-site parking	110			110
Sunny Hills Center	1118	2367	983	1013
MH-5				394
PB-1				80
PB-2				80
PB-3				110
PB-4				80
PB-5				55
PB-6				80
PB-7				80
Car Sharing				54
Rowhouses with on-site parking	100			100
Sunny Hills East	506	397	290	291
PG-5				150
PG-6				58
PG-7				58
Car Sharing				26
Rowhouses with on-site parking	85			85
Creative Valley	713	1137	518	519
MH-6				428
PG-8				59
Car Sharing				32
Rowhouses with on-site parking	133			133
Total	4861	5043	3136	3171

The parking typologies vary throughout the site and are integrated with the different building and block typologies as well as ground conditions. By applying a multimodal mobility strategy including prioritized bike infrastructure, sharing schemes and centralized parking in parallel with the BRT, car trips are discouraged and concentrated at entrance points. Three main types of parking solutions are suggested: mobility hubs, plinth parking and parking garages. Mobility hubs (parking houses) are located close to entry points and in close proximity to BRT stops in order to limit the need for through traffic and enable multimodal traffic chains, and include dedicated parking spots for shared vehicles and provide sheltered bike parking as well as other programs, such as commercial functions, sport and hobby facilities. Parking plinths provide parking and level courtyards in slanted terrain. Parking garages are linear structures connected to buildings. In order to encourage biking over driving and car ownership bike parking and places for shared vehicles are provided within all blocks. Parking norms vary between the neighborhoods due to different needs. A general norm of 0,5 car parking spots per housing unit and 0,2 per workplace as well as 2 bike parking spots per housing unit and 1 per workplace has been applied in the calculations.

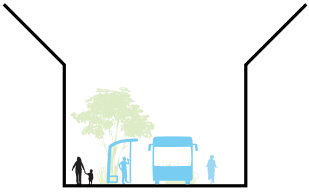## Living Streetscape with Diverse Functions

Streets supporting biodiversity and resiliency
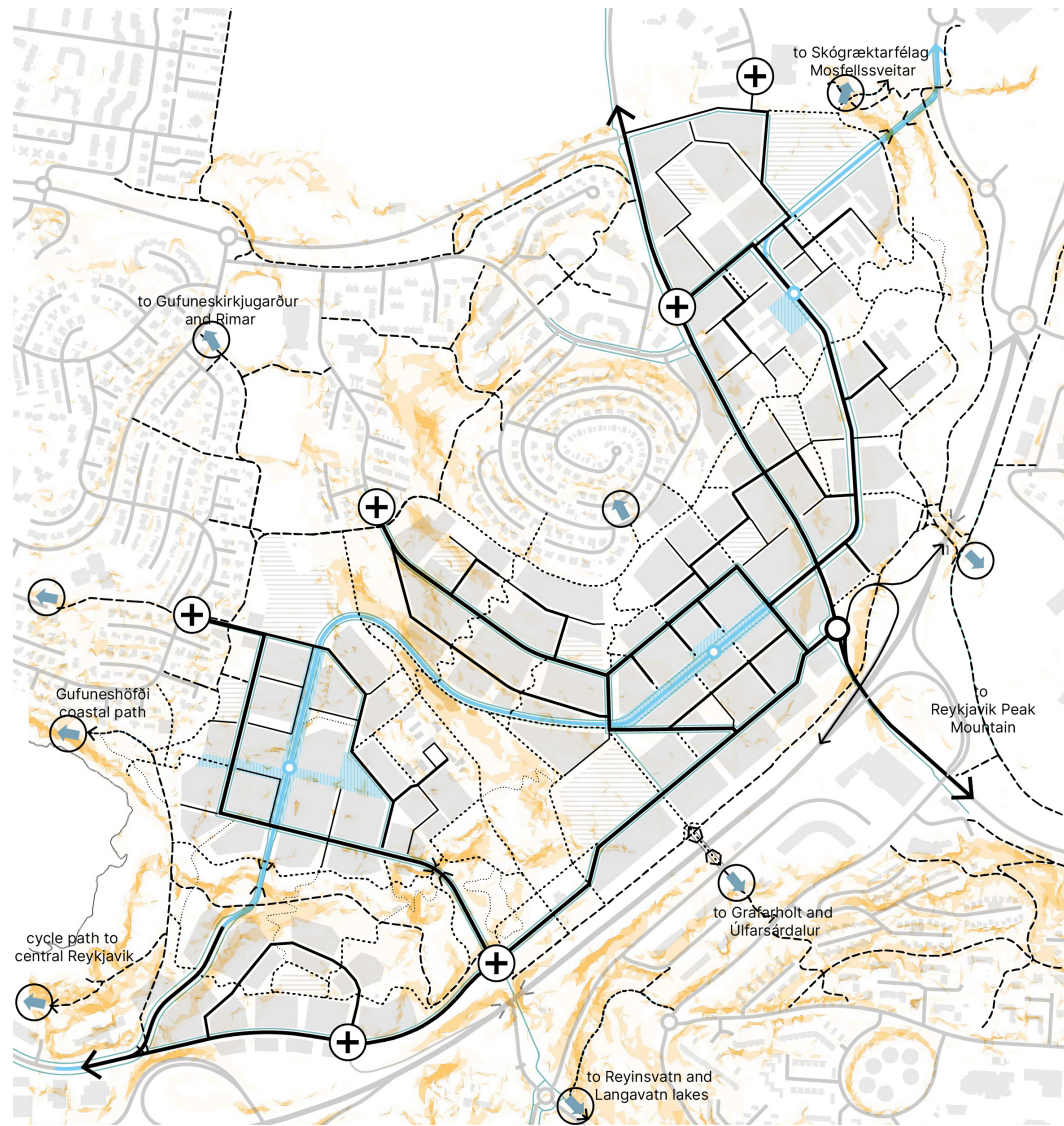

Streets as safe spaces for play and gatherings

Streets as meeting and community spaces

Streets with sustainable mobility

Overview of Streets, Paths and Connections

Legend

- ⟷ **Main streets** - two way 20,5m, separated bike lanes
- — **Secondary streets** - two way 15m, integrated bike
- — **Living Streets** - one way 15m shared space
- ⟷ **Borgarlína route**
- — **Bike lane network**
- ········ **New path**
- - - - - **Existing paths**
- ⊕ **Connection point to surrounding street network**
- — **Surrounding street network**
- **Slope > 20°**
- **Slope 15° - 20°**
- **Slope 10° - 15°**
- **Slope 5° - 10°**
- **Slope < 5°**

The structure aims to be well-connected, break islands and provide clear links to its surroundings. New bike and pedestrian paths connect with existing paths and form a dense network of through and within the site. In accordance with the Reykjavík municipal plan, the structure aims to provide attractive options, discouraging transportation with a private car. Car traffic is concentrated on connecting streets and slowed down by breaking straight lines (that continue for BRT, bike and pedestrians), forming a network where the private car route is never shorter than that of the BRT or the bike. The network is accessible and well-connected to surrounding neighborhoods and BRT-stations. Internal streets are purposely broken up to avoid shortcuts through residential neighborhoods and to establish safer, low speed movement environments with multifunctional qualities that interact with paths through the permeable blocks. The existing entrance points from Vesturlandsvegur are transformed to enable more efficient land use and support the increasing number of vehicles. Vikurvegur is transformed with boulevard qualities. Stórhöfði is developed and functions as a backbone for internal traffic headed to and from Vesturlandsvegur. Structural hierarchy and design measures are required to ensure streets that connect to existing neighborhoods do not become overloaded. The main bike route along Vesturlandsvegur is kept but transformed to cope with increasing numbers of bike commuters. Another new main bike lane follows the BRT and provides a clear passage through the site. All connector streets have a separate bike lane to link existing areas to the new high speed bike network.

