

ARCHI-URBAN || Works.



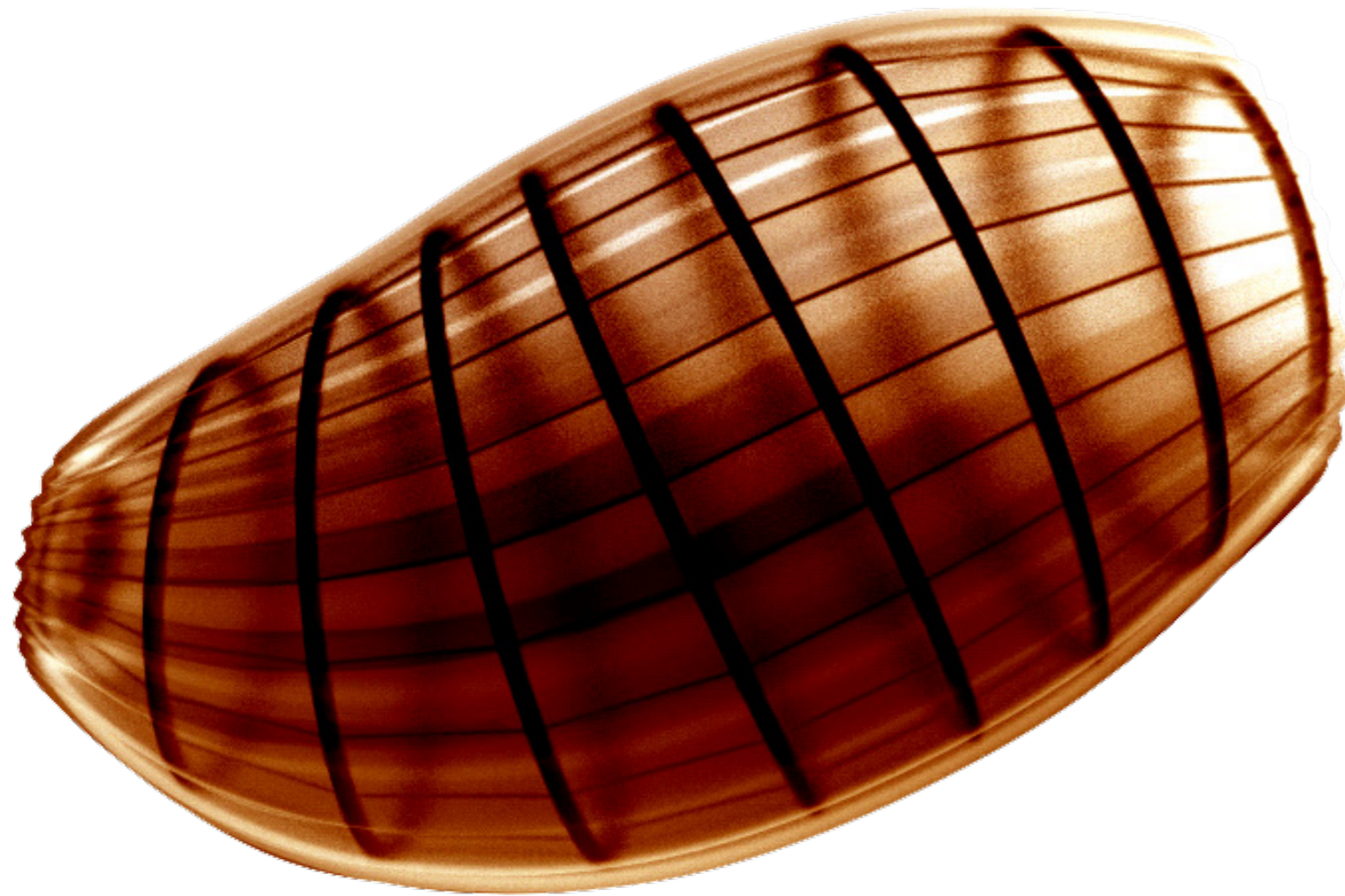
✘ SELECTED || Works.



