**CONVERGENCE**

When flying, only two planes matter – the ground and the sky.

Therefore, the idea is to design a park with enhanced experience of sky vs. ground, their clear division and horizon as a link between them. Context of the location within the Amsterdam city is intentionally cut out.

The concept is realized with topography. Edges of the islands ground plane are lifted, so that surrounding city is excluded from visual perception of park users. Height of the edges is determined by the height and distance of surrounding buildings. The only remaining “connection” between the park and the city of Amsterdam is the sky and its climate. Now the experience of the park is narrowed down to the basic idea of sky and ground - topography, materiality and stability of the ground on one hand, and open, light, airy and windy feeling of the sky on the other.

Without long vistas of “outside” points, users can not create a distance between themselves and the memorial park. Only points they can concentrate on, are other people, thus forming a subtle, emotional dialogue. Users of the park are not merely visitors. They become actors, forming an essential part of the memorial.

Necessary supporting infrastructure (ferry pier, multifunctional hall, café, administration etc.) is inserted in a way, that it stays connected with the city of Amsterdam.