# after belonging
## lo que el barco se llevó

By Supersudaca

THE BOAT CITY

The improbability of the cruise ship sublime growing scale goes hand in hand with the perfectionist scheme that makes sure that everything you could dream about is embedded in the boat; from multiple neighborhoods, cinemas, night life, running tracks, surfing waves, multiplicity of restaurants, gambling, shopping areas and an endless list of activities.
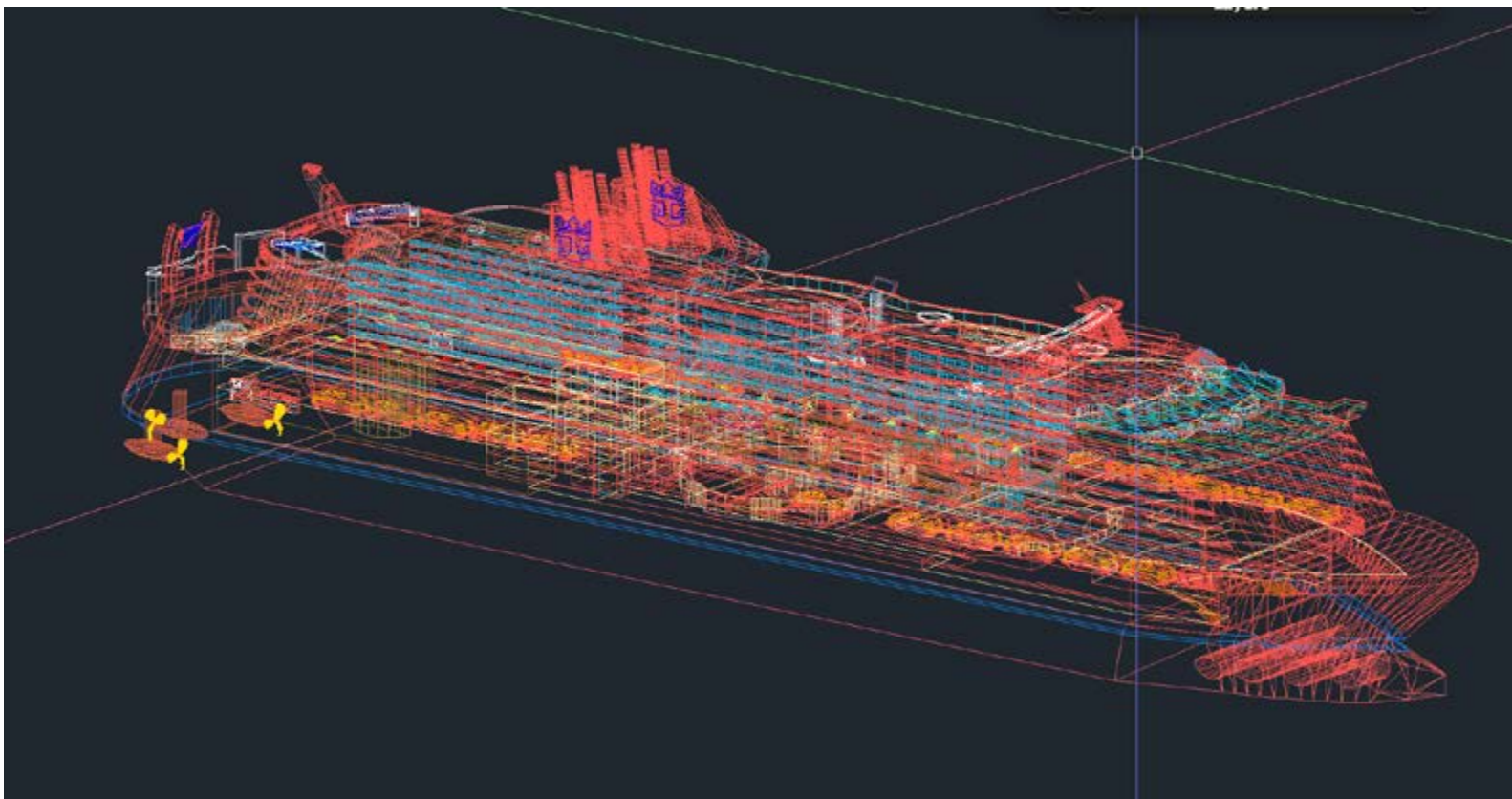
THE CITY AS A PORT OF CALL

