building common spaces

orizzontale

Orizzontale are an architects' collective based in Rome whose work crosses the fields of architecture, urbanism, public art, and DIY practice. Orizzontale since 2010 has been promoting projects of common relational spaces, giving form to both dismissed and unseen images of the city. These projects have represented the ground for experimenting new kinds of collaborative interactions between city dwellers and urban commons as well as occasions to test the boundaries of the architectural creation process.

Orizzontale has developed projects in Italy, Spain, Germany, Austria, Greece, Ukraine, Portugal, Netherlands. "8 ½", the mobile theatre designed by orizzontale in 2014, was awarded the international prize of Young Architects Program("YAP MAXXI 2014") by MAXXI Museum and MoMA PS1. In 2018 at the Venice Biennale, orizzontale is awarded the "Young Talent of Italian Architecture 2018" by the National Council of Architects, which rewards the best Italian under 35 practice.

PROJECTS (selection)

2019	*Monowe, the powder room with Ludovica Carbotta* - exhibit design for Biennale Arte di Venezia (Venezia, Italy)
	Monowe, the terminal outpost with Ludovica Carbotta - exhibit design for Biennale Arte di Venezia (Venezia, Italy)
	Monowe with Ludovica Carbotta - exhibit design for Fondazione Sandretto Re Rebaudengo (Torino, Italy)
	Playground - urban game curated by MAXXI Museum and Eccom - Idee per la cultura (Roma, Italy)
	Perestello 4.0 - with Netherlands Embassy in Rome (Roma, Italy) - on going
	Prossima apertura - urban and landscape design for Largo della Comunità Europea (Aprilia, Italy) - on going
	Parco Schuster - setting for a temporary festival (Roma, Italy) - on going
	Mancio - urban renewal Piazza Mancini (Roma, Italy) - on going
	Ricettario - exhibit design for Baia Blanca cultural center (Cuneo, Italy)
	Mudchute - Midterm workshop for Unit 2 of The Cass - London Metropolitan University (Belmonte Calabro, Italy)
2018	*Ostia Autumn School* - workshop organized by Associazione Italiana di Architettura e Critica
	Around - stage for Enel Energy Tour
	Eterotopia - international workshop (La Maddalena, Italy)
	AgorHUB - construction workshop with Acropoli, Campomarzio, Fakt and Sara Favargiotti (Trento, Italy)
	Effimero - workshop with Archistart and Fratelli Parisi (San Cataldo, LE, Italy)
	Wonder Living Room - workshop with La Rivoluzione delle Seppie and London Metropolitan University (Belmonte, CS, Italy)
	India Estate - setting for a temporary club (Rome, Italy)
	On Air - setting for a temporary club (Rome, Italy)
	Outdoor festival "Heritage" - exhibit design (Roma, Italy)
	Mulino - i satelliti dell'A.R.C.A. - construction workshop with Zooart Festival and Politecnico di Torino (Cuneo, Italia)
	Giardino dell'Ex-Sugherificio - landscape project with Caretto&Spagna, New Patrons Programme curated by a.titolo (Ploaghe, SS, Italy)
2017	*Luogo comune: Perestrello 3.0 - Iceberg* – urban reactivation and construction workshop (Rome, Italy)
	Ars Imago - interior design - 2nd part (Rome, Italy)
	Urbanauts' Units - installation for RAUM Berlijnplein (Utrecht, Netherlands)
	Crossing Belmonte - workshop with the refugee centre of Amantea and the London Metropolitan University (Belmonte, Italy)
	Riverpark - setting for temporary club (Roma, Italy)
	Barricata [xyz] - installation for FARM CULTURAL PARK (Favara, Italy)

Blur - exhibit design for Nomad Design at Milan Design Week 2017 – BASE Milano (Milano, Italy)
A.R.C.A. - nomadic pavilion for ZOOART Festival (Cuneo, Italy)
#unfuturomaivisto - exhibit design for Fondazione con il Sud (Rome, Italy)2016

2016 *Leporello* - interior design (Rome, Italy)
Prossima apertura - competition for urban renewal promoted by MiBACT and CNAPPC (Aprilia, Italy)
Ars Imago - interior and furniture design (Rome, Italy)
Monowe (The City Museum) - collaboration with Ludovica Carbotta for Premio Maxxi 2016 (Rome, Italy)
Casa do Quarteirão - community building project (Ponta Delgada, Azores, Portugal)
ΠΑΓΚadds - construction workshop for Ecoweek Festival 2012 (Agios Nikolaos, Greece)
Frame - setting for Altrove street art festival (Catanzaro, Italy)
Villa Figulinas - New Patrons Initiative with a.titolo (Florinas, SS, Italy)
Twins - installation for Ammirato Culture House (Lecce, Italy)

2015 *Misticanza* - product and furniture design
New Life for Markets - furniture for temporary events in various food market (Rome, Italy)
Crepidoma - setting for Agenzia Nazionale Giovani at Tempio di Adriano (Rome, Italy)
Replica#2 - stage for private event (Diaccialone, GR, Italy)
Spin Off - setting of the 2015 Steirischer Herbst Festival centre (Graz, Austria)
Mudyi - Mukanda Festival (Vico del Gargano, FG, Italy)
Casa MV - interior design (Rome, Italy)

2014 *Speaking Corner* - construction workshop for New Generation Festival (Florence, Italy)
Replica#1 - project of an outdoor foyer (Porta Portese Theatre, Roma)
Square Game - construction workshop for Fondazione Perugiassisi (Perugia, Italy)
Do it together - construction workshop at Manifatture Knos (Lecce, Italy)
Osthang Project - International Summer School (Darmstadt, Germany)
8 ½ - Young Architects Program Maxxi 2014 (Maxxi Museum, Rome, Italy)
ΠΡΟΓΡΕСС Revitalization of the Telichka - construction workshop for CANactions Festival (Kiev, Ukraine)
Costruire Largo Milano - public space project for ZAC/Zone Artistiche Condivise (Cinisello Balsamo, MI, Italy)
Nativ-E - interior design for White Gallery Boutique (Rome, Italy)
Stazione SanBa - construction workshop for SanBa public art project (Rome, Italy)
WAARK - construction workshop (University of Florence, Italy)
Mobile relational devices. Pimp my cart - construction workshop for IED Factory (Rome, Italy)

