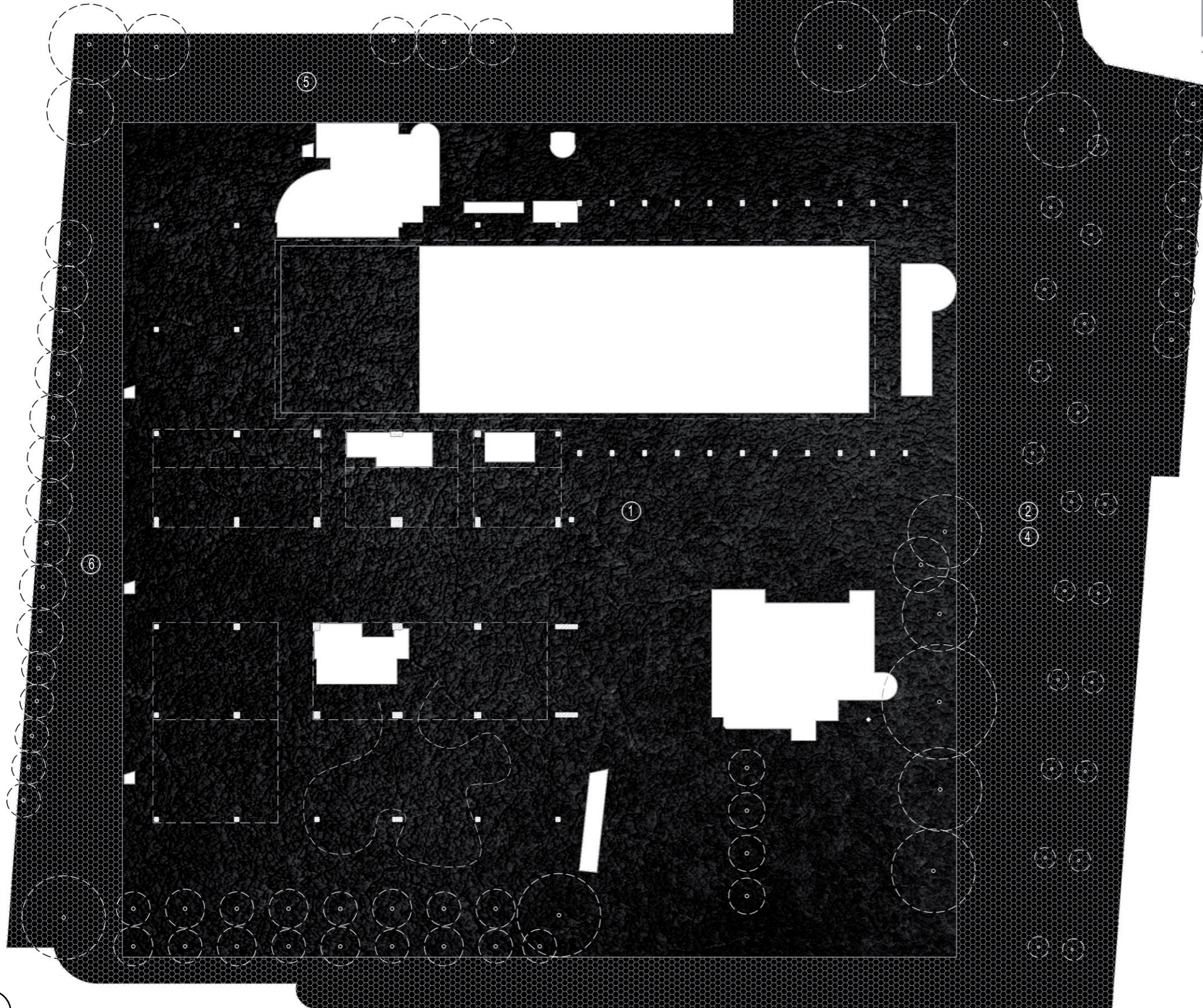


LEVEL 0 ASPHALT CARPET
 +0.00/ -1.50

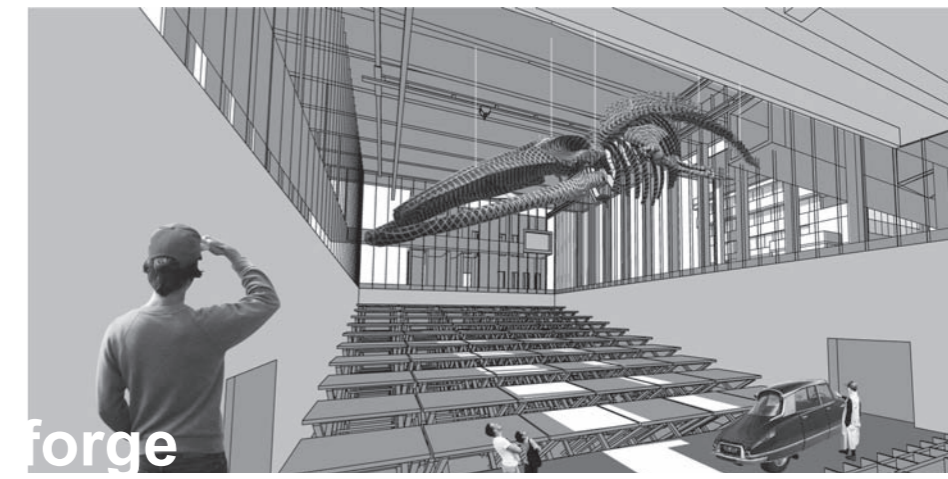
- 1 asphalt carpet
- 2 perimeter ditch
- 3 bus parking
- 4 public parking
- 5 artist parking
- 6 linear garden