PRELUDE

“The more arid and effectless life became in the high-rise, the greater the possibilities it offered. By its very efficiency, the high-rise took over the task of maintaining the social structure that supported them all. For the first time it removed the need to repress every kind of anti-social behaviour, and left them free to explore any deviant or wayward impulses. It was precisely in these areas that the most important and most interesting aspect of their lives would take place. Secure within the shell of the high-rise, like passengers on board an automatically piloted airliner, they were free to behave in any way they wished, explore the darkest corners they could find. In many ways, the high-rise was a model of all that technology had done to make possible the expression of a truly ‘free’ psychopathology.” [...]

“High-Rise”, 1975, J.G. Ballard.



INDEX || Archi-Urban Competitions.

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THE VILLAGE - Istant School System



THE VANTH

PEDESTRIAN BRIDGE UPON THE NECROPOLIS OF SOVANA

“The Etruscans? But the Etruscans never existed. You wonder where they came from, whether from the continent, Asia Minor, or America; you also speculate that they have always been here. Well, you are all right, and you are all wrong, that is to say, you have a problem that makes no sense. [...]”

In Etruscan mythology, Vant is a female-winged demon associated with souls' journey to the Underworld. In our world, The Vant is a pedestrian bridge that will carry, along its 26m span, visitors from all over the world to the Etruscan Necropoli of Sovana. “Mystery” is a word often used to define Etruscan civilization. Vanth's concept starts from this point. Externally we imagined the bridge as an organic form like a limestone formation, a sign hanging between past and future. Internally we wanted to create a path like a climax: entering, walking, discovering, and finally revealing.

For this reason, the route is a partially covered ramp with an 8% inclination from the parking to the Necropolis entrance. This solution allows us to overcome the altimetry gap between arrival and attack point without heavy ground-moving work. The Vanth will be one of the longest bridges in Europe made entirely of composite materials.

We designed its resistant section through an algorithm that optimizes form with the structural lift. We conceived “the Vanth” like a traditional typology arc bridge. Composite materials solution (sandwich with a core in recycled PET foam among a layer of carbon and glass fiber) allows us to mold a section shape that works like a boat hull. Due to the dimension, we split the bridge span into two parts joined through stainless steel plates and carbon fiber plugs. We've wrapped the structure with super thin fiberglass skin that we modeled as a pattern reproducing the columbaria, a typical element of the Etruscan catacombs. We painted fiberglass components with a natural earth plaster that protects them from UV agents and integrates the bridge with the context.

The Vanth is a project that integrates design, innovative materials, and structural solutions. The Municipality of Sovana and the Landmarks Commission approved Vanth's project, and the construction process will start soon.

DATE: 2022

LOCATION: SOVANA (GR), IT

CLIENT: MUNICIPALITY OF SOVANA



EST PLATFORM

ARCHITECTURE



State of art



Regen Step 1

LES PARADIS ARTIFICIELS

EUROPIA, URBAN REGENERATION MODEL

“You are sitting and smoking; you believe that you are sitting in your pipe, and that your pipe is smoking you; you are exhaling yourself in bluish clouds. You feel just fine in this position, and only one thing gives you worry or concern: how will you ever be able to get out of your pipe?”

