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BE AMAZED

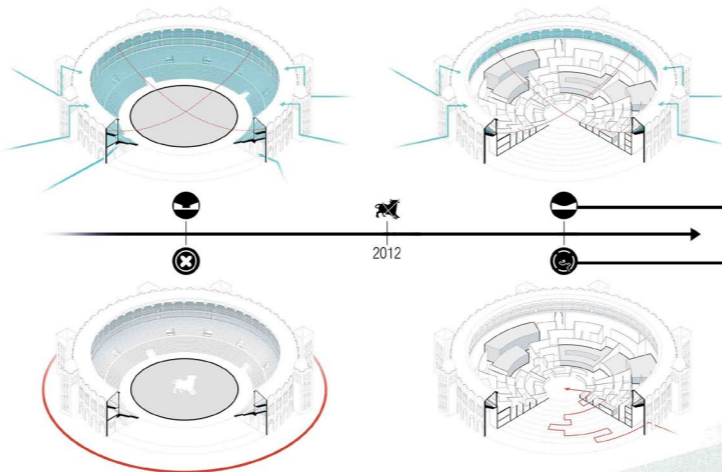
With the end of bullfighting, we propose the arena La Monumental to be once again the theater of an amazing spectacle. A unique experience, where the user becomes either spectator or actor of a place, which is reusing the current geometrical opposition between bench and stage, and merging with the imaginary line created by those.

Inspired by the myth of the Minotaur, another cultural representation of the fight between Man and Nature using the bull picture, the arena turns into a maze. Inside, one can lose himself according to his own will in a ramble through several atmospheres. These ambiances arise around nature and Hi-tech in spaces of both exposition and discovery, and revealed by the bend of the way. To preserve the visual comfort, the optical games of glass walls and transparent screens allow people to enjoy the whole volume, inviting them to let themselves go to exploration. However, like Theseus in the myth, wires of Arienne are there for guidance among the different functions hosted in the labyrinth.

This warren is also the opportunity to offer an original vision of distribution spaces, no more as a space that would only guide users to services, but as a space where it is possible to discover new experiences through the new curves. In this way, the maze and its functions become a space of evasion, a shelter from the city, where relaxation, knowledge, discovery and experimentation merge.

La Monumental is a true Arena, a space designed to host events that can be watched and listened in the best conditions. The strong circular shape and the slope of the stands are key features that recall this main function.

We want to play with these elements, and imagine a space that would follow the same shape and meaning. The curves of our project separate two very different spaces. Above the curve are the spectators, and underneath are the actors, those who want to play and maybe even defy the Minotaur inside the maze.



La Monumental was an enclosed space. The wide arches of the outer facade are obstructed, which seems as a necessity when you need to control the entrance for a particular event. What could be a porous skin becomes a real frontier between the city and the space of the arena.

Our project aims at gaining in permeability, while maintaining the sense of a shelter, protected from the streets, and the city. To reach this goal, we imagine a series of layers, that allow for a progressive journey from the noisy streets to a quiet inside park. Those layers find their concretisation in the shape of a maze. This maze is paradoxically a way to escape from the day-to-day life, a space where you can relax in a wellness center, or be transported in other worlds in the library or the cinema.

