



#fluidodinamicadegliispazi

Fluidodinamica degli spazi

online e offline: come lo spazio virtuale influenza oggi lo spazio reale



Fluid dynamics of spaces

online and offline: how virtual space affects real space today



who



why



what



where



how



who



GIULIA GEROSA



ANTONELLA DEDINI



BARBARA DEL CURTO



MASSIMO RECCANELLO



FRANCESCO CAGLIANI

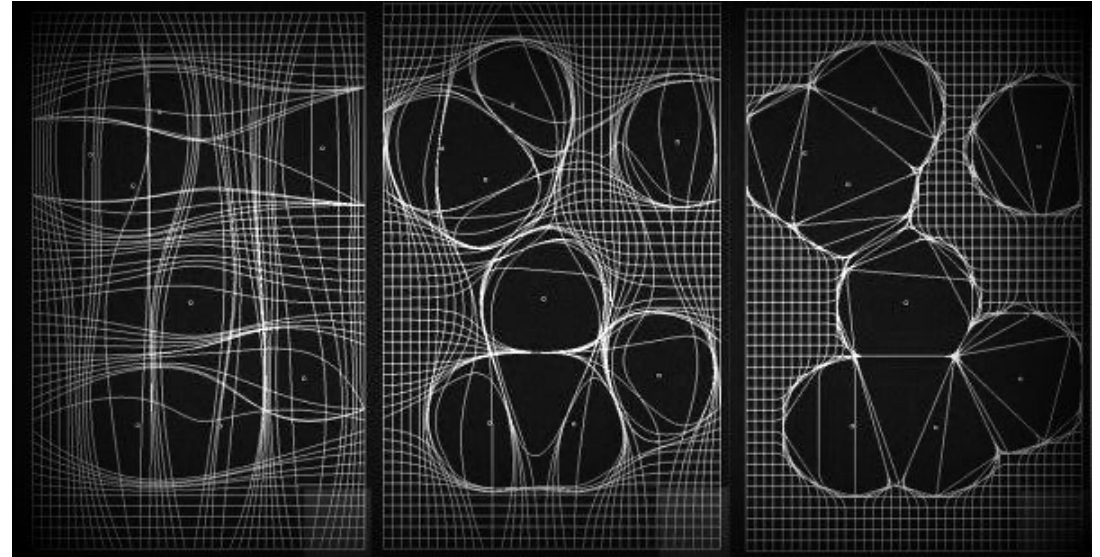


GIULIA LASSANDRO



why

investigate the effects of an increasingly important offer of virtual spaces in the design of collective interiors





Playtime, Jacques Tati, 1967

Shining, Stanley Kubrick, 1980





Pink Floyd The Wall, Alan Parker, 1982



what

explore new formats of spaces for the
community to create a fluid experience
between real and virtual space





where

each group of students will be asked to
identify an abandoned, unused place
that can be located in their home town