2013 *Intercity notte* - interior design for Impact Hub (Florence, Italy)
Backroom - interior design (Rome, Italy)
Habitat - installation for Premio Federico Maggia 2013 at Fondazione Sella (Biella, Italy)
Spazio Pubblico On Demand - exhibition for Biennial Public Space 2013 (Rome, Italy)
Pop up device - installation at EME3 Festival (Barcelona, Spain)
Docks - setting for a temporary club (Rome, Italy)
ESC atelier - stage for events (Rome, Italy)
Piazza dell'Artigianato #0 - installation for Green Industrial Space (Padova, Italy)

2012 *S.O.S. Spazio Open Source (KIUI Project)* - public space project for BabelBabel Festival (Rome, Italy)
Red Carpet - construction workshop of a mobile relational device at Nuovo Cinema Palazzo (Rome, Italy)
Gondwana - installation for FestarchLab 2012 (Terni, Italy)
UP - construction workshop for Ecoweek Festival 2012 (Rome, Italy)

2011 *Libero Mercato (Atto Pubblico#3, KIUI Project)* - temporary event and installation (Rome, Italy)

Open Bricolage (Atto Pubblico#2, KIUI Project) - temporary event and installation (Rome, Italy)
Eco Agro Cult Urbano (Atto Pubblico#1, KIUI Project) - temporary event and installation (Rome, Italy)
Orto mobile - mobile installation (Bologna, Italy)
Crucivurbe - ludic intervention in public space (Rome, Italy)
Perestrello 2.0 - public space project (Rome, Italy)

2010 *Workwatching* - temporary installation in public space (Rome, Italy)
Le Orecchie di Giussano - pop-up square (Rome, Italy)

PUBLICATIONS

2018 *Iceberg* - Area, octobre 2018 (web)
'Sailing' in the new city - Design Detail, July 2018, Vol.5, Issue 51, India
Orizzontale: "Sperimentiamo interazioni tra cittadini e beni comuni urbani" - Domus, may 2018 (web)
Osthang project - L'Architettura del Paesaggio Vol. 35, Firenze

2017 *Walk and Talk in Portugal,* Team Design Detail in Design Detail December 2017, Vol.4, Issue 44, India
Italian Stories (8 ½), Luca Molinari - Area n.155, Milan, Italy
Costruire Largo Milano-Open Bricolage - Tactical Urbanism Vol.5 Italy curated by Paola Bazzu, Valentina Talu, The Street Plan Collaborative, USA
Spin off – A retro spin, Soumya S. Warrier, Design Detail April 2017, Vol.4, Issue 36, India
Do it yourself, do it together, Gianpiero Venturini, Platform – architecture and design n. 12–2017, Italy
Challenging the hidden potential of the city in ECOWEEK: The Book #1: 50 voices for sustainability , by Elias Messinas , Dan Price, Greece
Exhibition catalogue - Invisible Architecture, Silvana Editoriale, Milan, Italy

2016 *Casa do Quarteirão - Die Transformation der Stadt betreun*, Carl Fingerhuth, werk, bauen+wohnen 12-2016, Switzerland
orizzontale profile - 100 storie di creatività 2016 curated by Regione Lazio, Italy
8 ½ - Happening 2 curated by Frame Magazine, Netherlands
Casa do Quarteirão - Werk, bauen+wohnen, Switzerland
8 ½ - Upcycling, A&C Magazine n.423/2016, South Korea
Casa do Quarteirão - DAMn Magazine n.58/2016, Belgium

2015 *Exhibition catalogue - Steirischer Herbst Festival 2015*, Austria
Exhibition catalogue - Is architecture working for you?, Eme3, Spain
Osthang Project - Building the city together, raumlabor editor, Germany
8 ½ - in Watch Out! - Public Art Collection, Sandu Publishing, China

2014 *Osthang Project* - Experiments in a+u n.531/2014, Japan
Speaking Corner - Capire il futuro, L'architetto n.22/2014
8 ½ - Un premio Orizzontale, Il Manifesto 3/7/2014
Exhibition catalogue - Eme3, Spain
Gondwana - Urban beauty by A. Lambertini, Compositori editore, Italy

2013 *Gondwana* - Interventi di agopuntura urbana attraverso Piccole Opere Pubbliche in L'Ufficio Tecnico 9/2013
Pop-up device - Eme3: altres formes de fer ciutat", El País 27/6/2013
S.O.S. Spazio Open Source - Nella periferie i colori degli architetti, Il Messaggero 07/05/2013

2012 *KIUI Project* - Arquitectura Y PUNTO Anno II n. 15, Mexico
S.O.S. Spazio Open Source - Autocostruzioni o degli ultimi spazi del progetto by A.Giancotti, Prospettive Edizioni, Italy
KIUI Project - AlterArchitectures Manifesto, Eterotopia Infolio, France
S.O.S. Spazio Open Source - Soluzione Orizzontale, Il mensile di Paese Sera, Anno II n. 6