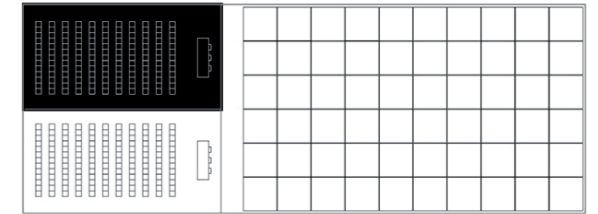
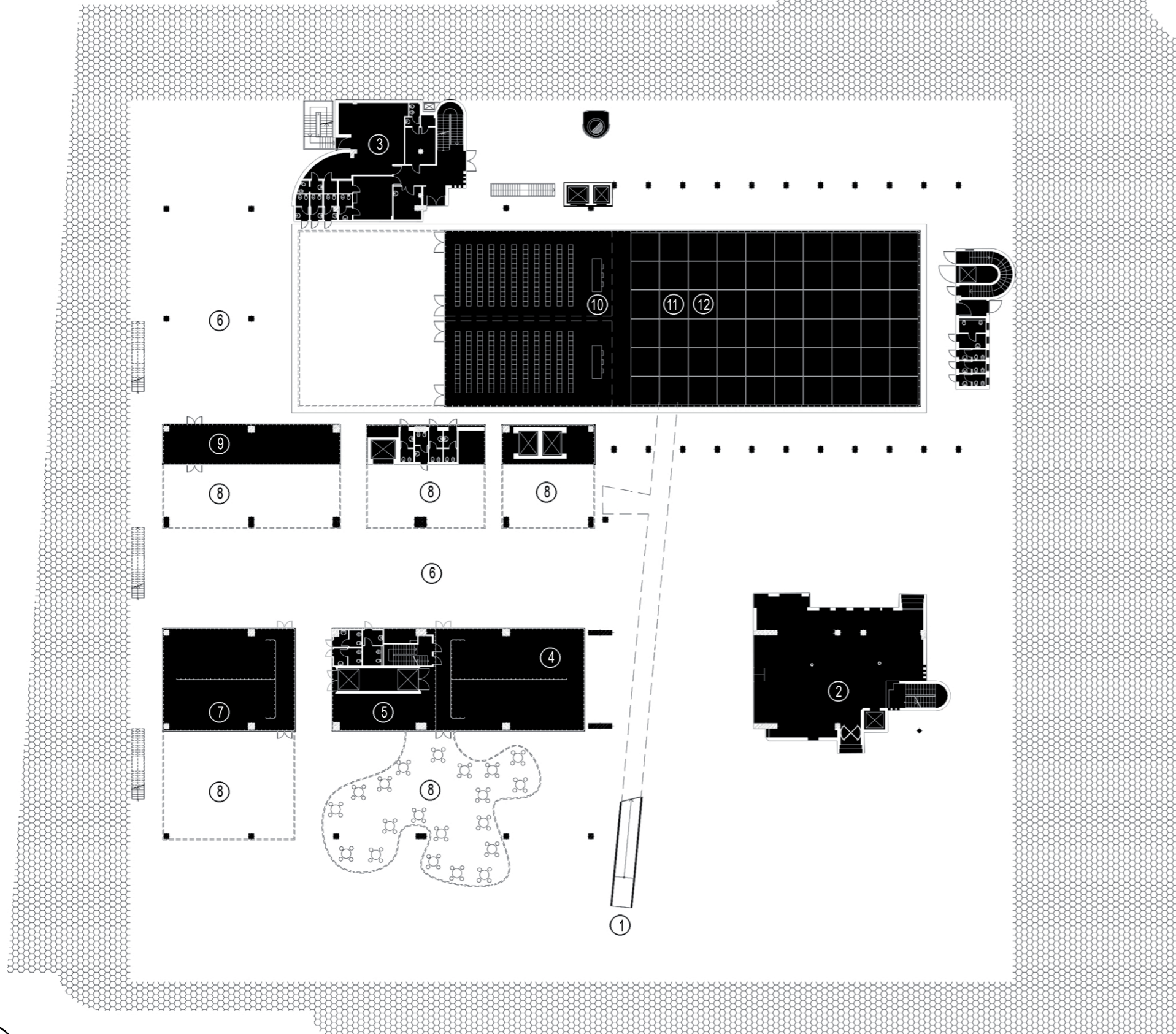
0 5 10 20 1:500

