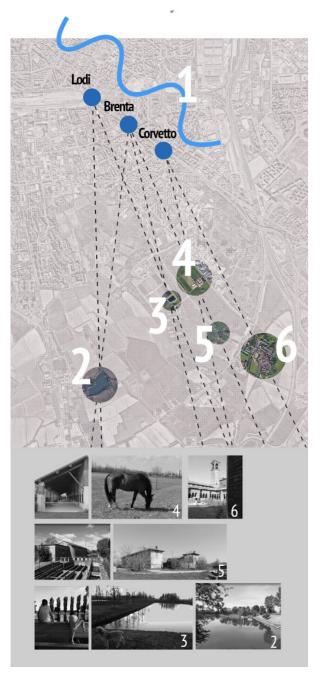


STRATEGY IMPLEMENTATION



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 it's lost environment

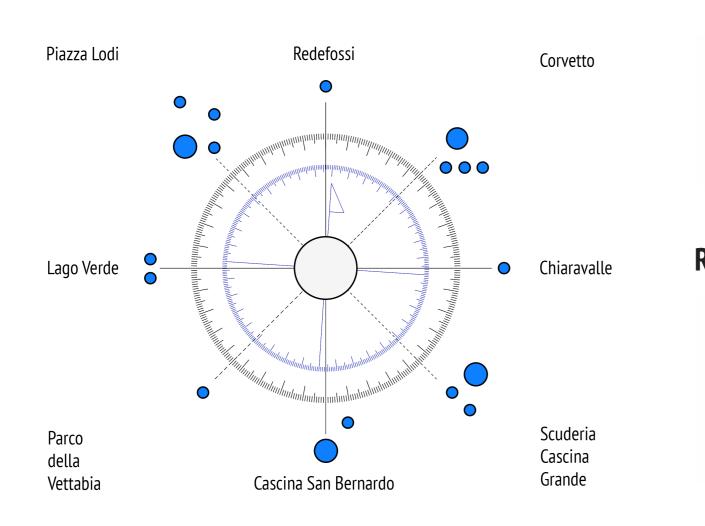


1 - Redefossi 2 - Lago Verde - Parco della Vettabia 4 - Scuderia Cascina Grande 5 - Cascina San Bernardo 6 - Chiaravalle



Sound compass

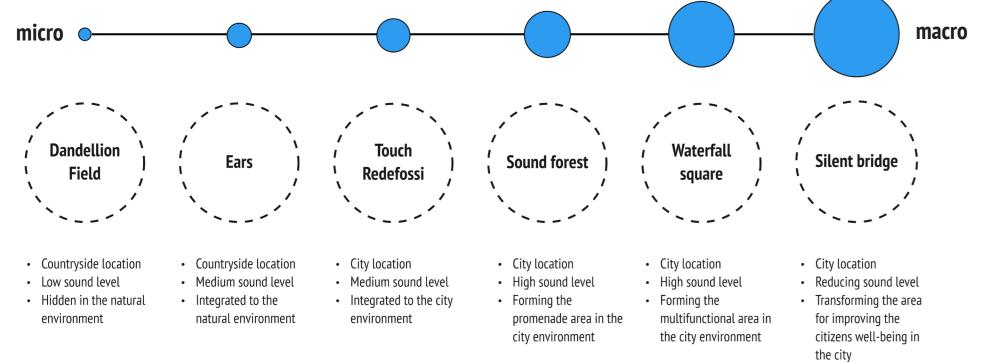
- romantic kind of navigation system, recreating sound of forgotten areas
- interactive points, that will allow people from different parts of the space to communicate and exchange
- decrease general street and metro sound pressure, by creating white noise and different kind of environment, more animal-friendly



PROJECT PREFIGURATION

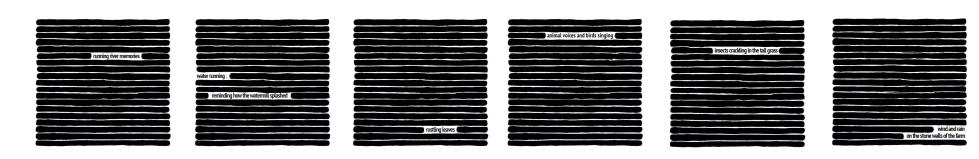
Scale distribution

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



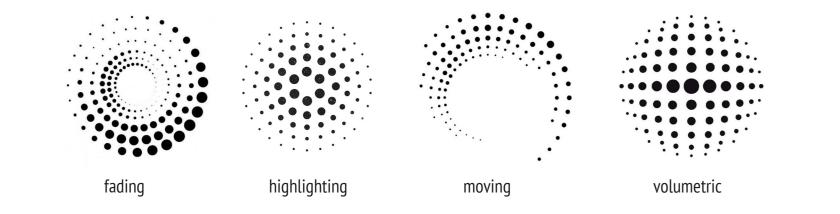
Sound scenarios

Each location is highligting 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 intencity of light. Movement - to the movement

