



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.

An architectural rendering of a modern building complex. On the left is a tall, multi-story building with a grid-like facade. In the center is a prominent tower with a complex, angular, and transparent structure, revealing internal green spaces and walkways. The base of the tower and surrounding area are landscaped with trees, lawns, and pedestrian paths. People are shown walking and sitting in the public spaces. The sky is blue with some clouds.

Community

Ecology

Art

-**The social aspect** is maybe one of the most important parts of this architecture.

It's easy to create a building which has mixed functions, but it's **very difficult to make it so the people living inside create a community.**

To me, an architect creates a community in the moment in which he **creates occasions**, in the moment in which he would let other people meet and talk.

I've tried to face this challenge by giving people the opportunity to meet and share values, by connecting the square and the ground floor creating many public spaces, by creating a SkyPark opened to everybody, creating a shared vegetable garden and horizontal connections which lets you enjoy the view and meet the other.

-Understanding the **urban context** means understanding the opportunities that the surrounding environment offers us to improve our architecture and integrate it with the rest of the city

In terms of the city I tried to create the transit of people around the building thanks to the square/park axis and thanks to the public functions while **in ecological terms** I blew the wind to cool the building in winter and the sun to heat the building in winter, thus creating an internal microclimate using a second skin

Also, the tower of the **residences faces south** because they need sun, while the tower which contains the **offices faces north** because the sun is always covered in offices.

-The second skin, apart from its bioclimatic functions has been made as an artistic object, a sculpture.

My intention is to **bring art in cities**, to bring **quality in the life of everyone** passing in front of the building.



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

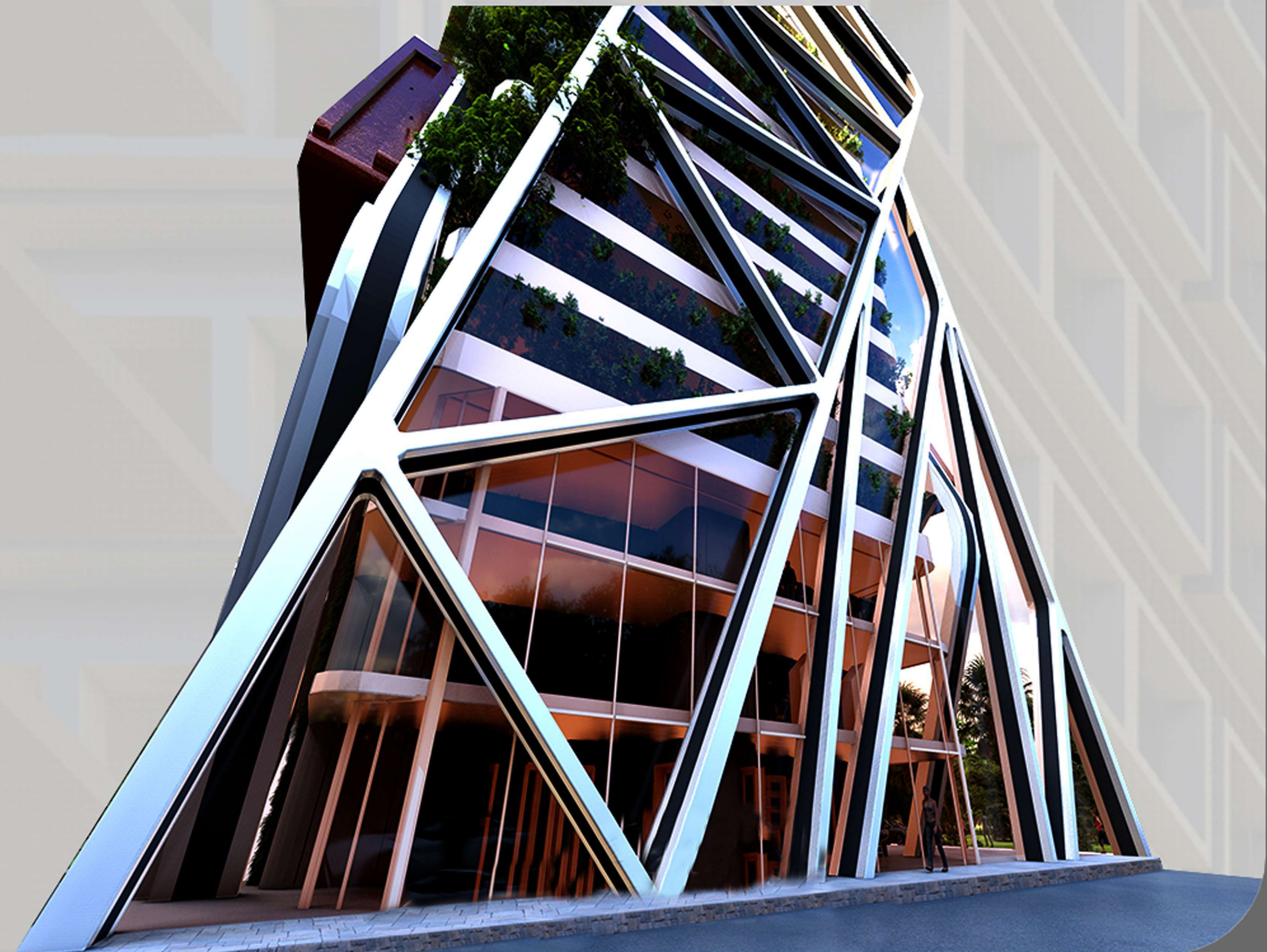
Precisely In my architecture the contrast between the delicacy and the elegance of nature is the rawness of the structure inside.