Main Streets - two way traffic 20,5m,
Section type - high dense urban environment
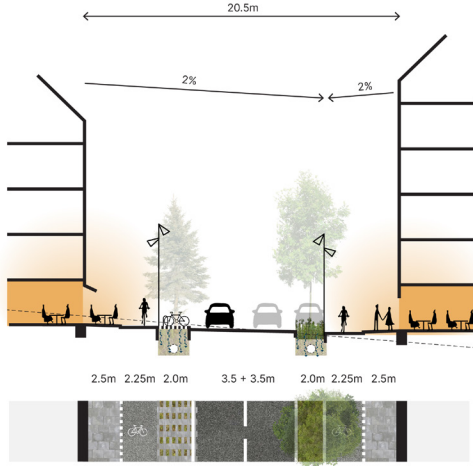
20.5m

2% 2%

2.5m 2.25m 2.0m 3.5 + 3.5m 2.0m 2.25m 2.5m

Secondary Streets - two way traffic 15m with integrated cycling-way
Section type - high dense environment with flexible furnishing/landscape space

0-4m 15m 0-4m

Building plot Front Garden | Building plot Front Garden

2% 2%

Flexible Street Space - Furnishing

0-4m 2.5m 3.0 + 3.0m 4.0m 2.5m 0 -4m

Front Garden

Living Streets - one way 15m shared space
Section type - high dense environment with flexible furnishing/landscape space

0-4m 15m 0-4m

Building plot Front Garden | Building plot Front Garden

2% 2%

Flexible Street Space - Play Area

2.0m 2.0m 5.0m 4.0m 2.0m 0 -4m

Front Garden
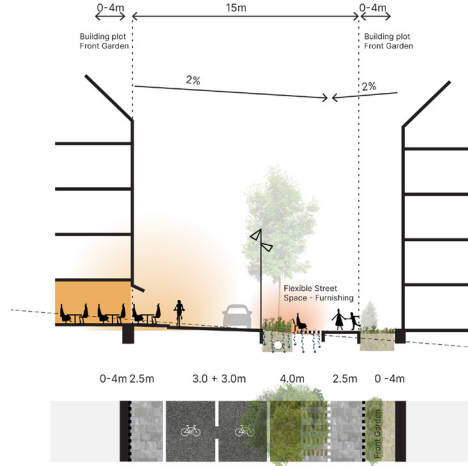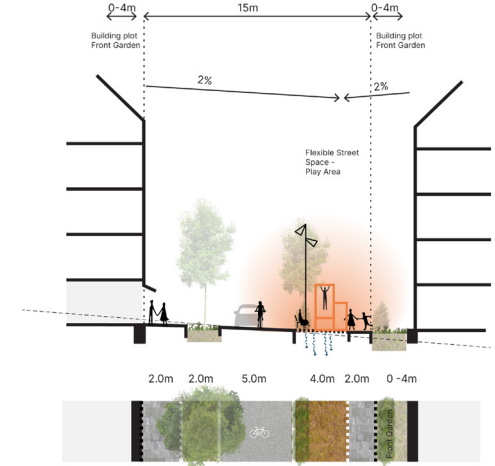
Main Streets - two way traffic 20,5m,
Section type - medium dense neighborhood with linear retention planting bed

0-2m 18-20.5m 0-2m

2% 2%

0-2m 2.5m 2.25m 3.5 + 3.5m 2-4.0m 2.25m 2.5m 0-2m

Front Garden | Front Garden
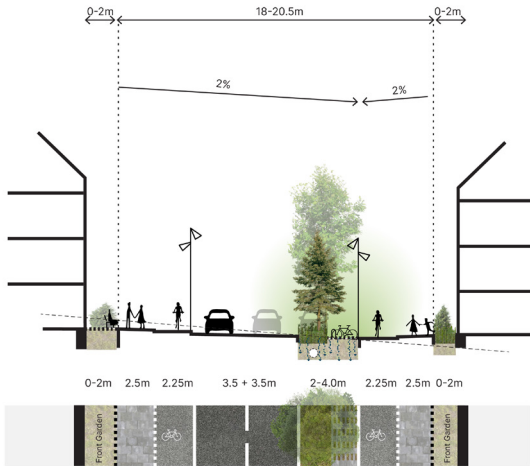
Secondary Streets - two way traffic 15m with integrated cycling-way
Section type - medium dense neighborhood with two-sided vegetation

2-4m 15m 2-4m

Building plot Front Garden | Building plot Front Garden

2% 2%

2-4m 2.5m 2.0m 3.0 + 3.0m 2.0m 2.5m 2-4m
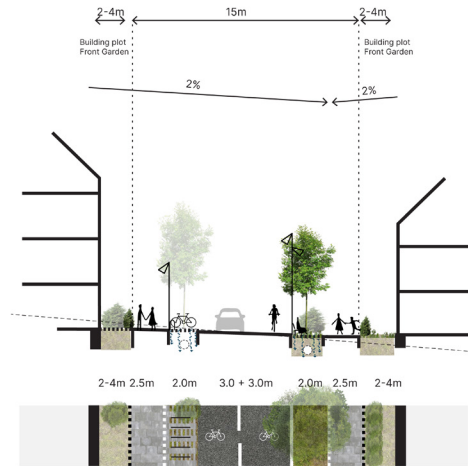
Living Streets - one way 15m shared space
Section type - high dense environment with linear retention planting bed

0-4m 15m 0-4m

Building plot Front Garden | Building plot Front Garden

2% 2%

Flexible Street Space - Linear Park

2.0m 2.0m 5.0m 4.0m 2.0m 0 -4m

Front Garden
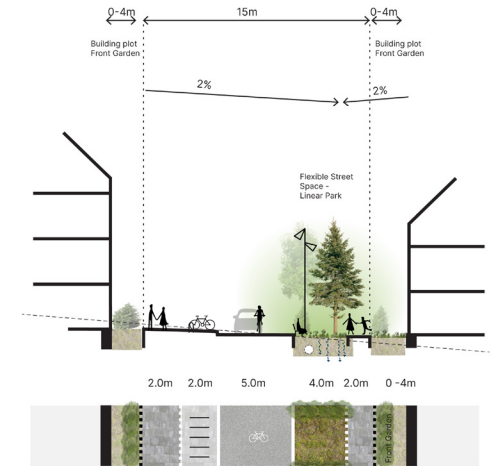
Living Streetscapes of Keldur

The proposal builds on six distinct street types that contribute to the local life in different ways. By collecting main flows and services and providing access to services that are located in slow-movement zones around BRT-stops, the connector streets are the most vibrant streets of the proposal. Green streets and Living streets are secondary feeding streets and serve as shared community spaces that provide qualities to the surrounding blocks by allowing vegetation and social functions to claim parts of the street.

