Breath

Emotions

Identity

To me, **good architecture is like a breath.**

It's an oasis which brings you away from the common world, from what we're used to see, from the spaces in which we're used to live, from the smells and the sounds we're used to.

To me, good architecture **brings you to another world.**

It brings you in that **curious state of mind** of an explorer or a kid which is discovering the world for the first time, that mental state that makes you aware of the present and makes you raise your head to see what surrounds you.

Architecture is made to increase curiosity, to excite, to bring people in a **state of joy.**

A life without emotions can't be called a life, in the same way an architecture which doesn't create any emotions cannot be called an architecture.

To me, **good architecture is the full expression of life**, a life which manifests itself through living beings, which live together and share a space.

The city or the forest are the maximum example of living beings sharing a space, they're the maximum example of energy.

One of the tasks of architecture is to express this energy, to make the world understand the complexity of the life which itself contains.

Livable sculpture - a sense of identity

To me there's nothing worse than neutral buildings, which don't express anything.

The people which live in a place have to feel like they belong to that place, a good architecture has to create a sense of identity, people have to be **proud to be in there.**

For this reason to me architecture is like a **livable sculpture, an unique piece,** something to be proud of.

Precisely in my architecture the contrast between the delicacy and the elegance of nature is the rawness of the structure inside.

The contrast between the red color of the corten and the green color of the leaves, the heaviness of the steel and the lightness of the wood.

Internal/external public zone

In front of the building there's a square and behind there's a park.

Previously, this site as a way to reach the park.

Apart from keeping that square-park axis, I wanted to make that passage **an experience by itself.**

The ground floor is a **public park** which anybody can enjoy.

Square-park axis

Also, the ground floor, the first and the second floor contain public services, like a bar, shops and a gym.

This way the building will be **enjoyed by everybody,** not only by those which live there.

Having opened the passage and making the first floors public, the building becomes **a bridge between the park and the city,** letting the inhabitants fully live this zone.

Make people raise their head-suspended forest

The objective of a good **architecture is to make people raise their head,** literally and metaphorically.

Metaphorically speaking, **the architect has the objective to transmit hope.**

He has got the task of inspiring people and making them understand the possibility of a better society.

Architecture has to show the world the best side of the society, the architect has to project a better future.

The building is made by two blocks connected together by horizontal connections, every connection has a little shrub above.

This creates the effect of a **forest suspended in the air,** a flying forest.

Anybody entering the building has the tendency to **raise his head,** look at the suspended forest above himself and see the sun being filtered between the leaves.

Light and time

The pedestrian axis is exposed from east to west so the sun goes through the whole building at least twice a day.

The sun reveals the suspended forest inside the building, the trees filter the light creating a different spectacle everyday.