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.

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.**



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.



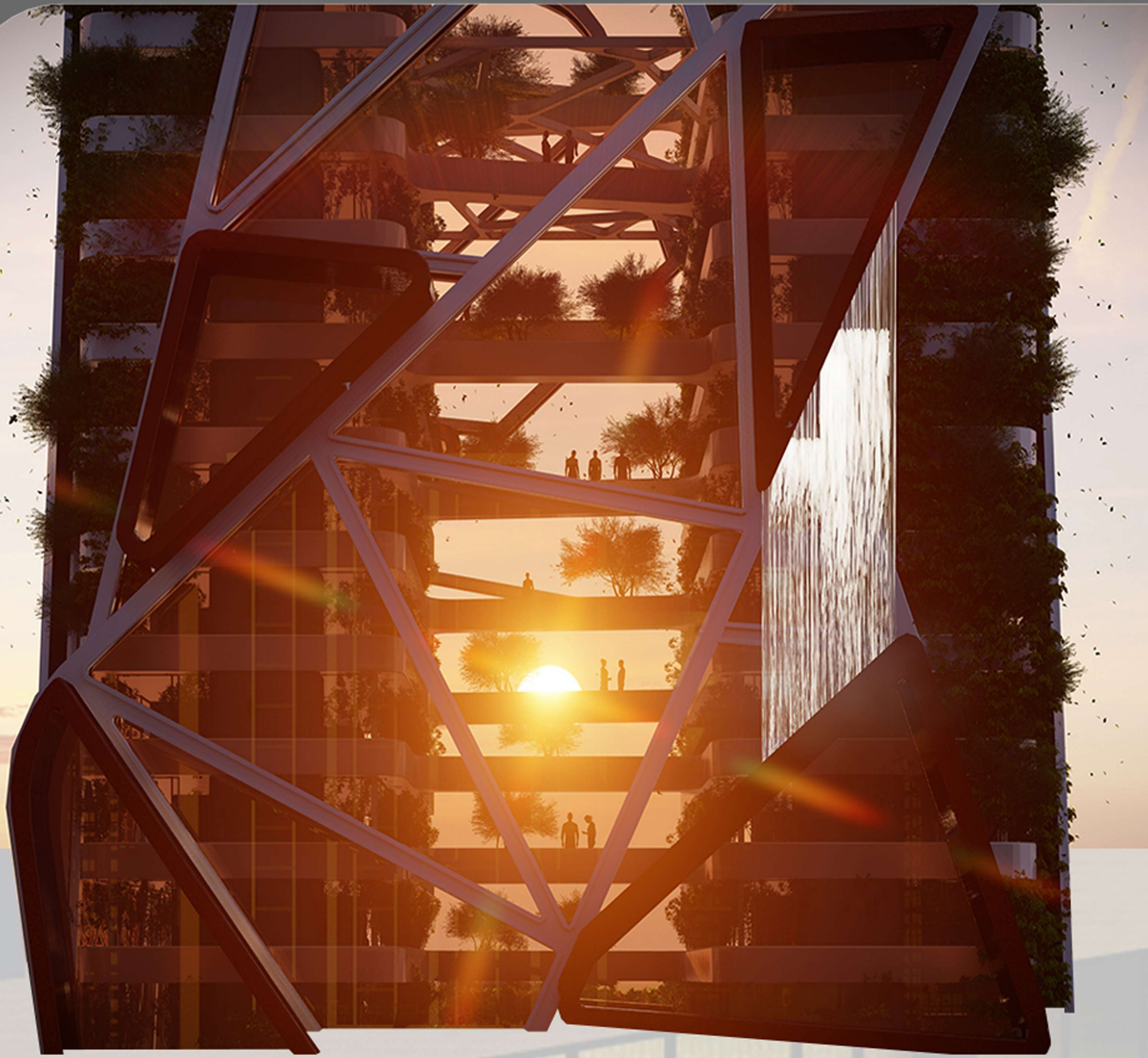
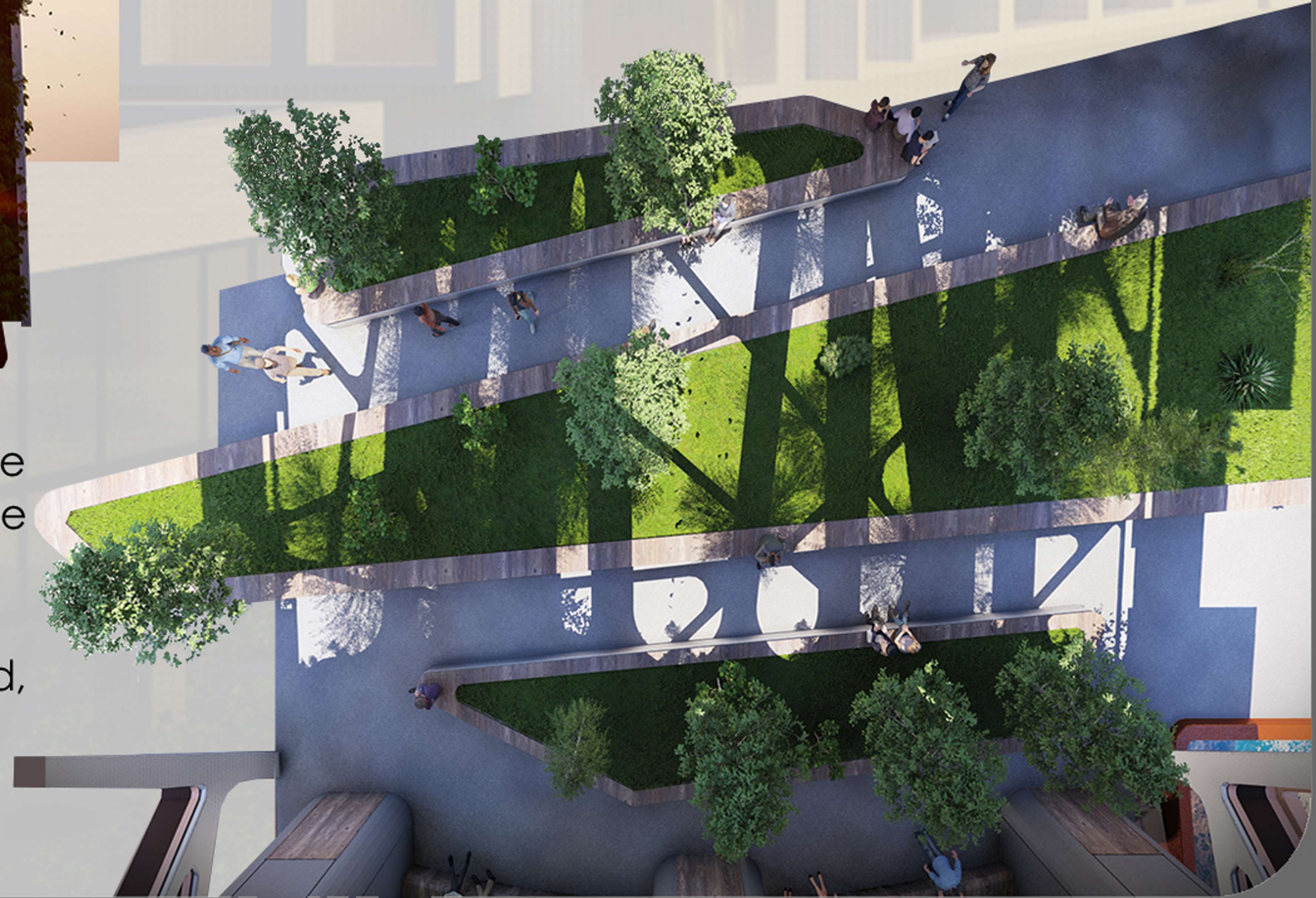
Light and time

