



STRATEGY IMPLEMENTATION

Design strategy:

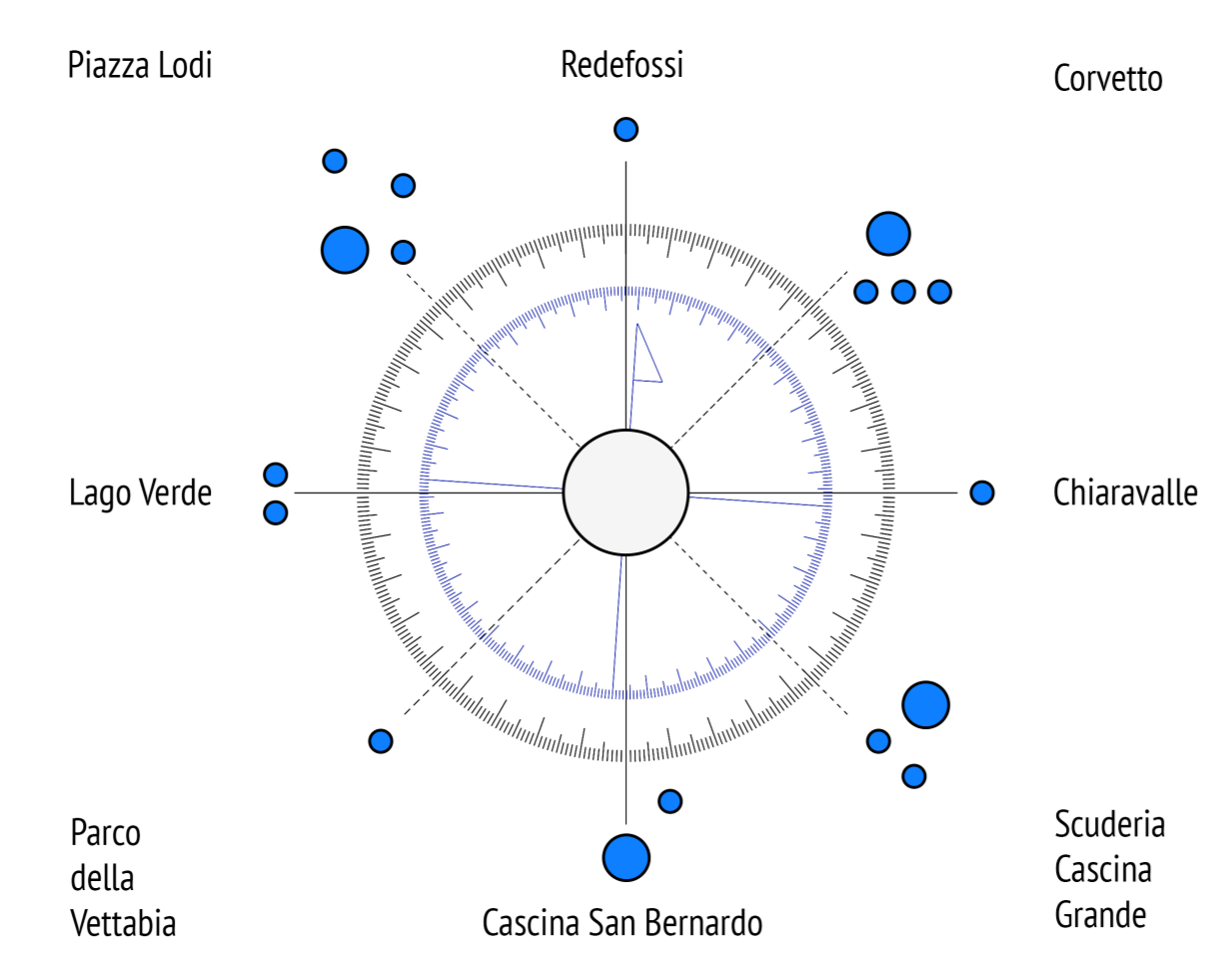
to create a sequence of sound experiences, which together will form new soundscape of Corvetto, working as augmented sound reality, that will tell the history of its lost environment



- 1 - Redefossi
- 2 - Lago Verde
- 3 - Parco della Vettabia
- 4 - Scuderia Cascina Grande
- 5 - Cascina San Bernardo
- 6 - Chiaravalle

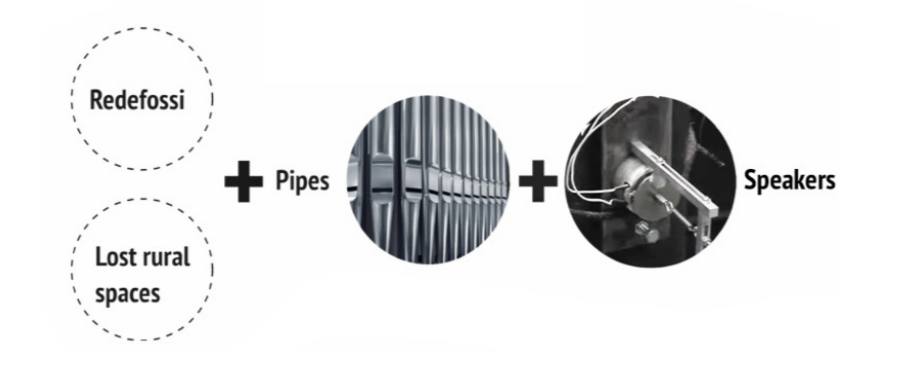
Sound compass

- romantic kind of navigation system, recreating sound of forgotten areas
- interactive points, that will allow people from different parts of the space to communicate and exchange
- decrease general street and metro sound pressure, by creating white noise and different kind of environment, more animal-friendly



Today the Lodi-Corvetto mile appears as a densely populated area of the city, where everything is organized to meet the basic living needs of citizens. This urban environment was recently part of a completely different landscape - wide fields and agricultural lands were surrounding the transport artery of the city. With the advent of urban development, the sound background of this area has completely changed: we observe a polluted sound environment that oppresses local residents. In addition to this effect, the historical and natural essence of the place has completely disappeared behind the new inevitable city noises. Knowing that the heritage of the village landscape is still preserved just around the corner from Lodi-Corvetto, the goal of the project is to recreate hidden or forgotten areas, using sound as the main explorer between locations and as a design tool for new types of urban spaces.