urban
greenhouse
pavillion

lookout
tower

light
instalation

the pier

water
feature

forest square

Landscape stories

salmon habitat

afforestation

wetland

historic
burial site
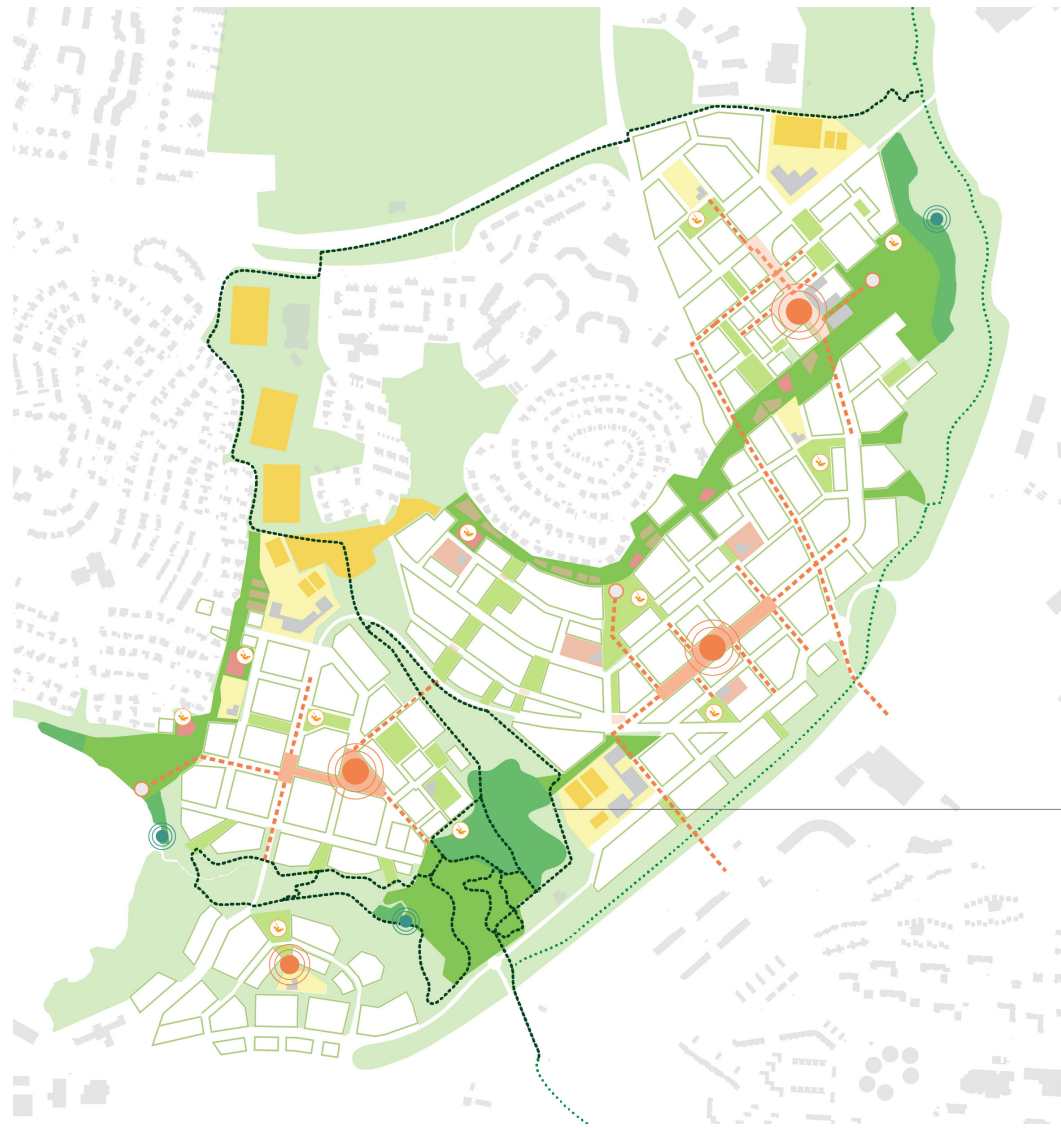
Legend

- Main Square Area
- Urban center with Market area
- Play and sit area
- School and Kindergarten area
- Sports
- Community gardens
- Urban and pocket parks
- Landscape parks
- Biodiversity learning parks
- Biodiversity learning points
- Private plots
- Urban connection
- Special element
- Playground
- Riding path
- Cross country skiing path

Cross country skiing paths

- Winter sports hub
- 1,3 km
- 1,5 km
- 2 km
- 3 km
- 3+ km
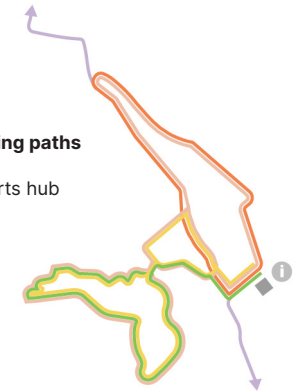
Landscape Network of Public Spaces

The network of public spaces focuses on three main aspects: enhancing the existing landscape qualities and utilizing them for learning experiences and recreation; ensuring an equitable distribution of urban spaces that improve the living environment and provide neighborhood identities; and lastly, establishing connections between the Keldur area and its surroundings by creating inviting green pathways that offer an experience not only to Keldur's residents but also to the broader community.

Keldur comprises four new neighborhoods, each with an urban center that embodies a unique character through a blend of artistic elements and landscape features. These components represent the distinctive landscape character that originally inspired the development of the neighborhoods. Each neighborhood seamlessly links to wider landscape areas, offering various programs nearer to built-up zones and a more untouched natural experience closer to the recognized landscape features: the coastal wetlands, the forest, and the river.

Main Square
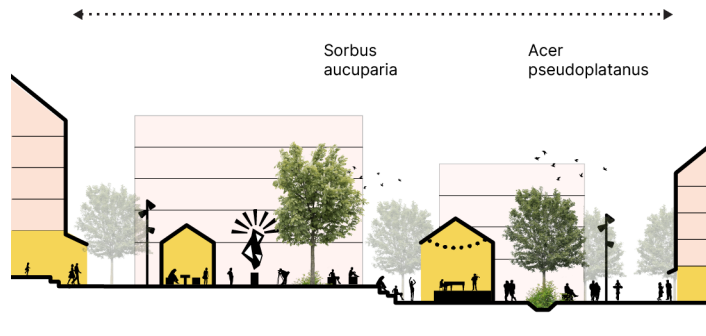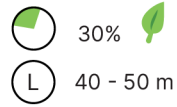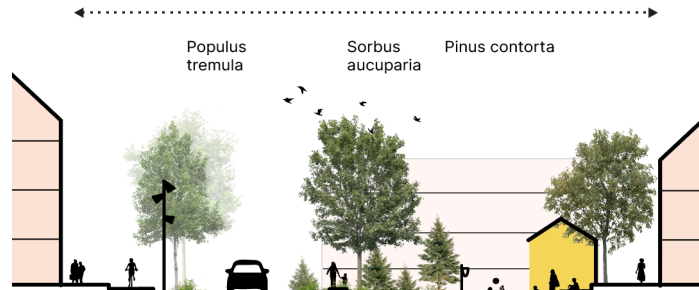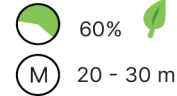
30% 🍃

L 40 - 50 m

Sorbus aucuparia

Acer pseudoplatanus

Pocket park

60% 🍃

M 20 - 30 m

Populus tremula

Sorbus aucuparia

Pinus contorta

Community park

75% 🍃

S 20 - 30 m

Picea abies

Sorbus mougeotti

Pinus contorta

Biodiversity learning park

95% 🍃

L 80 - 100 m

Ulmus glabra

Alnus incana

Betula pubescens

Picea abies

Landscape park

80% 🍃

M 40 - 50 m

Populus Balsamifera

Alnus glutinosa

Populus nigra

Neighborhood park

70% 🍃

S 20 - 30 m

Prunus Maackii

Pinus unicata

Prunus padus
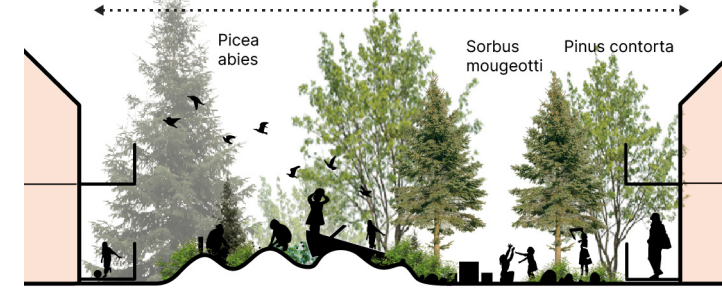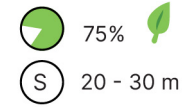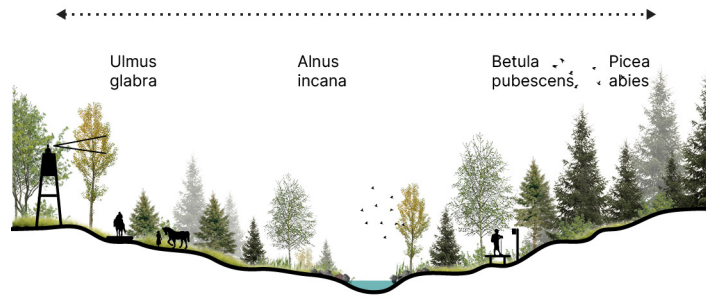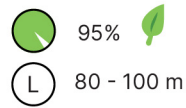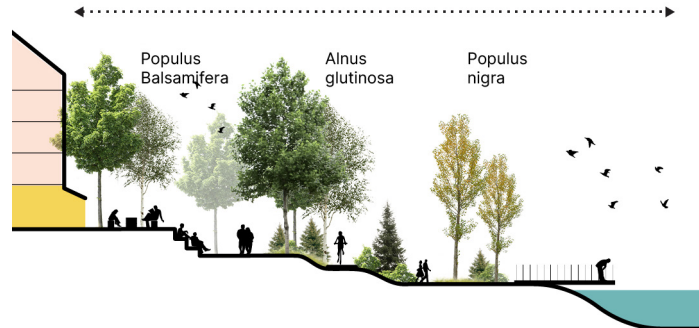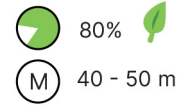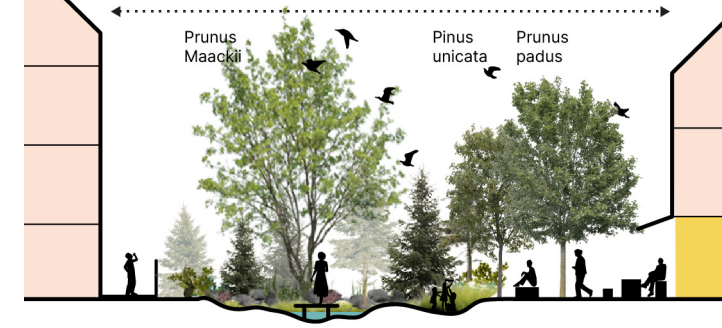
Open Areas

The open spaces in Keldur transition from urban settings to greener expanses, varying in both size and program zones. Urban public spaces are strategically designed to cater to human and environmental needs. Their placement is tailored to microclimate factors, ensuring protection from wind and rain through shelters and well-distributed trees. Urban furniture is positioned to maximize sun exposure when sunlight is available. The vegetation chosen for these public spaces comprises local species best suited for the Icelandic environment.