TALK / LECTURES

2018   19/11 Orizzontale e Parasite 2.0, "I lunedì dell'Architettura", IN/ARCH, Rome, Italy
17/10 Little Italy Open Lab, MART, Trento, Italy
08/10 Brave New World, round table with Assemble, British Academy,, Rome, Italy
09/09 Post Disaster Rooftops, Taranto, Italy
06/09 RESIDUI | 03, L'Aquila, Italy
10/07 Paesaggi solidali, University of Reggio Calabria, Italy
15/06 Open talk at Open Design School, Matera, Italy
26/05 Genealogia, conversation with Gianluca Peluffo, Milano Arch Week, Milan, Italy
08/05 L'utopia nelle piccole azioni, Sapienza University, Roma, Italia
04/05 Marseille-Athens "the no-chart trip", French Pavilion, Biennale di Venezia, Italy
28/04 ITmakES, Iaac Institute for Advanced Architecture of Catalonia, Barcelona, Spain
19/04 The Cannibal's Cookbook, conversation with Brandon Clifford and Johanna Lobdell, Leporello, Rome, Italy
22/03 La riscrittura dei paesaggi per nuove comunità, round table, Sapienza University, Rome, Italy
15/03 Arte Ricerca Comunità Abitare, Polytechnic University of Turin, Turin, Italy
01/03 Who cares?, London Metropolitan University, London, England

2017   01/12 Crowdlab: Spazio Pubblico, Prato al Futuro, Prato, Italy
28/11 Periferie: Società, Identità, Paesaggio, Fondazione Ordine Architetti di Genova, Genoa, Italy
24/09 Speaking Corner, New Generations Festival 2017, Rome, Italy
15/06 We need to talk: on the young architect's paradox, Milano Arch Week, Milan, Italy
26/05 La città come casa, Architettura in città 2017, Turin, Italy
29/04 Opp festival – Energie U18, Farm Cultural Park, Favara, Italy
12/04 Time for impact, Casa dell'Architettura, Rome, Italy
06/04 In contest, Superficial studio, Milan, Italy
05/04 Living temporary and small size, BASE Milano, Milan, Italy
02/04 Architettura da favola, Scuola Holden , Turin, Italy
23/03 Passato Presente Futuro, for the exhibition Architettura Invisibile, Rome, Italy
03/03 Building Commun(c)ities, Spazio EN, Piacenza, Italy
01/02 Progettare l'A.R.C.A. – Arte Ricerca Comunità Abitare, Politecnico di Torino, Turin, Italy

2016   01/12 Città come cultura, Maxxi Museum, Rome, Italy
06/10 IED Square 2016, Rome, Italy
02/08 Architettura sociale , XXVI Seminario di Architettura e Cultura urbana, University of Camerino, Italy
20/07 O lugar do efémero. Arquitetura no domínio público, Walk&Talk Festival, Ponta Delgada, Azores
10/07 Ecoweek Crete 2016, Agios Nikolaos, Greece
30/05 Beyond the building, University of Arkansas , Rome, Italy
12/04 Re-Act. Tools for urban reactivation, Fondazione Exclusiva , Rome, Italy
18/03 Open studio, Real Academia de España , Rome, Italy
26/02 Do it together architecture for common spaces, Creative mornings, Turin, Italy
20/02 The city we need: open for art, United Nations Conference, Habitat III, Alghero, Italy

2015   21/12 Costruire lo spazio comune, Sapienza University of Rome, Italy
23/11 #doittogether, New Generations Festival 2015, Genoa, Italy
03/11 Inside stories, University of Florence, Italy
21/10 Is architecture working for you?, roundtable at EME3 Festival, Barcelona, Spain
07/05 Do it together architecture, PoliMi, Milan, Italy
19/04 Do it yourself architecture for common spaces, Nevicata 14, Milan, Italy

2014   01/12 Due esperienze di partecipazione, Casa dell'Architettura, Rome, Italy
30/11 Soapbox Lecture, New Generations Festival, Palazzina Reale, Florence, Italy

07/11 Cityscape, Potenza, Italy
27/10 TEMPORIUSO. Manuale per il riuso temporaneo di spazi in abbandono, in Italia, Rome, Italy
19/09 Ombre d'Artista, Salerno, Italy
18/09 DUExVENTI, Ordine degli Architetti, Turin, Italy
25/07 The City as a Sphere for Action, Symposium at Osthang Project, Darmstadt, Germany
17/05 DIY for common spaces, Symposium at CANactions Festival, Kiev, Ukraine
04/05 Spazi d'artificio. Dialoghi sulla città contemporanea, University of Rome, Italy
20/04 XI Taller Social Latinoamericano, University of Managua, Nicaragua
04/04 La città materiale. Campionario per il futuro spazio urbano, Future Film Festival, Bologna, Italy
24/01 Kick-off Osthang Project, TU Darmstadt, Germany

2013   16/12 DIY architecture for common space, Roma Tre University, Italy
17/12 Uno spazio extraORDINARIO, Master in Urban Interior Design, PoliMi, Milan, Italy
03/09 Spazio Pubblico On Demand, opening exhibition, Casa dell'Architettura, Rome, Italy
06/06 Natura dello spazio pubblico e rivitalizzazione urbana, roundtable at MACRO Museum, Rome, italy

15/04 DIY architecture for common spaces, Sapienza University of Rome, Italy
10/04 Erasmus + 2014-2020, Palazzo Vecchio, Florence, Italy
15/03 Autocostruzioni, presentation of the book by A. Giancotti, Roma Tre University, Rome, Italy

2012   11/12 Do it yourself architecture for common spaces, School of Design, PoliMi, Milan, Italy
03/12 Urban Talks. L'architettura per l'altro 99%, roundtable at IN/ARCH Lazio, Rome, Italy

EXHIBITION

2019   *NIB-Progettare l'Italia* - curated by Luigi Centola, Macro, Roma

2018   *Iceberg Marranella* - curated by Fay Darmawi at SF Urban Film Fest, San Francisco, USA

2017   *Nomad Design* - Milano Design Week 2017 - curated by BASE Milano, Milano, Italy
Invisible Architecture - curated by Rita Elvira Adamo at Museo Carlo Bilotti, Rome, Italy

2016   *Abitare minimo* - curated by M. Spadoni e N. Galeazzi at Villa Alba in Gardone Riviera, Brescia, Italy
CONTROCAMPO. Gli architetti italiani ci mettono la faccia - curated by L. Molinari e A. Benetti at Spazio FMG, Milan, Italy
Misticanza - curated by Altrove for Catanzaro Design Week, Catanzaro, Italy