LEVEL 0 PUBLIC PLAYGROUND
+0.00/ -7.00

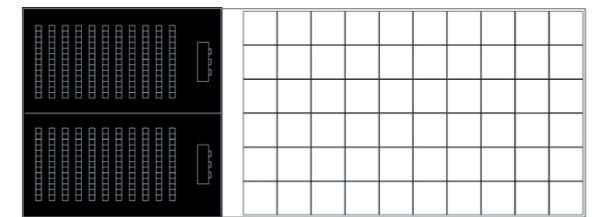
- 1 tubular ramp
- 2 info point/book shop
- 3 service room
- 4 kids area
- 5 cafeteria
- 6 exhibition porch
- 7 media room
- 8 expandable volumes
- 9 deposit
- 10 conference/auditorium/Italian theater
- 11 art forge
- 12 hydraulic floor



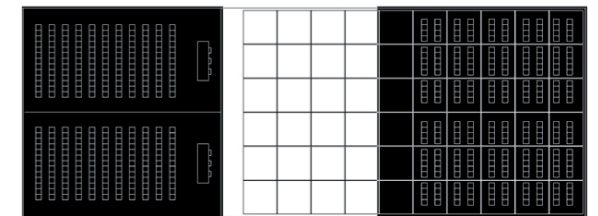
LEVEL -1 PERFORMING ART
-7.00



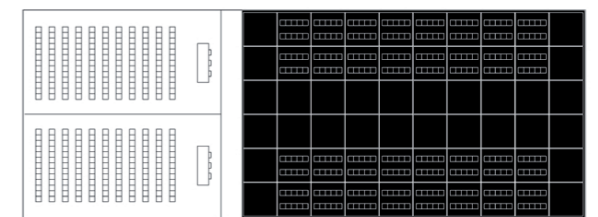
CONFERENCE HALL 150 SEATS



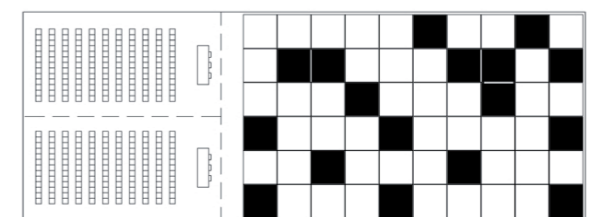
AUDITORIUM 300 SEATS



ITALIAN THEATER 600 SEATS



FASHION SHOW 320 SEATS



PLATFORMS multiple config.