The more natural open areas work with more protection and some added infrastructure that make the landscape areas such as wetlands and forests more accessible. The parks next to living areas offer programs that connect the different people living there, such as community gardens and playgrounds.

Connect Fast

Quick access to the whole Reykjavík and attractive services, workplaces, and urban life.

Live Slow

Space to be mindful and slow down, experience the nature of Keldur, savor the moment, and appreciate the beauty in everyday experiences and hobbies.

What Makes Living in Keldur Unique?

The intended identity of Keldur does not aim to introduce something entirely new, but rather to delve into its existing elements, revealing insights about its essence and potential. The new Keldur neighborhood has a clear vision of looking into the future, by creating lively urban environments that learn from the existing, celebrating the natural and cultural heritage that holds the site today. The new Keldur neighborhood seeks to blend fast connections and a dynamic urban lifestyle with lush green environments and spaces to be slow and mindful. Keldur is a place where people have fast access to slow living.

Sunny Hills

Coastside Hollows
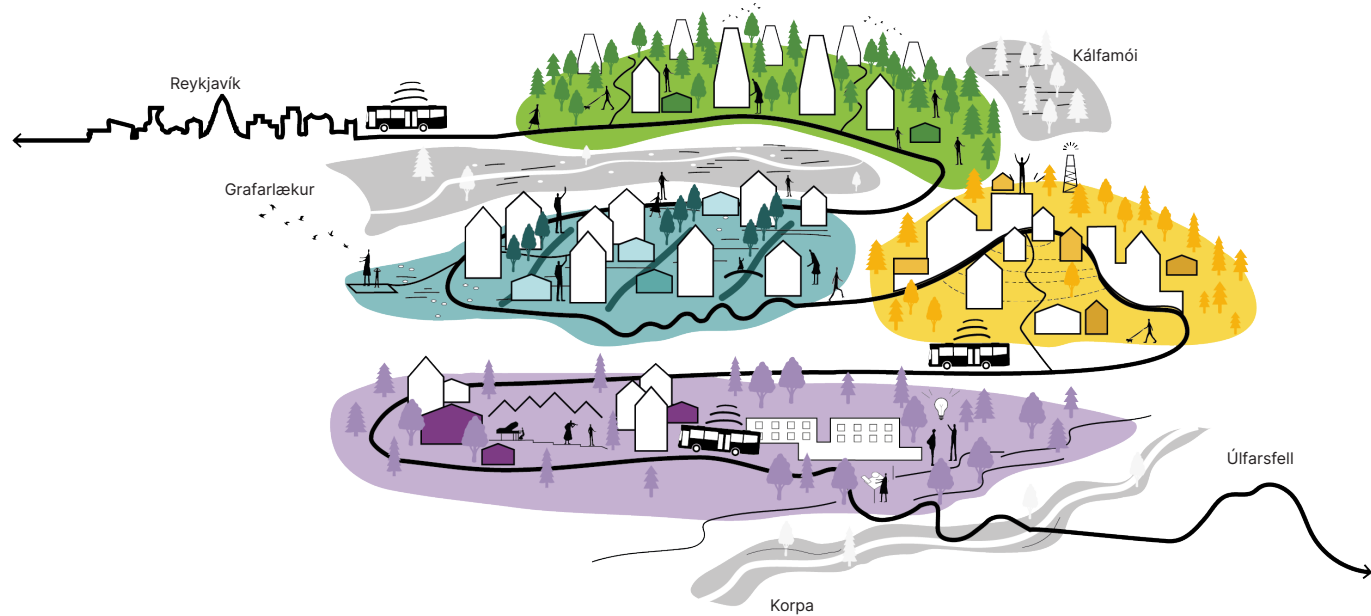
Forest Living

Creative Valley

Reykjavík

Grafarlækur

Kálfamói

Úlfarsfell

Korpa

Sense of Place and Place Branding

The proposed neighborhoods of Keldur are designed with incorporation of elements that reflect the local history, culture and heritage and each of the developed areas has a distinctive character that is inspired by natural features and nurtured through community engagement and local businesses. With consistency and unique touchpoints comes a sense of belonging and locality, and a coherent brand that is recognized by the outside. It encourages new values that are explained through compelling narratives on the site and connected with sustainable features that promote well being and enhance the overall experience of the site. The evolving Keldur character adapts to changing environments, an ongoing process attuned to community changes.

Location of schools
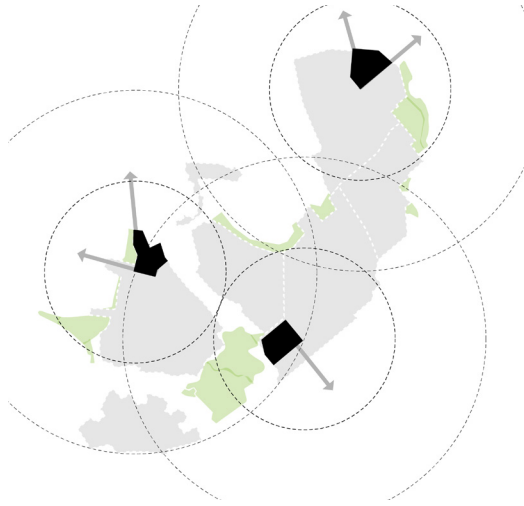
Location of kindergartens

Location of other social services

Húsaskóli

Foldaskóli

Ingunnar-
skóli
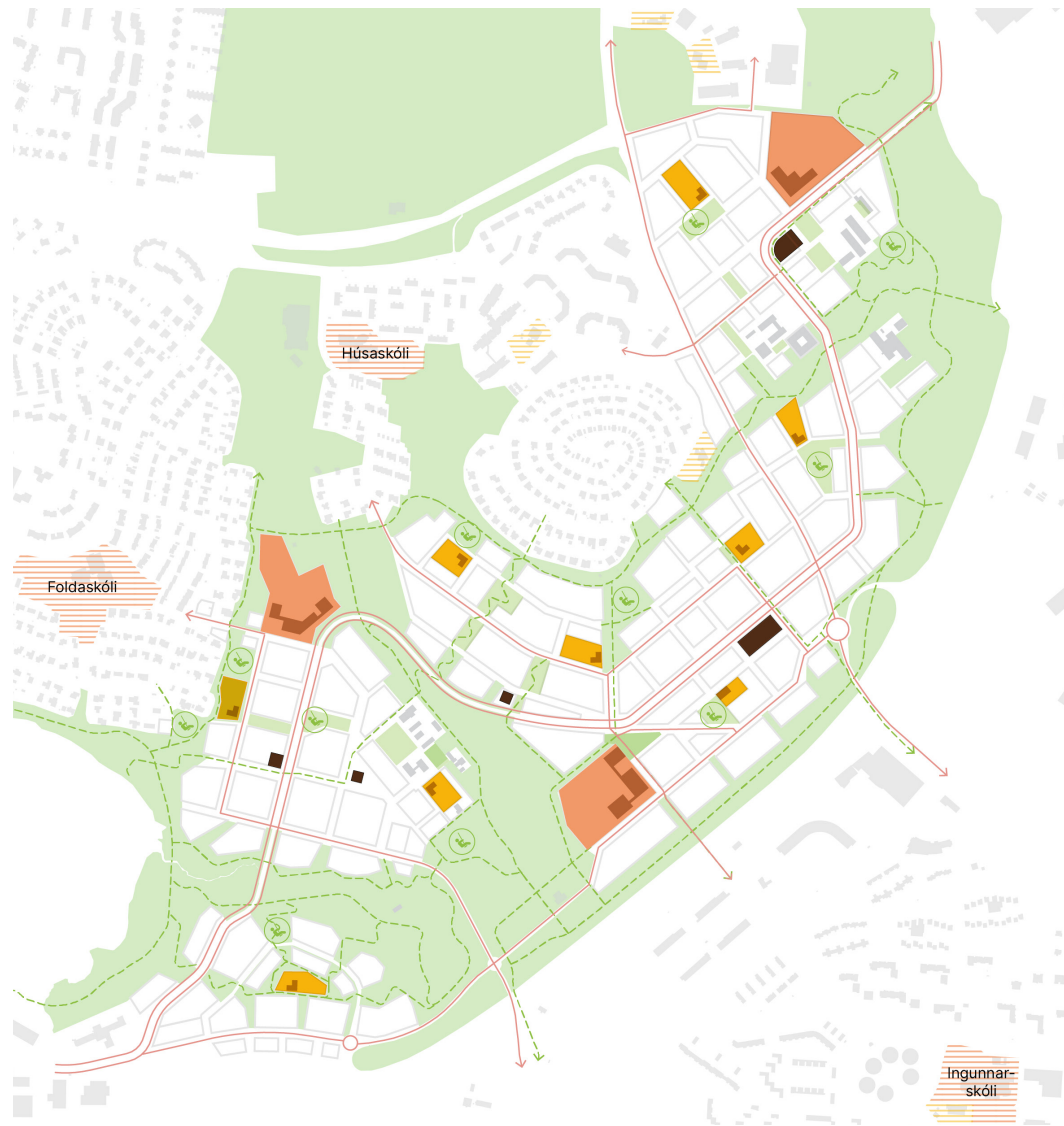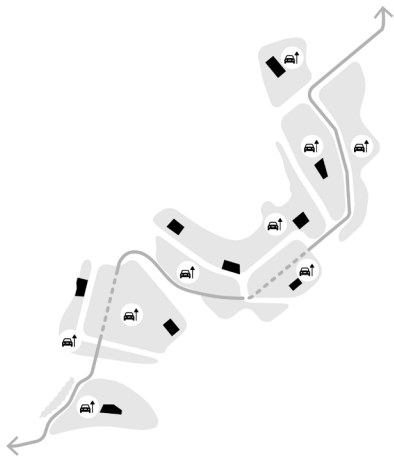
Legend