Components

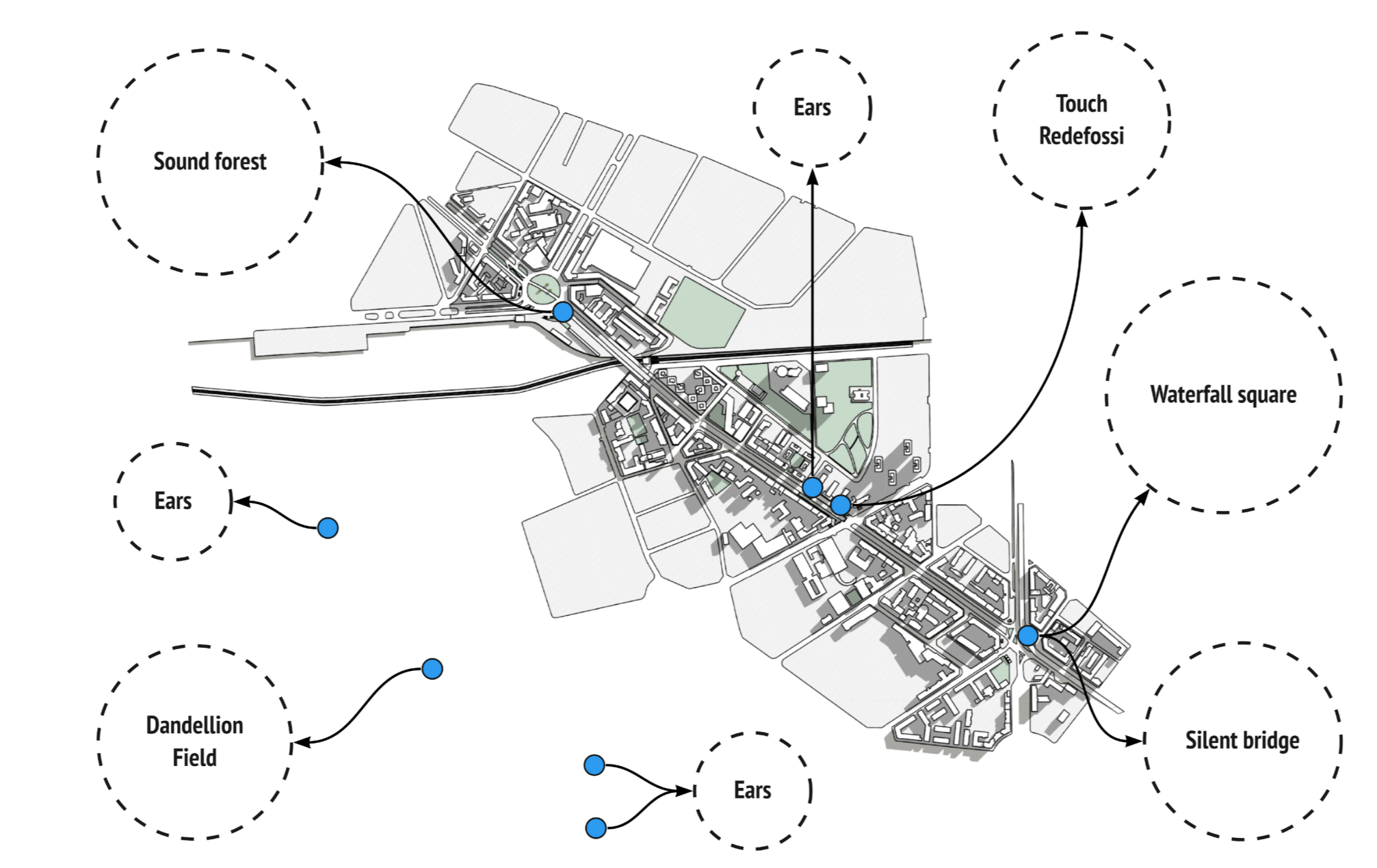


References

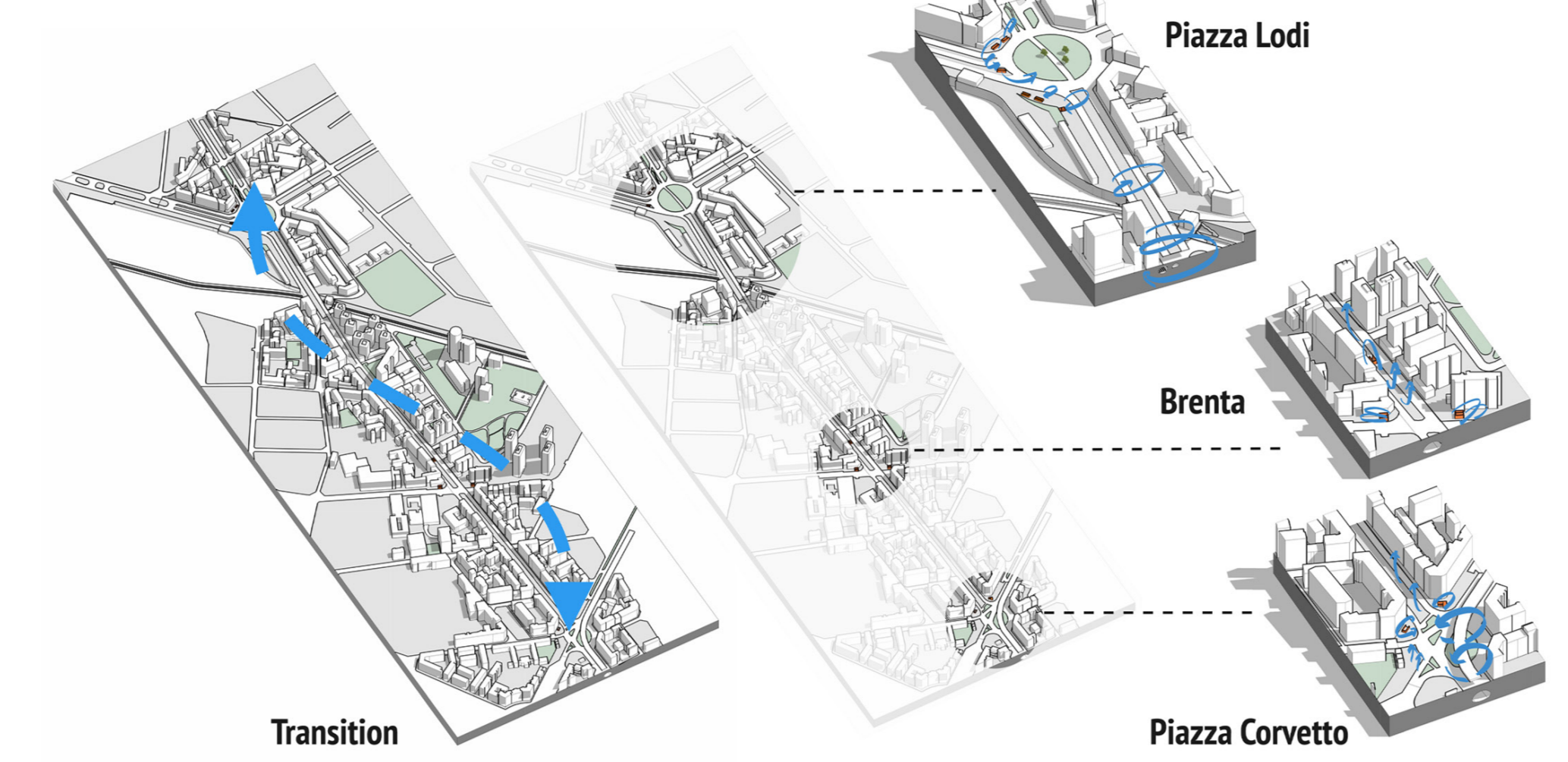


ABSTRACT

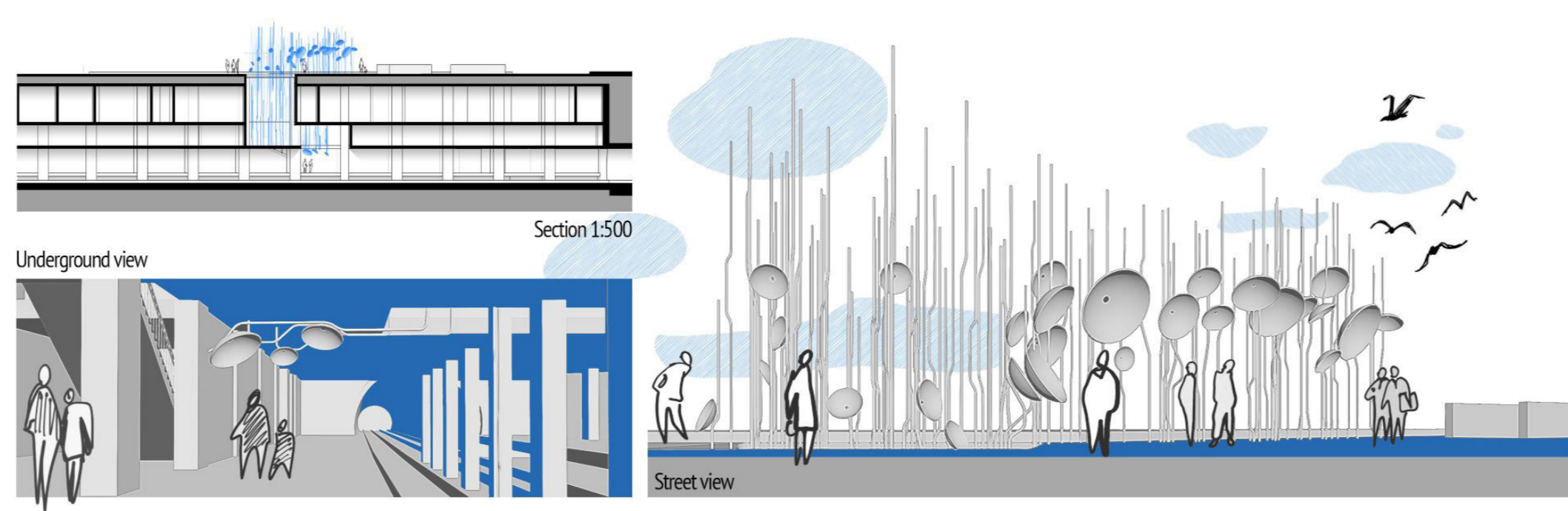
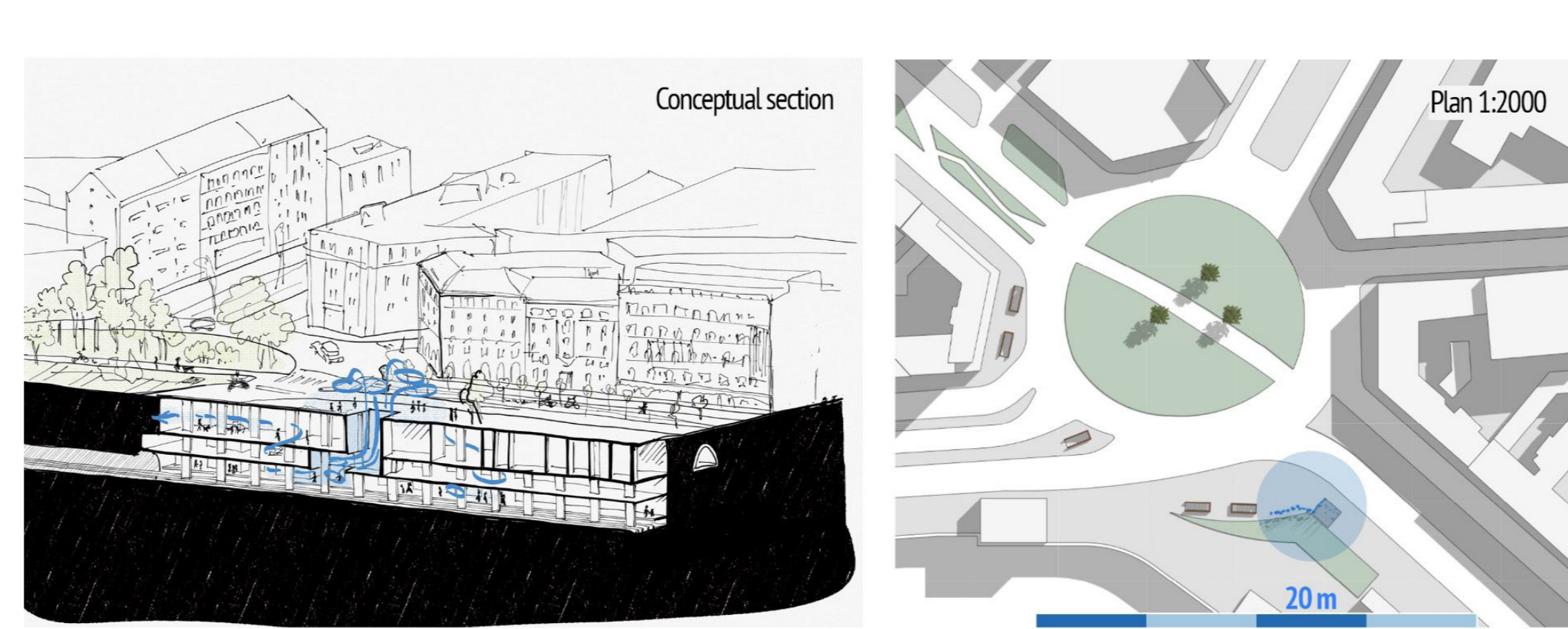
Spatial narration



Localization



Sound Forest



Waterfall Square

Design: Formed by elements of various size, mostly vertical and differentiated in density, the space aims to be both a shelter and a square for new urban activities. The installation includes functional benches and tables

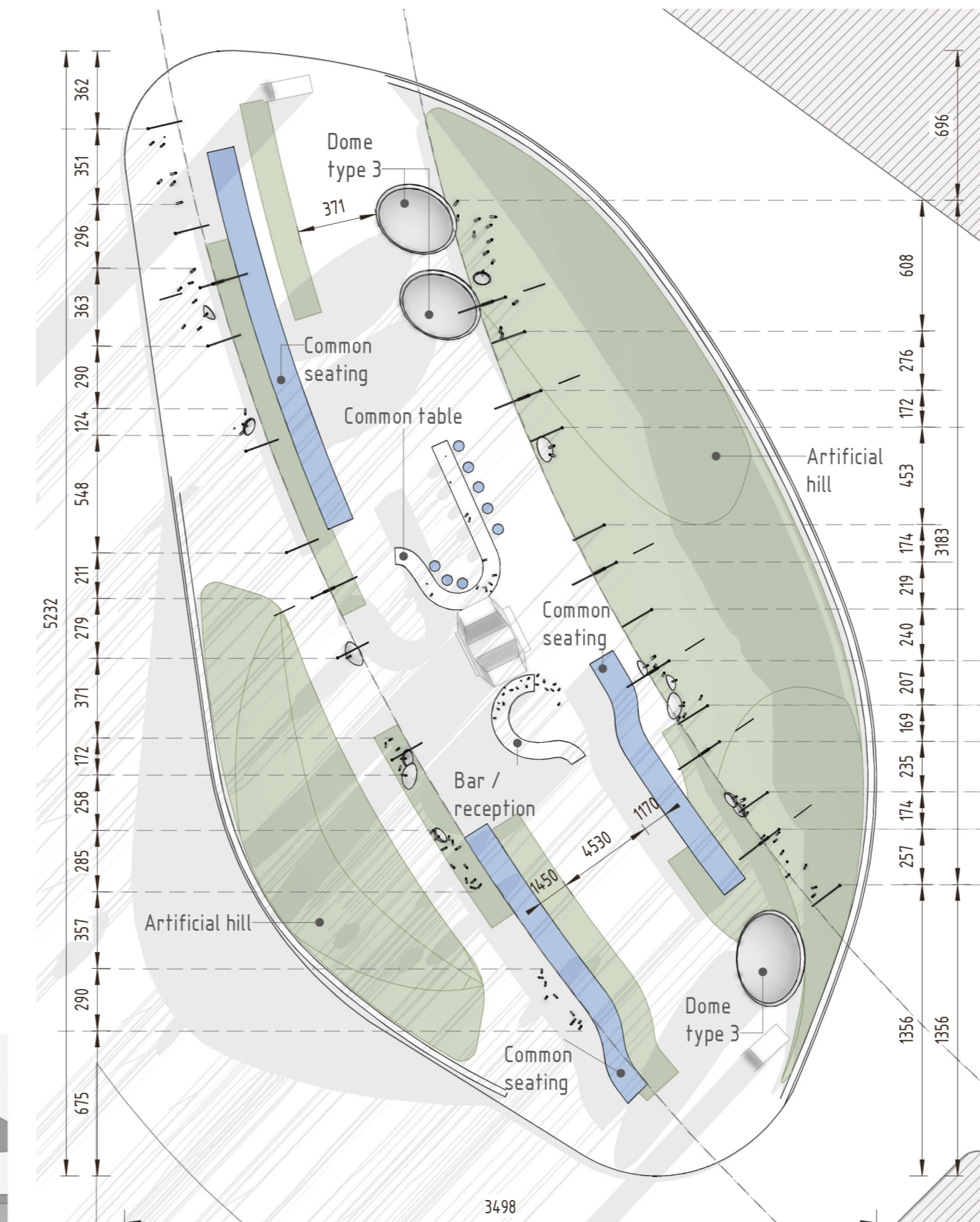
Performance: The sound is produced continuously, even at night. It creates white noise, separating the zone from the loudness and noise of the area

