



The ManyTree

What if we could 'build' trees?



design

technology

nature

urbanism

People | Nature | Cities

Greenery makes our cities nicer places to be. It creates attractive public and community spaces, improves both physical and mental health & wellness, provides comfort in summer, and increases urban biodiversity. So **how do we create more greenery in cities**, especially when it takes a long time to grow?

Cities around the world are struggling to answer this question, especially as urban populations grow and our climate changes. Do we replace built areas with more parks and gardens? Or do we attach plants to our buildings with green walls, roofs and balconies? How do we manage the overlap between the built environment and the natural world?

Innovation & Experimentation

In order to change the way we think about nature in our cities, it was necessary to change the way we create nature in our cities. The ManyTree is both an installation, and an experimental new process for creating greenery that explores the question: **what if we could 'build' trees?** It combines techniques from both architecture and agriculture, with a touch of technology, urbanism, and biophilic design. The early stages of the tree production become in themselves an exhibition of urban farming, and publicly show the processes for creating greenery.

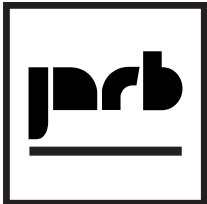
*(A part of this early phase is still on exhibition at **The Evoluon** during DDW)*

A new green typology

By working from the beginning at the overlap of design, nature, technology and urbanism, The ManyTree creates a new typology: **a hybrid tree, half-built and half-grown.** It's structure adapts to the urban environment, creating spaces for people to gather, sit & dwell. The lush green canopy stretches beyond the base to create shade and comfort. People respond to the form of a tree canopy, but recognise this as something new, inspiring new ideas for how we use greenery to create happy, healthy places in our cities.

The question now is:

Where should it visit in 2024?



Australian architect **Joshua Norman Russo-Batterham** grew up in a very green part of Melbourne (itself a very green city) and his projects have always explored themes of integrating nature in creative ways. With a varied career that has also involved teaching design studios, urban master-planning, and working in robotic/digital fabrication, this has created a body of work that is a fusion of design, nature, technology and urbanism. This multi-disciplinary approach is now being used to explore creative new ways to bring greenery to our urban environments



Where should 'The ManyTree' visit next?

Scan the QR code for more info & to nominate your town or city.



- ✉ josh@jnrb.studio
- 📷 [studio.JNRB](https://www.instagram.com/studio.JNRB)
- 🌐 www.jnrb.studio

Project partners:



NEXT
NATURE



EINDHOVEN

With support from:

CANNA

KUNSTLOC
BRABANT

THE NEW BLOCK

Eindhoven
Design District