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.

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.

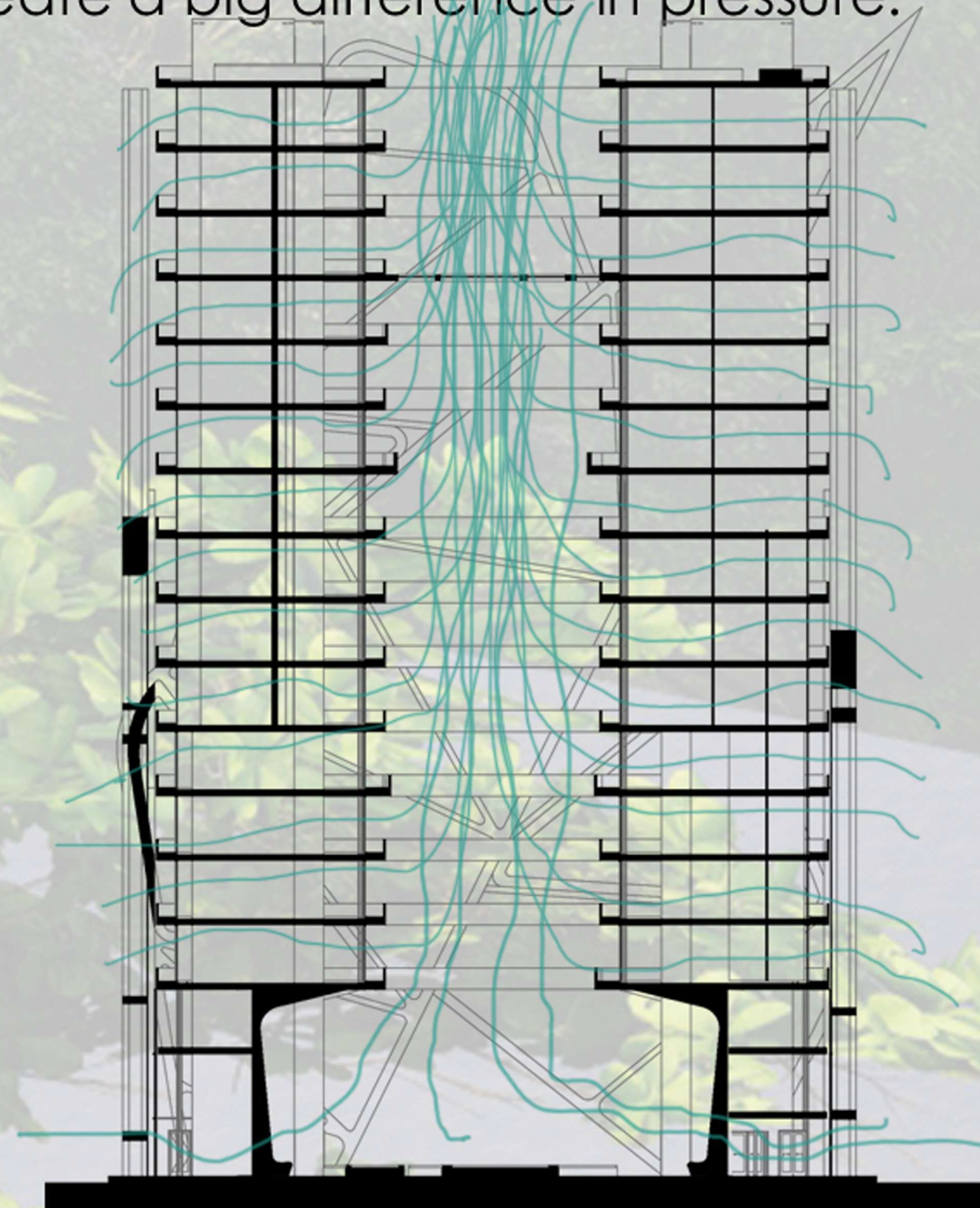


All the floors communicate both with the inside and the outside of the skin from where they take the **warmth in the winter and the cool air during the summer.**

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 the environment.

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



Vertical connections

The two blocks contain **three vertical connections** each, two with elevators and one with stairs.

Given the width of the walls, the vertical connections let people get out safely in case of emergency.