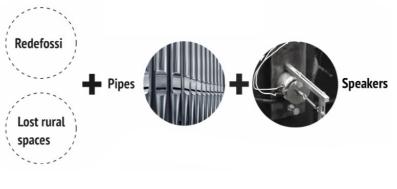






Today the Lodi-Corvetto mile appears as a densely populated area of the city, where everything is organized to meet the basic living needs of citizens. This urban environment was recently part of a completely different landscape - wide fields and agricultural lands were surrounding the transport artery 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



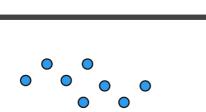
References





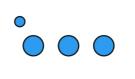
Andreu Alfaro 1986

David Byme 2008



Formed by very small design elements, looking like a kind of technological flowers, integrated to the field and shaping a focused with an object

Sensitive to the movement, the system switches on when the human or animal arrives to the localization of the sound. The aimed to those who stand in a close proximity experience is aimed to those who stand or



andellion Field

Design

sound cloud

sit on the ground

Formed by medium size design elements placed on the walls of the underground passage, filling the whole area with the

The sound is produced continuously during the metro working hours on the medium volume level. Sensitive to the touch, the system makes the sound stronger if someone puts his hand to the part of the



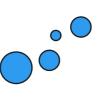
Waterfall Square

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 kiosks, benches and

Performance: The sound is produced continuously, even at night. It creates white noise, separating the silence and reduce noise pollution in the city zone from the loudness of the main area point

Single design element, medium in size located on a humans head high, standing alone and shaping a sound only for the one interacting

Sensitive to the movement, the system switches on when the human or animal gets close to the design object. The experience is



Design: Formed by elements of various size, the main sensation is about walking trough the artificial forest. The sound valley is shaped according to the existing natural fluxes. The forest is connecting the street with the underground. The installation includes signs on the floor and market tables and benches

Performance: The sound is produced continuously during the day from 8am to 11pm, on the mediumhiah level

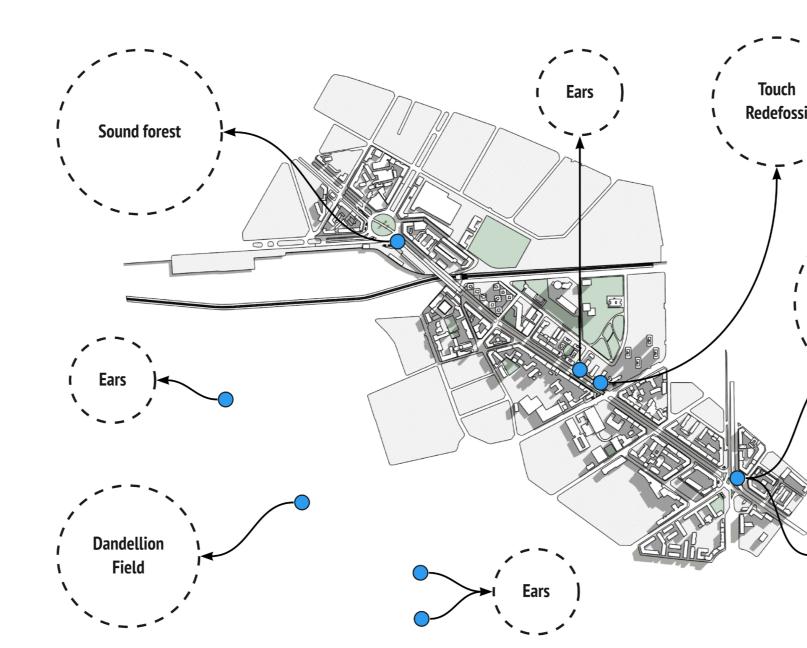


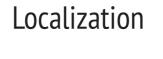
Silent Bridge Design:

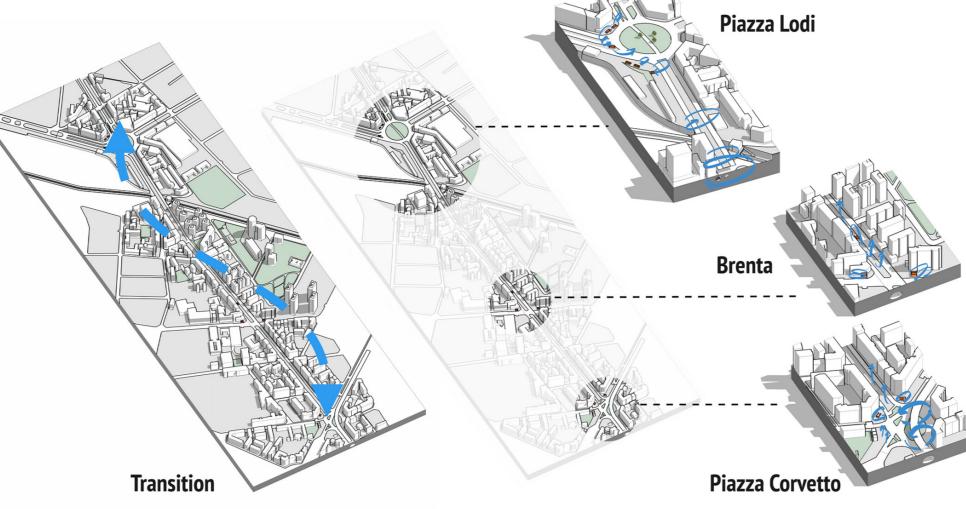
Formed by large and regular elements, fixed horizontally, the installation gives a new sensation to the whole area. This installation, even if connected to the waterfall square, is a separate object both in design and function

Performance: The sound is not produced at all, but well absorbed and mirrored in order to bring

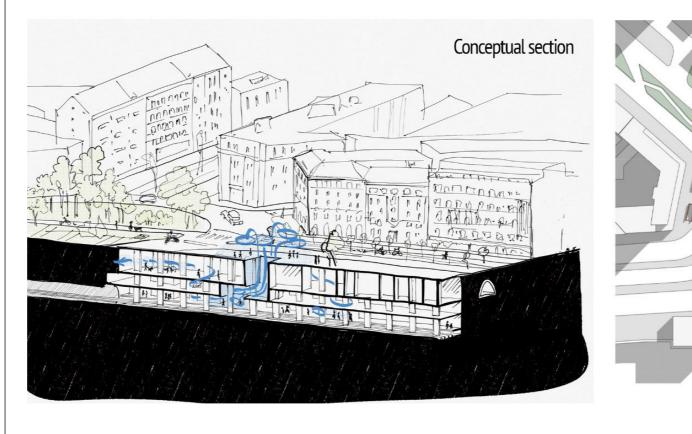
Spatial narration

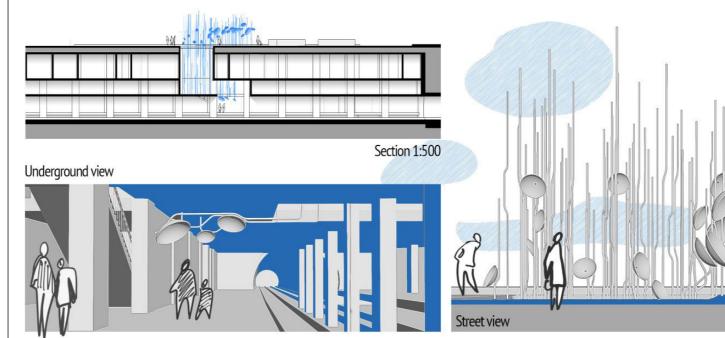






Sound Forest





DESIGN ELEMENTS

PROJECT DEVELOPMENT

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

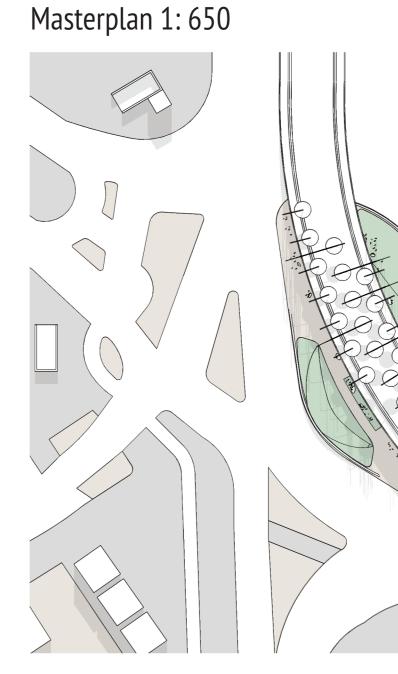
Design:

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

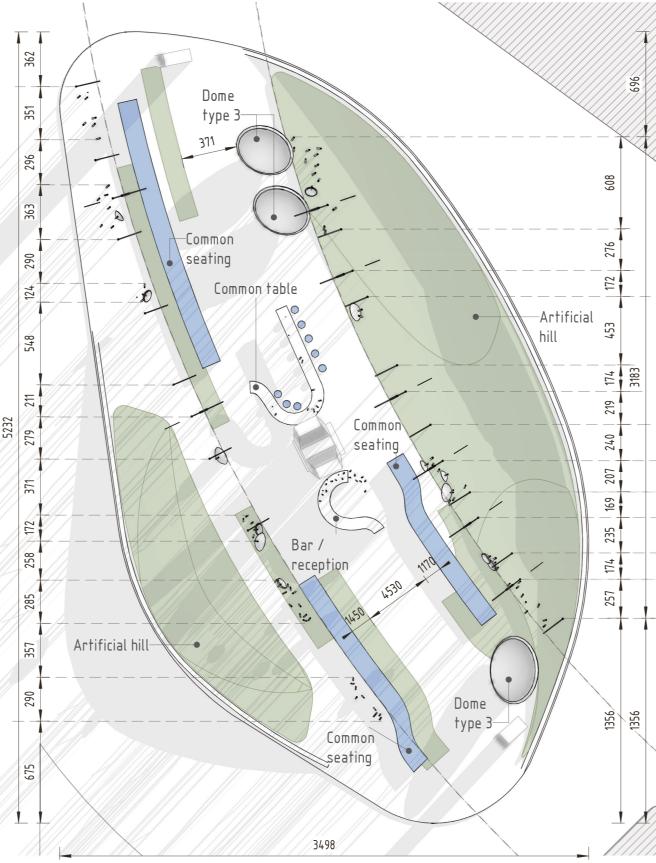
Performance:

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

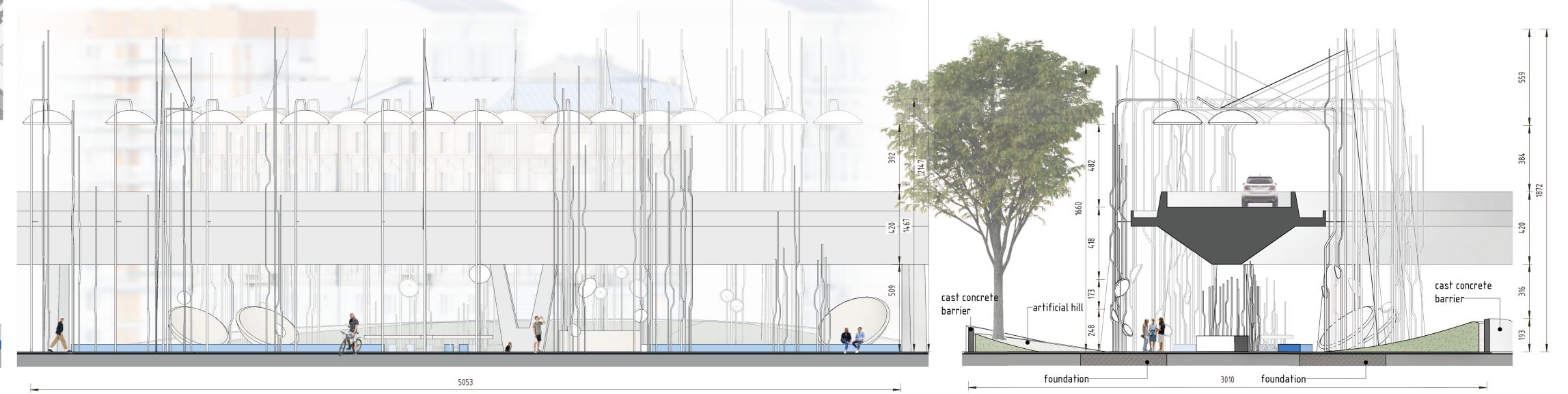


Bridge level layout 1: 250







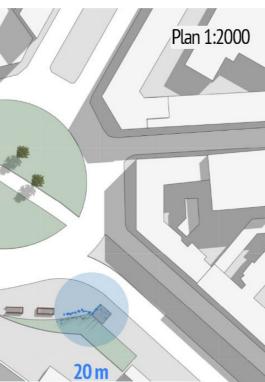


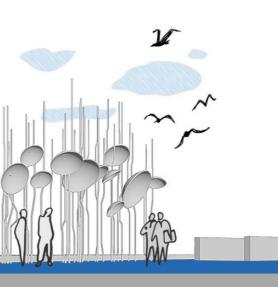
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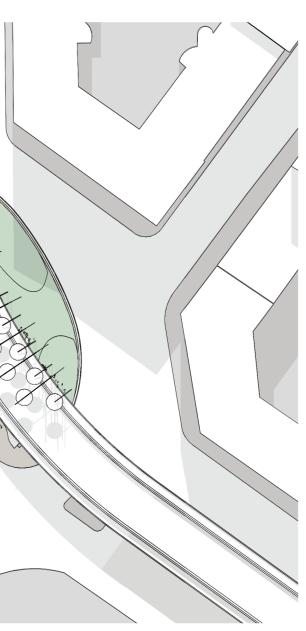
Waterfall square

`---'