Silent Bridge

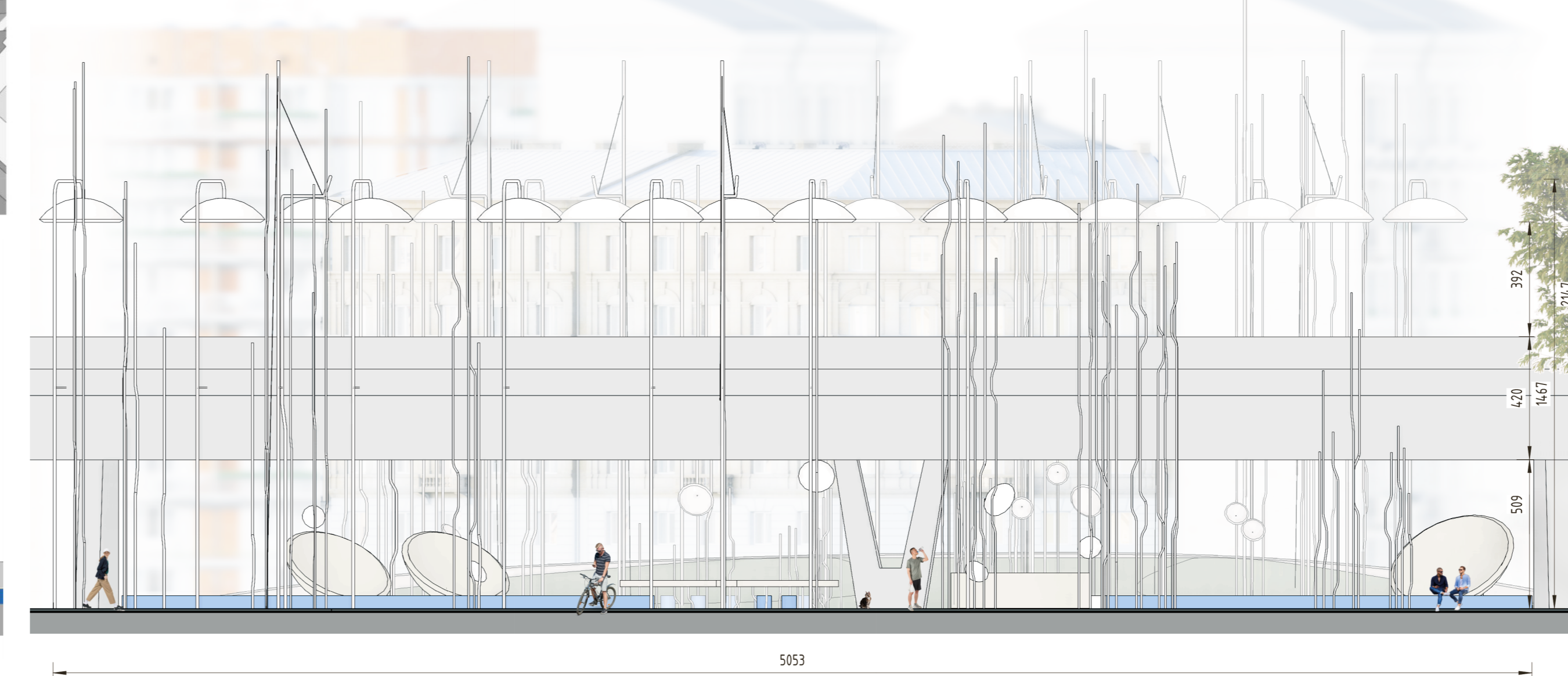
Design: Formed by large and regular elements, fixed horizontally, the installation gives a new sensation to the whole area. This installation, even if connected to the waterfall square, is a separate object both in design and function

Performance: The sound is not produced at all, but well absorbed and mirrored in order to bring silence and reduce noise pollution in the point of the city