2015   *NIB 2014 - New Italian Blood*, itinerant exhibition
Is architecture working for you? - EME3 festival 2015, Barcelona, Spain
Arte e Design - Gallery of Art Temple University, Rome, Italy
Spazio Pubblico On Demand - Arkansas University, Rome, Italy

2014   *YAP 2014* - at MoMA (NYC), MAXXI (Rome), MMCA (Seoul), Constructo (Santiago Chile), Istanbul Modern (Istanbul)
2004–2014. Opere e progetti del Museo di Fotografia Contemporanea - Triennale di Milano, Milan, Italy

2013   *Piazza dell'Artigianato #0* - The Museum of Arte Útil by T. Bruguera, Van Abbemuseum, Eindhoven, Netherlands
TOPIAS. Utopias becoming real - EME3 Festival, Barcelona, Spain
Spazio Pubblico On Demand - Biennial of Public Space 2013 at Casa dell'Architettura, Rome, Italy

interaction

Gondwana
FestArch Lab, Terni, Italy (2012)

Gondwana, starting from this closed figure, breaks into the urban space generating a different and new place every time, according to the imagination and the will of the inhabitants.

Gondwana is a special stage. A mobile archipelago of wooden platforms, which comes in different shapes, dimensions and colors, it invades the square with endless configurations.
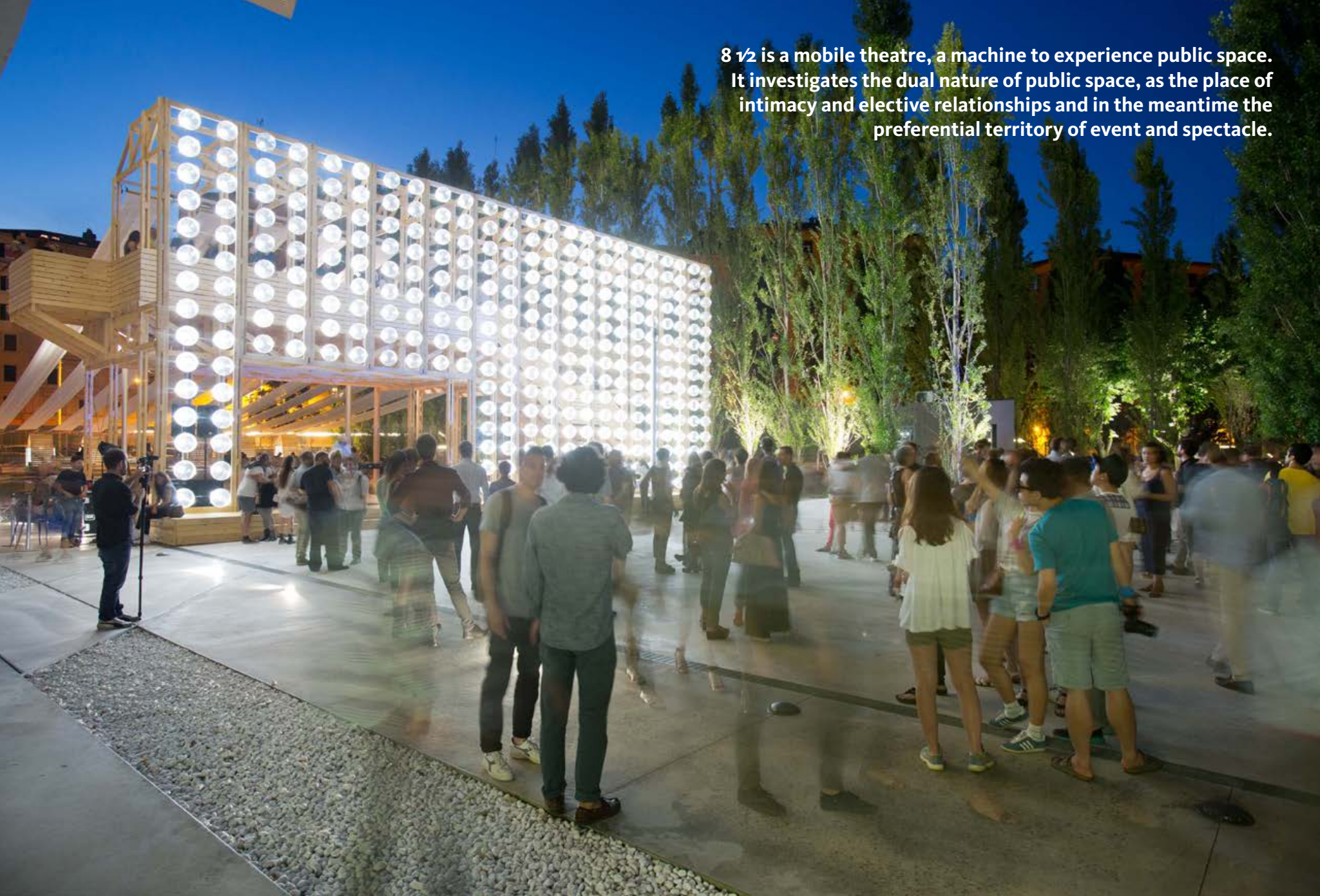
collective infrastructure

8 ½
YAP MAXXI, Roma, Italy (2014)

8½ is the winning design of YAP MAXXI 2014, program in support of the young architecture organized by MAXXI with MoMA/MoMA PS1 (NYC), Constructo (Santiago de Chile), Istanbul Modern (Turkey) and MMCA National Museum of Modern and Contemporary Art of Seul

8 ½ is a mobile theatre, a machine to experience public space. It investigates the dual nature of public space, as the place of intimacy and elective relationships and in the meantime the preferential territory of event and spectacle.