When the turism was organised around existing facilities, the turists visited existing real cities getting in contact with the local people and economies. Buying to the local comerces, artisans, markets, restaurants, etc.
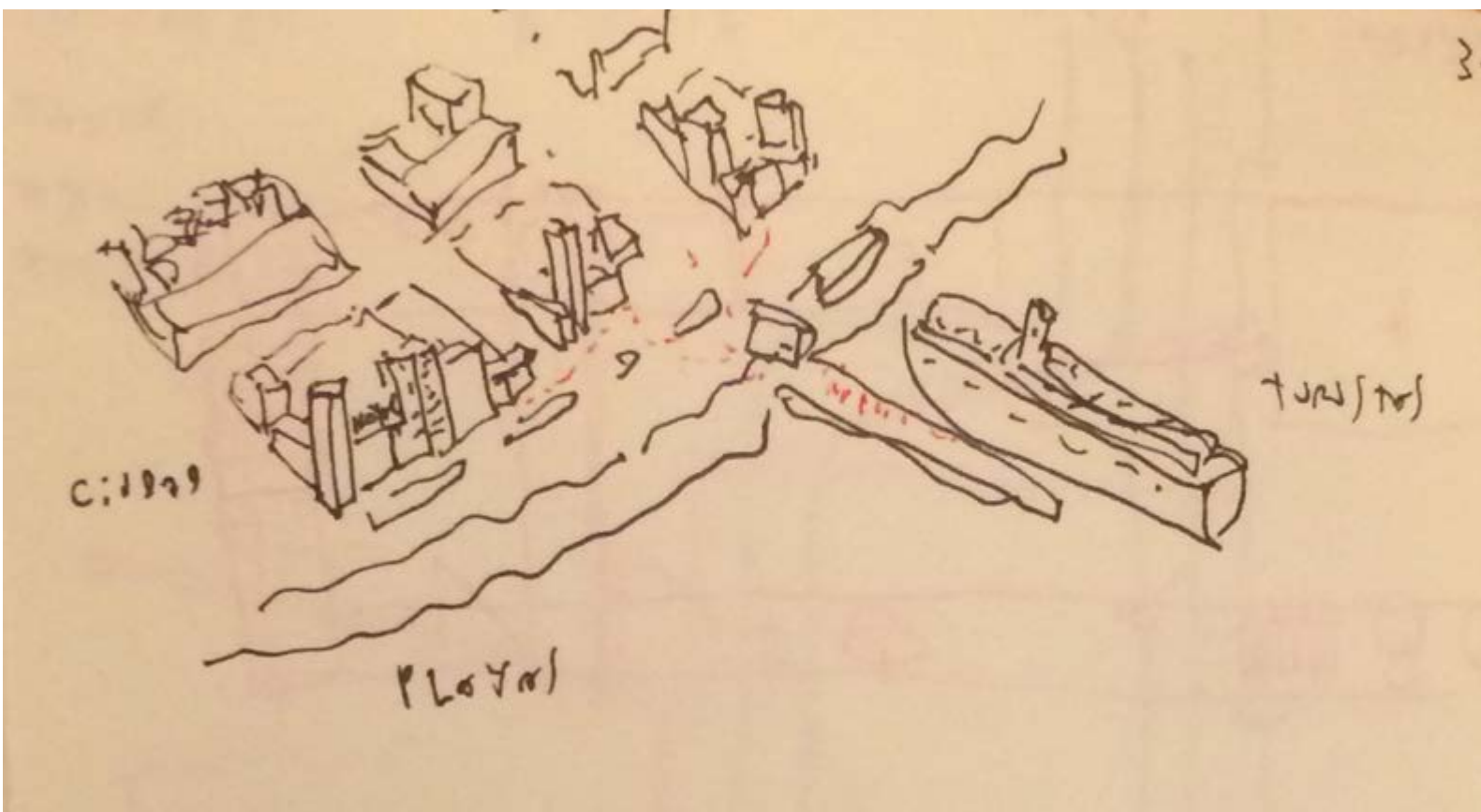
THE PORT OF CALL AS A PLUG FOR THE BOAT CITY
In the actual model the Super Cruisse Ships have enough program to replace the city, thuss, they don´t