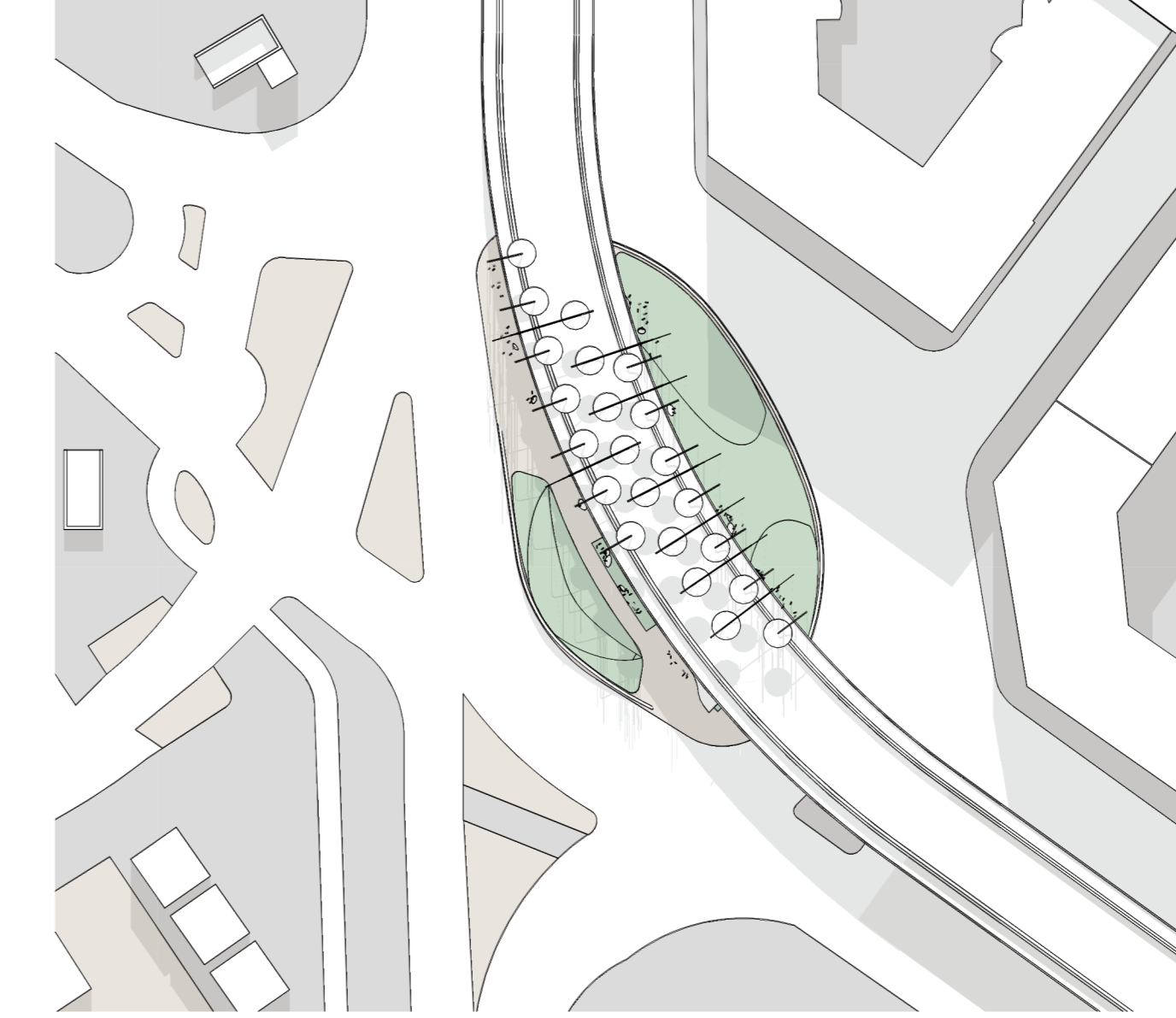
Ground level layout 1: 250



Section A-A 1:150



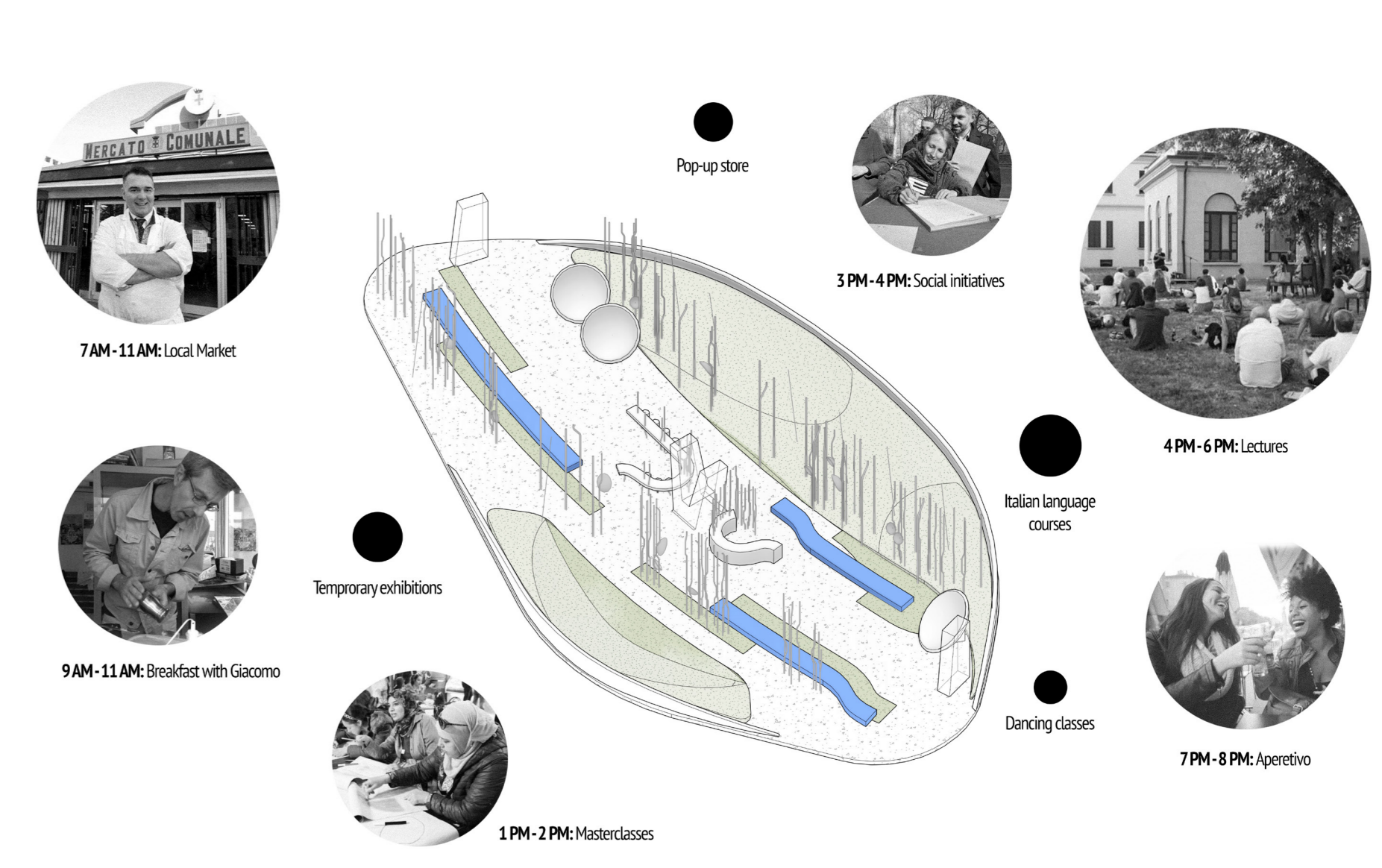
Masterplan 1: 650



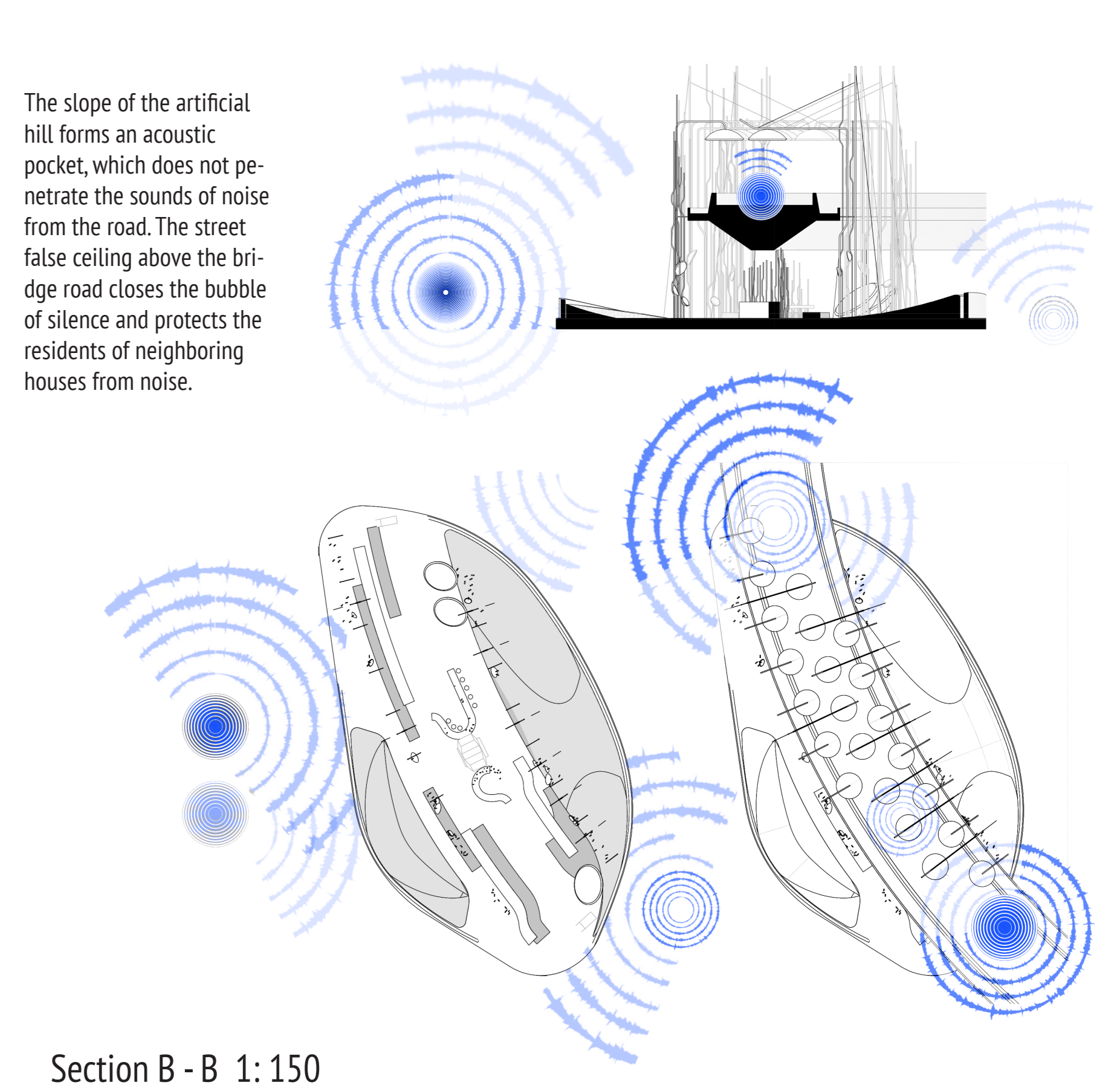
Bridge level layout 1: 250



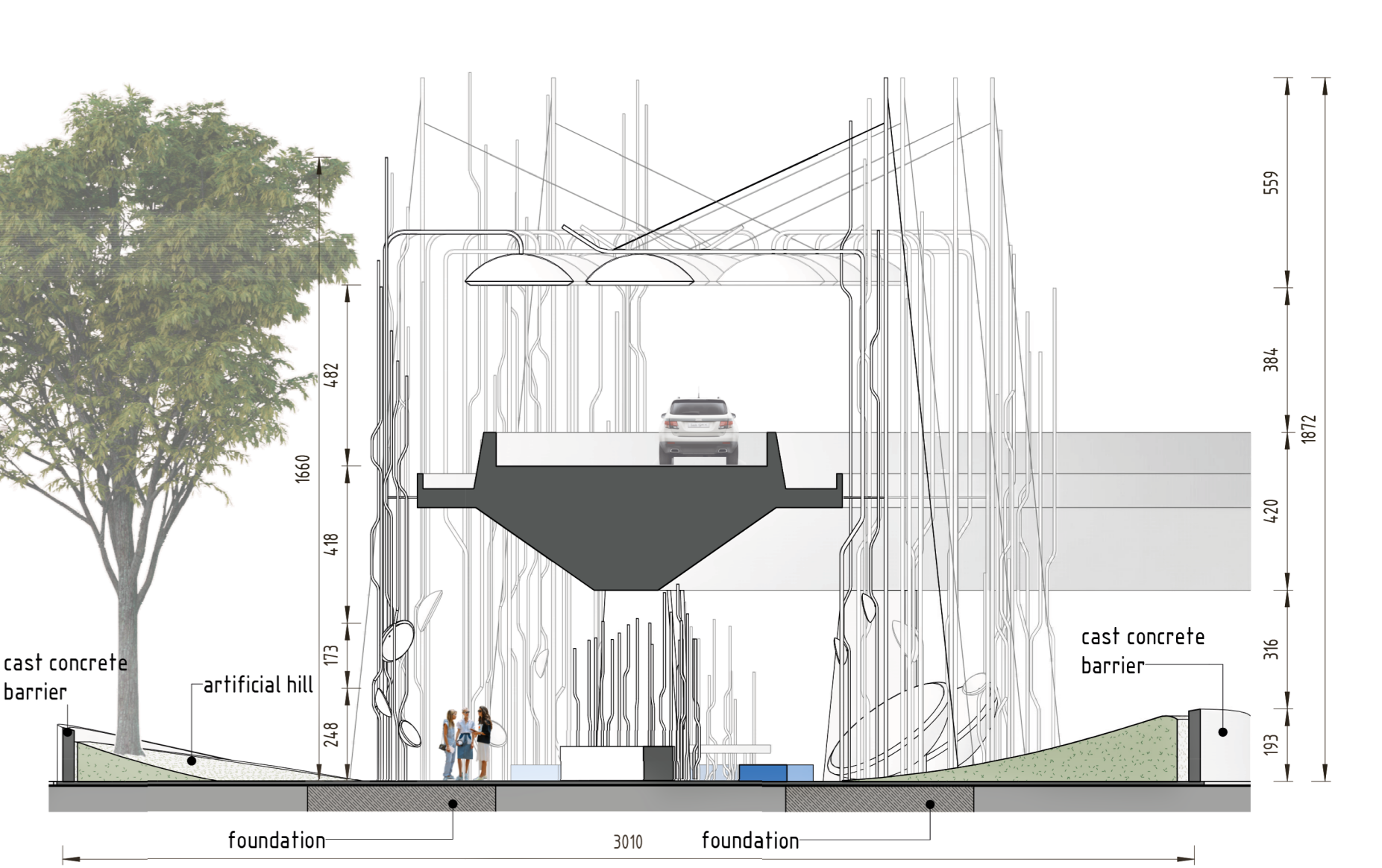
Communities day schedule



Sound performance



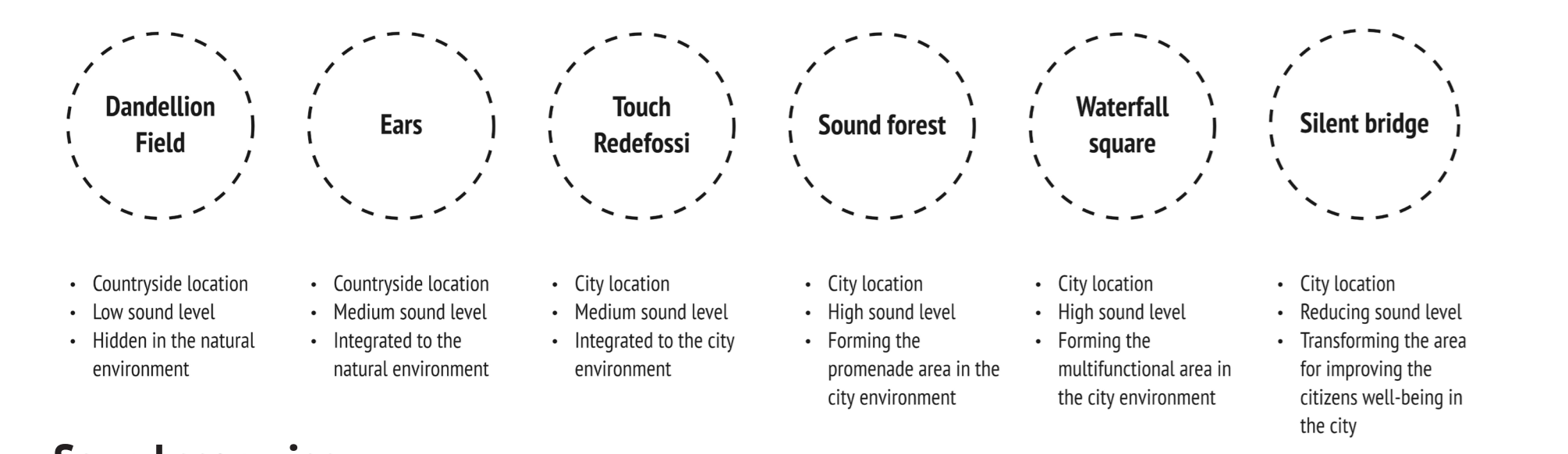
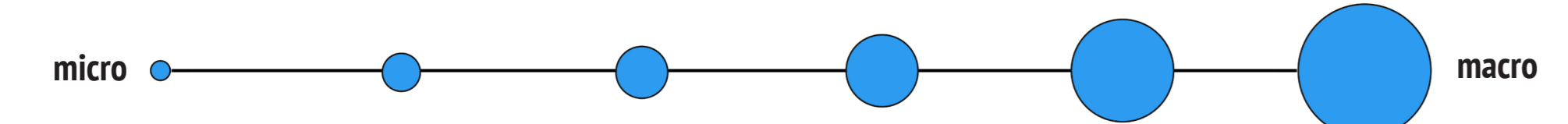
Section B-B 1:150