8 ½ consists of two complementary elements: the wall and the arena. They work together, creating an intimate relational space: an "urban room" where you can enjoy the space together, play, chill or simply stay.

urban storytelling

Urbanauts' Units
Raum project, Utrecht, The Netherlands (2017)

Urbanauts' Units uses urban storytelling as the incipit of a new urban story: the ultimate goal is the creation of a social and cultural identity, on which to base the processes of the urban transformation. The project principle is to make people feel the area of Berlijnplein like an unknown land to discover. Pioneers, become "urbanauts", contemporary adventurers that sail in the large public space, re-defining urban circulation under a different perspective and meaning; urban mobility as a recreational form of experience.

The "urbanauts' headquarter" consists in a modular wooden fixed structure, a urban façade which suggest the existence of a parallel space, a playground dedicated to leisure and encounter.

On the elevated platforms and the small tower, it's possible to observe the surrounding area from an unusual point of view. The tower works also as a landmark, thanks to the iron cage on top, which holds a red LED sign.

community building

"Casa do Quarteirão" is a project developed within Walk&Talk 2016 and it was born out of the community that lives and works in the neighborhood (Quarteirão), reclaiming a physical space for convivial and collaborative use.

The project feature is metaphorically a Viveiro, a collective greenhouse to make "O Quarteirão" flourish and develop spontaneously. At the same time the idea was to re-create the intimacy of a traditional Azorian house.

"Casa do Quarteirão" program was decided by its own users and was conceived as an open project: the simple building system made out of modular frames, could be adapted and personalized according to several configurations and needs and the various activities that the community wanted to develop.

tactical urbanism

Iceberg
Architects vs Rest of the world, Roma, Italy (2017)

"Iceberg - Perestrello 3.0" is the first phase of a urban reactivation process developed together with NOEO and Itinerant Office within the fourth edition of "New Generations - Architects vs. the Rest of the World" festival.

The Iceberg metaphor is a reflection about the neighborhood's invisible resources, submerged realities, and development potential, starting from the recognition of what is present and trying to bring out local energies.

The objects built during "Iceberg - Perestrello 3.0" workshop have the goal of forming an urban space designed system and being the first infrastructure to foster communities gathering and aggregation in the area. The Iceberg has intervened within the fluxes and the ways of enjoying the square.
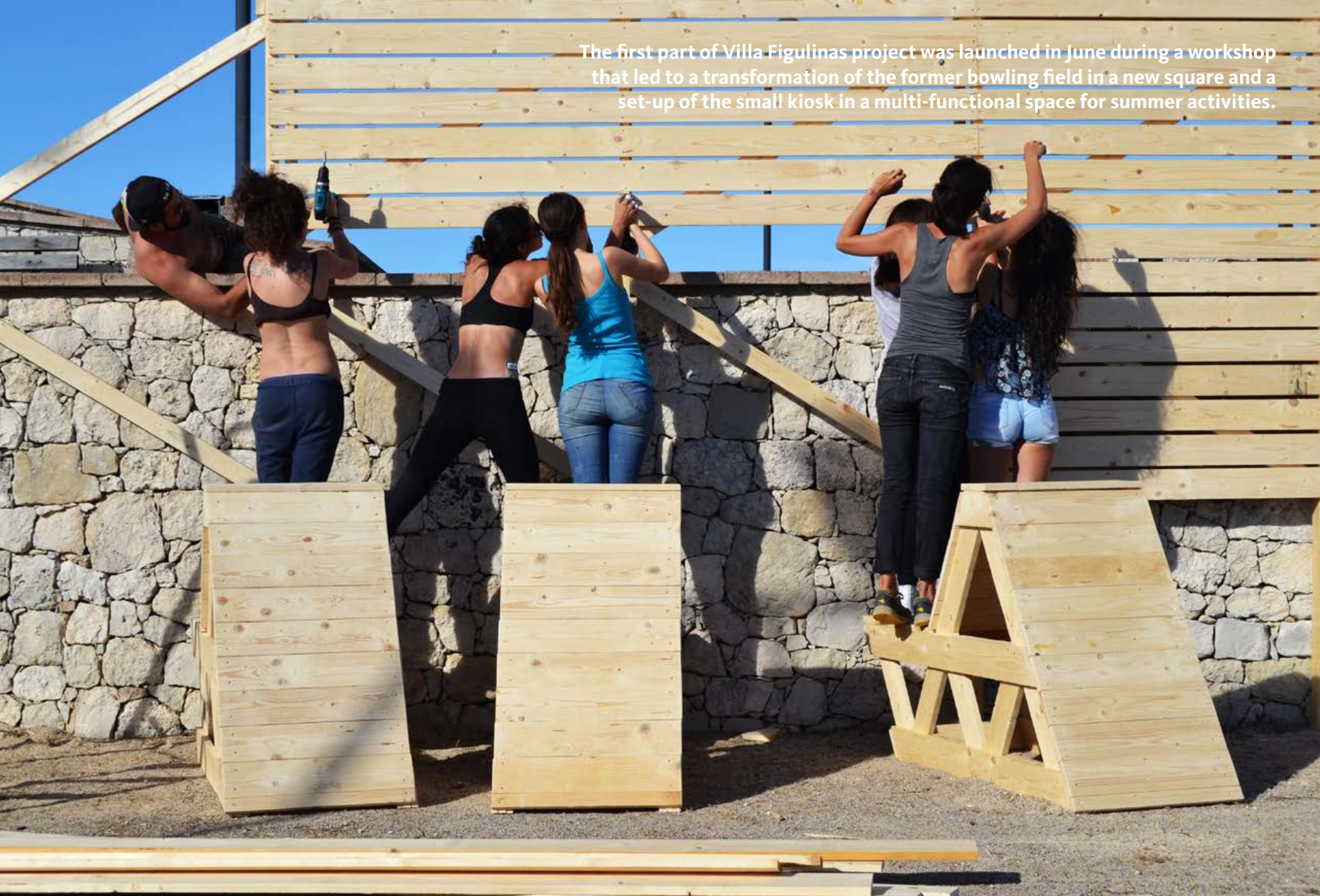
citizen empowerment

Villa Figulinas
Nuovi Committenti Sardegna, Florinas, Italy (2016)

The artistic project starts from the idea of a group of young people to revitalize the public hill of Florinas, a little city near Sassari (first municipality to host New Patrons Sardinia's actions). The group, informal and spontaneous , is born out of the need to give back an underused area of the city to the community and to create a space for social and cultural activities.

