

Pearls of session: 07/03/28 Town Hall:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- **Permeable Crown** - whatever solutions emerge, it is important that the Crown remains permeable not only to 'green' and to the movement of people and animals, but also esoterically to the energies of Matrimandir
- **Size of public transport modules** - transport 'pods' might be a more appropriate image than 'carriages' - offering a more personal, intimate environment whilst theoretically being more adaptive and flexible
- **Beauty** - our transport solutions have to become art in movement as well as developing movement as art
- **'Love Seats'** - the seating on or in our public transport could be positioned in a way so as to encourage interaction, similar to the old-style 'Love Seats'



- **A 'Mobile' approach to mobility** - can we imagine a mobility solution which is as light and playful as a mobile mobile? (a la Alexander Calder)



- **The 'bullock vandi' paradigm** - can we conceive of solutions where able-bodied pedestrians have the opportunity to just 'hop-on' a slow moving people-carrier as it moves past them (just like hopping on the back of a bullock vandi)?
- **Walking Passenger Robots** - instead of being limited to a Crown Tram on rails, one might envision some form of walking passenger robot which can move where you like over most types of terrain
- **'Zonal' Transport** - it might be stretching things a little too far, but maybe each Zone could have its own form of transport, and if each Zone has a particular affinity to one of the 'elements' in Feng Shui, the transport solution might be related to this. Each Zone could also utilise the same basic solution but with a different appearance or 'twist'...

To do:

- We could draw-up a mobility 'Mission Statement' for Auroville, clearly outlining our priorities and our goals

For contemplation:

- If Aurovilians are the 'blood' of Auroville, then how would this 'blood' want to move...?
- How much are Human Unity and mobility intertwined?
- To what degree do we inculcate varying degrees of togetherness and/or separation through our choice of mobility?
- If everyone would move and act from the centre of their psychic being, what would this look and feel like?
- Hospitality - how and to what degree does the 'City the earth Needs' wish to invite participation in this 'collective movement' for visitors - casual or otherwise?

Pearls of session: 07/04/04 Yantra Too:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- **Choice** - It is essential that we offer choices as to how to reach each destination.
- **Line of Force Funicular** - Each Line of Force could operate a funicular along its length, or alternately a 'Crown Tram' could also climb to the upper floors of some of the residential Lines of Force, whilst an 'Outer Ring Rail' could climb some of the Industrial Lines of Force
- **'Mobile' Masterplan** - In the spirit of bringing the mountain to Muhammed we could create a Rotating Crown (similar to a revolving restaurant), so you just have to wait whilst your destination approaches. (They are presently building a rotating indoor 'mountain' in Dubai for skiing, so that skiers always get a view of the Gulf - so these days anything is possible...) :-)

- **Emotions** – we also need to address the emotional needs of moving from A to B since it should be an experience and not merely a function
- **Celebration** – Traversing the Crown should be a ritual and a celebration – the township's 'crown' should be both elegant and profound, and should offer a wide range of experiences
- **Flexible** – Our 'mobility' solutions ought to be flexible in nature in order to adapt to unknown future requirements
- **Connecting NOT dividing** – it is essential that the Crown works to connect and not divide Auroville in any way
- **Frayed Rope** – Whatever mobility solutions emerge on the Crown, the analogy of a frayed rope might be helpful in imagining how they could 'unravel' and re-entwine in order to connect within the different Zones – an expression of 'unity in diversity' as a solution to mobility and with the added aim of avoiding the chaos of different modes of transport crossing each other
- **From Youth to Yogis** – how to offer a range of transport options which cater to all ages whilst maintaining an idealistic approach
- **Seeds** – for Auroville's Fortieth Anniversary, and in homage to its inauguration, seeds from all the nations of the earth could be planted on the Crown
- **Parks** – the four parks should not only 'cut' through the Crown buildings, but they should also affect the roads which traverse them – for instance the roads could constrict slightly and even be made of different materials to designate a change of speed and priority)
- **Paving** – each Zone could be paved with a different material
- **Parking** – The majority of vehicles should be encouraged to park outside the Green belt and their passengers brought into Auroville by other means (as explored in the Entrance Dream Space, and using Jaisalmer and Venice as models)
- **No more 'away'** – 'away' no longer exists – all our solutions have to be for right here right now, and they simply have to address all the relevant issues [PIMBY-ism (Please-In-My-Back-Yard) as opposed to NIMBY-ism (Not-In-My-Back-Yard)]
- **Transport Hierarchy** – not just environmentally-sound transport having priority, but also transport solutions for elderly and physically challenged people having priority over that for young able-bodied people (since they will invariably find their way irrespective of the hurdles...) :-)
- **Streets instead of roads** – this might encourage a quieter and slower movement
- **Starlight Express** – providing mobility in the third dimension, whilst simultaneously addressing the need of the youth for 'alternative' modes of transport, we could envision a network of curved ramps connecting different levels on the Crown for the use of bicycles, rollerblades and skateboards