PROJECT PREFIGURATION

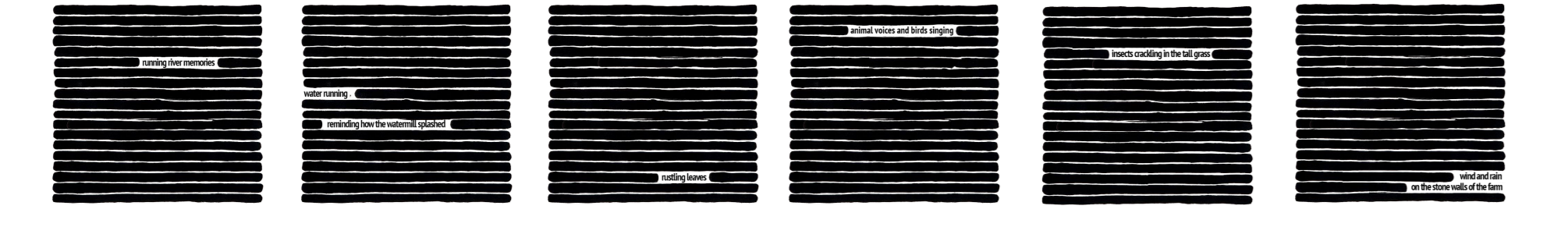
Scale distribution

Depending on the purpose, main design elements scale from micro to macro. The sound volume repeats this approach and also changes



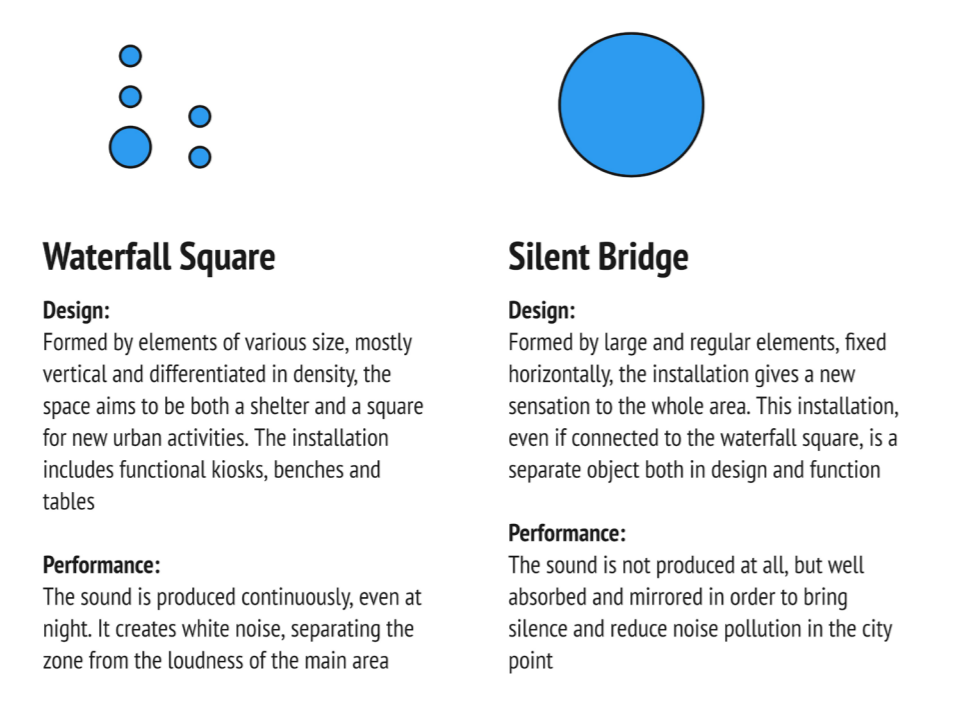
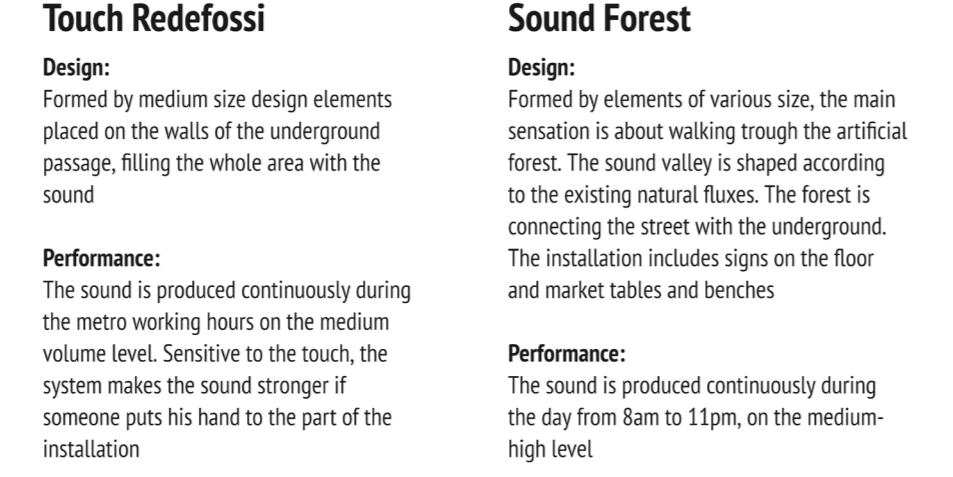
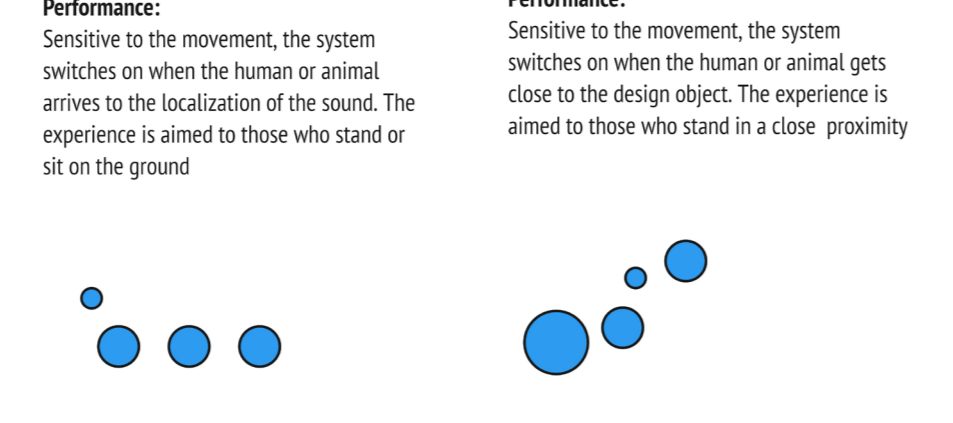
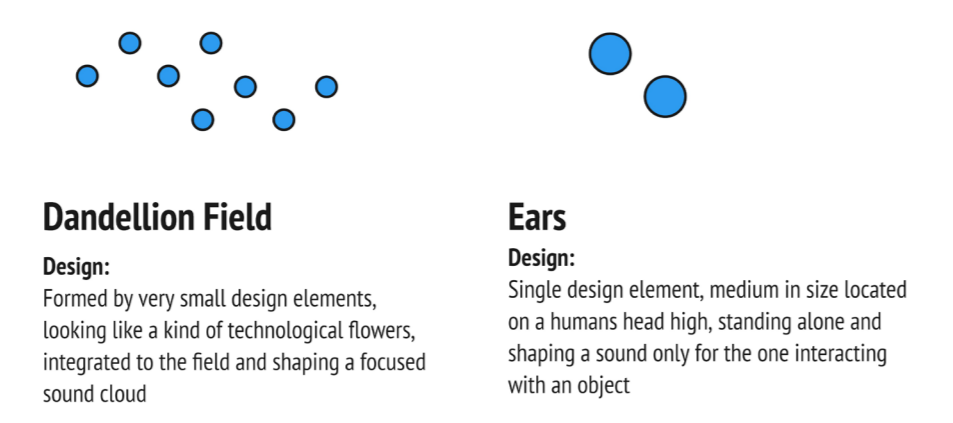
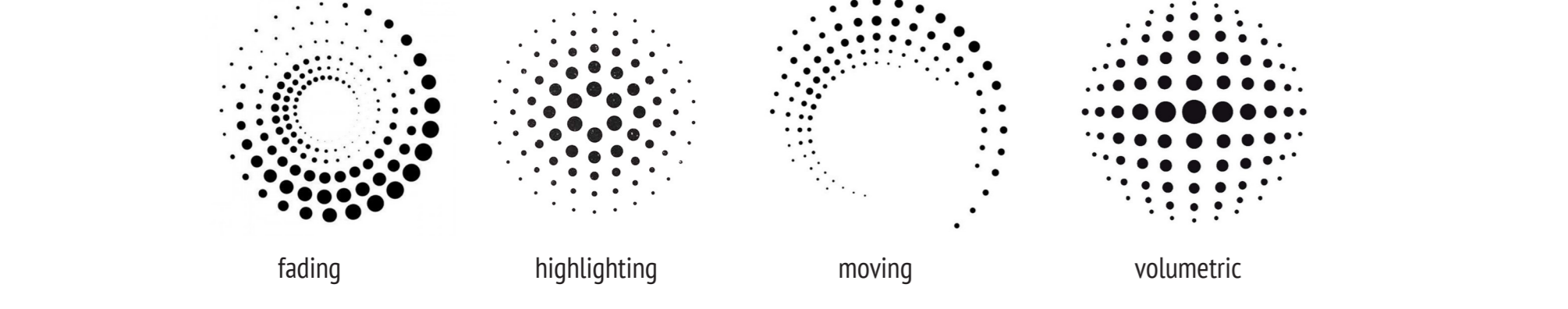
Sound scenarios

