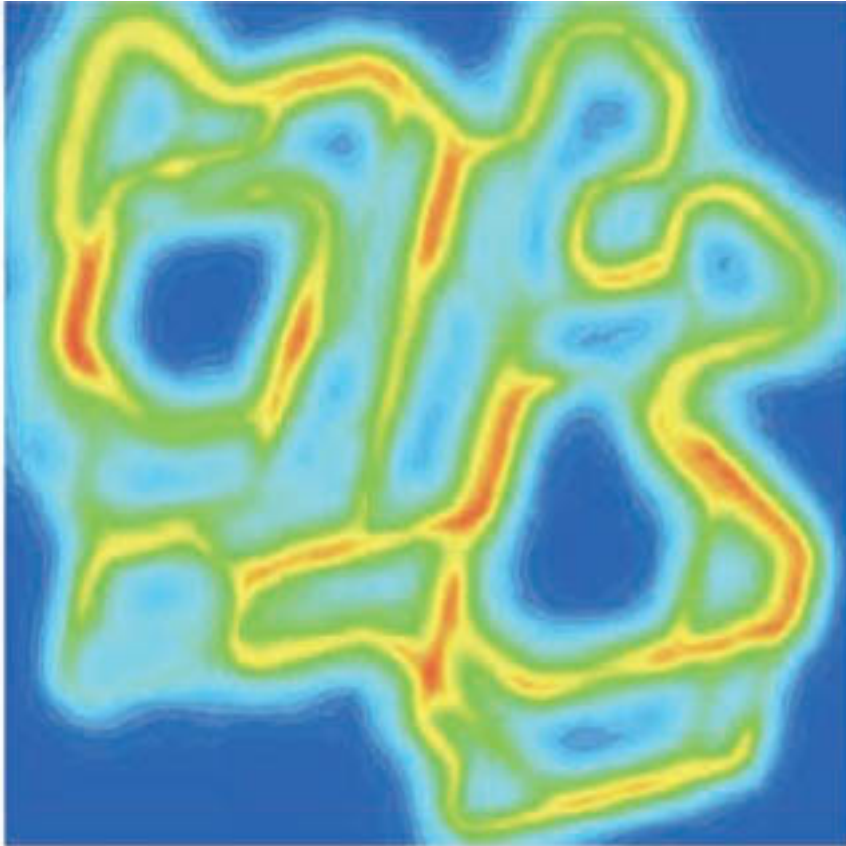


[Image: "Reykjavik Botanical Garden" by Andrew Corrigan and John Carr].

In a fantastic issue of *AD*, edited by Sean Lally and themed around the idea of "Energies," a long list of projects appeared that are of direct relevance to the *Glacier /Island/Storm* studio thread developing this week. I want to mention just two of those projects here.

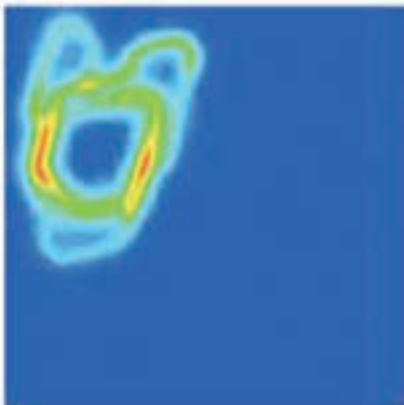


Geothermal District Heating and Cooling: A Sustainable Solution for Urban Areas



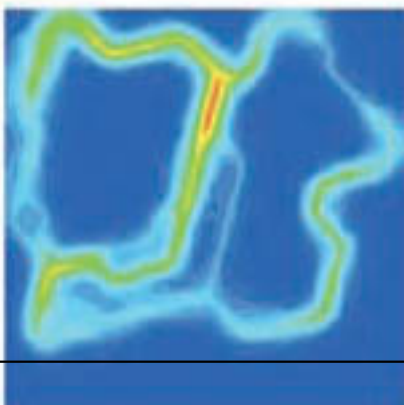
GEOTHERMAL ZONES

The distribution loops are configured to maximize the available planting area. Rather than simply running straight runs of pipe between nodes, the implemented system is designed to occupy the entire site. The combined geothermal zone map demonstrates the richness of climate variations across the landscape.



