The project that emerged from the participatory process includes a promenade, a skatepark, an open-air gym, and a bike park, as well as an area fitted out for parking vehicles. The first stage includes the new pedestrian access to the area, a promenade, and a multipurpose skatepark suitable for practitioners of different urban sports.

It puts emphasis on the recovery and protection of pre-existing woodland, mainly consisting of elms, complemented by planting poplars in the more humid zones that were previously lacking in vegetation. The design of the space is structured around islands surrounded by grass belts, with a circumference corresponding to the reach of the sprinklers used for watering. These islands are repeated throughout almost the whole of the project area, although their configuration varies according to the different uses of each section.

The skateable area is located between the central part of the islands and the southern boundary, with the grove of elms, so it is partially shaded. One of the distinctive conditioning factors of the project is the fact that it is based on self-building practices and the use of recycled materials. This applies, on one hand, to the skateable area, with the use of metal profiles and second-hand precast concrete elements to create the skating obstacles, and on the other, to the promenade area, where the benches are made out of recovered concrete counterweights, the islands are decorated with laminated bamboo from ephemeral installations, and the pergola-lantern is made out of abandoned traffic light posts.

+info  http://sk8sc.net