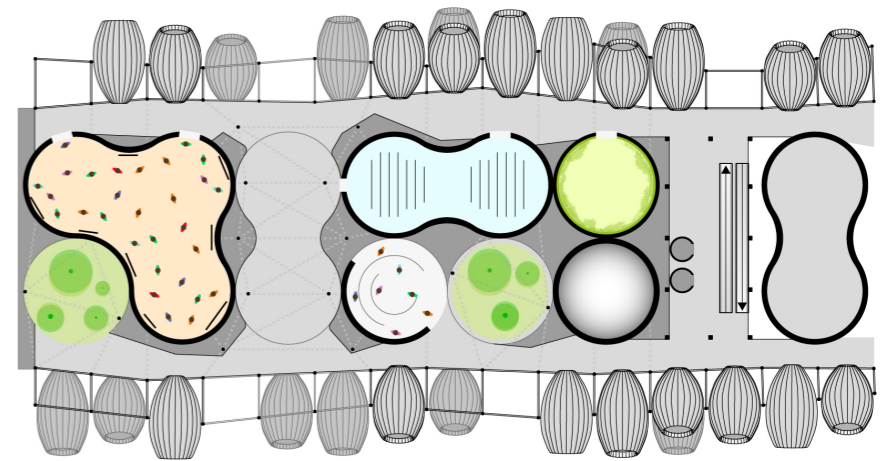
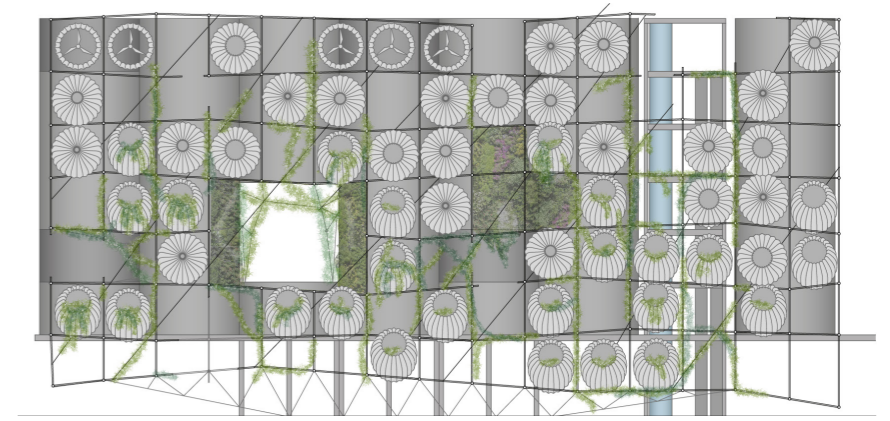
This is the story of a process. It's the story of regeneration. It's the story of a land and its community. It's the story of an opportunity granted. It tells about people and their social relations, it speaks about cooperation, solidarity and creativity. It involves public authorities, private companies and it gives value to scientific communities and industrial associations. It spreads nature, art and it deals with new production and material/immaterial wealth. It applies ideas, strategies and it fabricates products, prototypes, generating a resilient formula of flow and outflow. It takes account of the system of growth/decline and it makes hope. Everything starts from the awareness of common identity that consists of cultural and historical heritage. It goes beyond ethnic differences and gradually it spreads an unstoppable hope of rebirth. It starts from a common and shared project characterized by high-tech qualities and able to receive, analyze and update itself. It takes from through a concession to local communities of a hybrid and malleable spaces able to inseminate new activities and knowledge. In response to a depressed territory in the heart of the historic city and in response to a failed industrial system, as there are many in Europe.