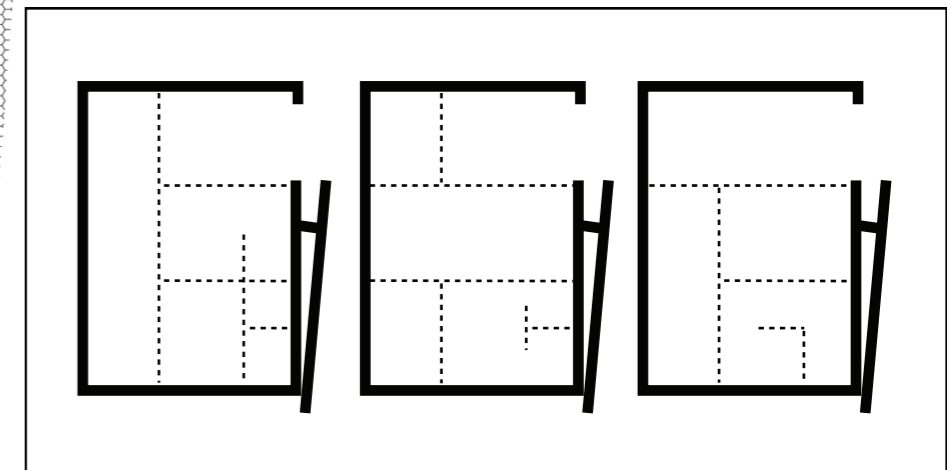
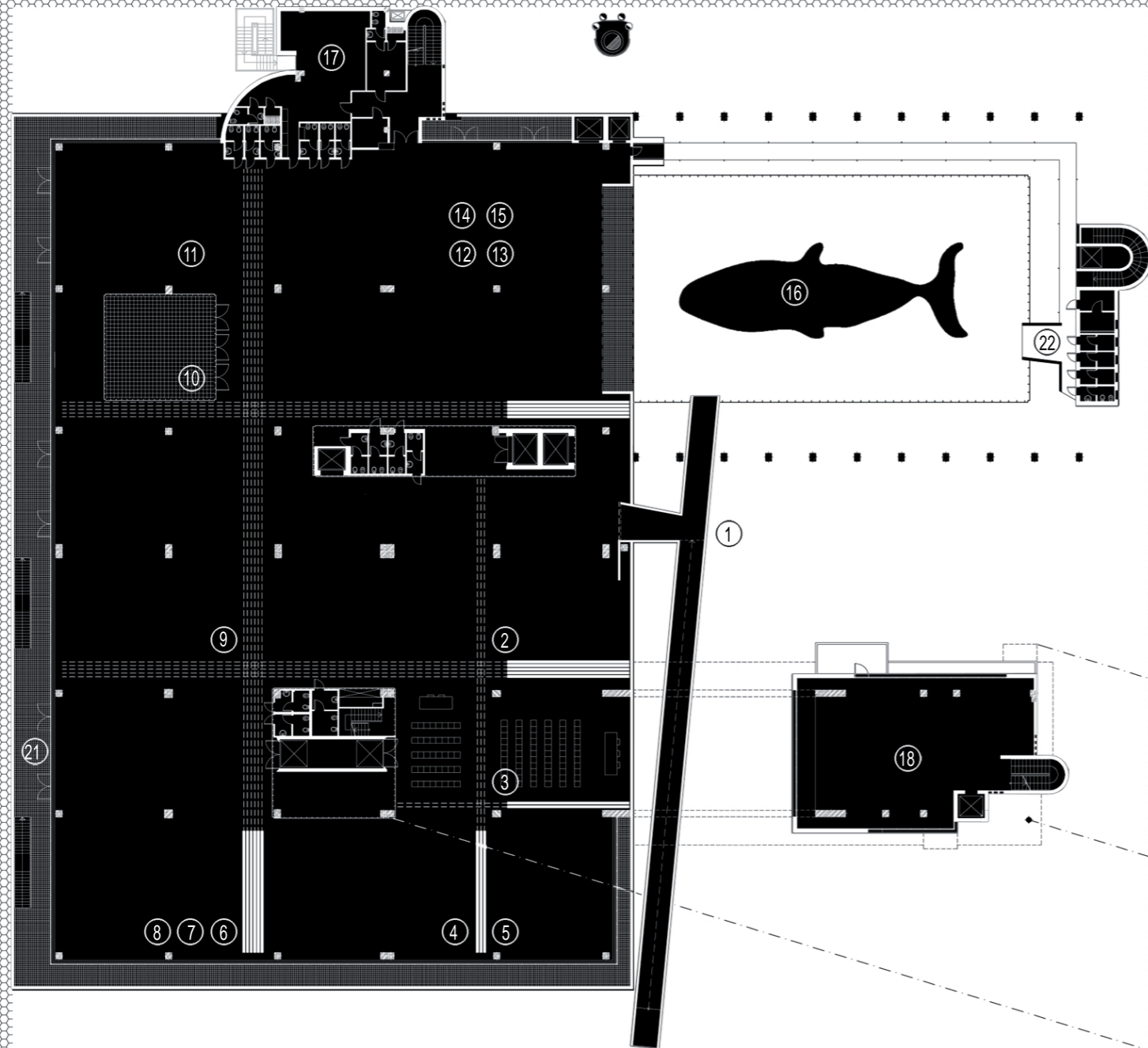


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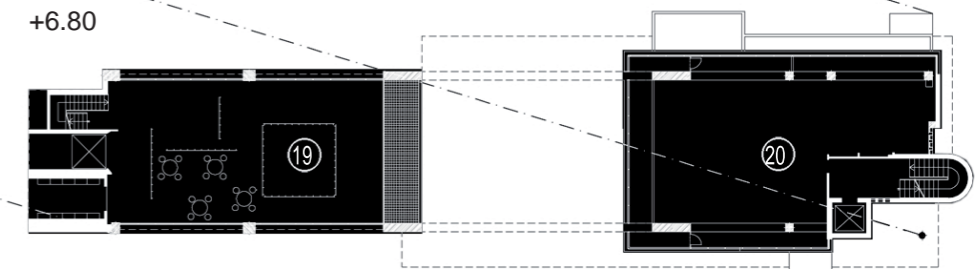
LEVEL 1 INFINITE PLANE
+4.20

- 1 tubular ramp
- 2 main entrance/exhibition room
- 3 classrooms
- 4 design room
- 5 creation space
- 6 plotter
- 7 laser cutting machines
- 8 3D printers
- 9 sculptures room
- 10 washing patio
- 11 painting booth
- 12 robot control system
- 13 three-axis milling
- 14 carpentry machines
- 15 welding space
- 16 big volume sculptures
- 17 deposit
- 18 temporary offices
- 19 tutors room
- 20 administration office
- 21 exit ways
- 22 remote control unit