where





where





where





where

an abandoned factory



where





where





where





where

a place with an historical interest

any building or place
in search of
re-functionalization



internal or external space





how

Phase 1

define the place of intervention



analysis of the building

Terraza

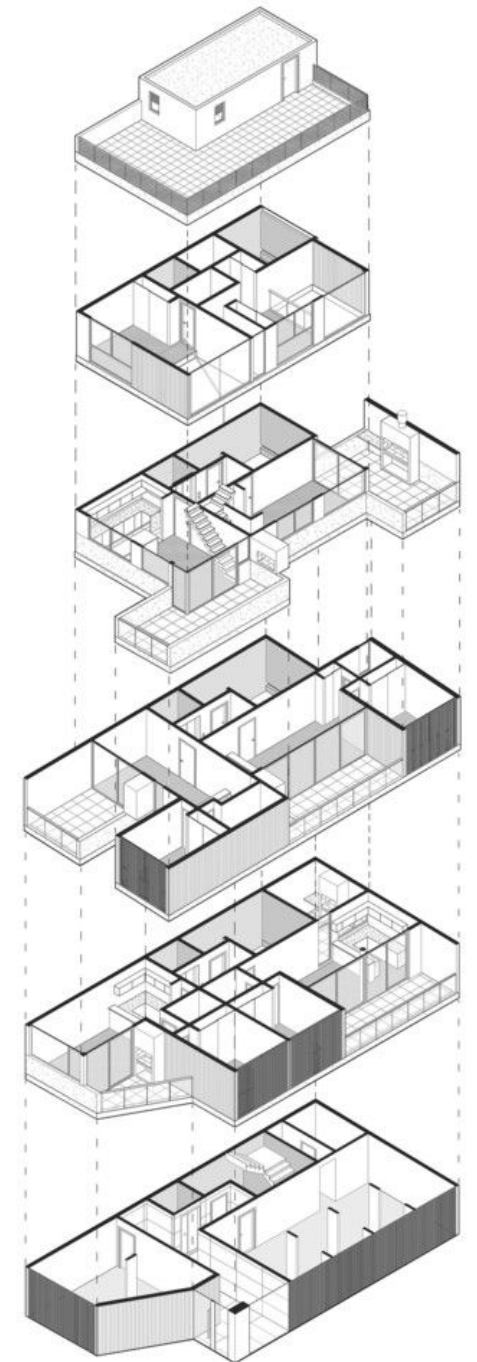
4° PISO
(dúplex)

3° PISO
(dúplex)