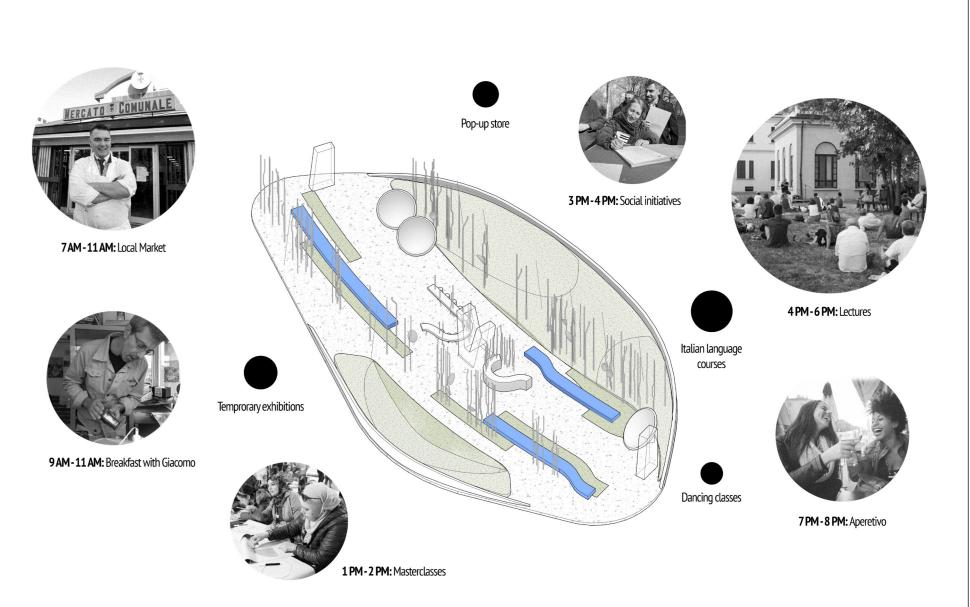
lent bridge



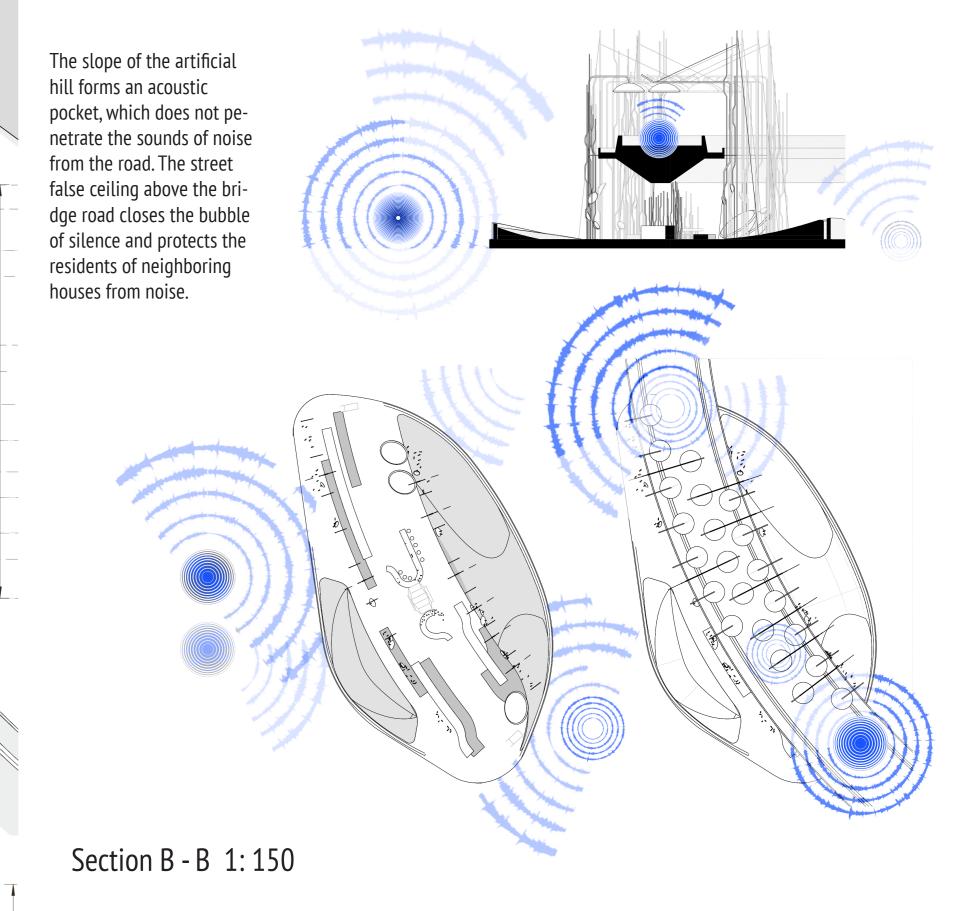




Communities day schedule



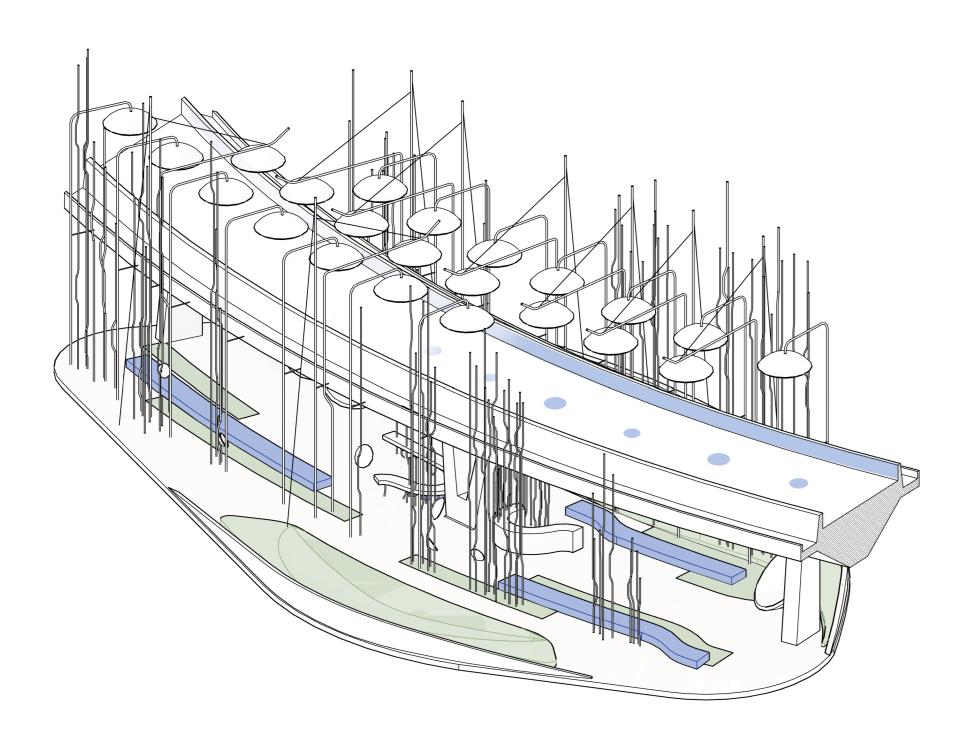
Sound performance



DESIGN INTERVENTION



Isometric view, 1:200