Each location is highlighting the unique sound experience, as a part of a general story about the area



Light scenarios

Light is a continuation effect of the sound, the volume is connected to the intensity of light. Movement - to the movement

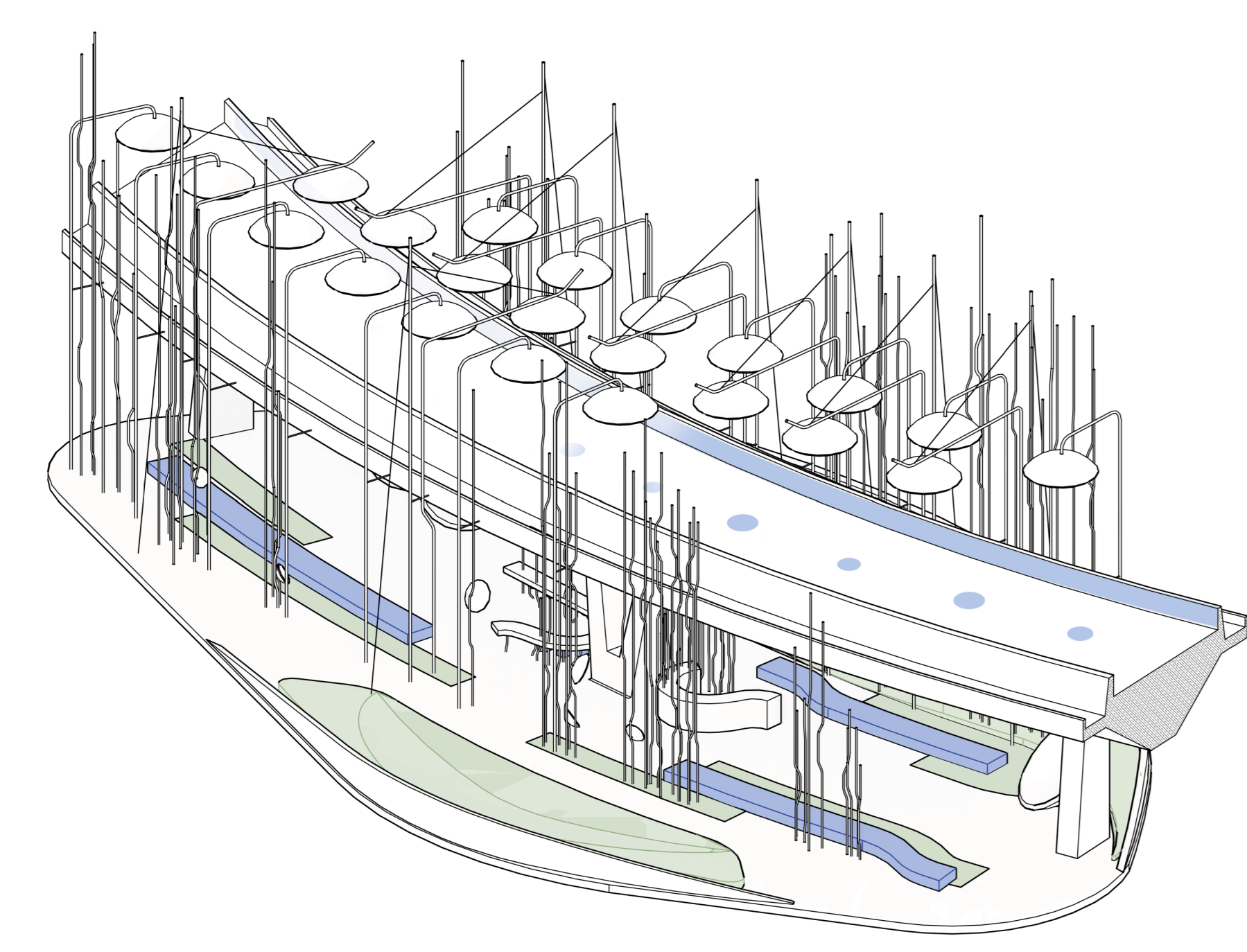


DESIGN ELEMENTS

PROJECT DEVELOPMENT

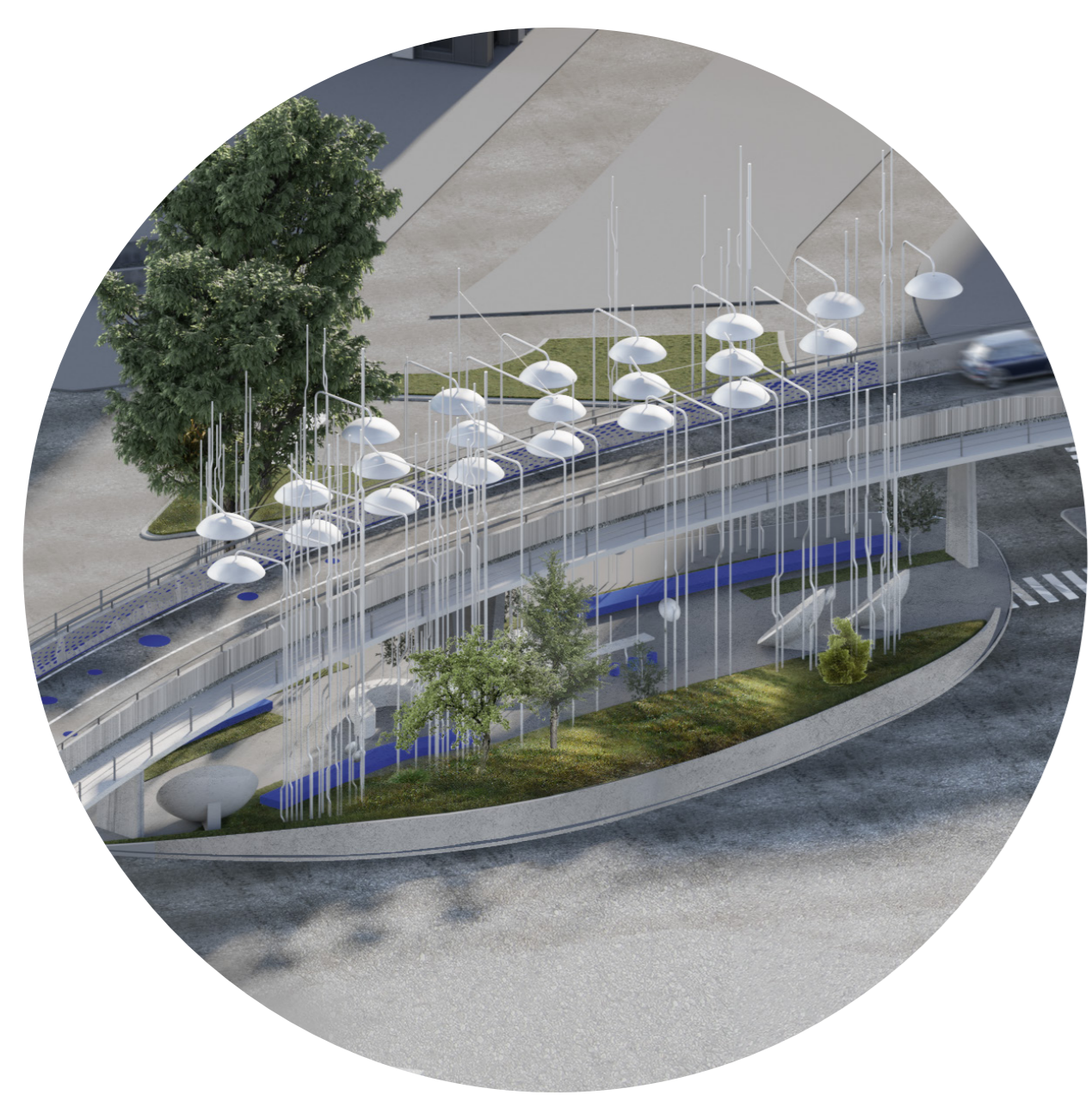
DESIGN INTERVENTION

Isometric view, 1:200



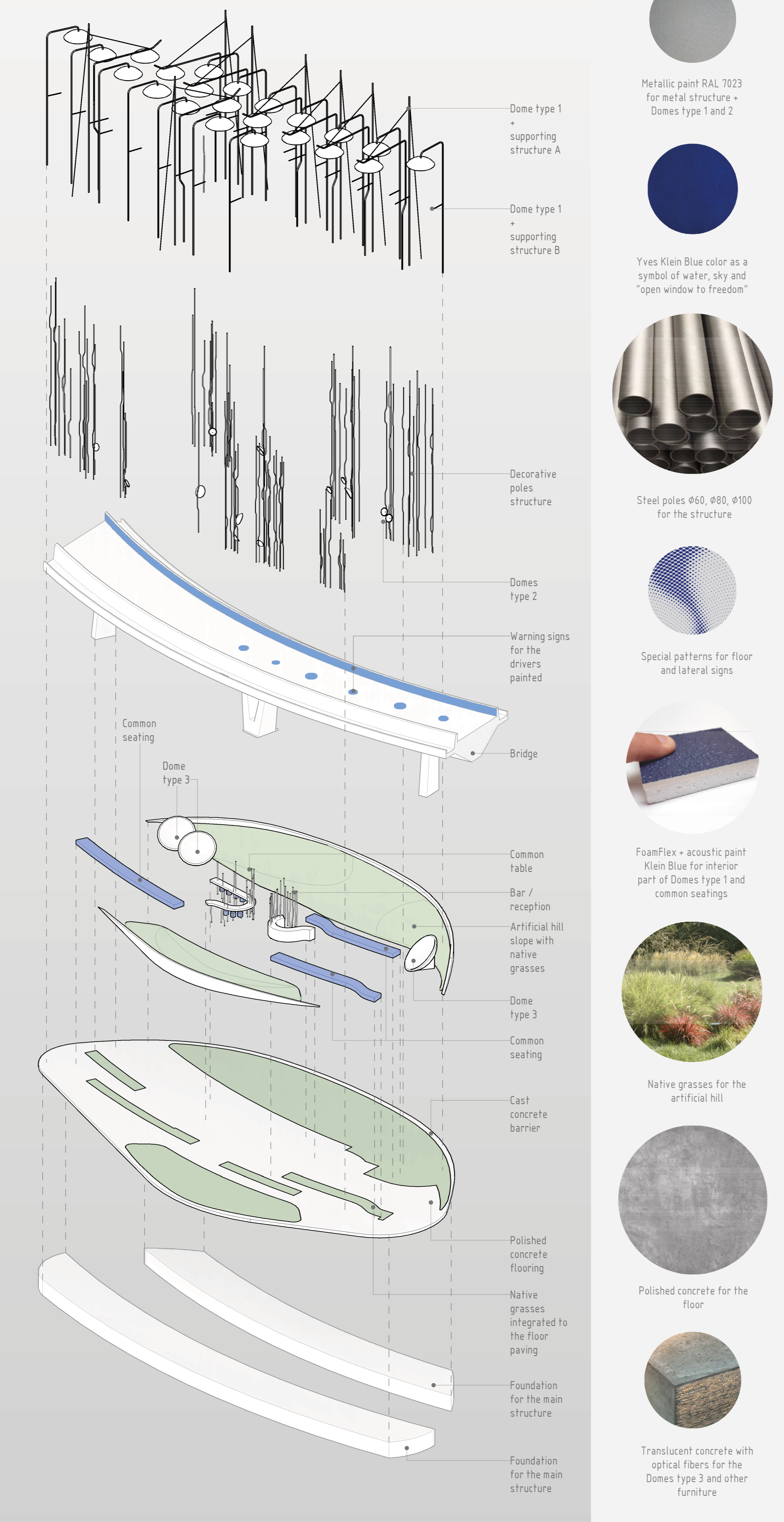
Project structure

Structural part of the project is mainly consists of steel supports and metal domes of several types. These domes are acting differently depending on the project needs and can absorb, reflect, enhance or produce sounds.