DATE: 2018

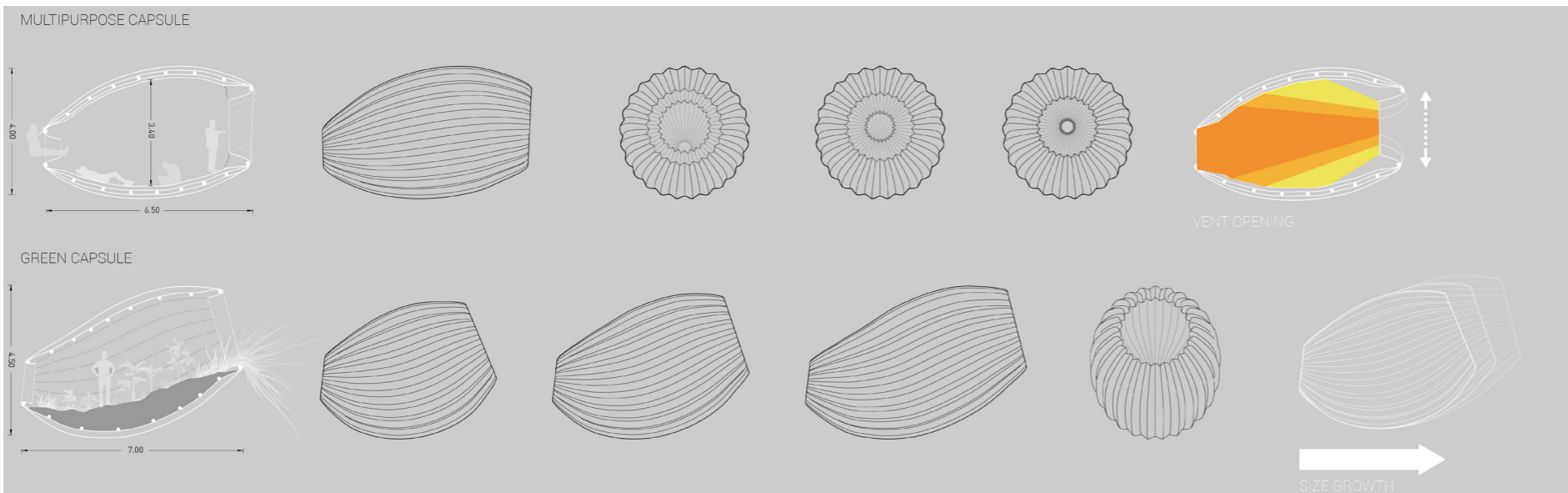
LOCATION: ANCONA, IT

AWARD: HONORABLE MENTION

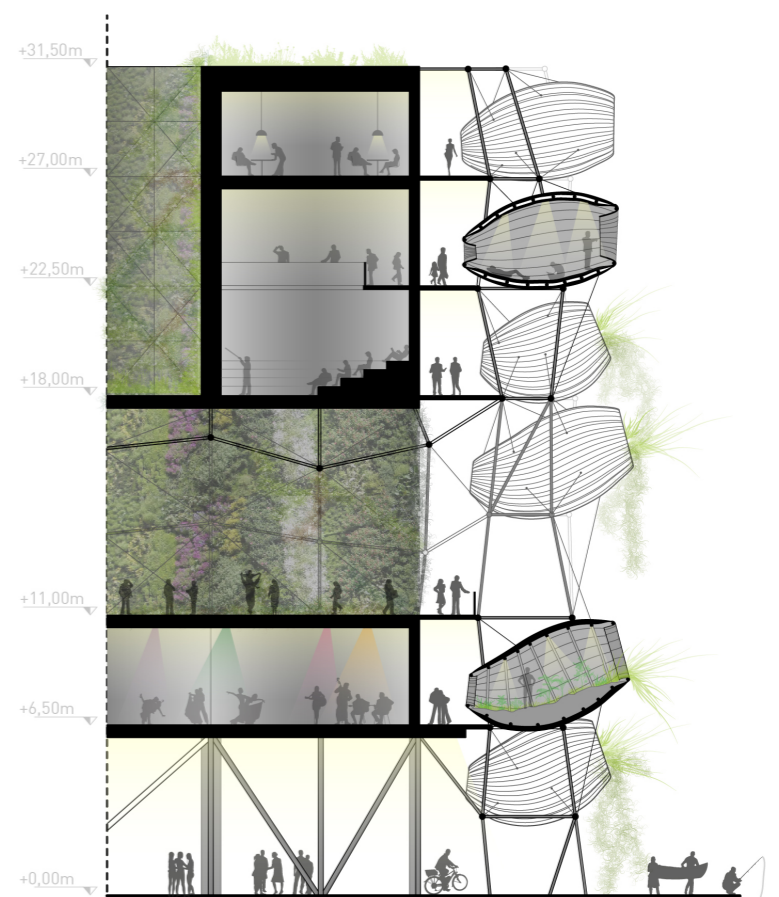
TYPE: INTERNATIONAL COMPETITION PROMOTED BY EUROPEAN PARLIAMENT AND ATELIER PAEMA