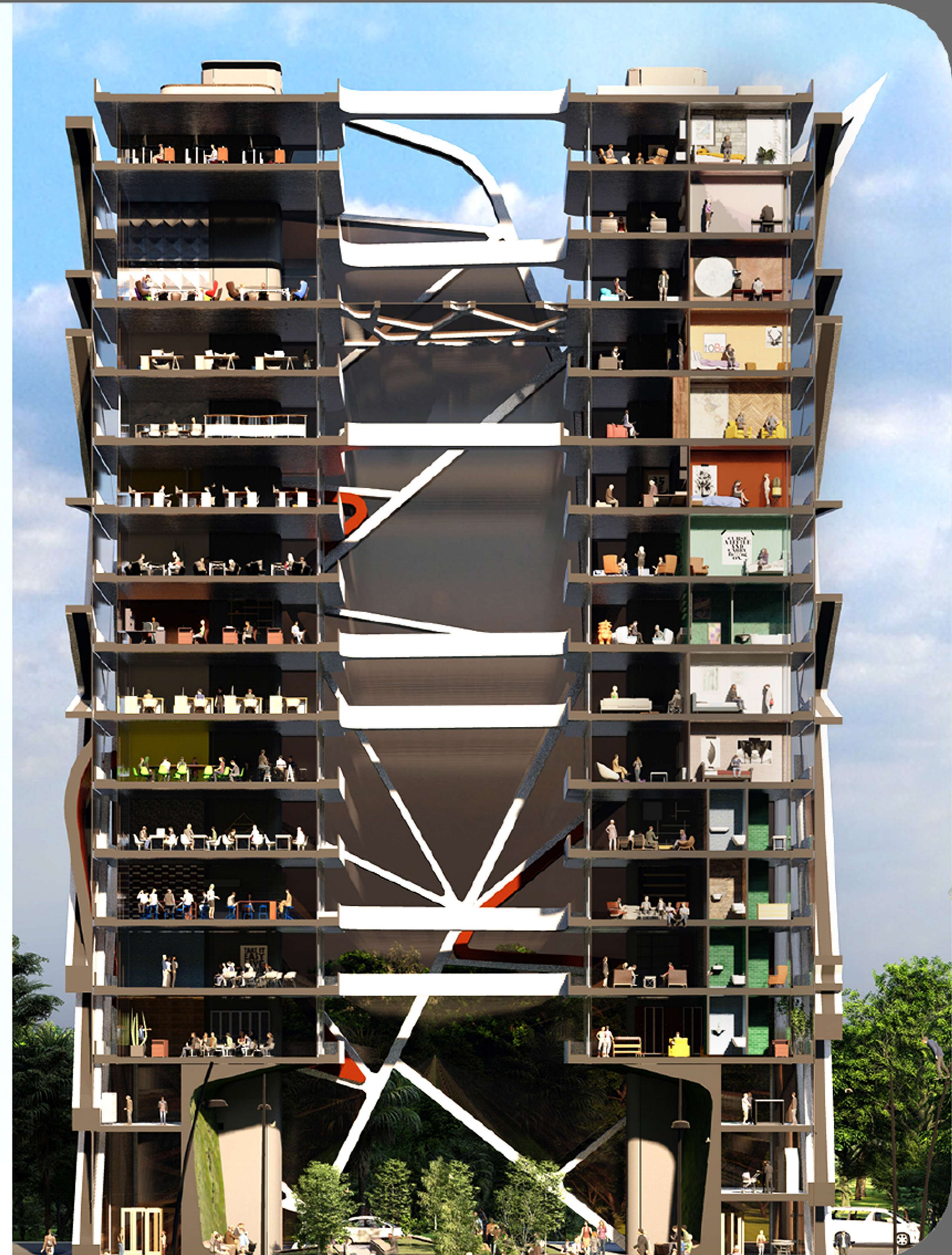
Functions

The **18th** floor contains a **public SkyPark** opened to everybody and a **shared vegetable garden**.

The **7th-17th** floors contain **residences and offices**.
The residences are faced south so the people can enjoy the sun for the whole day.
While the offices are faced north so the sun doesn't hit their screen.

The floors **3rd-6th** are **dedicated to studies**
The southern block contains **university residences** while the northern side contains **laboratories and workshops**.

The **ground floor to the 2nd floor** contains the **public zone**, at the center of which you have the square/park opened to everybody, while there are two bars, a gym, three shops and a library inside.