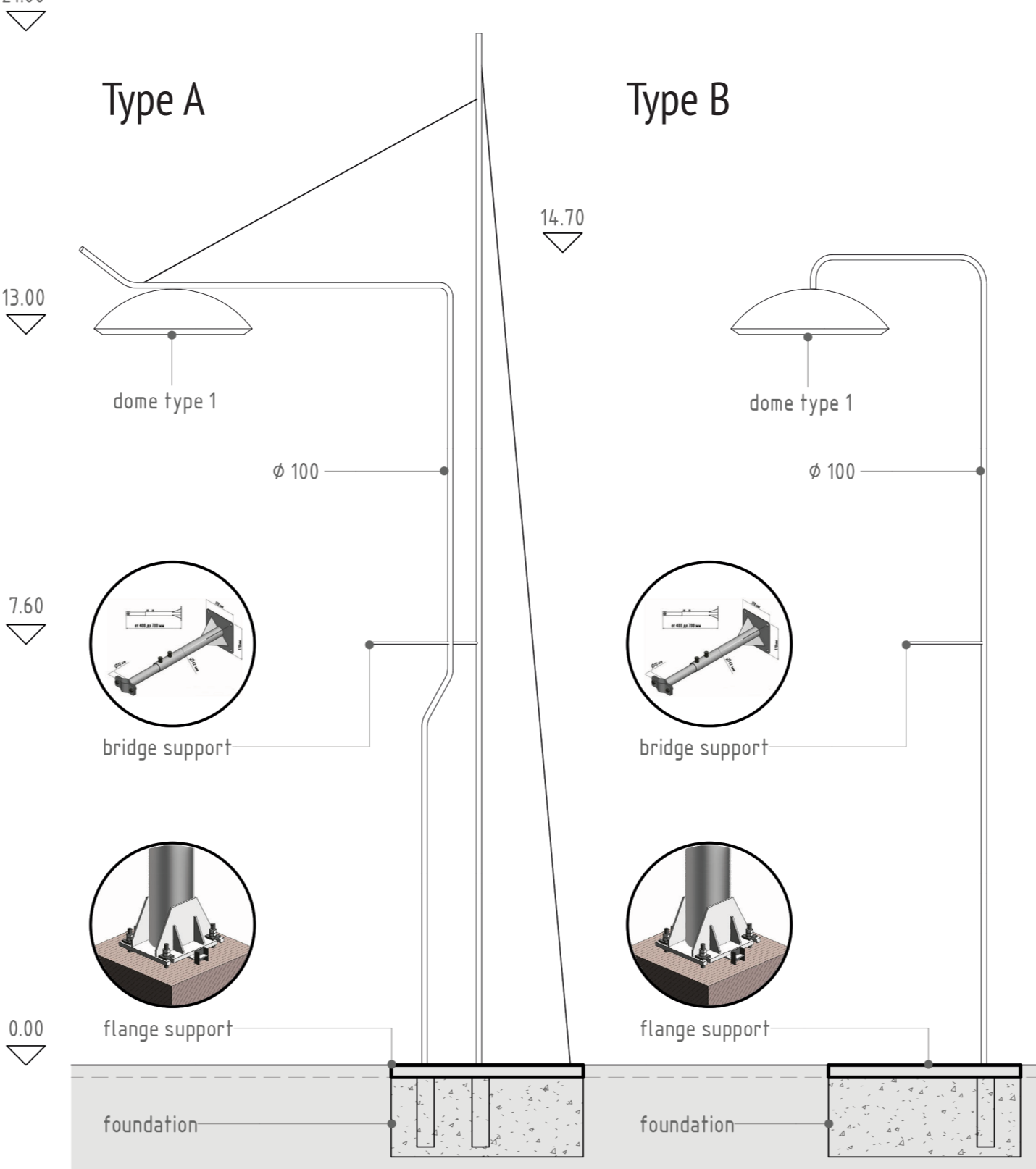


The choice of materials is determined by the historical subtext of the place. Lodi TIBB, a large industrial company that was engaged in the production of railway trains specialized in working with steel. Steel tubes were chosen as the material for the structure, for domes the material varies depending on the purpose. In combination with polished and translucent concrete used in furniture and floor decoration, a contrasting sound-absorbing material is used. Flex foam in blue named after Klein symbolizes the sky and water and works as an oppositional and softening material. Special patterns on the floor and walls are applied with paint for road signs.

