

The square presents itself with a vast space sorrounded by buildings of different scales. The tower of the train station becomes a constant visual reference in the square as well as it emphasizes the symetry of the train station's design. The wall on the north-west side configures a 'cul-de-sac' for the square while the park at a higher level lacks of continuity with the lower level.

Thus, the building is situated on the far end at the north-west of the square. With a simple strategy the intervention becomes 4 things at the same time: it is a fourth elevation completing the square while its urban scale does not compete with the train station; creates a direct connection to the park; it becomes a viewpoint over the square; and the cafeteria is the bus stop itslef.

The 'cul-de-sac' no longer exists. There is a **continuity** between the park and the square giving the city more **flexibility**. The cafeteria is elevated to create a space below destined for the bus stop. At the same time, its roof is used as a viewpoint over the square as well as the terrace of the cafeteria. The user becomes a mere viewer of the hectic activity of the square.











The pavement deals with the **dialog** between the train tracks and the ceramic brick. Nowadays, train tracks are being replaced by more developed and modern ones leaving behind tones of steel with the unique shape of a rail.

The square resolves its diferent uses just by changing the pavement. Train rails are alternatevily being used with the **brick** to separate the uses along the square. One brick is placed in two differnt ways: with its short side up and with its long side up. This allows, specially, to diferenciate between the pedestrians and the vehicles.

The square becomes a reference and an attraction focus of Santander since it is now connected to the park through the use of the brick as a **pavement** which is emphasized by the view point of the cafeteria.











0 5 10