Some relevant questions:

- How can the Crown become more than that which merely fulfils our needs?
- How to ensure that our 'movement' within Auroville is harmonious, beautiful and quiet?
- Would a 'necklace' be a more appropriate analogy than a 'crown'?
- Should the Crown be noisy by default, and if not then what?
- What would an 'egoless' transport system look like (ie probably the opposite of automobiles)?
- How much does Puducherry express and fulfil our need for 'opposites' (such as vital, noisy and chaotic energies), to the extent that we don't need them in Auroville in order to truly experience 'silence' for instance...?
- Go-Kart track – Located on the outer edge of the green Belt to give the youth an outlet for their adrenalin

To do:

- Make a metropolitan atlas which compares towns of a similar size, since many of our examples and comparisons are of a different scale entirely. They could be towns like Pondy (where the area within the Boulevard is roughly equivalent to Auroville), or else towns where the population is similar but the areas vary.
- In the Mobility Dream Space we could highlight some of the 'mistakes' of the past as well as our ideas for the future

And a couple of phrases to contemplate on...

Visual Silence

Evolutionary Sculpture

It was also suggested that it's not a question of us missing the train, but of us laying the tracks to lead it to where we would like it to go...

Pearls of session: 07/04/11 Savitri Bhavan:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- **Dissociate motorised/non-motorised routes** – There should be no need to run the cycle/pedestrian routes alongside motorised routes. The choice of going on foot or by cycle should guarantee a quiet, relaxed experience of nature.
- **'From Youth to Yogis'** – Outer Ring to Inner Ring (those focussed more 'outward' compared to those focussed more 'inward')

Ground to Sky (noisy to quiet)
Sector 1 to Sector 5 (dispersed to dense)

- **20,000 Aurovilles** – would house the population of India (1 billion people)
- **"Small is Beautiful" by E.F. Schumacher** – the answers to Auroville's mobility problems almost certainly lie in the direction of small-scale simplicity rather than 'THE BIG SOLUTION'...

To do:

- For the next Dream Space we could have a series of different-sized wooden blocks made, which would then be used by visitors to explore different Crown typologies
- We could start 'publishing' aspects of dreamcatchers regularly – either as a page in the N+N or else as a bulletin similar to 'AV Outreach'

For contemplation:

For what reasons do we actually want to move around?

'Economic' Movement

Can we transform the western mantra 'I shop therefore I am', to simply obtaining what we 'need' when we 'need' it (and maybe even have it delivered when possible...)

'Spiritual' Movement

Can we create an Auroville where it is a joy to be, and where the planning and the architecture, as well as the social and economic systems, encourage us to stay in Auroville and 'go within' instead of nudging us constantly to go out in the search for money, work, holidays or even liberation... :-)

'Physical' Movement

Our need for exercise should be achieved through our daily movements and activities – if these are well balanced then any extra should not be absolutely necessary

'Working' Movement

The rhythms of daily life help to define the cadence of a particular place, but does the energy of 'commuting' fit the '*genius loci*' of Auroville – to what degree do we need 'offices' in the classic sense? To what degree do Aurovilians need another type of environment in order to be creative and flourish? Not that everyone can or should wish to work from home for example, but are open plan

offices the only alternative? What would a 'yogic' workplace look and feel like, where would we locate it relative to our residence and how would we like to 'commute' to it?? (since the verb '*to com-mute*' comes from the Latin '*to change together*', would this be correct in our context or do we need to look elsewhere for inspiration??)

Auroville-scale towns:

Following is a list of towns which would have a similar population to Auroville's projected aim, and if anyone can suggest any others then we can slowly build-up a folder for comparing land-use, transport solutions and other relevant details – I am also compiling Google Earth images for each...)