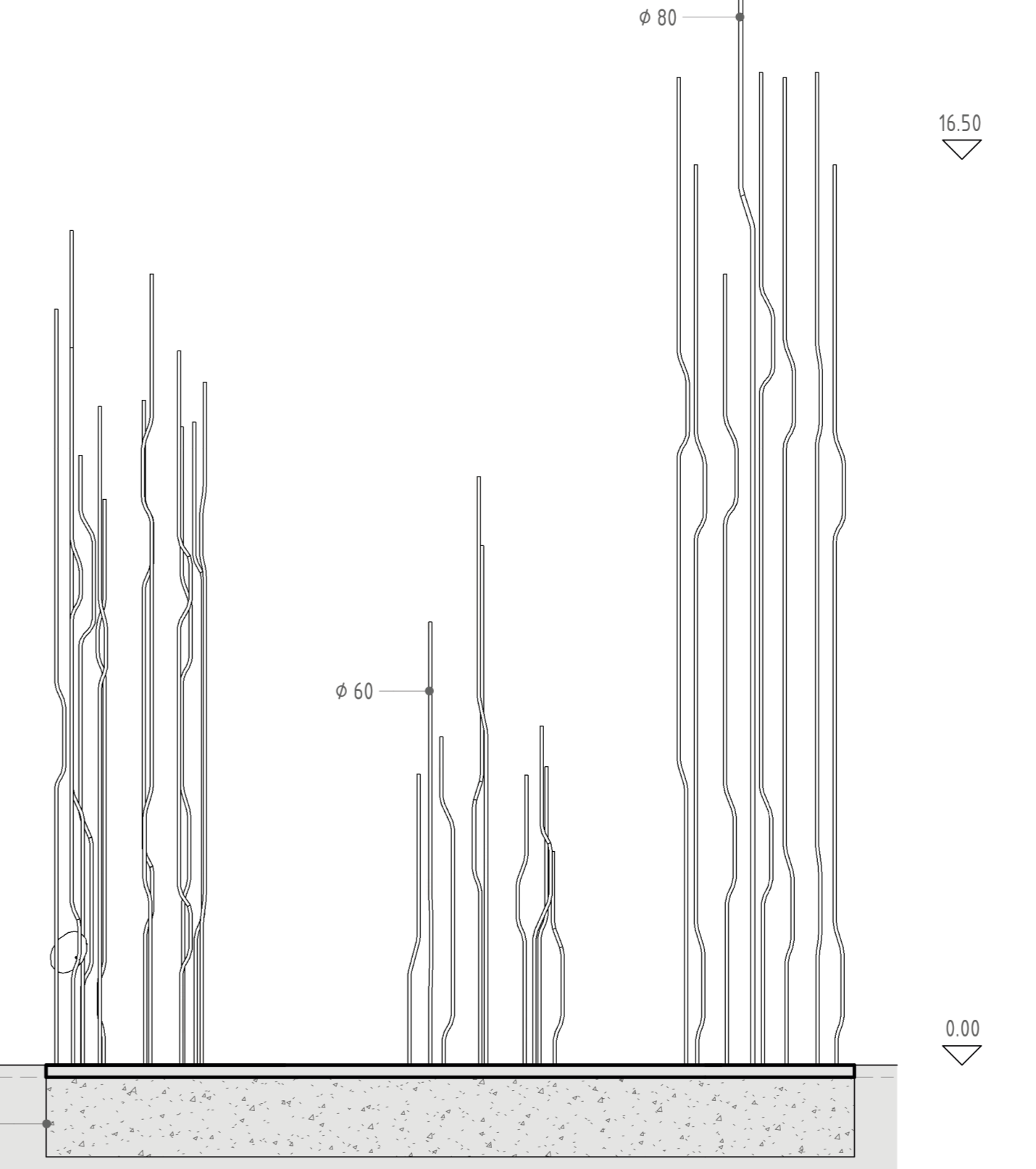
Exploded view & materials, 1:270



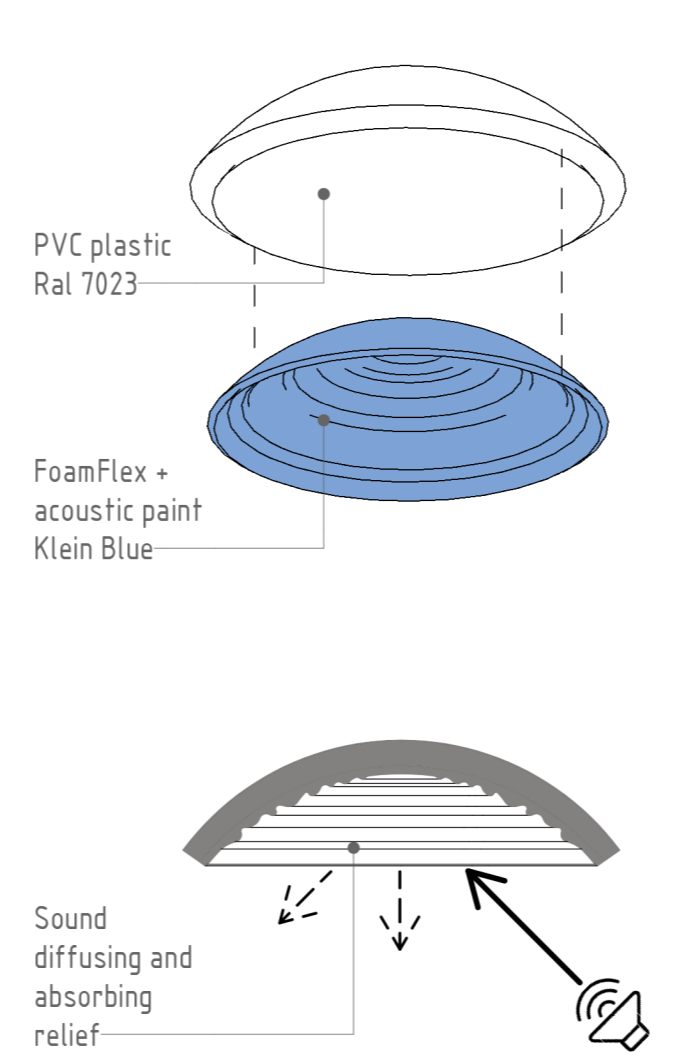
Supporting pole structures 1:100



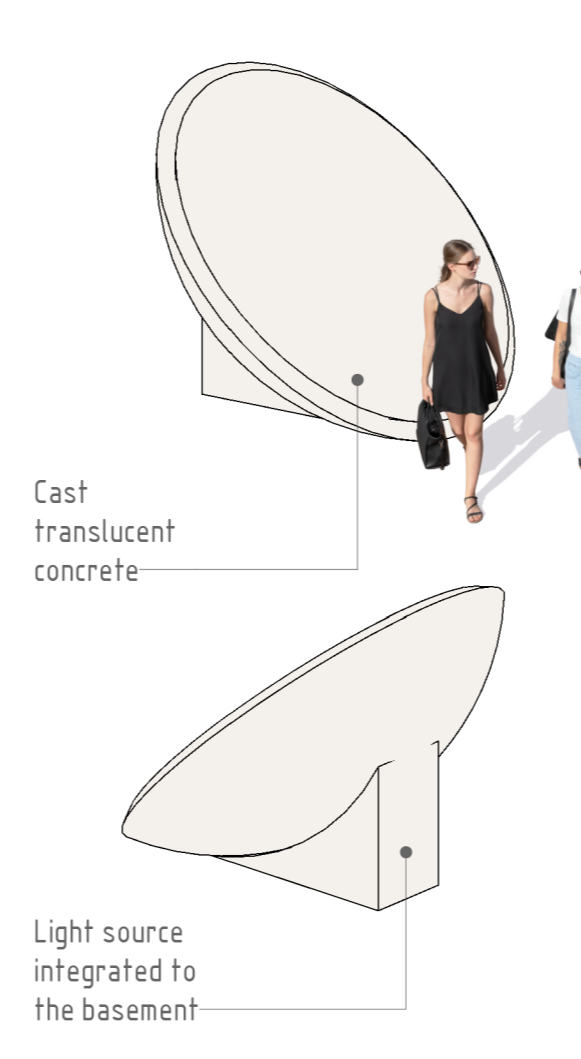
Decorative pole structures 1:100



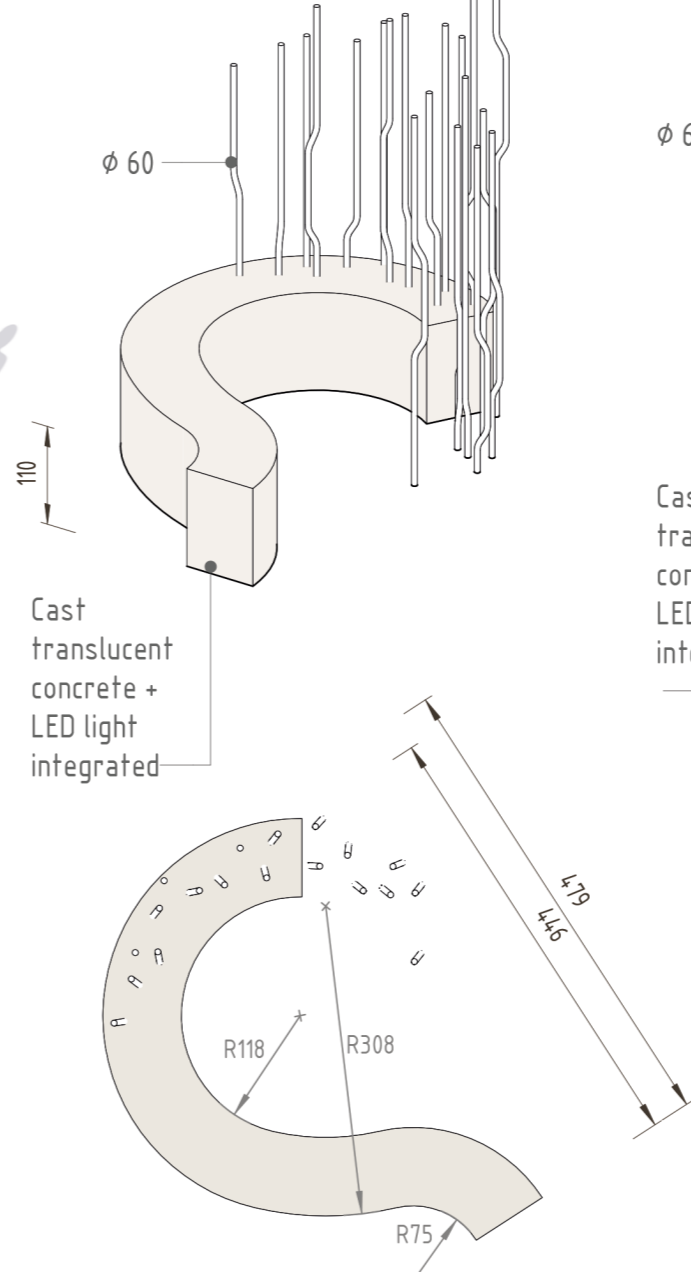
Dome type 1 1:50



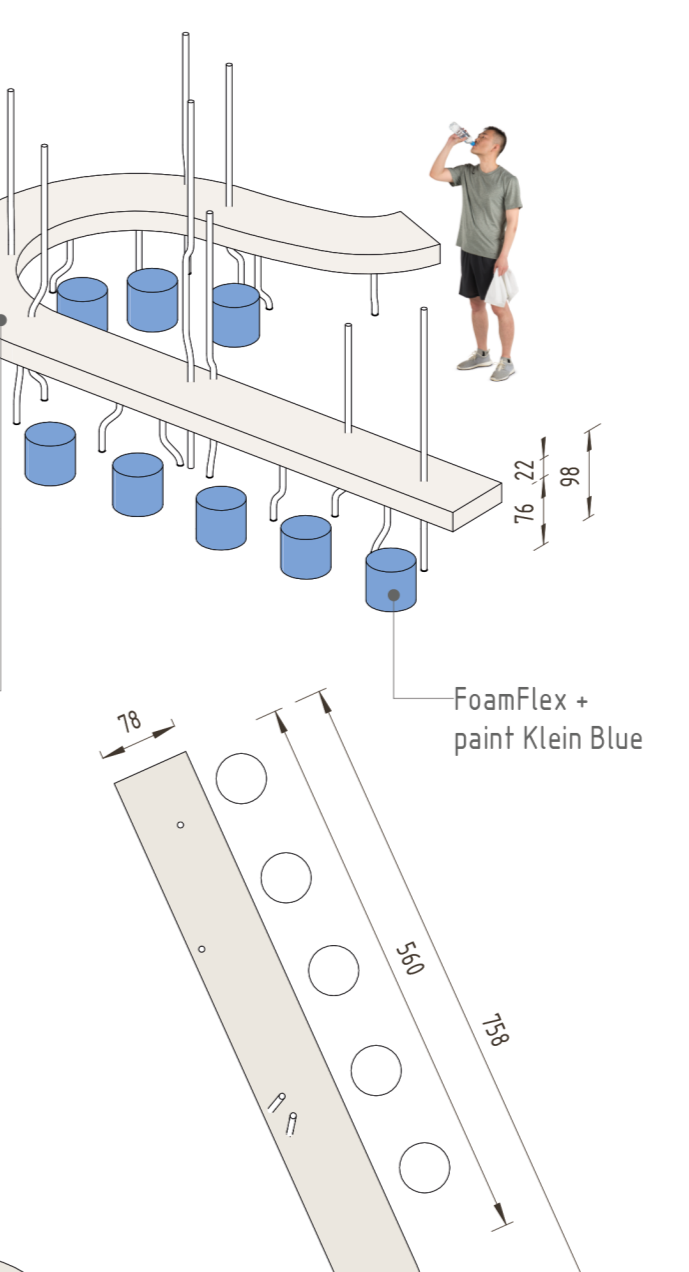
Dome type 3 1:75



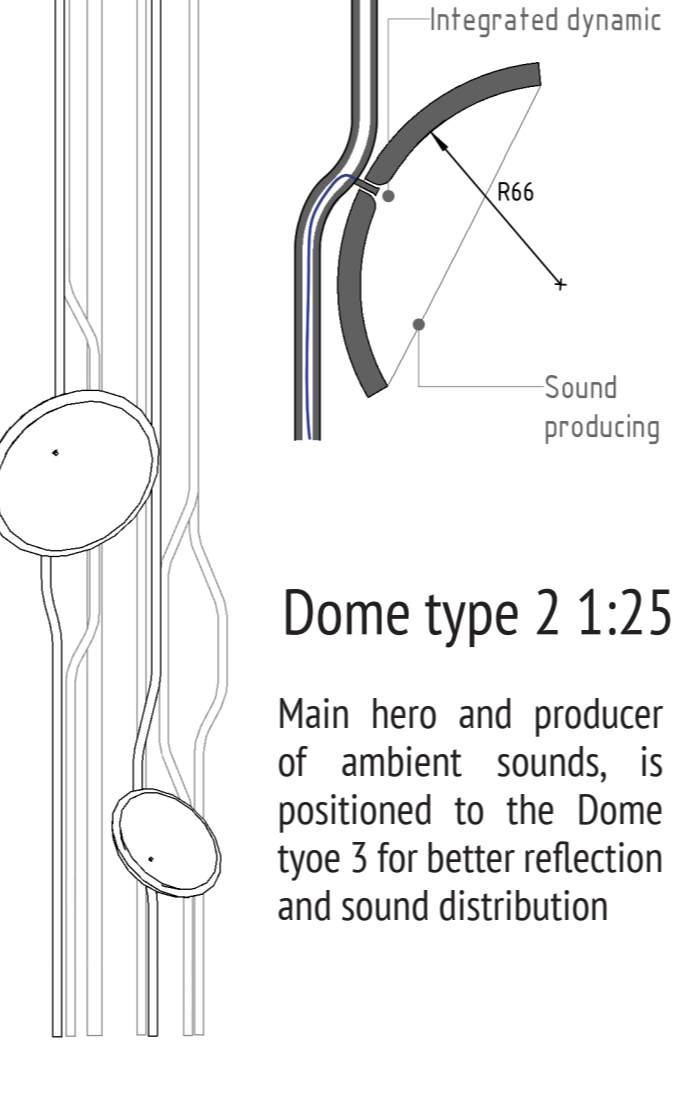
Bar / reception 1:75



Common table 1:75



Dome type 2 1:25



Common seatings 1:100