The first part of Villa Figulinas project was launched in June during a workshop that led to a transformation of the former bowling field in a new square and a set-up of the small kiosk in a multi-functional space for summer activities.

Entitled "Villa Figulinas" (from the site's ancient name) the project aims to create new meanings for the area. Built in close relationship with the patrons, who have been asked to become the new "park rangers", the project consists in experimenting the use of this new public area, as a place for both spontaneous and organized events.

temporary square

LARGO MILANO is the project for the trasformation of a square in the Crocetta district.
Our goal was to create an outdoor space where the community could meet, play, organise
activities open for all.

During a one year process, we turned Largo Milano into a construction site; the former parking lot of a car dealership, now self managed by the neighborhood association, has turned into an open lab. We realized some structures on the square, thanks to a construction workshop that involved both the inhabitants of Cinisello Balsamo and students of architecture from all over Italy. The new set of the square will configure the space for the next 3 years.
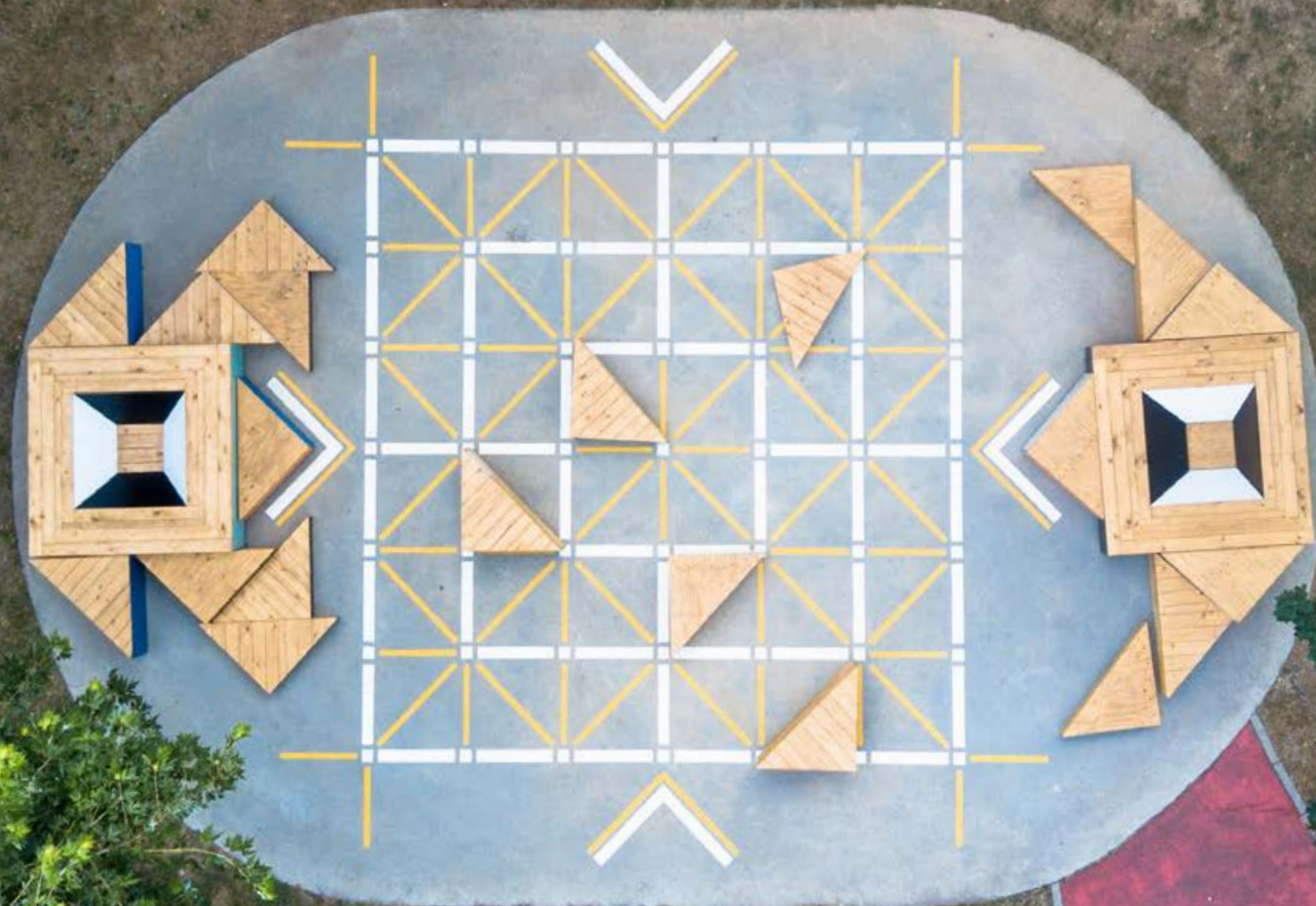
A vacant space has been transformed into an open laboratory for the community. Before the construction, a good quantity of recycled material was collected from other construction sites, companies and from the scraps of big events, such as Salone del Mobile

playground

Mulino
Zooart, Cuneo, Italy (2018)

Mulino is an intergenerational urban game, inspired by abstract board games, which are widespread all over the world. The principles on which this new urban game develops are to make multiple individual interpretations possible, inviting exploration and the creative transformation of space, to freely reclaim it by inventing always different spatial combinations and adding new rules to the game.

A playground, where everyone finds their favorite position or activity.

The "board" consists of a simple basic graphic with white and yellow lines, which becomes the geometric matrix of the new square.

nomadic structures

A.R.C.A. (acronym for Art, Research, Community, Inhabit) is a project born within the contemporary art platform ZOOART, whose goal is to combine the experience of art with reflections on how live and share creation in urban space.