ned it anymore, creating the effect that when the boat leaves, the port of call is incomplete. At the same
time, as these new ports of call belong to the same boat companies, the infreastucture of the port of call
it´s a land continuation of boat.
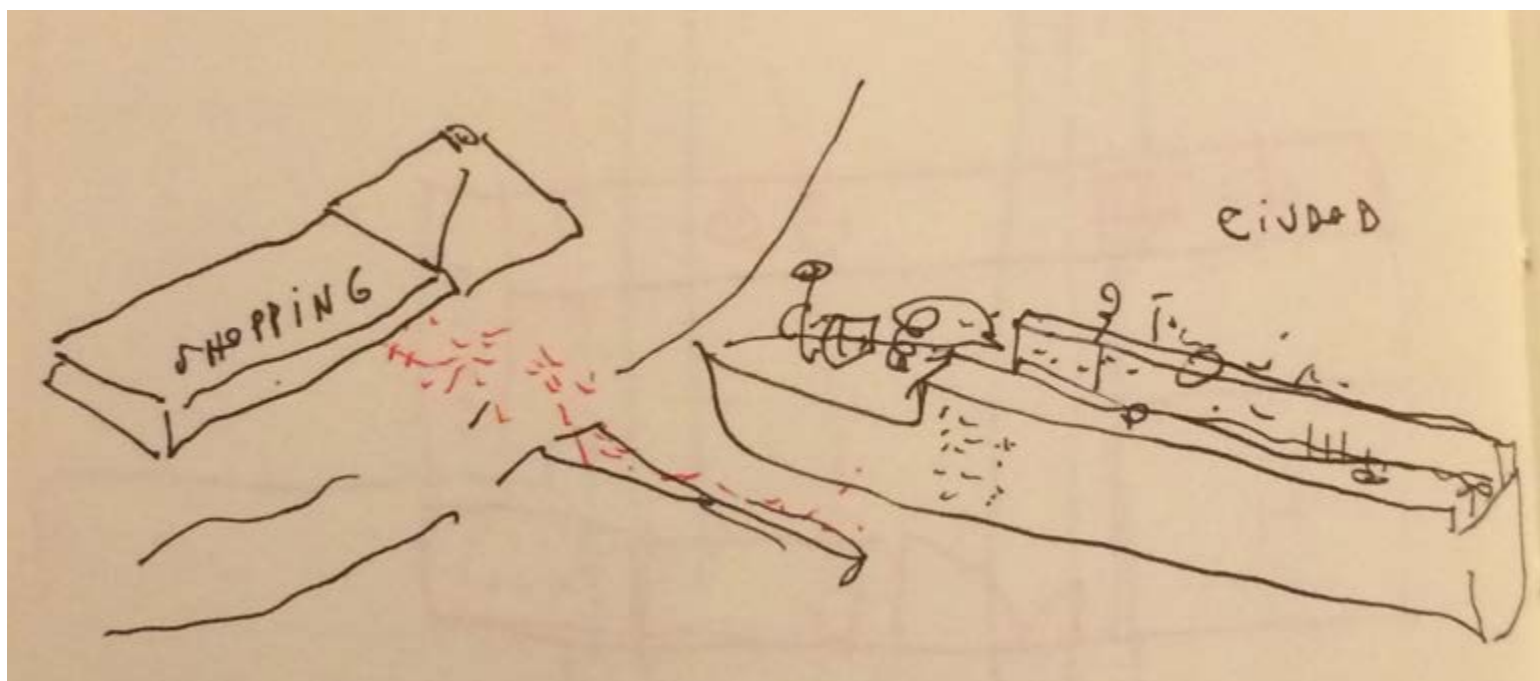
LO QUE EL BARCO SE LLEVÓ