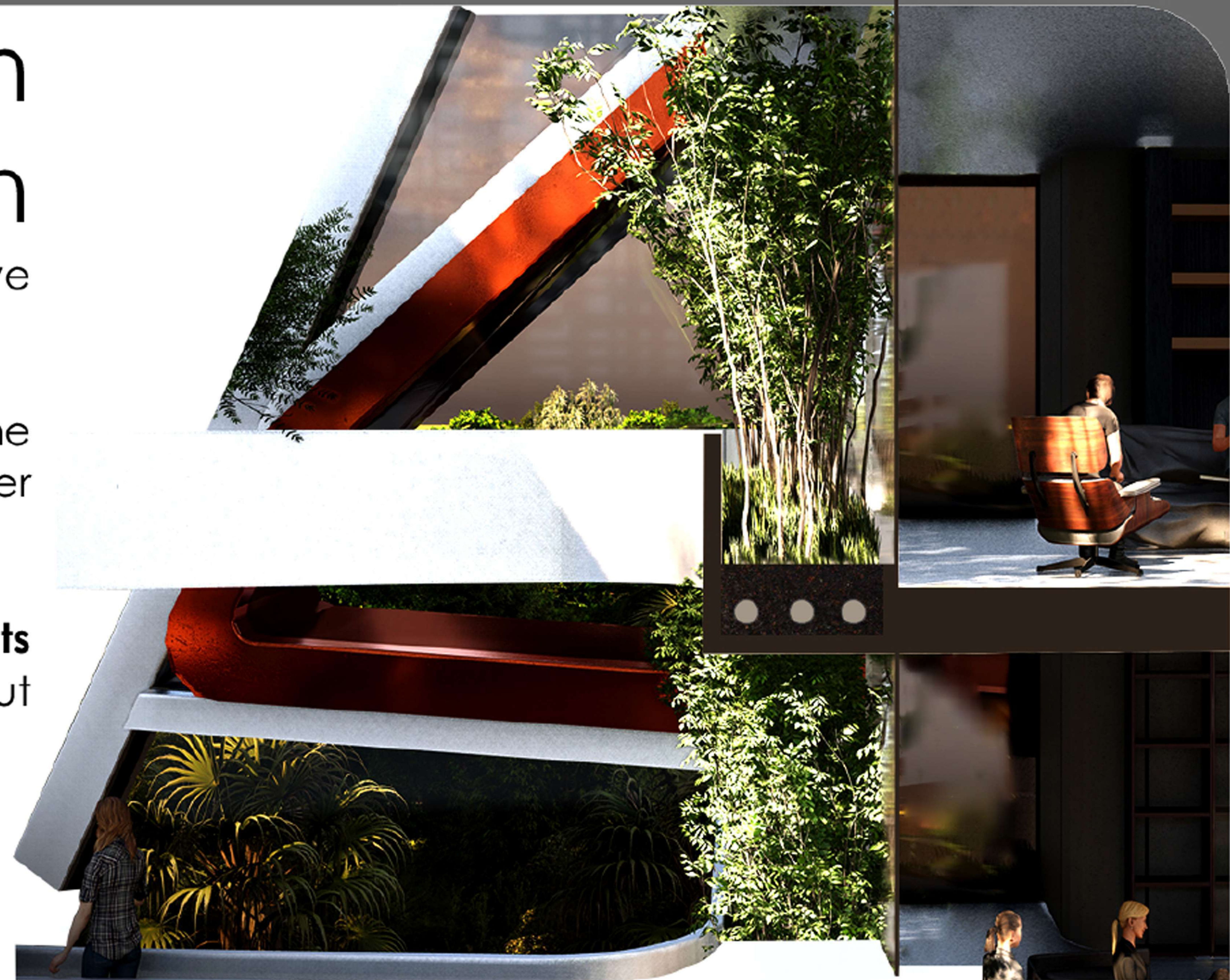


Phytoremediation and sun

All the floors are surrounded by balconies, they have two functions:

Phytoremediation: there are hydric plants on the balconies which absorb and purify the gray water coming from the building before it's recycled.

So the gray water drains are **passed under the plants** which absorb the impurities and the nutrients without needing any further water.