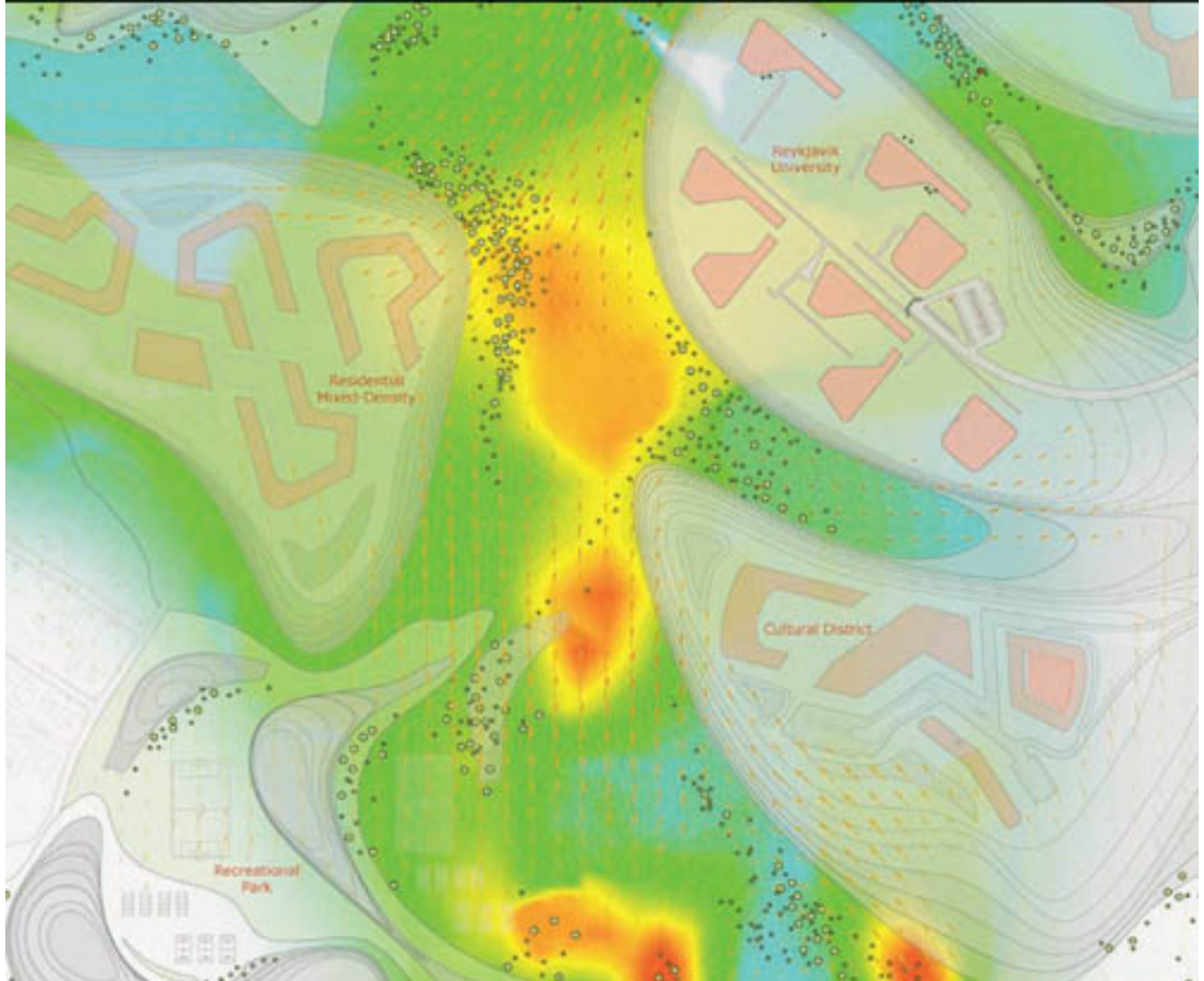
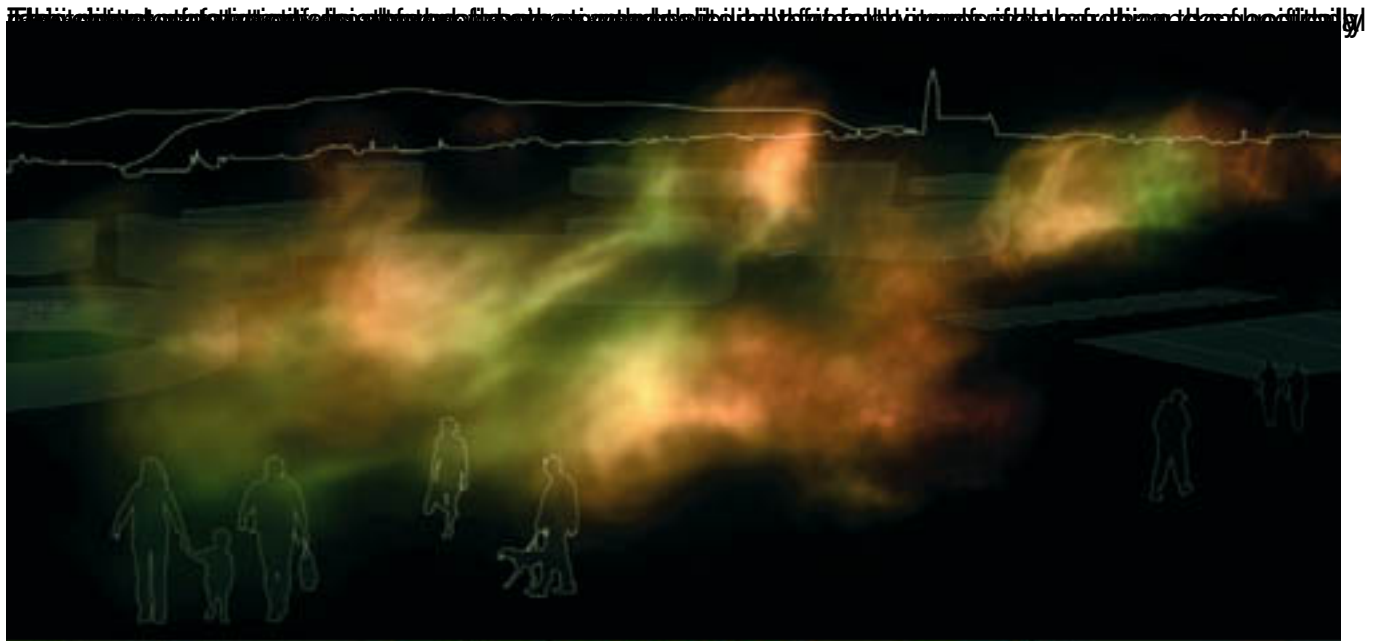
GEOTHERMAL ZONES: NODE A

The three pipe conditions (above ground, below ground, and entrenched) lead to a complex thermal structure. Though Node A serves the smallest number of other nodes, this map displays the great range of varying climates possible.



GEOTHERMAL ZONES: NODE B

Trenched pipe conditions, supplemented by bridges for pass-over, allow for an unimpeded landscape but produce more heat than fully submerged pipes.



<http://bldgblog.blogspot.com/2010/02/geothermal-gardens-and-hot-zones-of.html>