Its a vision of the boat as the city that was taken away from the land. It is also a representation of all the things that are stilled from the the city, in order to keep all the bussines aboard. this new moving cities, plug to an empty shell, that only come to live a few ours a day.
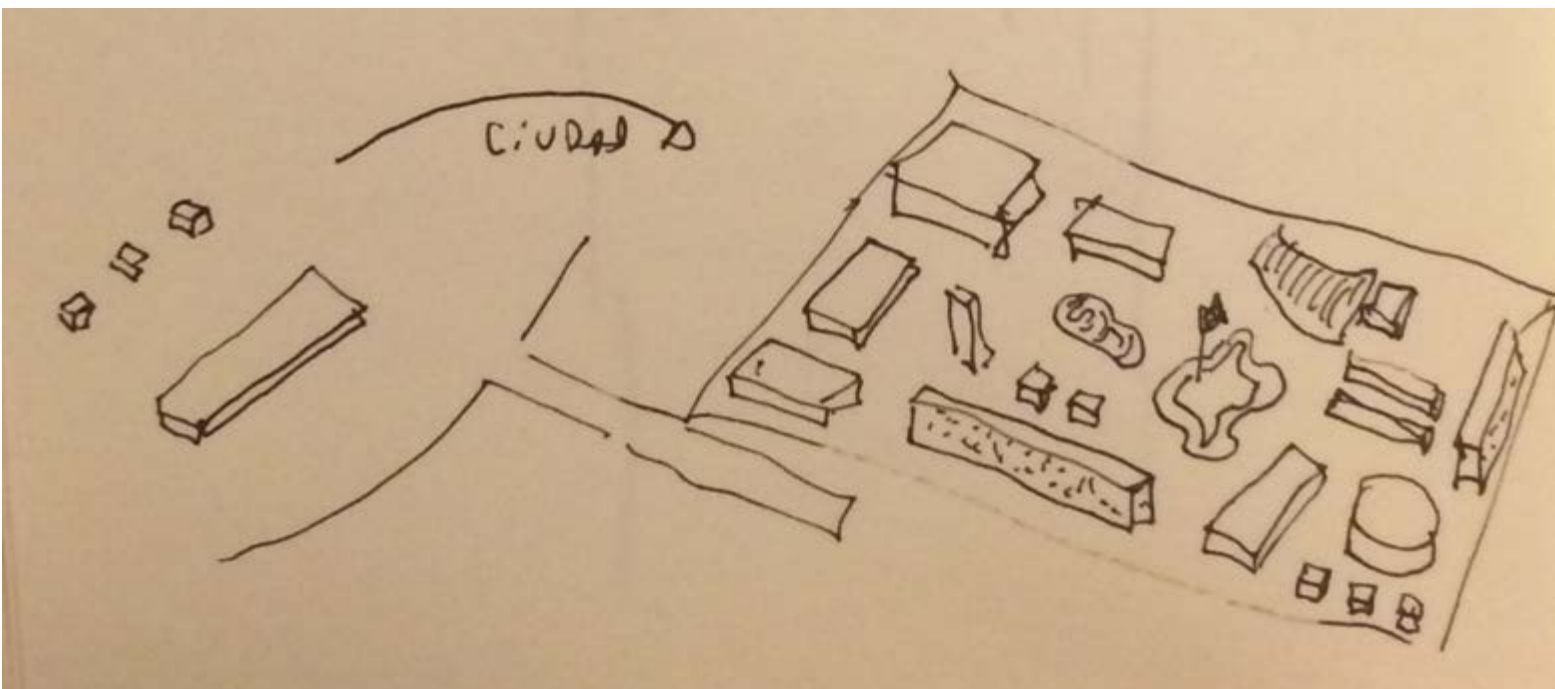
3D MODEL

What we well do, is to make a model that takes the programm of the newest, biggest boats, and displays it as an urban fabric, also showing the scale relation with the disminished ports of call. At the moment we are designing and trying different ways to buils the model. we´re certain that by flattening the program to one layer, we can stress the urban relation between both devises.

port of call