



**Design out the box**

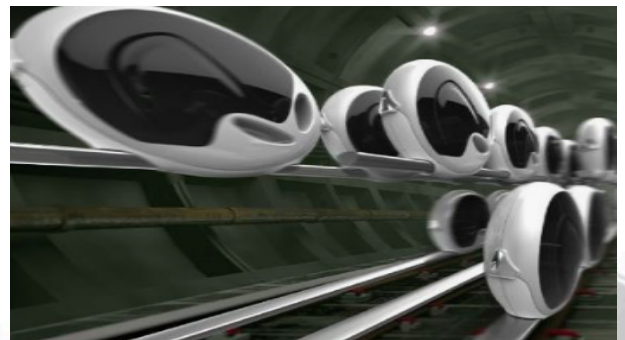
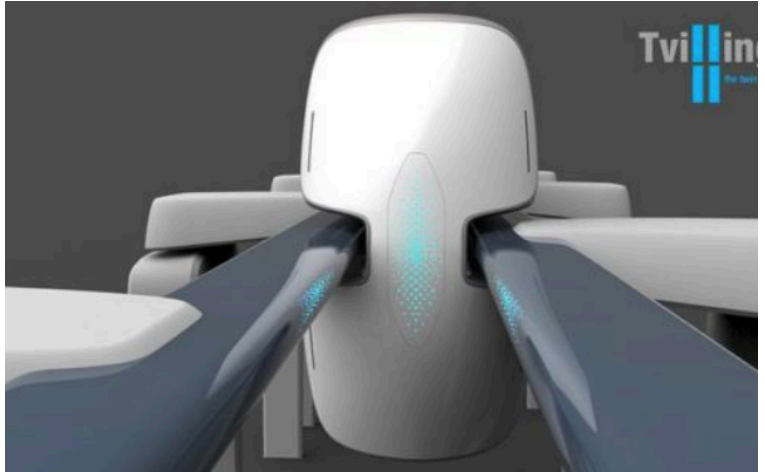


# Conceptual Transportation

Between destinations there are **two ways** to commute in the present scenario. Passengers who doesn't want to walk or take a taxi or to save time, will prefer to chose their own personal mobility such as a car over public transport.

The main issues we currently face are the **environmental impact** of personal transport, as well as **congestion** they cause in city centers. Even if everyone reduced their environmental footprint and drove electric cars, the congestion will still be an issue in the future.

In the future personal mobility will need to become more smart and compact. There will be a large percentage of population using such modes of transportation to commute in the modern cities. So people will tend to stick to them for commuting if they are safe, reliable and will stop the spread of infectious viruses such as the Covid19 pandemic the world suddenly faced. We can start to replace roads in cities but not take down historical buildings to put this infrastructure in place.





# Conceptual Transportation

## Context

Chester city council have received substantial government funding to be a trial city for a new revolutionary transportation system due to the fact its small in size and the current infrastructure of a large pedestrian zone as well as having no underground transport. The new system should replace all remaining cars in the city centre. It must have multiple drop off zones and allow people to travel individually, or in families or small groups to key locations all over the city.

## Design Task

The transportation system must fit in and not replace the historic buildings found within the Roman walls. The new system should be above ground to reduce costs and ease of construction.

- The first design must be a plan (overhead) layout of the system and drop off zones or stations
- It should show the designs for the transport module(s) itself that will run on it,
- It should show the designs for access and drop of points (stations)

## Transportation Layout

Below is a layout of the city. The light yellow is the pedestrian zone. Show the layout of your new system and the drop of zones





# Conceptual Transportation

Transportation Module Designs



# Conceptual Transportation

Transportation Station Designs