2DO PISO

1ER PISO

PLANTA
BAJA

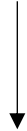




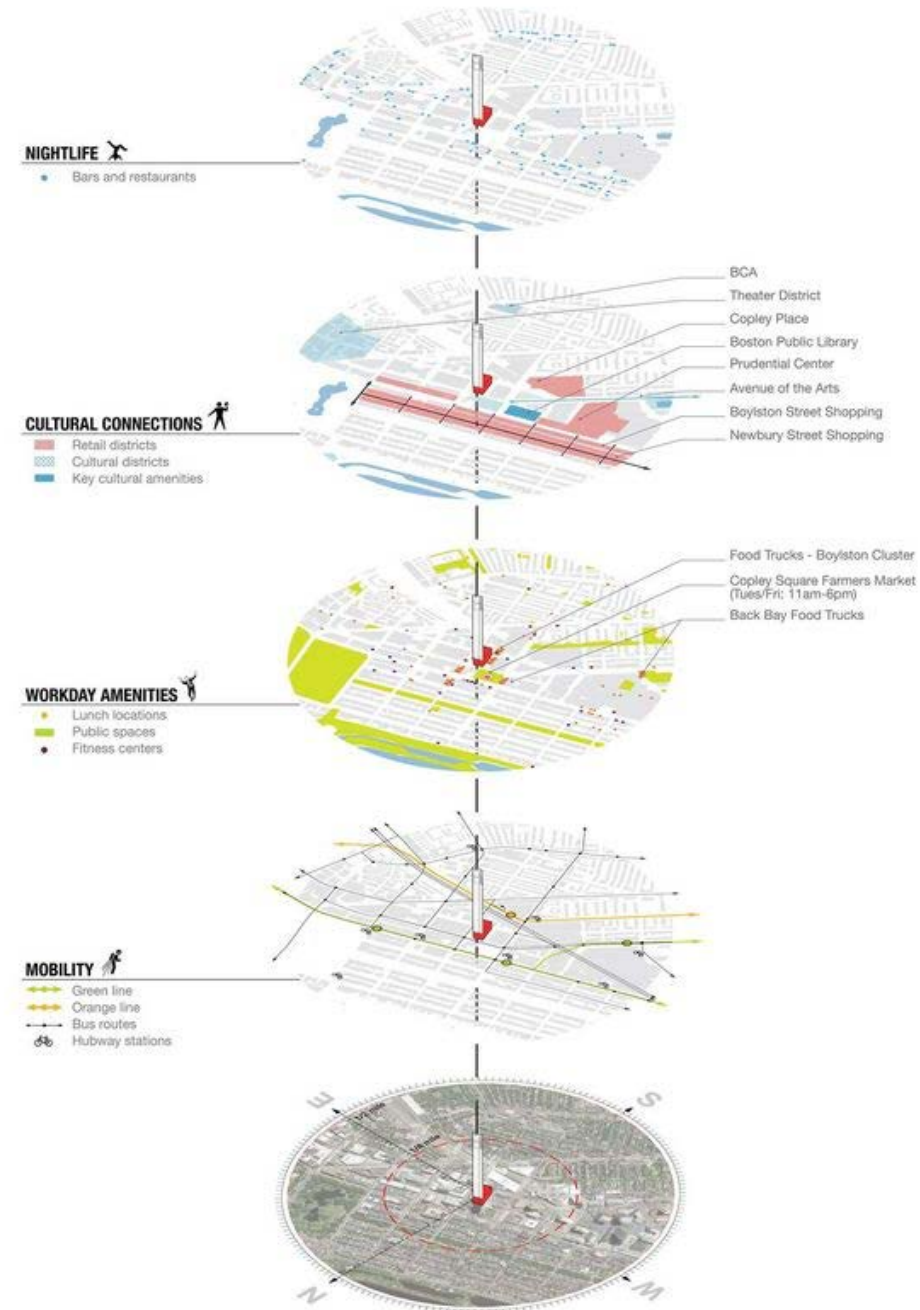
how

Phase 2

analysis of the needs of the area