SLIDING WALLS: flexible space, different uses

LEVEL-2 EXECUTIVE OFFICES
+6.80



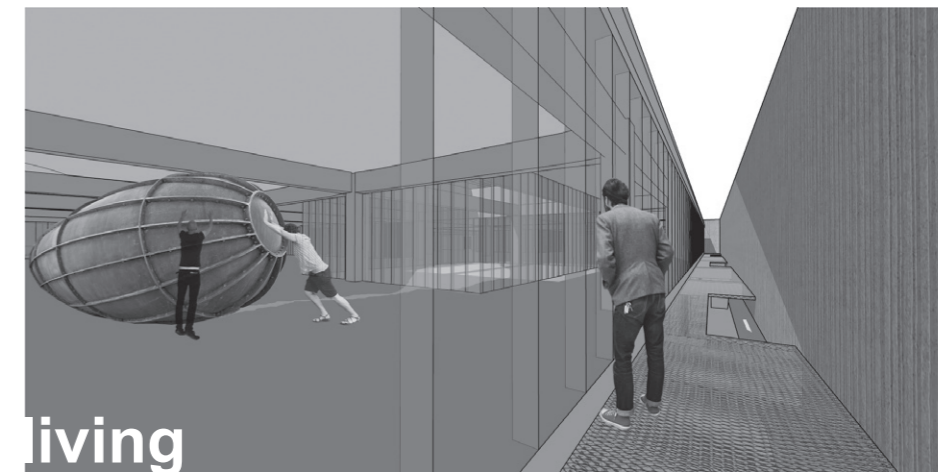
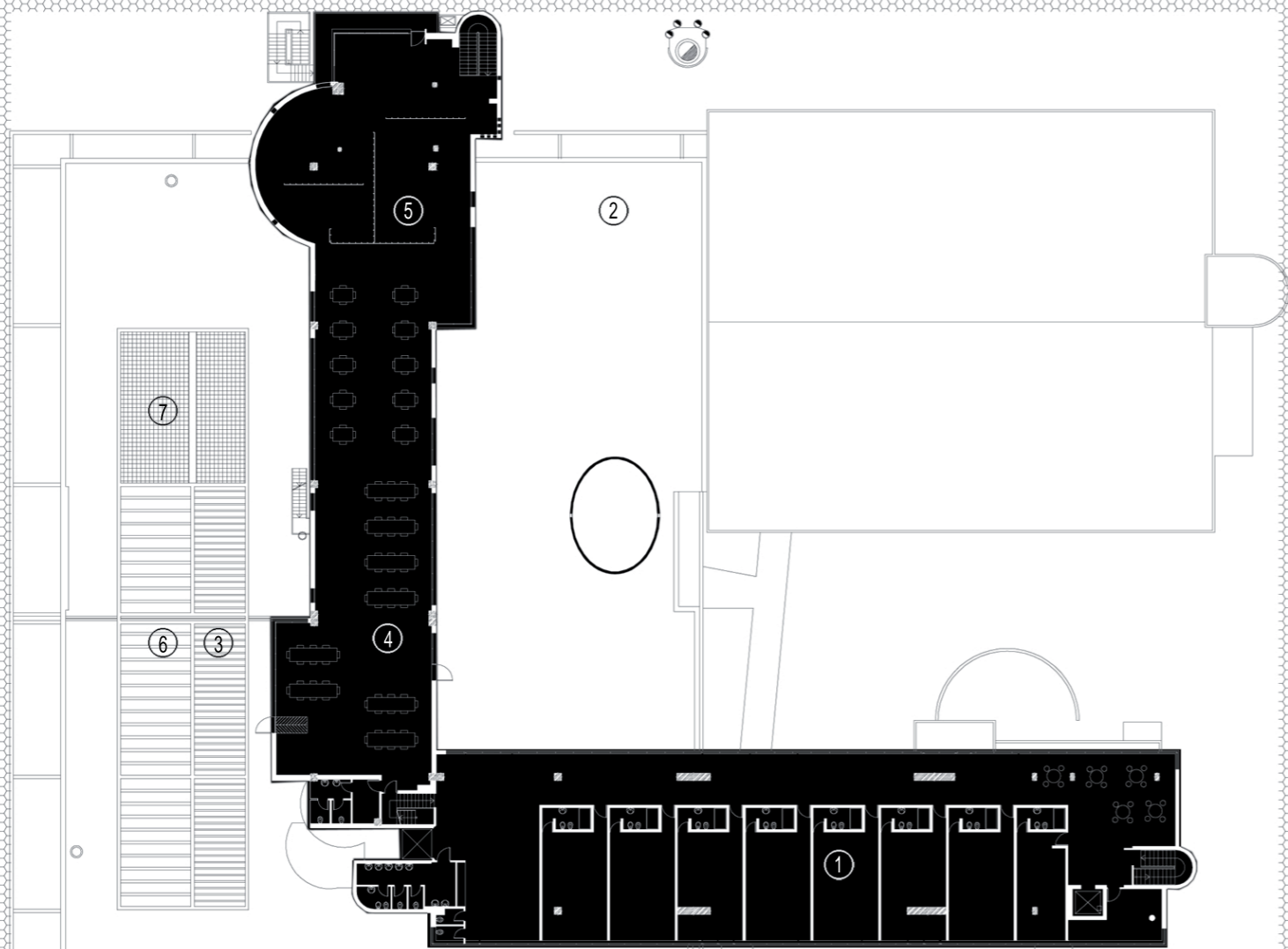
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LEVEL 3 LIVING

+9.30

- 1 artists apartments
- 2 terrace
- 3 technical space
- 4 dinner room/cafeateria
- 5 kitchen
- 6 skylight
- 7 open air patio



LEVEL 0 Asphalt Carpet

As a contemporary citadel, the entire complex is separated from the surroundings by a perimetral ditch, and a thriving "bastion" of trees, yet it's opened to the neighborhood preventing the use of boundary walls. The perfect square (95x95 mts.) is named Asphalt Carpet, intended as continuity of urban ground, all over the place, even marked by road signs and most common urban signpostings.