- 🟧 School
- 🟨 Kindergarten
- ⬛ Other public program
- ┄┄ Path
- — Bike lane
- 🟢 Park and greenery
- 🟢 Public playground
- ▤ Existing school
- ▤ Existing kindergarten
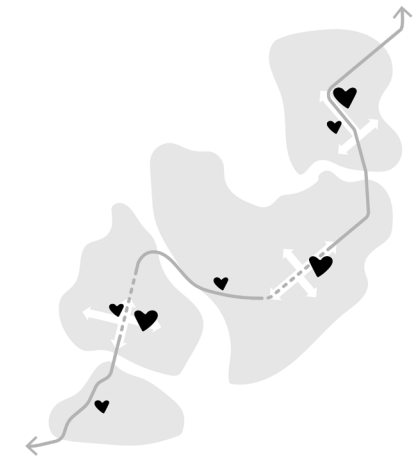
Overview of Schools and Other Social Services

The proposed schools and social services aim to foster strong and healthy urban environments for children and the whole local community. The schools are intended to become flexible social interaction hubs that can adapt to the changing needs of the growing community. Educational functions are combined with spaces for local inhabitants and neighborhood creators. Similarly, kindergartens are suggested to function as smaller-scale neighborhood social hubs.

The three proposed schools are located in the meeting points between new and existing neighborhoods, along main recreational connections and bike paths to promote independent movement and social integration. Kindergartens are located in slow movement zones that allow for safe accompanied trips by foot or bicycle. Other social services, such as health care, senior daycare, sports halls, libraries and cultural functions, which attract visitors from a larger area are focused in proximity to the BRT stations and the main bike network to encourage sustainable transportation.

Kindergartens

Kindergarten Type 1
Freestanding

dining room +
kitchen for seniors

neighbourhood
craft room

play area open on
weekends
+ evenings
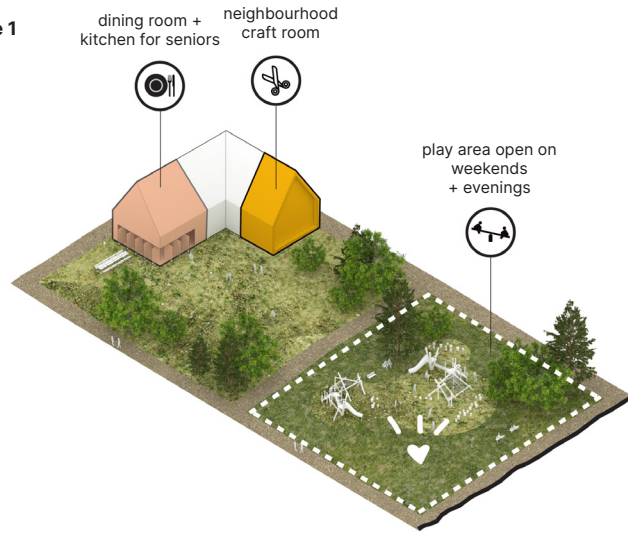
Kindergarten Type 2
In an Urban Block

senior housing

play area open on
weekends
+ evenings

sports rooms for
residents
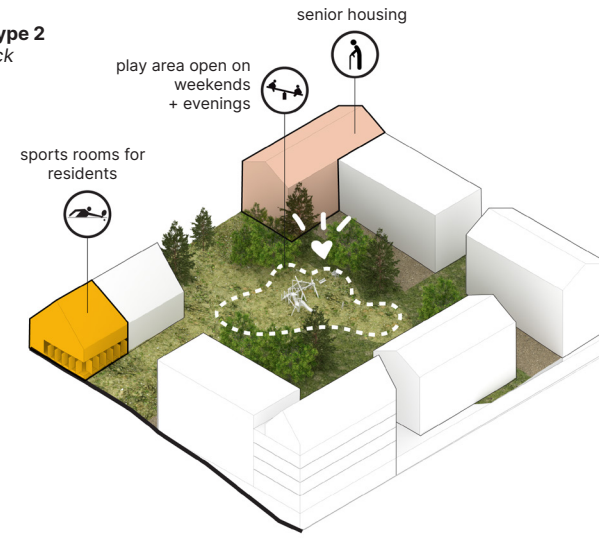
Schools

School 1
Coastside Hollows

sports fields

auditorium

activities in the
landscape

neighbourhood
craft room

School 2
Sunny Hills

vaccination point/
healthcare for children

parkour/play in
the forest
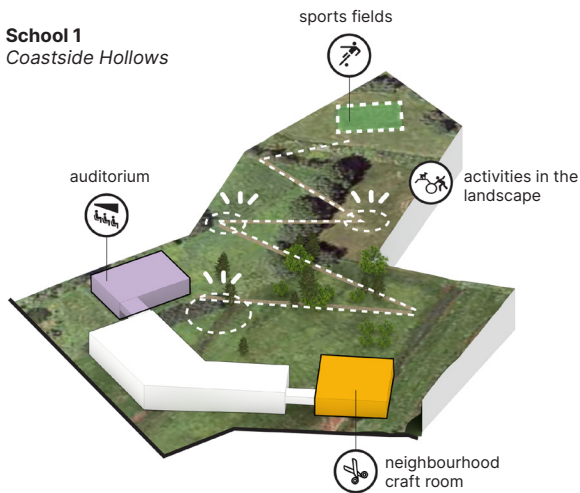
sports hall for
local sports groups

School 3
Creative Valley

sports fields

library/reading room

canal to the river

greenhouses in
collaboration with Lbhĺ
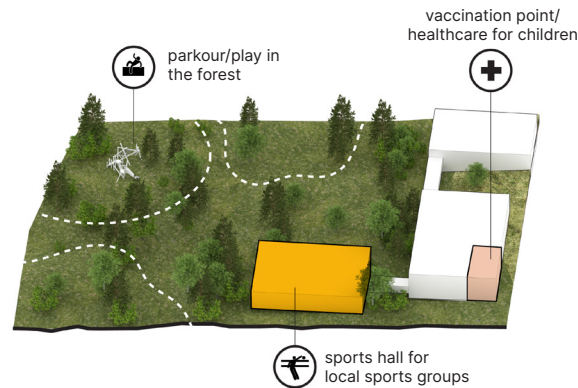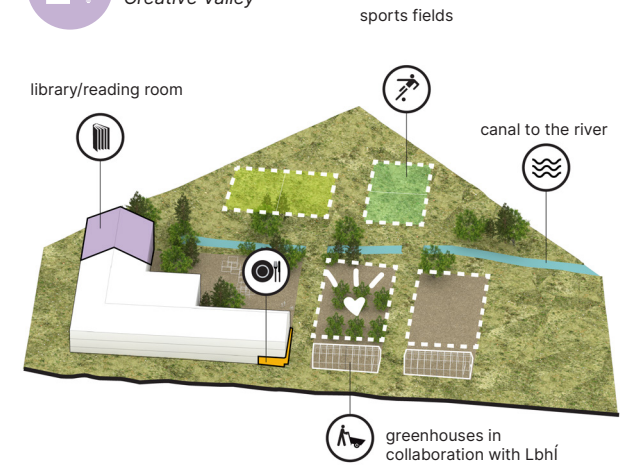
Flexible School Typoplogy for Community Use

School typologies within Keldur aim to expand towards greater community use. There are two types of kindergartens: freestanding in the landscape and integrated within urban blocks. In both conditions, services are expanded to support additional functions and allow for interaction with other age categories, including seniors. Play areas in the kindergarten yards allow for flexible arrangements where they can be opened outside of school hours. The three schools within Keldur further enrich the neighborhoods they sit, providing neighborhood-level services and rooms, including craft rooms, libraries, sports halls for local sports groups, and greenhouses that collaborate with the Agricultural University (LBHI). In addition, these plots provide recreational opportunities such as sports fields and play in the forest which extends to the greater community.