Auroville, India	(Population 50,000)
Weimar, Germany	(Population 64,361)
Durham, England	(Population 43,000)
Salisbury, England	(Population 45,000)
Perth, Scotland	(Population 43,450)
Inverness, Scotland	(Population 55,000)
Venice, Italy	(Population 62,000)
Monaco, Monaco	(Population 36,000)

(The same can be done for townships of similar density as well as area...)

Pearls of session: 07/04/18 Kalabhumi:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- **'Green' has priority** - whatever mobility solutions emerge, they have to respond actively when crossing designated green areas such as parks eg the surface of streets might change from paving to rammed-earth, and they could narrow slightly over the course of a forested stretch
- **Redefining public transport**– Our solutions for mobility in Auroville will have to be beautiful, silent, decentralised, flexible, multi-purpose, carbon neutral and , in retrospect, glaringly obvious.
Some possible parameters:
 - They should ideally be able to transmogrify instantaneously from a passenger carrier to a load deliverer, and a host of other incarnations too – hence I'm proposing to call them TRANSMOGRIFIERS (or MOGGIES for short - “just take a moggie to the top of Progress and I'll meet you there at two..”). I would also just like to reassure people that I am obviously open to more serious suggestions... :-)
 - 'All-terrain' vehicles which don't require rails or pukka roads, so that they are highly adaptable to changing situations as Auroville evolves
 - They can be reducible/extendible according to need – so they can either be hooked together to act as a 'train', for instance around the Crown, or they can act independently for easy and efficient access to less populated areas

- They are powered either independently via batteries charged from a roof made of solar panels, or sometime soon they might even utilise the latest fuel-cell technology running on hydrogen
- They should be able to drive up the slope of a Line of Force, thus accessing all the floors directly
- They could have other uses when 'out-of-service' so that they are never actually 'out-of-service' - for example - when they are parked they can double up as covered benches and they could have wi-fi access and electricity to provide 'alternative' office space either in the forest on a plaza or even on the top of a Line of Force
- They could be parked at night in specific locations which provide communal facilities and storage areas, so that if they are designed with flaps which can be lowered for privacy, they could then provide temporary emergency accommodation
- A 'train' could also take a class of school children out into the bioregion and, after 'encircling' itself, 'become' the classroom
- Individuals living off the main routes should be able to call a central relay point to inform them that they need a lift or have something delivered, and the nearest 'car' would then be dispatched to pick up whatever is required (this system already works for lesser used bus-routes in the Netherlands)

To do:

- arrange a 'dreamcatcher experiential' with Jean-Francois so that he can present his findings regarding ley-lines in the Auroville area, after which we can collectively explore the implications both from the perspective of 'mobility' and of planning in general

For contemplation:

What mobility solutions would aid our growth of consciousness?

Some Inspiring Quotes:

"The world is now too dangerous for anything less than utopia..."
Buckminster Fuller

"The greatest obstacle to communication is the illusion that it has occurred..."
Harri Kallio

"We must learn to live together as brothers or perish together as fools..."
Martin Luther King

"Don't wait for the light at the end of the tunnel. Stride down there and light it yourself. No problem can be solved with the same consciousness that created it..."

Albert Einstein

“Nothing can withstand an idea whose time has come...”

Ralph Waldo Emerson

and last but definitely not least...

“Auroville does not need cynics and sceptics. Auroville needs men and women who can dream about things that never were...”

JFK (although slightly modified) :-)

Pearls of session: 07/04/25 New Pour Tous:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- The 'Power Backpack' – see attached file for an innovative travel solution :-)
- Mag-lev Trains – MAGnetic-LEVitation trains could be used but with stronger magnets so that they float up in the trees :-)
- Twelve Plazas – the twelve plazas, located where the radials of the Matrimandir meet the Crown, could be named after a clock face
- The Five Elements – these could manifest in each Zone in distinctive ways
- Vandi Market – Bangkok has its floating market – Auroville could have a vandi market
- Salt-water Canals – if the Matrimandir Lake is built to hold salt water, we could then develop a network of salt-water canals, so that evaporation wouldn't be so crucial
- Outer Ring Rollercoaster – helping to connect things vertically as well
- Invert the Galaxy – we could invert the topography of the Galaxy and live underground to stay cool in summer

For contemplation:

- What is 'freedom' when we say we want 'freedom of movement'? At what price do we achieve this freedom - in our environment, our psychology and our spiritual growth?
- 'Puducherry – The City Auroville Needs'...?
- Twelve stops around the Crown would mean one every 350m – therefore 175m walking distance to the nearest, and twelve stops around the outer ring would be every 650m
- *Ebenezer Howard was right at the beginning of the last century with his development of the 'Garden City' – have we reached the point one hundred years later where we need to consciously develop the 'Garden Town'?*

Pearls of session: 07/05/02 Unity Pavilion:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- **Showers at work** - there should be showers in all work-areas to encourage people to cycle or run more
- **Log-flumes** - 'Vertical' canals down the length of the lines-of-force, like in fun-parks :-)
- **'Spheres of Need'** - in calculating the most efficient means of movement, it would help us to have an idea of our 'spheres of need', both individually and as a community, and how our solutions to these needs might alter the result...
 - How far should I have to travel to buy groceries, and if I have to return with a certain weight of shopping in what way would I prefer to do this?
 - How would this change if my groceries would then be delivered to my door?
 - What if this 'sphere of need' was also addressed by the provision of tiffins either to the work-place or to the home?
 - That is - the 'why' of our movement, influences the 'how' of our movement considerably - so if we address the 'why' more creatively, maybe the 'how' will become more easy to solve...
- **Zonal solutions** - Each zone has its distinct ebb and flow of movement based upon its focus of activity, and our transport solutions could reflect these differences...
- **International Zone** - Visitors arriving and departing within specific time-frames and needing to be ferried/guided through the IZ to the Matrimandir and back; and a more random Aurovilian movement (including large numbers for performances etc)
- **Industrial Zone** - Aurovilians and workers from the surrounding area 'commuting' at more specific times to and from the workplace, with the strongest movement from the Residential Zone and from the villages around
- **Cultural Zone** - Primarily school timings with more random movements for older students and for performances
- **Residential Zone** - Generally a more random movement, with a focus on travel to and from the Industrial Zone
- **Crown** - a weaving together of all the above energies
- **Peace Area** - quiet, random movement - no motorised transport

To do:

- Check walking/cycling/driving times for various distances

For contemplation:

- Signals travel around the brain almost instantaneously because the 'pathways' are folded in upon one another to facilitate this – if the neural-net of the brain was unravelled, then the signals would take forever to travel from one end to the other
- So would a three dimensional approach to transport and physical movement be as conducive to connectivity, and if so how can we develop this in a practical way?
- Of all species, monkeys apparently move most efficiently from A to B – could a city of supramental Tarzans be in the offing...? :-)
- How can we assure that we manifest a crown of light, value and beauty and not that we create a 'Crown of Thorns' encircling the Matrimandir?
- If 'production' facilities would be encouraged to develop more in the outlying areas around Auroville, the Industrial Zone could focus more on the provision of management skills
- *Can we imagine an Auroville with transport solutions which would lead to NO accidents?? What kind of message would this send out to the world??*

Pearls of session: 07/05/09 SAWCHU:

(ranging from the mundane to the ridiculous in the true spirit of *dreamcatchers*, including additional thoughts which came to me whilst typing...)

- **Campus/Town** – The campus/town debate might be more applicable to our 'mobility' exploration if we answer it in regard to each zone rather than the whole of Auroville – maybe a 'campus' approach is more appropriate for the International and Cultural Zones; whilst the 'township' approach would fit the Industrial and Residential Zones better...
- **NO Crown Tram** – the feeling emerged again strongly that the Crown should maintain a more 'random' movement, without the strong presence of rails etc defining a circular form
- **Fencing villagers land within Auroville** – we might have reached the point of critical mass where it would be cheaper and easier to just fence their land rather than Aurovilles...

To do:

- Make a list of things which could be done immediately to improve the quality of our lives in Auroville – post it in the Dream Space – and see who is interested in following them up
- Design an attractive Auroville parasol to encourage people to go walking during the day

For contemplation:

- Today it emerged strongly that we need to focus much more on what we would need to do NOW, to make Auroville a more habitable place for all of us. If we continue to look for techno-fix solutions sometime in 'the future', we will never experience, enjoy and exhibit that which we have come here for. We have to 'BE' the city the earth needs – it is not something 'out there' – each of us carries it within us!!
- Can we imagine making an Auroville so beautiful and special that we couldn't imagine needing to take holidays? To 'get away' to where?? Can we imagine a 'true' Industrial Zone, of such a quality and serenity that even with production going on all around us we would happily live in it?