

Everything Open Sourced

The Cob Village will open source all the same sustainability and infrastructure details as the other villages, plus a diversity of additional shared spaces. Residences will be open-source replicable as individual homes, the complete village, or even as components of much larger village designs.

Additional open source shared spaces will include:

- 4 Residential Unit Layouts
- 2 Open Source Playgrounds
- Central Dining Area
- Painting, Masonry, and Pottery Maker Space
- Metal and Glass Maker Space
- Wood Maker Space
- Weaving and Textile Maker Space
- Outdoor Social Spaces
- Rooftop Dining Area
- Front Entertainment Area
- Outdoor Recreation Spaces

And more...

View the Online Open Source Hub:
www.OneCommunityGlobal.org/Cob-Village



First-Floor & Loft Dining & Recreation Space

Large-scale dining and seating for 200+ people with two stages for presentations of artistic creations, dance, comedy, theater, etc.

Cob Village Maker Spaces



Metal & Glass Maker Space

This maker space will add to our upcycling of metal and glass and allow us to open source designs and classes for making and repairing our own machinery and equipment parts, furniture, art, dishware, and more.



Painting, Masonry, & Pottery Maker Space

This maker space will allow us to make and open source sculpted and painted art, pottery, tiles, etc. We will also teach and open source related classes.



Wood Maker Space

This maker space will expand our upcycling and repair ability for wood items while also providing everything we need to open source designs and classes for furniture, art pieces, high-quality and sustainable custom trim, molding, etc.



Weaving & Textile Maker Space

This maker space will allow us to make our own clothing, bedding, custom drapes, etc. We will also teach and open source classes related to these areas.