identification of new functions



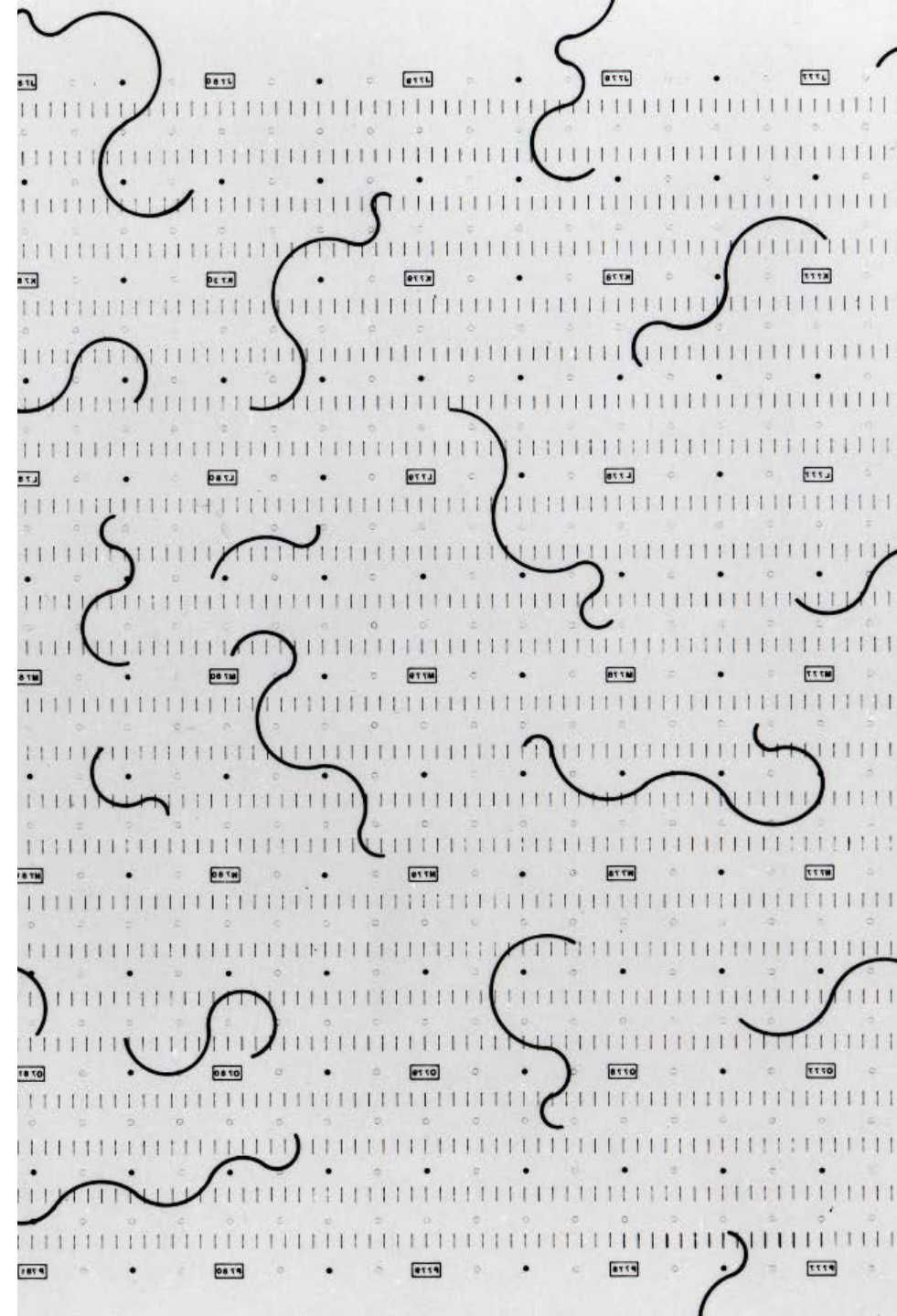


how

Phase 3

how the new functions generate
an innovative on line/off line space?