Protect Forest (1)
EXTEND — PROTECT FOREST — CONNECT
- afforestation
- existing forest
- forest edge

Enhance Coastline (2)
DEVELOP — EXTEND — ENHANCE COASTLINE
- educational wetland
- existing coastline

Revitalize Creek (3)
DEVELOP — REVITALIZE CREEK
- pocket park
- existing creek

Reinhabit River (4)
DEVELOP — REINHABIT RIVER
- river connection
- naturalized river area

Link Communities (1)
- existing family houses
- sunny community park
- Sunny Hills

Link Neighborhoods (3)
- Creative Valley
- green - blue connection
- existing offices

Link Generations (2)
- existing family houses
- forest playground
- Coastside Hollows

Link Knowledge (4)
- Sunny Hills
- experimental climate forest
- exiting buildings

Natural and Urban Context

Keldur's new development draws inspiration from the existing natural and urban context, striking a strategic balance between preservation and expansion for seamless integration. Enhanced landscape features—woodland, wetland, hills, creek, and river zones—are integrated with ecological measures like afforestation and habitat creation, forming a cohesive structure of pathways and learning sites.

Urban expansions connect with existing ones typologically, enhanced by sustainable infrastructure. A green strip links neighborhoods, hosting community amenities like playgrounds and gardens. Each of them has a distinctive landscape element that makes them unique with added identity.

Legend

- Existing water
- Permeable ground
- Detention area
- Retention area
- - - → Surface runoff
- —— Water canals
- ----- Bioswale streets
- —— Existing creek
- - - - Proposed creek
- —— Existing river

Blue-Green solutions

Ecological measurements
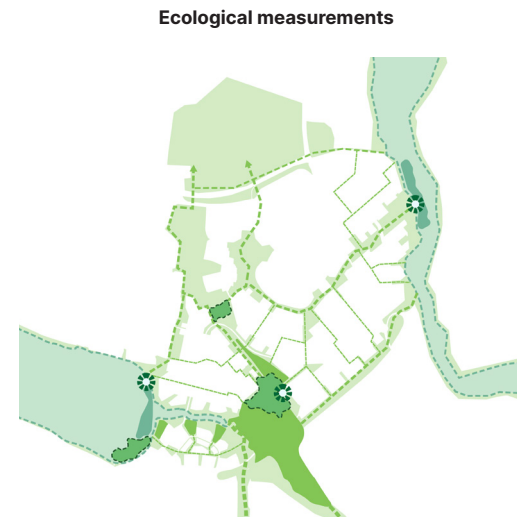
Legend

- Green Areas
- Protected forest
- Afforestation
- Protected water area
- Water restoration
- - - - Ecological corridor
- ---- Urban ecological corridor
- Ecological learning points

A system of blue-green solutions

Afforestation — Resilient farming — Erosion control — Green roofs — 2% — 3:1 — Bioswale streets — Circular water system — geothermal energy — Water capture — Heated greenhouses — Water features — Heated community space — Wetland creation — Bird watching — Existing coastline — Salmon habitat restoration
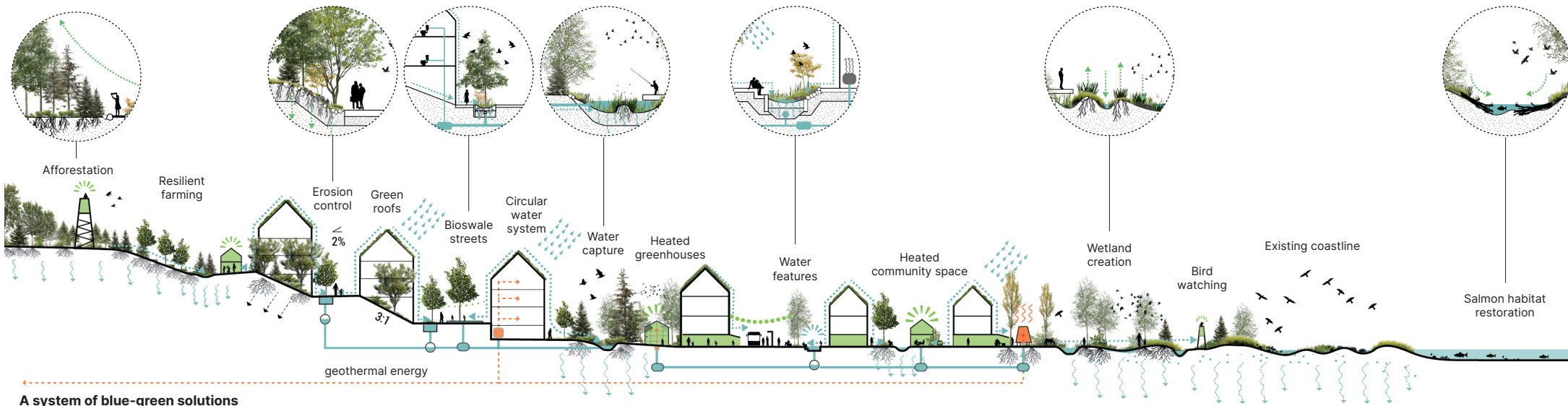
Natural and Urban Context - Blue Green Infrastructure and Ecology

In the initial stages of designing the Keldur development, the central question was: *"Where would nature go?"* After this question was answered, the solution for blue-green infrastructure and ecological measurements came naturally. The core concept involves aligning with existing water pathways and topography change. Once integrated, these elements become part of a circular water system, contributing to energy self-reliance alongside geothermal energy. Water management solutions become a visible part of the green system and a distinctive feature in urban settings. Ecological measures are indispensable in preserving the Icelandic landscape. This involves defining protected zones, expanding and rejuvenating them, and incorporating educational components for future generations.