The rays of the sun which reach the ground move with the sun, so you're always aware of the day time and the present.
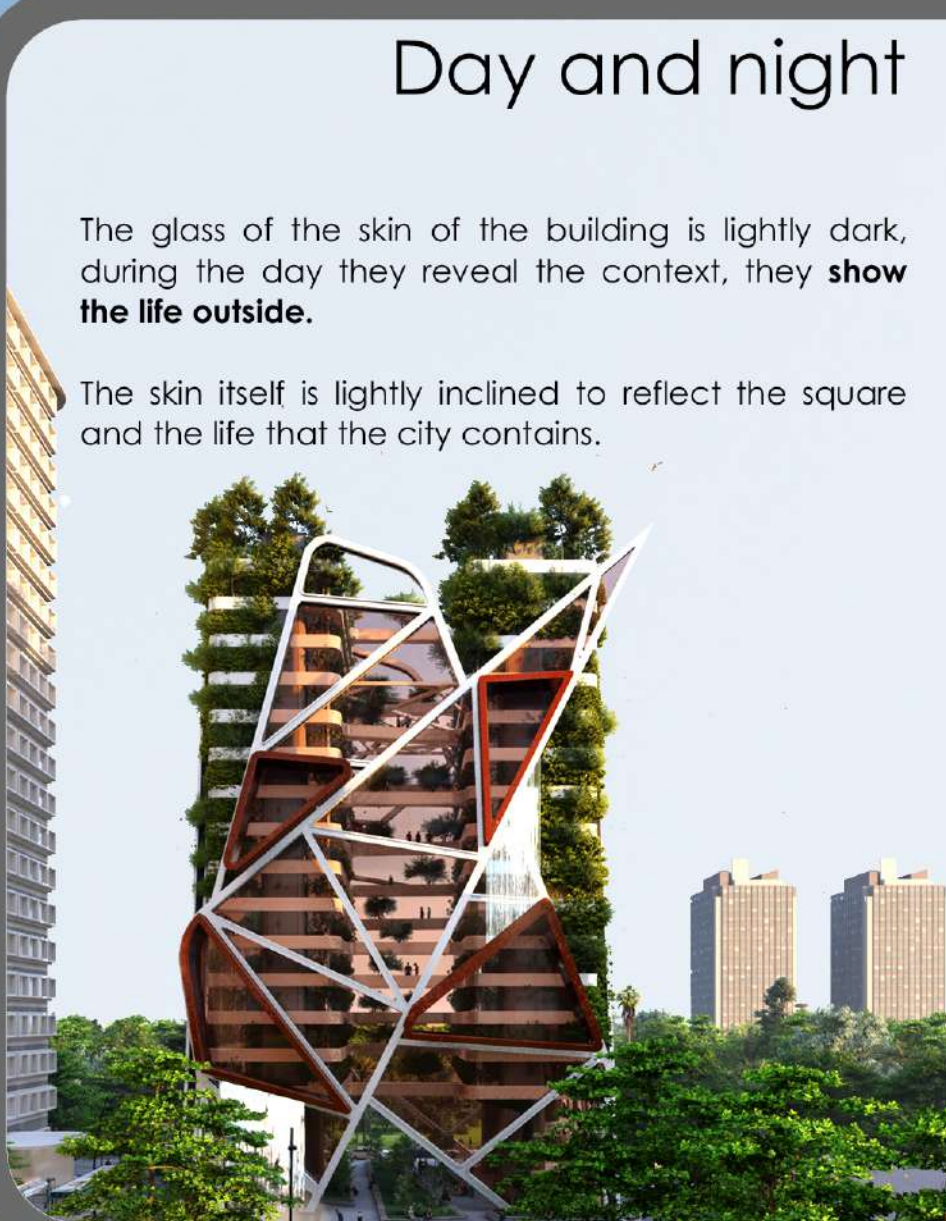
You are always aware of how the time passes and, thanks to the trees, of the passage of the seasons. It's a **different architecture everyday.**