The itinerant pavilion was in Cuneo, Alba e Saluzzo: in every city the community had been involved in an public art process promoted by an differnt artists.

The A.R.C.A. refers to the models of the nomadic architecture, an architecture whose structures appear and disappear almost instantaneously in already consolidated urban areas, leaving at the same time evident traces, even if intangible, of their transit. The places are enriched with new memories and meanings, which are able to activate unconscious imaginaries and bring out potential untold potential.

inhabiting

Space Cabins
Osthang project, Darmstadt, Germany (2014)

During the "Building together Summer School – Architektursommer Rhein-Main" we designed and built three sleeping cabins to host artists-in-residence or just simple guests who want to experience the new Osthang setting.
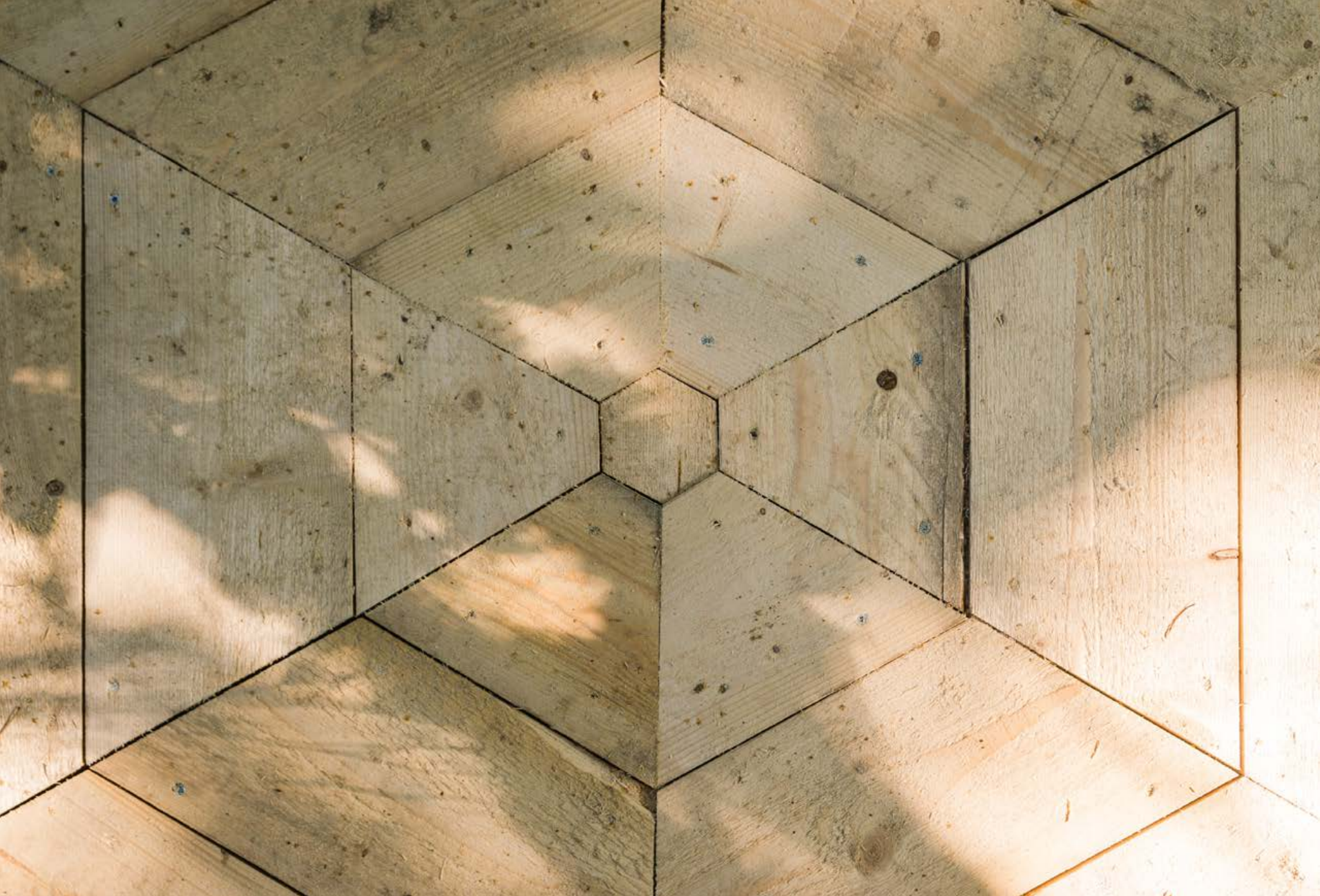
The Osthang Project took place on the underused plot of the Osthang, located amid the historically significant ensemble of the former artist colony Mathildenhöhe. As Summer School and festival it brought together knowledge and experience from architecture, social and political science, economy, activism and art, as well as experimental building and experimental forms of living from around the world.

The cabins are conceived as multifunctional devices, which allow unexpected uses and promote different levels of sociability. The upholstery of each cabin is the result of several tests on waste materials, recovered from the city of Darmstadt.

create imaginaries

SPIN-OFF represents a theatrical reconstruction of a space station inside the GrazMuseum: both setting for the events of the festival and reflection on the nature of inheritance in the contemporary world.The reuse of the museum's rooms, a building of the seventeenth century, became part of the meta-reflection on the proposed theme.

We used the metaphor of space programs to look both forward into a distant future and back to a time when outer space was still a place of boundless possibilities.

