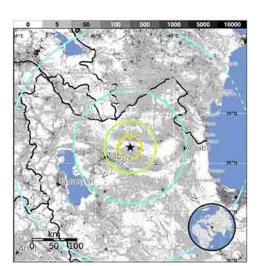


The East Azarbayjan province covers an area of approximately 47,830 km² it has a population of around four million people. The historical city of ,Tabriz is the most important city of this province, culturally, politically and commercially. The province has common borders with the current Republics of Azerbaijan, Armenia and Nakhchivan. A fine network of roads and railways connect East Azerbaijan to other parts of Iran and also to ,neighboring countries. Generally speaking, East Azerbaijan enjoys a cool

dry climate, being in the main a mountainous region. But the gentle breezes off the Caspian Sea have some influence on the climate of the low-lying areas. Temperatures run up to 8.9 °C in Tabriz, and 20 °C in Marageh, in the winter dropping to -10-15 °C at least (depending on how cold the overall year is).



2012 Iran earthquake 6,3 -Population Exposure

The 2012 East Azerbaijan earthquakes occurred near the cities of Ahar and Varzagan in Iran's East Azerbaijan Province,

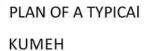
on August 11, 2012, at 16:53 Iran Standard Time. The two quakes measured 6.4 and 6.3 on the moment magnitude scale, and were separated by eleven minutes. The epicenter of the earthquakes was 60 kilometers (37 miles) from Tabriz. At least 306 people died and more than 3000 others were injured, primarily in the rural and mountainous areas to the northeast of Tabriz (though 45 died in the city of Ahar). Iran is prone to frequent severe earthquakes because several major fault lines cross the country. Earthquakes in 2003 and 1990 killed approximately 26,000 and 40-50,000 people, respectively

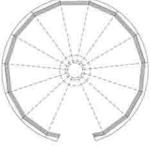
Most of the tribes in East Azarbayjan Province of Iran implement their temporary shelters in mountain and summer plains, which is known as "Alachigh" or "Kumeh" It is made by local materials such as wad veils and with embowed wooden roofs. Some of these Kumehs beside the "Aras" stream, are used as habitat as well as ranching or other life benefits. They are constructed by tribal members themselevs, decorated and reinforced by handmade artifacts and implements due to their cultural identity and requirements.







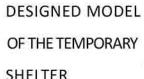


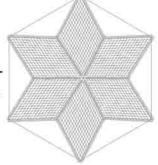






Temporary shelter is an adaptation of Turkmen "Alachiqs" and it can be constructed in different models and symmetrys in order to achive different SHELTER possible approaches in organizing the shelters.







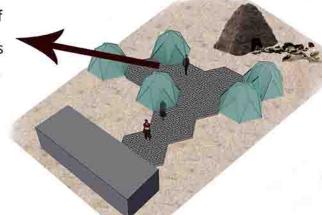
Objective: To design a simple/quick accomodation plan, in order to save the time and reduce the costs.

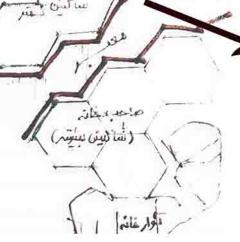
FUNCTIONS & QUALITIES:

- Simple techniques in project implementation
- Constructed with inexpensive materials and ready to set in the area, with the help of natives.
- The project can be implemented in case of any natural disaster, in different regions, according to the local weather situation the materias can vary.
- re-used materials like collapse of the building in the place of walkways around the blocks and between them.

By designing an expandable system/model with flexibility in substitution the "Modules", we can promote the turnover of theaccomodation project and reduce its problems. "Flexible" to improve its performance and "Expandable" for new additions inside the system without sustaining extra cost.

The staff which is capable of constructing simple structures can be re-used in the form of ,walkways between the blocks or as the base plane of HABITAT .or SERVICE zones





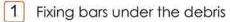
Unfortunately, after the disaster of earthquake in Azarbayjan, the use of usual temporary shelter systems, such as tents and conexes,- which was used till the constant habitation were constructed.- was somehow unable to undertake the needs of injured population.

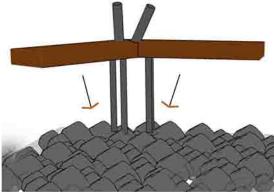


- The unfinished conexes for ranching, unused and abandoned.

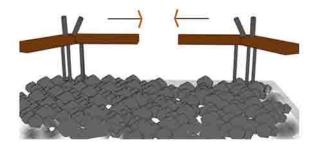


The suggested system is consist of seperate blocks of shelters, and every block is parted to three zones: RRANCHING, HABITAT and SERVICE.



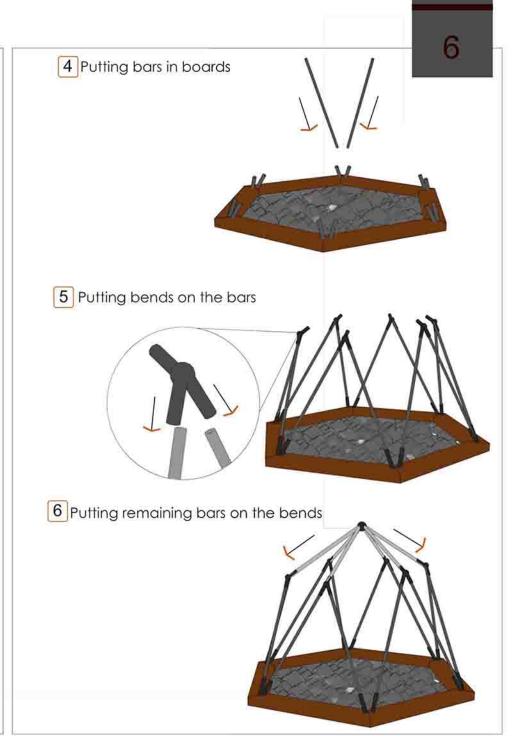


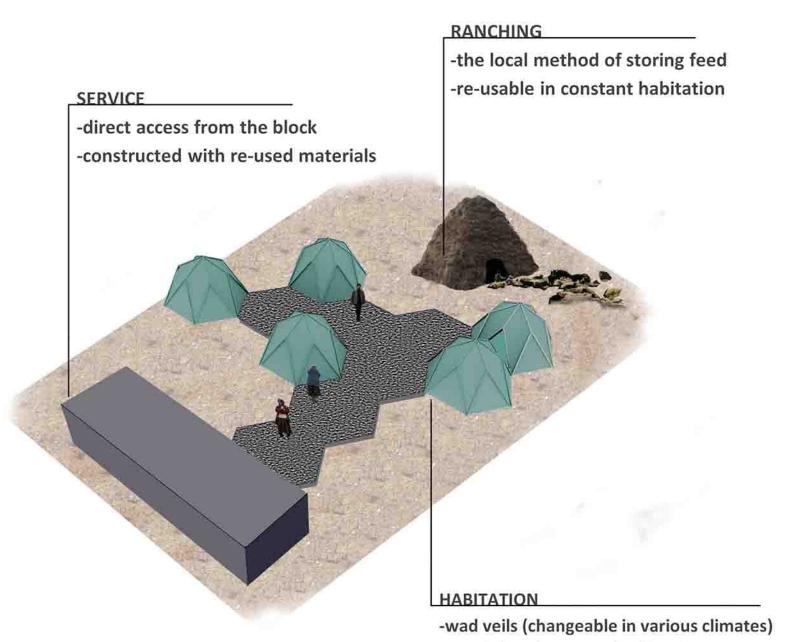
2 Fixing boards



3 Adjusting 6 polygon by boards







-simple/quick approach of implement