Day and night

The glass of the skin of the building is lightly dark, during the day they reveal the context, they **show the life outside.**
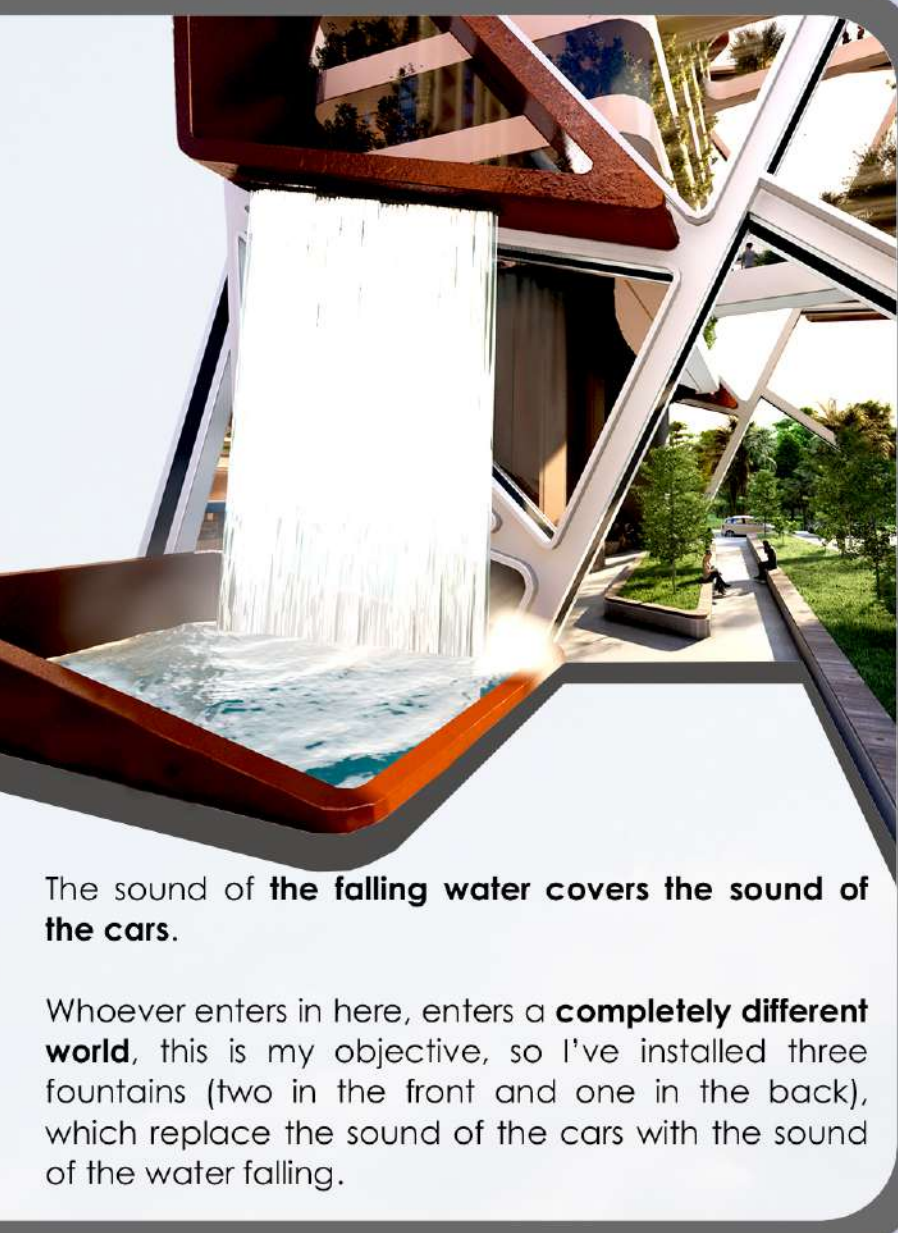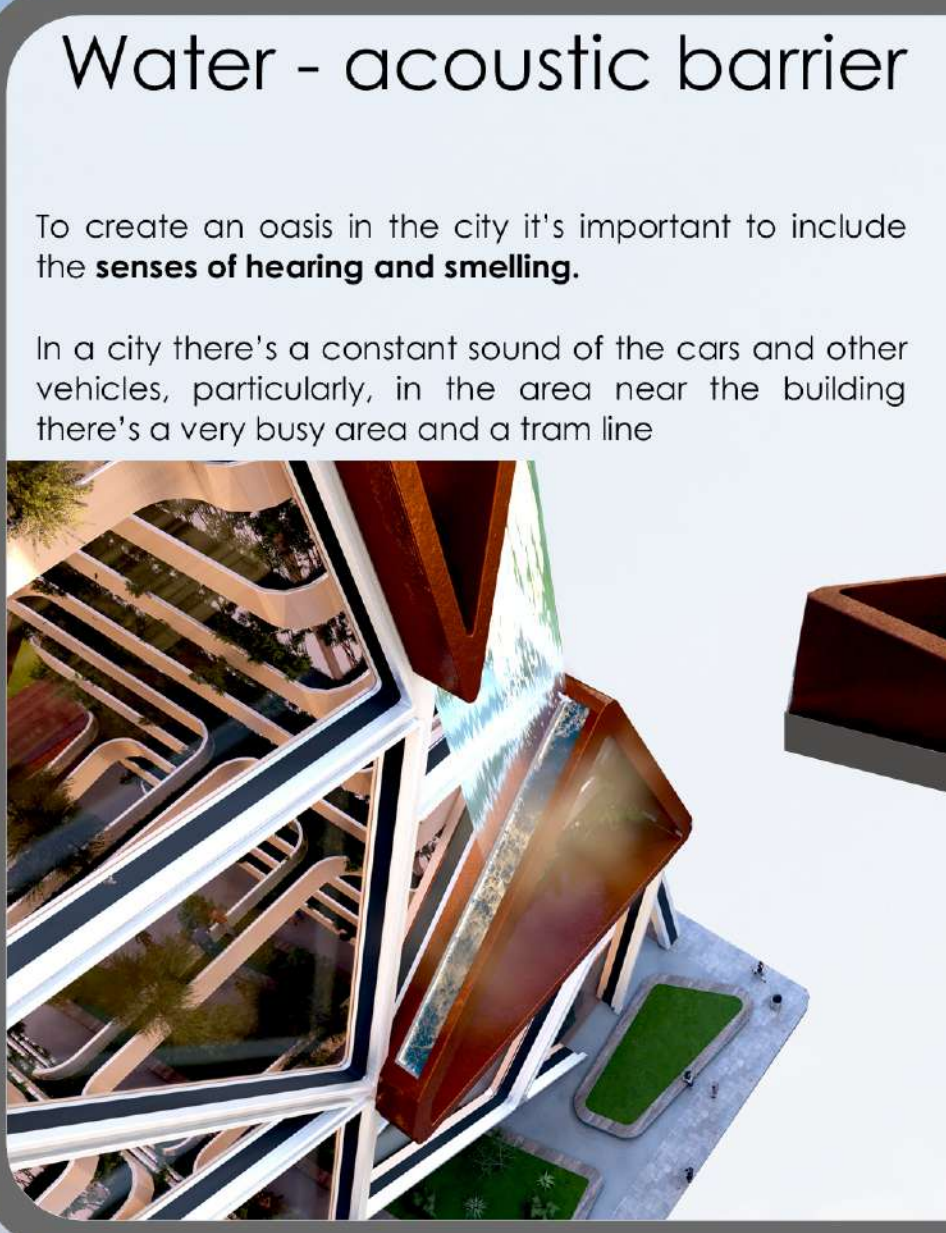
The skin itself is lightly inclined to reflect the square and the life that the city contains.