Woodland
+
Recreational path and Afforestation Center

Wetland
+
Recreational path and Pier

River landscape
+
Access to the water and habitat creation

View towards the mountain
+
Recreational path and Lookout tower

Legend

▪ Community activators

🄵 Entry signage

— Nature paths
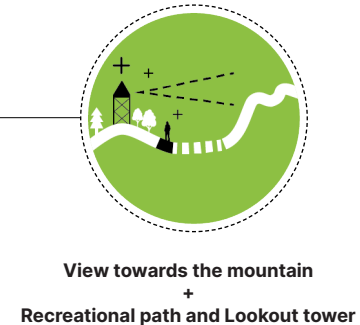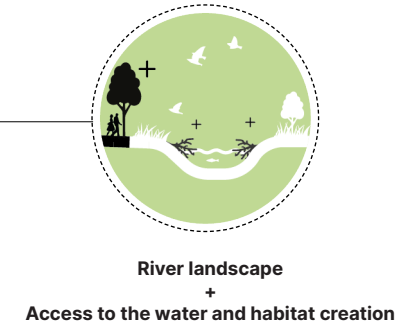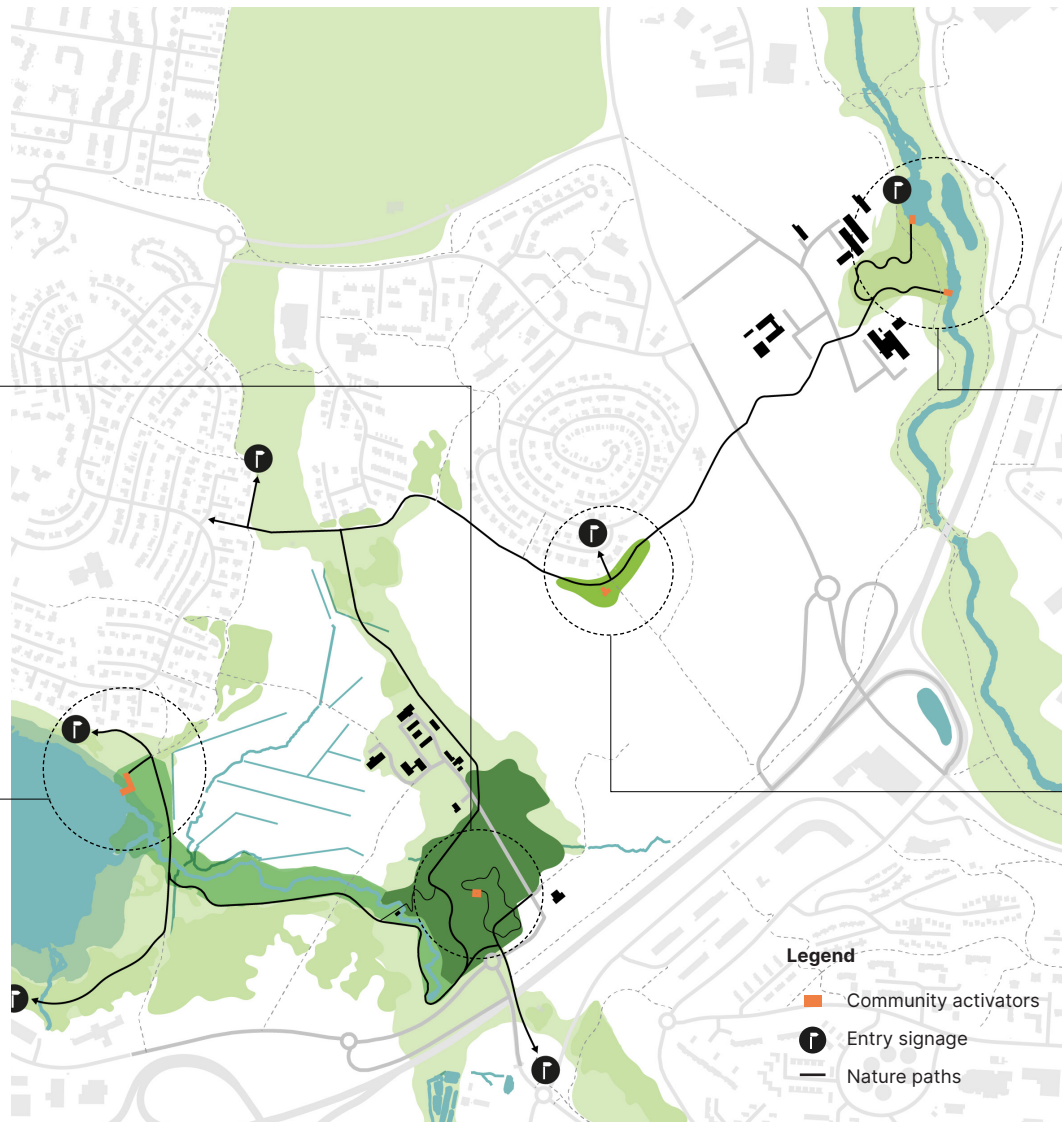
Placemaking and Phase 0

A place-making strategy is at the forefront of our approach, aimed at activating different areas and attracting residents from the surrounding areas to the new development in Keldur. Looking at the existing landscape, starting with afforestation process and and protecting it, then starting with activators, such as a pier, a lookout tower, nature walks and community learning spaces serve to enhance the landscape, promote views, and initiate community engagement from an early stage which help establish Keldur on the Reykjavík map.

Phase 1

GFA	FAR	Apt.	Residents	Workpl.	Parking
m2		nr	nr	nr	nr
280000	1.6	2090	4580	850	1200

Phase 2

GFA	FAR	Apt.	Residents	Workpl.	Parking
m2		nr	nr	nr	nr
355000	1.5	1690	3935	4000	1600

Phase 3

GFA	FAR	Apt.	Residents	Workpl.	Parking
m2		nr	nr	nr	nr
135000	0.8	1081	2495	193	370

Phasing of Development

The development of Keldur is suggested to happen in three phases. In the first phase, the main infrastructure is constructed; the Borgarlína is built through the site, the northern access point from Vesturlandsvegur is transformed, Vikurvegur is developed into a boulevard and Stórhöfði is continued to the northern entrance point. New connector streets that bind the new areas together with the surrounding neighborhoods are built. The first phase of development is concentrated around the two southernmost BRT-stops, allowing current programs on the site to transform and adapt to its new context. The first school is built in the Sunny Hills district.In the second phase, the core for the Creative Valley is developed and the two southernmost districts are completed with blocks along secondary streets progressive transformation of existing campus areas. New public programs, such as a new school, a main market square and a library are built as well as recreational infrastructure to support a growing number of inhabitants. In the third phase, the districts the furthest from the BRT stops are built. These districts house larger blocks that can respond to future changing needs and can be densified or reimagined. The final school is built in the third phase, activating the meeting point with other new neighboring development along the BRT line.
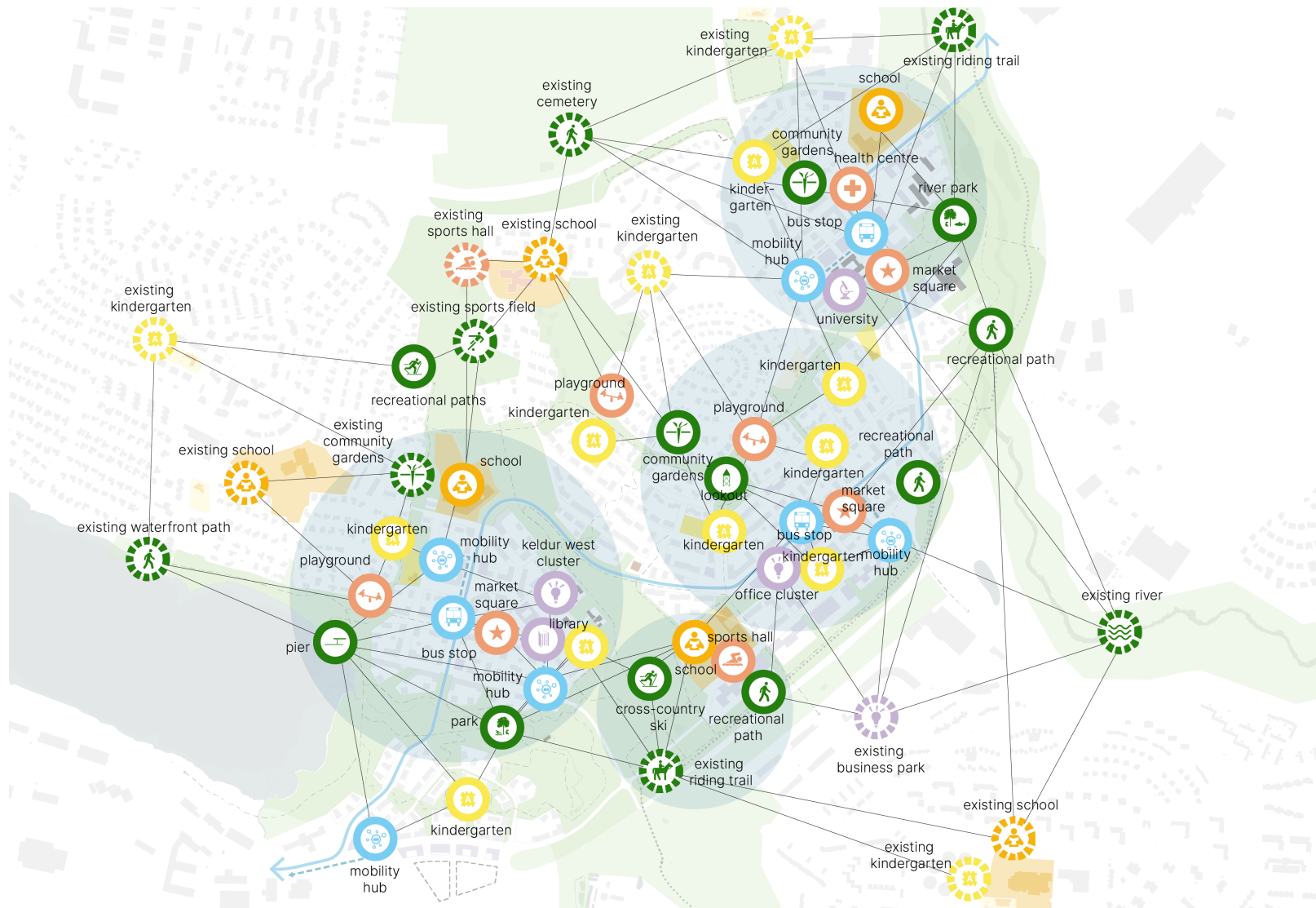
Integration Strategy and Synergies

An important aspect of the proposal is the strategic placement of facilities and programs in relation to the preservation and celebration of existing resources and community assets in and around Keldur. To achieve this, we carefully assemble programs and functions around the bus stops to establish distinct and vibrant urban development hubs. The placement of these hubs is further reinforced by where we safeguard the natural landscape's integrity and where the land has the greatest development potential. We connect existing landscape assets: the river, the creek, the lake; with new parks, paths and programs. Existing paths are seamlessly integrated into our landscape network, creating safe and well-defined links that unify the surrounding neighborhoods with Keldur. New and existing schools, kindergartens and services are enhanced with new play areas, community gardens and recreational links. Existing businesses in the surrounding areas are connected with the new neighborhoods and expanded with new mixed functions and services.