The mentioned perimetral ditch, lowered by 1,50 mts., is a continuous strip of interlocking grass pavement, that organizes and divides the parking system, internal circulation and green zones.

LEVEL 0 Public Playground

On ground floor, the intervention is considered as a cleaning action, freeing the most part of main building Level 0, preserving the structural system, vertical connections and adding some semi-transparent Uglass boxes. This permeable space is implemented by some flexible features that expands functional rooms; the users can walk, play, attend and rest on this level, assisting the dynamic life of the complex.

The massive volume on South side of the plot, which sometimes is mentioned as "Temple" for its characteristic front of columns, is a major intervention of the project.

Referred as Art Forge, this is a dramatic volume dedicated to producing and performing arts, that could be completely opened to the prospicient auditorium and that could create a super sized hangar. It's imagined to host some massive sculptures or installation, as well as to give a certain high for important works of restoration (imaging to transport and restore, or reproduce, entire pieces of building/art).

A sofisticated hydraulic plane system can tranform the space into numerous configurations, adapting it to many different uses, as avant-garde theater, concerts, conferences or fashion shows.

LEVEL 1 Infinite Plane

First floor is dedicated to art and artists: here the hosts can find everything they need to produce, to learn, to train, to research in arts. Artists can meet their professors and tutors, talk with curators or private collectors, hanging out with some important art guests and, more important, they can experiment a set of state-of-art tools to produce new stuff. The entire floor, intended to be opened with no partitions, is fully lighted by natural (but not direct) light; however, huge sliding walls can provide separation in case of this need. More important, the floor is in direct connection with the Art Forge: a system of cranes can easily trasport pieces from a place to another for polishing, brushing, welding, printing, washing, cutting and painting.

Externally, a perimetral walkway provides an open air zone as well as emergency exit; a sculptural tubular ramp connects the main entrance of the plot with the core of the Infinite Plane, allowing public visits to the site.