Water - acoustic barrier

To create an oasis in the city it's important to include the **senses of hearing and smelling.**

In a city there's a constant sound of the cars and other vehicles, particularly, in the area near the building there's a very busy area and a tram line

The sound of **the falling water covers the sound of the cars.**

Whoever enters in here, enters a **completely different world,** this is my objective, so I've installed three fountains (two in the front and one in the back), which replace the sound of the cars with the sound of the water falling.

Urban farm and SkyPark

The roofs of the two buildings become a SkyPark and an urban garden.

The SkyPark let's everyone enjoy a nice view of the sunset, it's the perfect place to end your day.
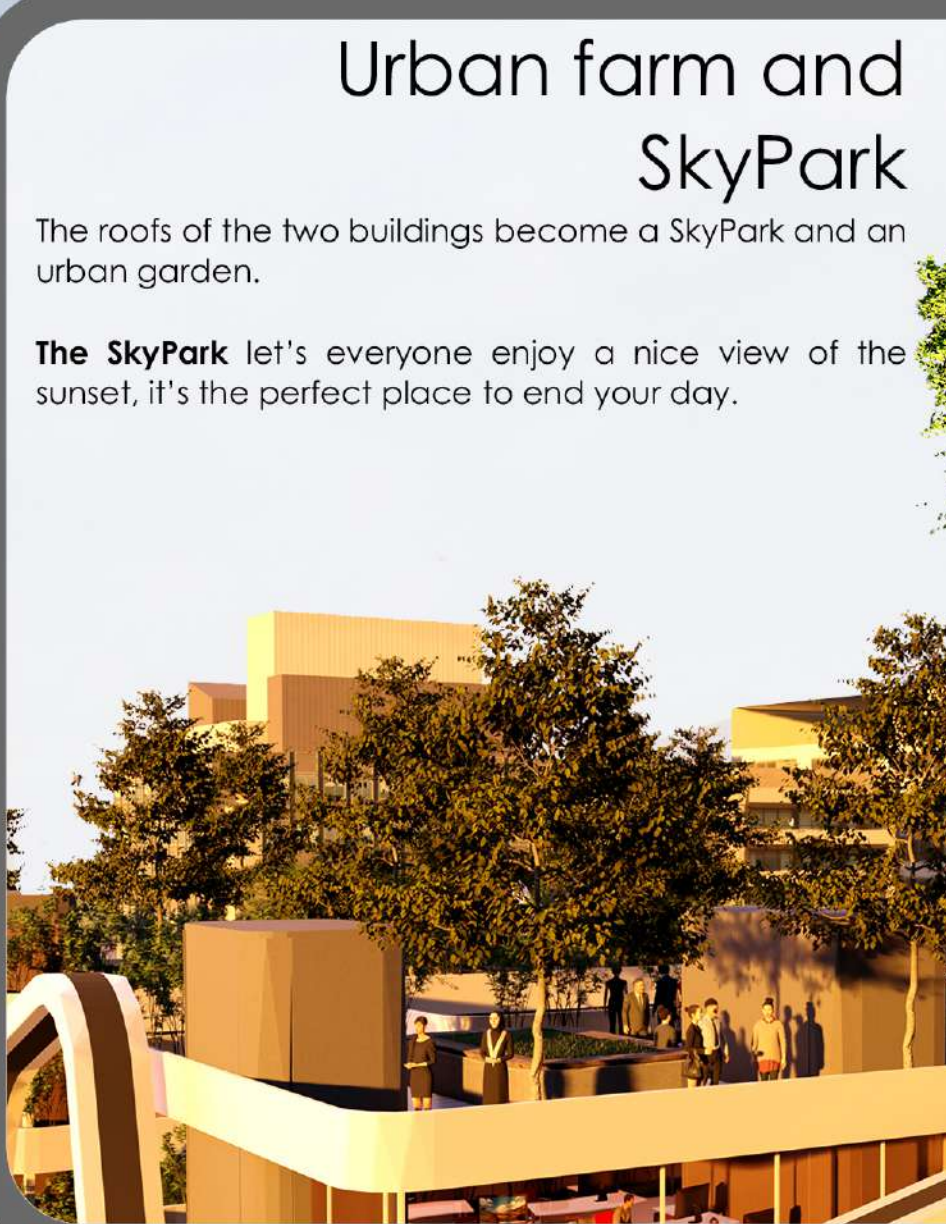
The urban garden makes it possible for those living in the building to have their own garden even though they don't have a garden.

It's a **place where a community is created,** where the neighbors of the different towers meet and get to know each other.

With the progress of technology, **the social aspect is more and more important for an architect.**

Second skin and microclimate

The second skin makes it possible to create an **internal microclimate** which makes the building sustainable.

All the floors communicate both with the inside and the outside of the skin from where they take the **warmth in the winter and the cool air during the summer.**

Winter situation

During the winter the skin **works just like a greenhouse.** It collects the warmth given by the sun and distributes it to the buildings inside.
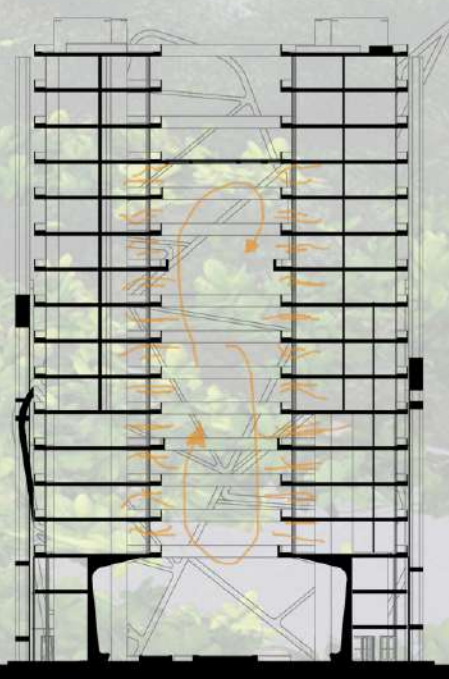
Summer situation

During the summer the windows on the upper side are opened and the skin makes it possible to create the **"chimney effect"** which creates a natural ventilation in environment.

This is amplified by the water of the fountains which create a big difference in pressure.