No-stop city, Archizoom, 1970

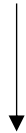




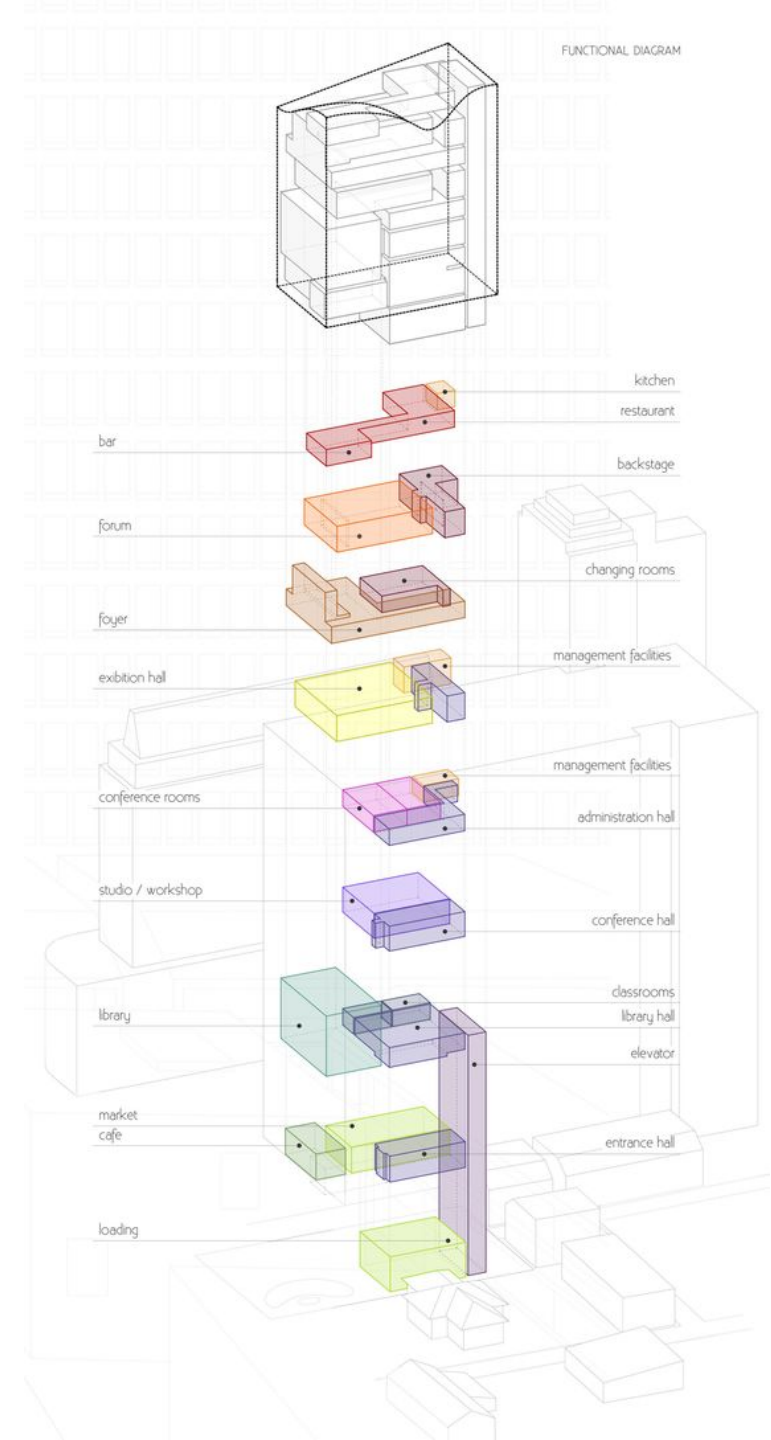
how

Phase 4

new functions applied inside the building



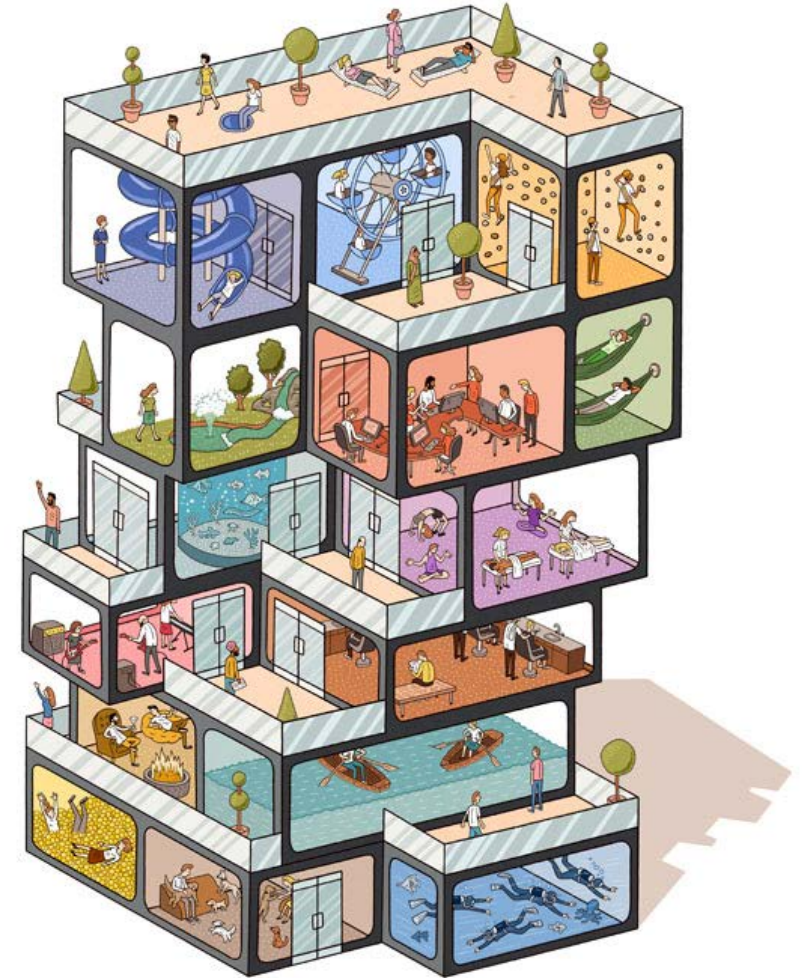
masterplan

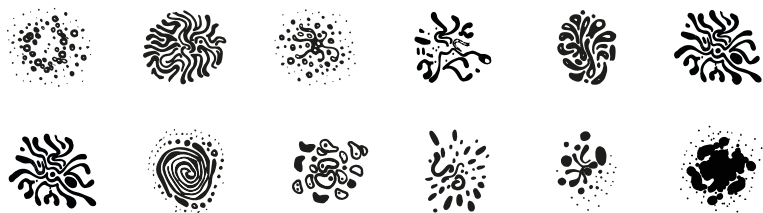




Phase 5

project development





DESIGN COLLOQUIA

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XXXXXXXX

XXXXXXXX

#fluidodinamicadeglispazi

to support the design phase of the course, weekly appointments with personalities from various disciplines linked to the world of design are planned