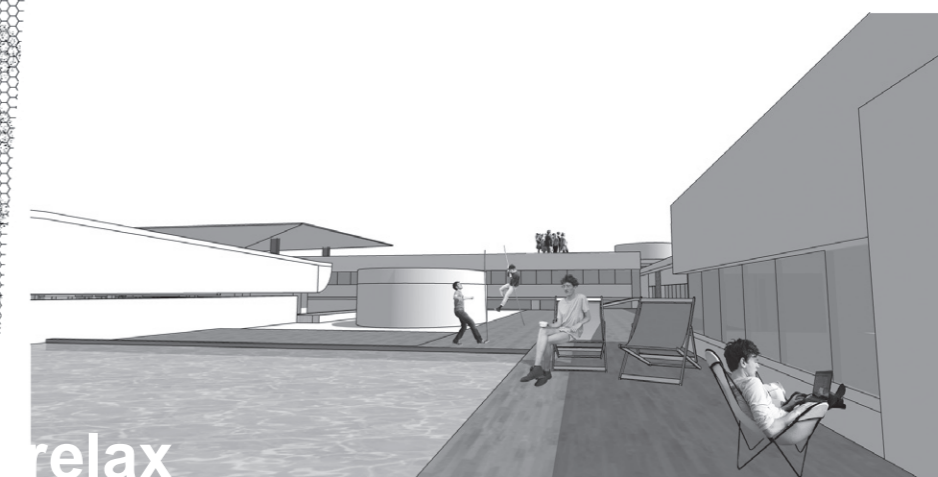
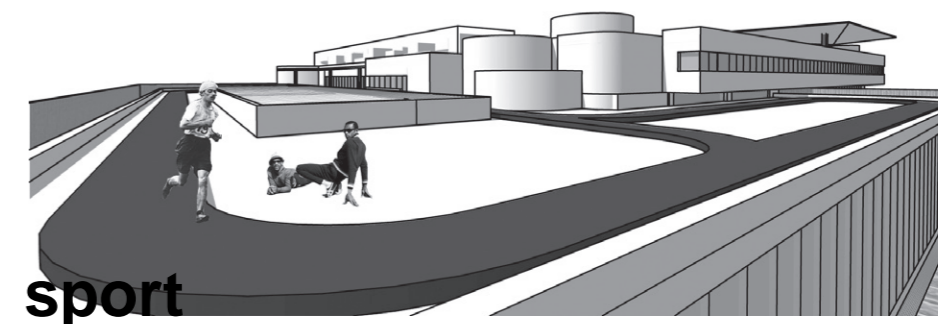
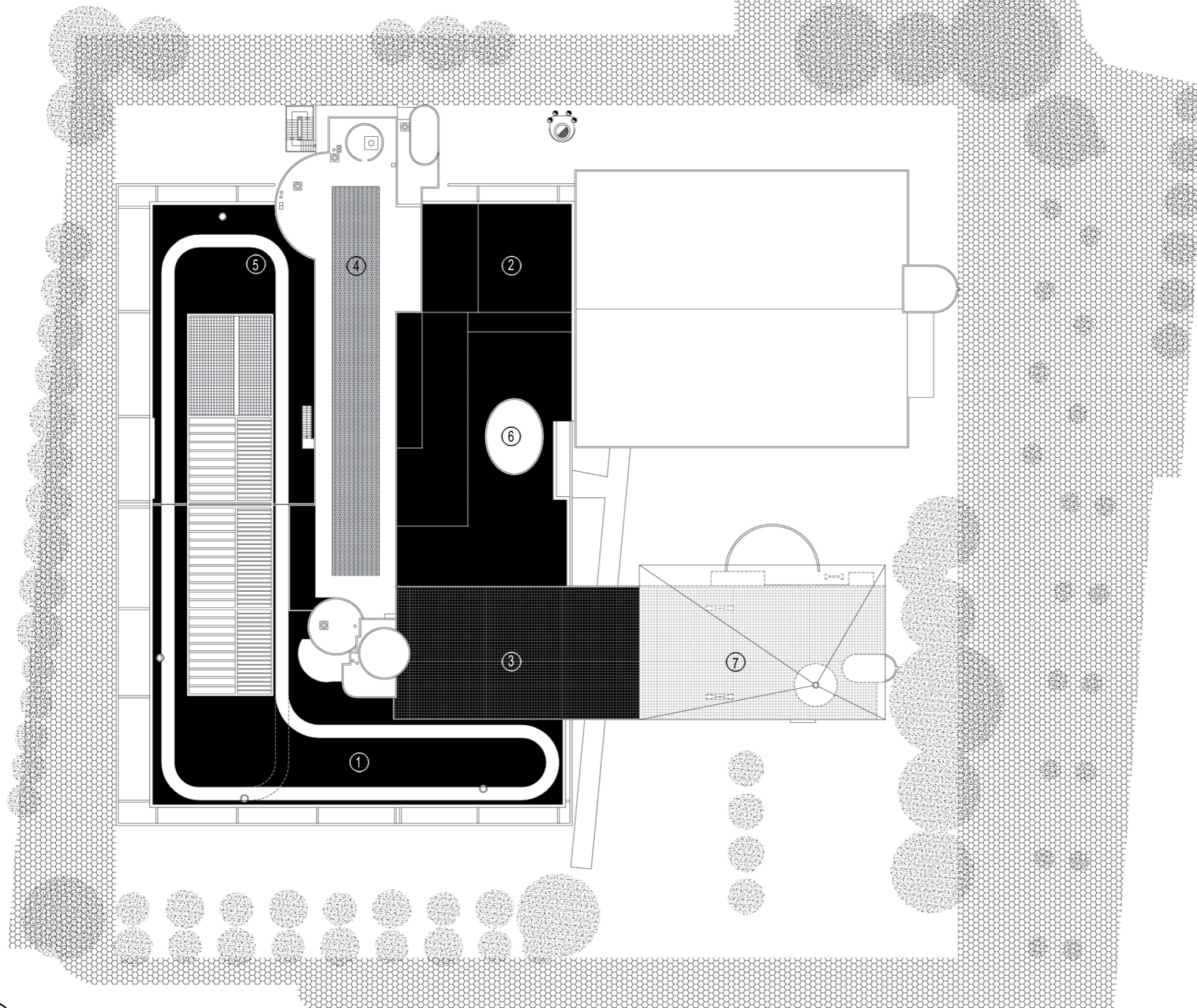
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LEVEL 4 OUTDOOR AREA

+9.30/ +11.50

- 1 sports area
- 2 relax area/ terrace
- 3 party area
- 4 technical volume
- 5 running line
- 6 swimming pool
- 7 canopy



LEVEL 2_Executive offices

The mezzanine is divided in two parts: one is Tutors Room, in direct contact with artists space, where students or artists can meet their mentors; the other one, Administration Office, is the place where everything is organized and runs: exhibitions, public programs, residences, supplies. Both have open air patio under the bridge building (artists apartments). The separated building is even intended as an adaptable space for external use.

LEVEL 3_Living

On second floor the Art Community has a generous living place: private apartments (single, double rooms), common areas, cafeteria and a kitchen. Guest house is considered. This floor has direct access to the different roof portions, that are intended to give a lot of possibilities to inhabitants.

LEVEL 4_Outdoor Area

The intervention has given great importance to existing roof areas, reassembling the technical volumes and keeping free much space as possible, to give the opportunity to do outdoor activities.