400m / 7 min walking

schools with flexible community functions

community-run gardens

mobility hubs with diverse functions

150m / 3 min walking

access to swimming pool/gym/ library/cultural centres

flexible workspaces and work-from-home

rentable cowork spaces

daily access to nature and sense of well-being

pocket parks/playgrounds close to home

access to daily services

accessible bike share programs

flexible ground floors with hobby rooms/ community functions

flexible blocks with diverse housing

walkable neighbourhoods with safe routes

mobility hubs with diverse functions

sports/recreation facilities supporting local sports groups

Resilient Development

In light of the increasing challenges posed by urbanization, climate change, and socio-economic disparities, we present a comprehensive proposal for resilient urban development that is adaptable to future needs and changes. Our proposal works to provide an adaptable urban development model where access to jobs, schools, food sources, parks, community, medical, and other essential amenities are all conveniently reachable on foot or by bike. We adopt a holistic approach that integrates land use, transportation, infrastructure, and public spaces to create walkable, mixed-use neighborhoods that reduce the need for long commutes and enhance community interaction. Flexible urban blocks with diverse housing stock and mixed-income creates socially diverse neighborhoods that can adeptly respond to shifting demographic patterns. Flexible and rentable apartment units allow for changing family dynamics and the evolving interplay between work and home life. Flexible ground floors adapt to the shifting needs of residents and visitors alike. In Keldur, people can walk and bike to their workplaces, schools, and daily services, have access to their hobbies and extracurricular activities, and interact with nature on a daily basis.

The Creek - Embracing Nature

This image captures the lush, preserved landscape that defines Keldur's uniqueness. The green corridor is framed by the gradual transition of urban spaces into the ecological corridor. The creek and other natural elements are preserved and thoughtfully enhanced, offering residents the chance to engage with the landscape and enjoy access to water.

To the right, the Forest Living cluster offers a tranquil forested experience, overlooking the water. Among the trees, a bird-watching tower emerges, beckoning enthusiasts to immerse themselves in the area's rich biodiversity. On the opposing side, the coastal hollows effortlessly blend into urban villas with terraces that gaze upon the ecological corridor.

An array of activities interplay, from cross-country skiing to horseback riding, and these green linkages infuse value and elevate the quality of life in Keldur, bringing its inhabitants in close proximity to these rich landscapes.

Coastal Hollows cluster

Urban villas

Borgarlína bridge

Forest Living Cluster

Bird watching tower

Passage over existing creek

The Coastside Hollows - Urban Harmony
This image portrays a series of vibrant public spaces unfolding between Keldur West and Grafarvogur. At the heart of this sequence lies the first Borgarlína bus station, serving as a vibrant hub for the area. Active ground floors allow a diverse array of urban activities, from bustling markets to communal gatherings to flourish.

On the right side lies a community center, offering both seating and a gateway to cultural and artistic activities. On the other side, private gardens overlook the existing canal. This public sequence envisions the meeting between the urban and natural landscape – a harmonious meeting of dynamism and serenity, of fast access and slow living.

The social mixing and variety of functions and programs in this area amplify its inherent public character, creating an inclusive space where all social groups meet. Whether you are living, working, studying or just visiting Keldur, you will be drawn to this unique public space that transcends you back into the surrounding landscape.

Public promenade

Community/Cultural center

Menningarmiðstöð

Borgarlína stop 1
Coastside Hollows

Art installation

Existing canal

The Sunny Hills - Community Vibrancy

This image captures a winter day on a street within the Sunny Hills district. Despite the snowy backdrop, the sun shines brightly, highlighting this area's distinct character. The street is lined with low residential lamellas that follow the topography. Buildings are carefully designed to optimize views and sunlight.

A lush green corridor intersects the street, connecting it to other green spaces through winding paths and ramps. This green link not only enhances the natural landscape but also offers solutions for effective stormwater management.

Life thrives on the ground floors, bustling with local activities and hobby spaces. Positioned on the left, a ceramics studio extends an invitation to creative endeavors, while on the right, a self-bike repair shop offers a space for people to share expertise. The street's dimension generously accommodates the expansion of these activities, fostering an atmosphere of engagement and interaction.

Ceramics studio

Low housing typologies

Green corridor

Self-bike repair shop

Living Street

The Creative Valley- A Vision of Innovation and Community
This image depicts the final stop of the Borgarlína near the Agricultural University of Iceland (LBHI). While preserving the existing building, we envision the integration of multiple residential, student housing, and research facilities to enrich the educational and innovative character of Keldur East. The public plaza emerges as an ideal space for knowledge exchange between students and residents.

The once-separate greenhouses, previously situated behind the university buildings, are now strategically placed on the plaza, fostering increased interaction between educational centers and the city. A microbrewery on the ground floor provides room for local production, serving as a hub for students, workers, and inhabitants to meet.

The Borgarlína stop amplifies the vibrancy of the area and introduces greenery and stormwater management solutions into its design. This transformation revitalizes the landscape, harmoniously uniting education, community engagement, and environmental considerations.

Borgarlína stop 3
Creative Valley

Microbrewery

LBHI extension

Existing building
LBHI

ör brugghús

Public Square

Bókasafn

Sunken planting beds for
stormwater collection

Masterplan of Keldur's new urban quarter and its integration into the surrounding neighborhoods.

LEGEND

P Mobility hub
S School
B Borgarlína Stop
K Kindergarten
▲ Main site access
∧ Secondary site access

to Skógræktarfélag Mosfellssveita

Gufunes Cemetery

Rimahverfi

Hallsvegur

to Gufuneskirkjugarður and Rimar

Korpa

Borgarlína

S

K

Pocket park

Salmon Park

Keldur East **B**

Vikurvegur

Fjölnir Athletic Center

Creative Valley

Community garden

Húsahverfi

P

Community garden

Activity park

Foldahverfi

Sports

Viewing path

Community garden

Sunny Hills

Ski area

playground

K

Lookout tower

K

Urban park

Úlfarsárdalur

Linear park

S

Urban park

Coastside Hollows

Community garden

P

K

B

P

playground

Gufuneshöfði coastal path

Pocket park

Coastal park

Keldur West **B**

Park

P

Afforestation point

S

to Reykjavik Peak Mountain

Úlfarsárdalur

The pier

Grafarvogur

Kálfamói

Grafarlækur

Pocket park

P

Sports

Kálfamói

Klofningslækur

Vesturlandsvegur

Leiðsögn bridge

to Grafarholt and Úlfarsárdalur

Króargarður

cycle path to central Reykjavik

pocket park

Kirkjugarði

Grafarholt

Forest Living

K

P

Störngtar

P

Borgarlína

to Reyinsvatn and Langavatn lakes

N

Scale 1: 10 000

0 m   200 m   400 m   600 m

The bird's eye view unveils Keldur's new urban quarter, a vibrant blend of diversity and density to the east of Reykjavík's city center. Seamlessly linked by sustainable, high-quality public transport, it envisions a community of 10,000 residents and 5,000 workplaces. Amid its dynamic and rich landscape; an array of cultural, educational and community hubs thrive. With fast access to slow living, Keldur offers a unique living experience that celebrates nature, walkability and circular thinking, providing room for individual creativities and local businesses to thrive.

Hallgrimskirkja

Lækjartorg
Hlemmur Square

Station 2
Sunny Hills

Station 3
Creative Valley

Station 1
Coastside Hollows

KELDUR Development Area

An overview plan for the development of Keldur overlaid on top of the existing situation and landscape. The scheme integrates with the surrounding neighborhoods while respecting and celebrating existing landscape assets and topography.

KELDUR Development Area