While the enthusiasm for space travel of the 1960s and 1970s has yet to lead to the colonisation of unknown planets, NASA technologies have often revolutionised life on earth - with countless by-products and secondary uses - spin-offs!
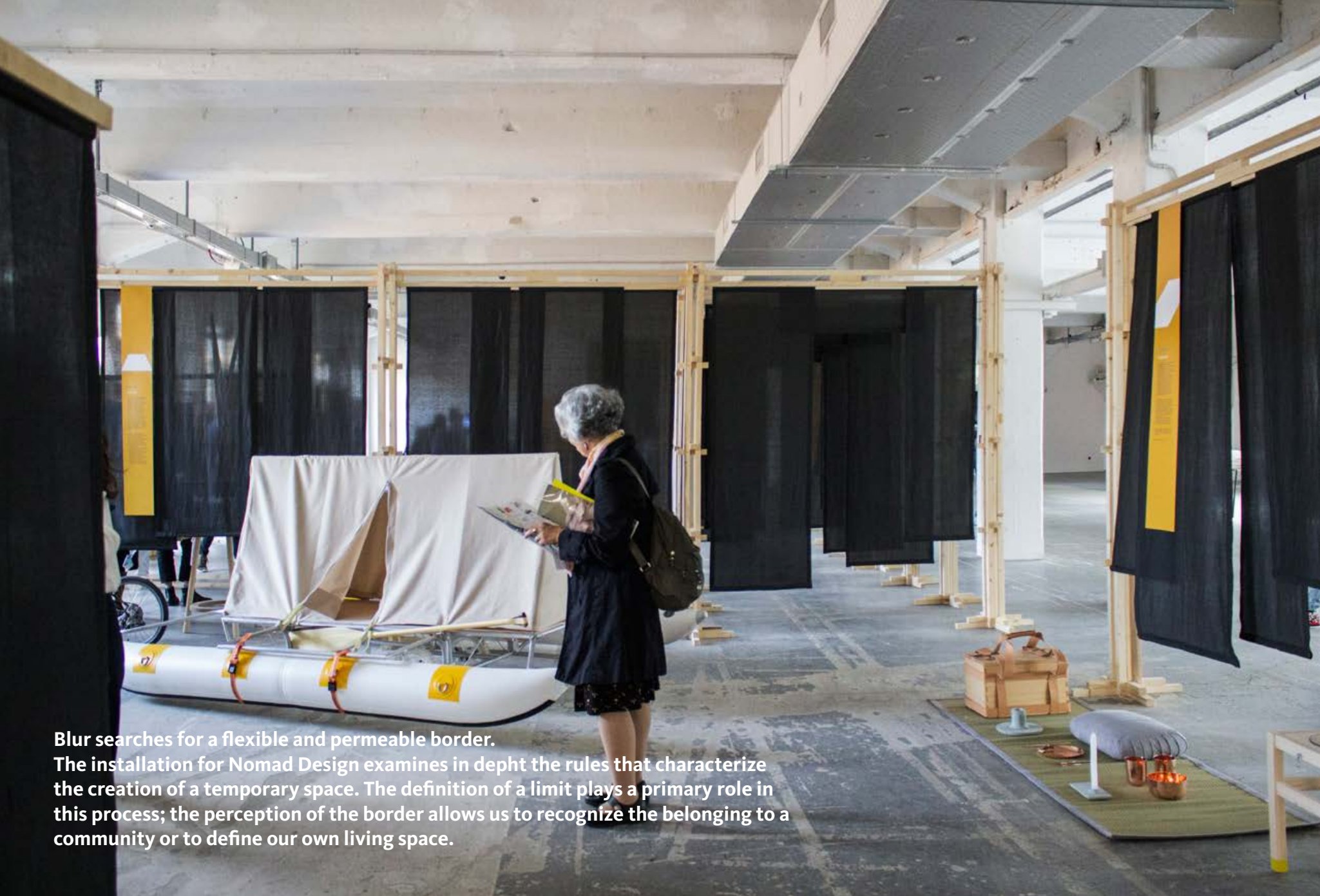
The installation is composed by various parts, each one having a precise function and meaning to stimulate perception, reflection, fun, debate, feelings: rocket, command module, control cabin, service module, outer space area, red planet.

flexibility

Blur searches for a flexible and permeable border.
The installation for Nomad Design examines in depht the rules that characterize
the creation of a temporary space. The definition of a limit plays a primary role in
this process; the perception of the border allows us to recognize the belonging to a
community or to define our own living space.

In the age of new nomadism, the definition of the workspace or living space is light and adjustable. This reflection led us to conceive the exhibit design for "Nomad Design". Blur translates this need in terms of space:the fabric walls outline a multifunctional space, but opens the possibility of rapidly changing its nature.

The constructive system, based on a composite pillar in fir morals and linen/silk fabrics, allows the structure to become a closed perimeter, a free wall, an exhibitor, a setting or an internal partition.

design with the landscape

Riverpark
Roma, Italia (2017)

River Park is a temporary set up for the summer program in the outer space of Cantieri Marconi Waterfront, an event venue in Rome.

The relationship with the green space overlooking the River Tiber, alongside a strong landscape connotation, led the project to a minimal intervention, functionalizing the space without visually invading it.

The design principle was based on a module; a replicable, comprehensible and scalable geometry originated relational spaces with various uses. The morphology, created by assembling these elements, facilitated the communication with the natural context and, at the same time, defined different areas in an open space.

design the event

India Estate
Teatro India, Roma, Italy (2018)

staging the show

Around
Bologna, Pescara, Arezzo, Palermo, Italy (2018)

AROUND is an itinerant machine to host outdoor events. The installation has a central plan layout that allow to use the structure in all directions.

It takes its starting point from the Cassa armoniche (sound boxes), those structures have appeared in European public spaces between the nineteenth and twentieth century and they were mainly dedicated to hosting musical events.

The modular structure with the lighting system is inspired by another Italian tradition and excellence: the Luminarie (lighting installations), decorative elements used mainly in moments of public celebration.

The imagery of these two "tools for public celebration" guided us in the design of a 360 ° usable structure, expandable, easy to assemble and with a great visual impact.

AROUND is not just a simple stage for events, but a space that can be used during the day as a public equipment. The luminous top makes it a landmark in the evening hours and a habitable monument during the day.