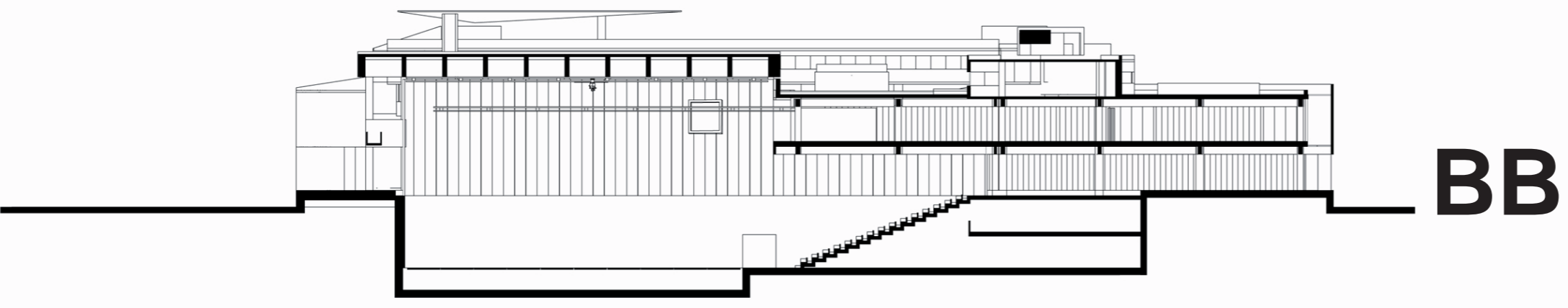
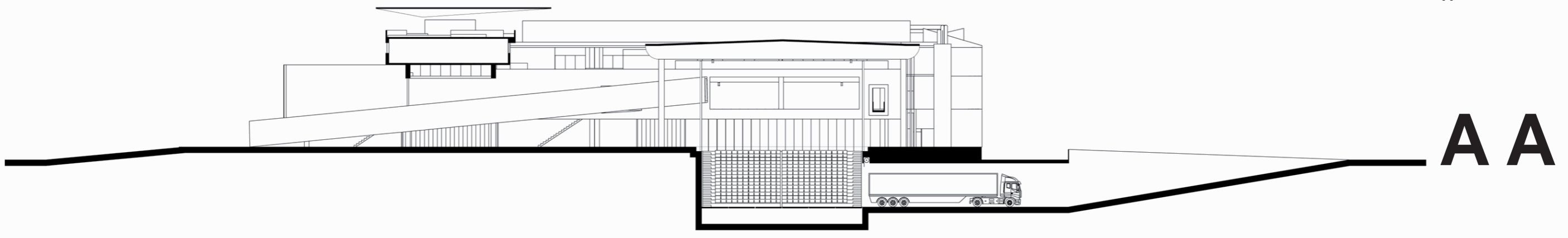
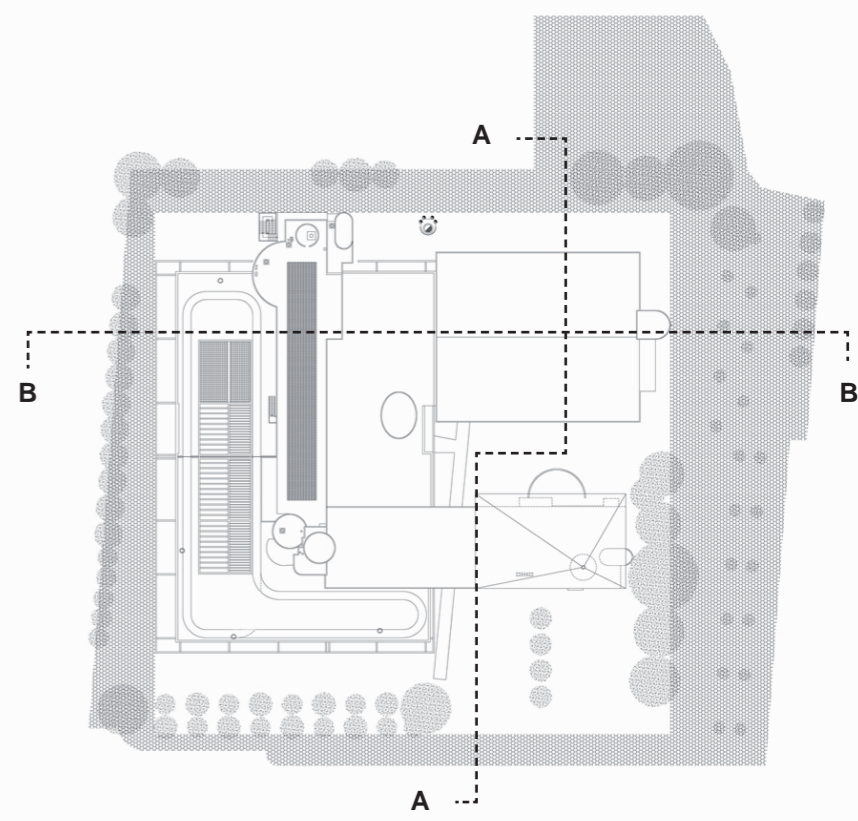
As on the roofs of Brooklyn, the Community has Sports area with even a running line; a deck for Relax, sunbathing and swimming; an exclusive portion to Party or organizing a special vernissage.



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1:500

LEVEL SECTIONS
+A +B



1:500