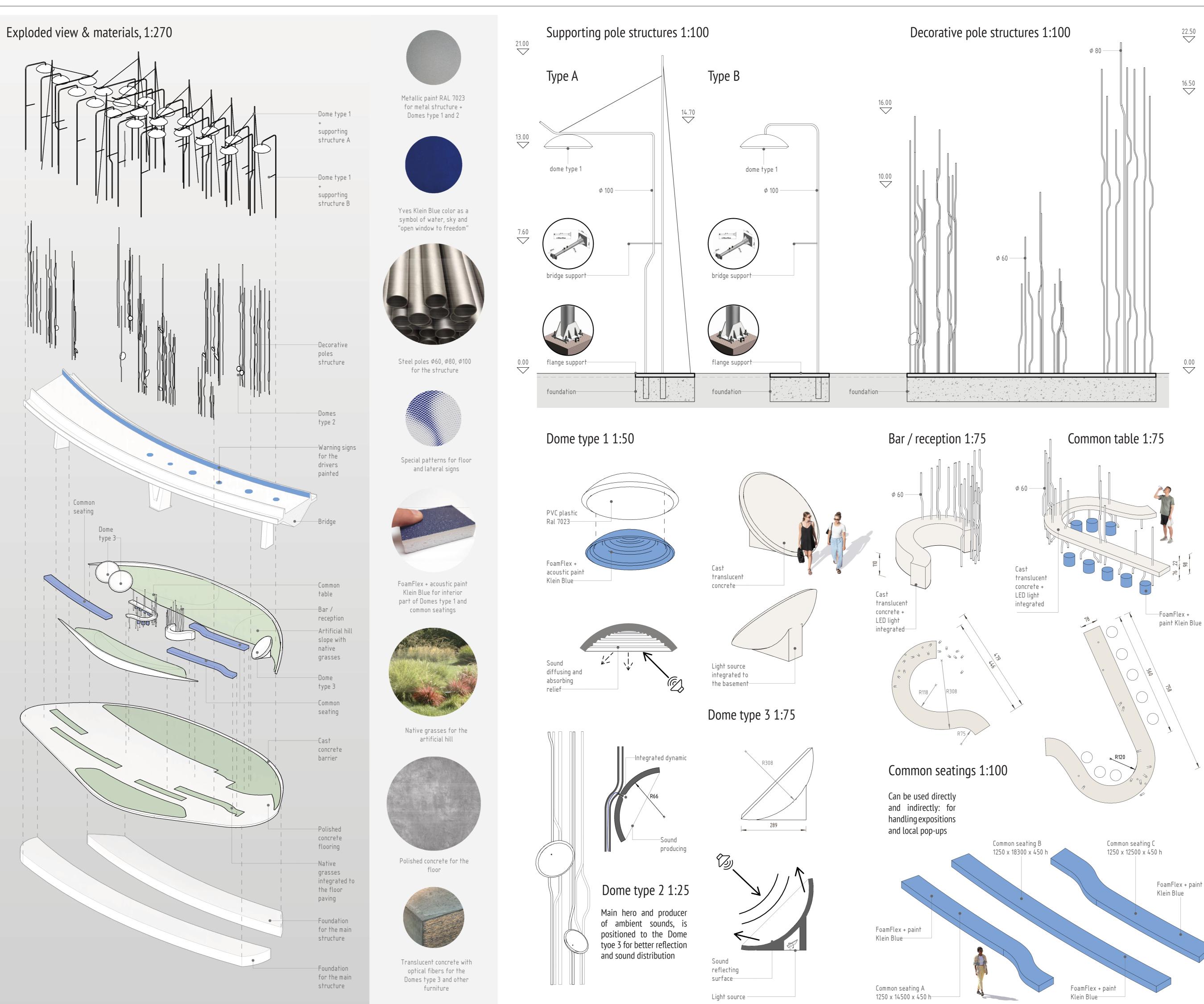


Project structure

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.



PROJECT DEVELOPMENT

Light source

Common seating A 1250 x 14500 x 450 h

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DESIGN INTERVENTION