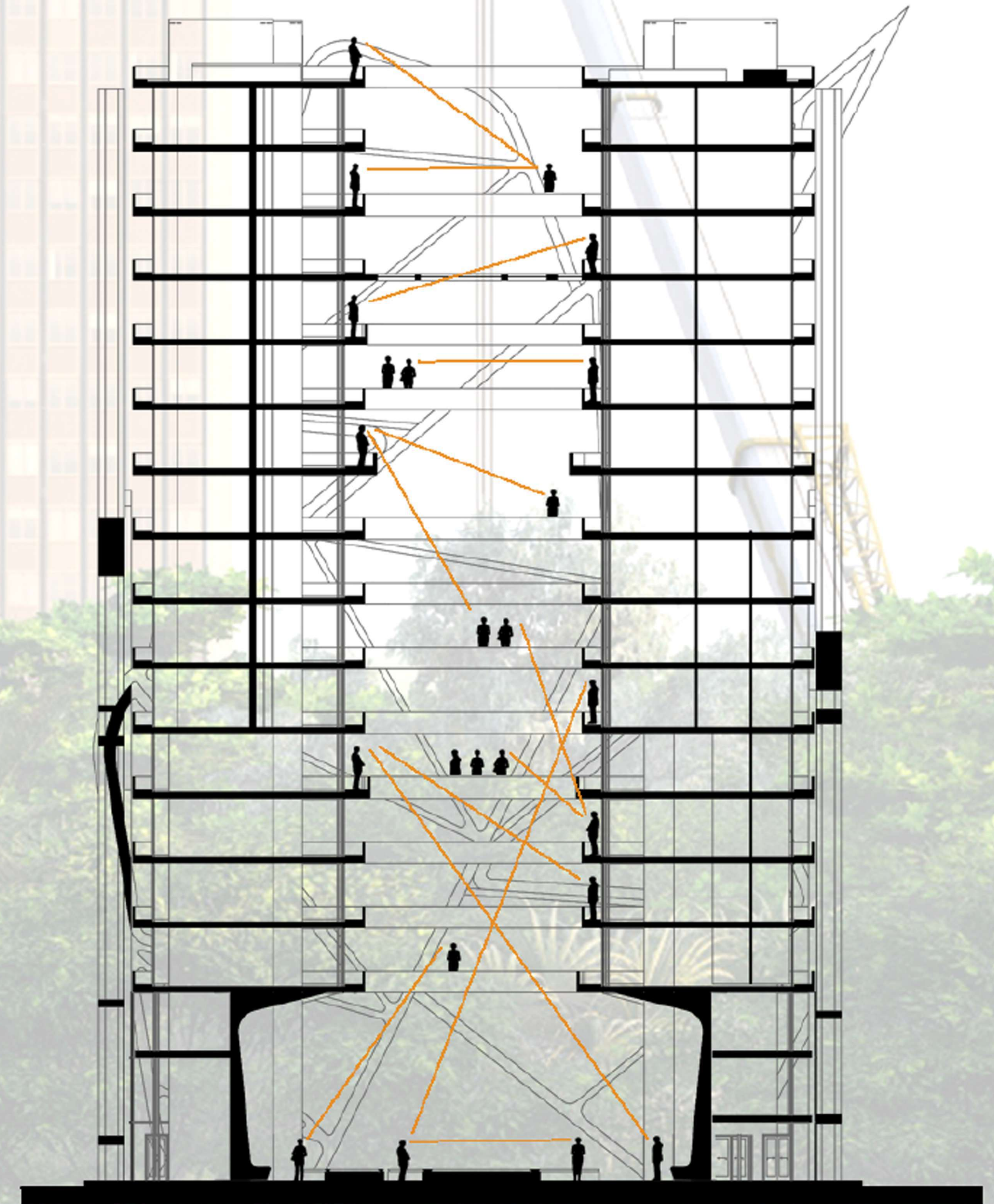


Also seen the inclination of the sun, the balconies **don't let the rays of the sun enter during the summer** season, so they don't overheat, but they **let them enter during the winter** so they create a passive heating.

Horizontal connections

All the floors of the blocks are connected between each other through horizontal connections.

They are a **place of meeting between people**, a place to hang out, to relax and take a break.



As I said, every connection keeps a shrub which is part for the phytoremediation so It **doesn't need any water**.

People can go and sit under the shrub, they can **enjoy a break, watch the view or read a book**.

An architectural rendering of a modern urban development. On the left is a tall, curved residential or commercial building with many windows. In the center is a unique, multi-story structure with a white, angular, crystalline frame. This central building is filled with lush greenery, including trees and plants, and features a large, cascading waterfall on its right side. The interior of the central building is visible, showing people on different levels. To the right of the central building are two more tall, rectangular buildings under construction, with a crane visible. The foreground is a landscaped plaza with trees, walkways, and some people. The sky is a mix of blue and white clouds, with a bright sun or light source creating a lens flare effect in the center. The overall scene is a vibrant, green, and modern urban environment.

Thank you for your time and for the
opportunity you have given us