Regen Step 2



Blue prints

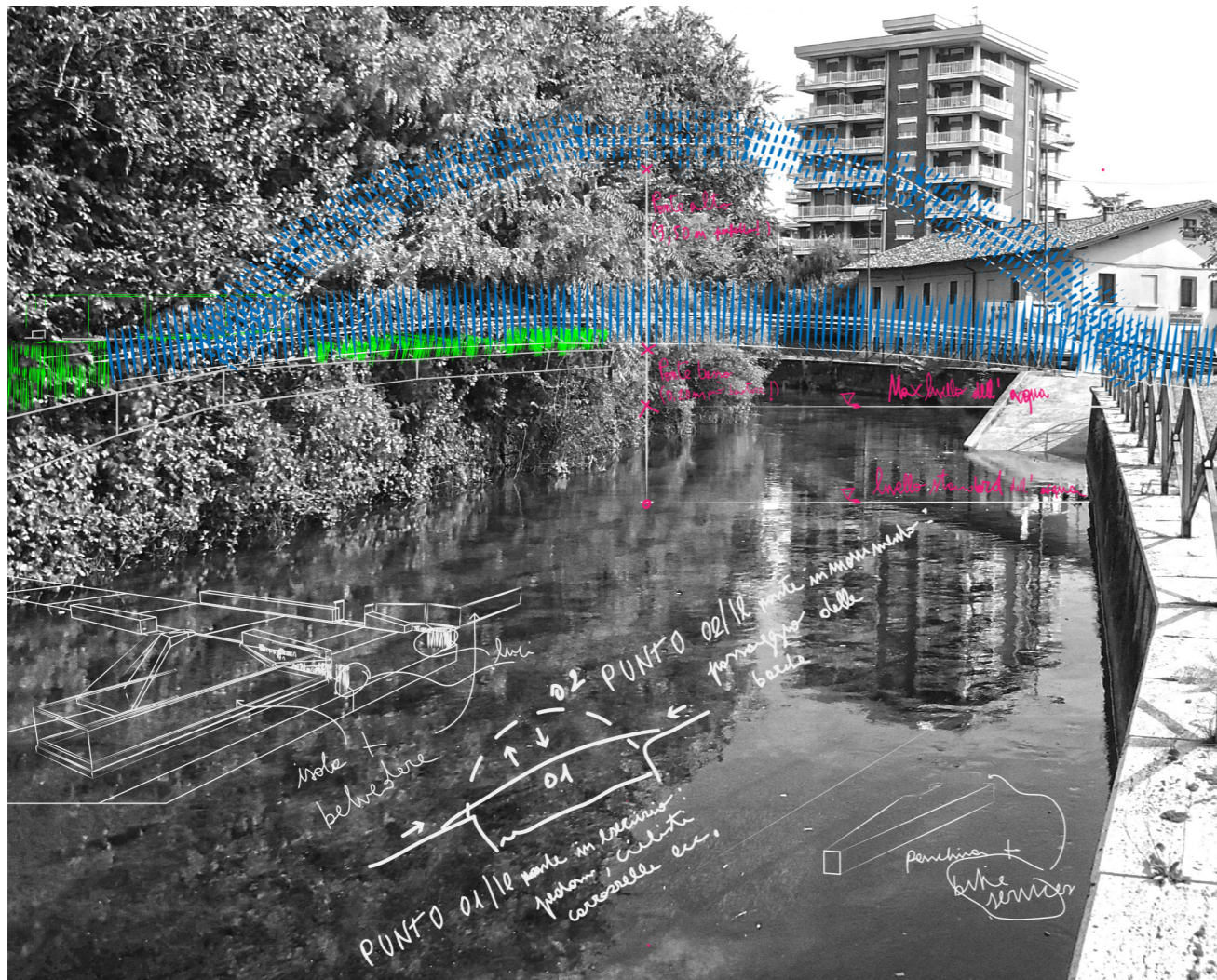


THE PRESTIGE

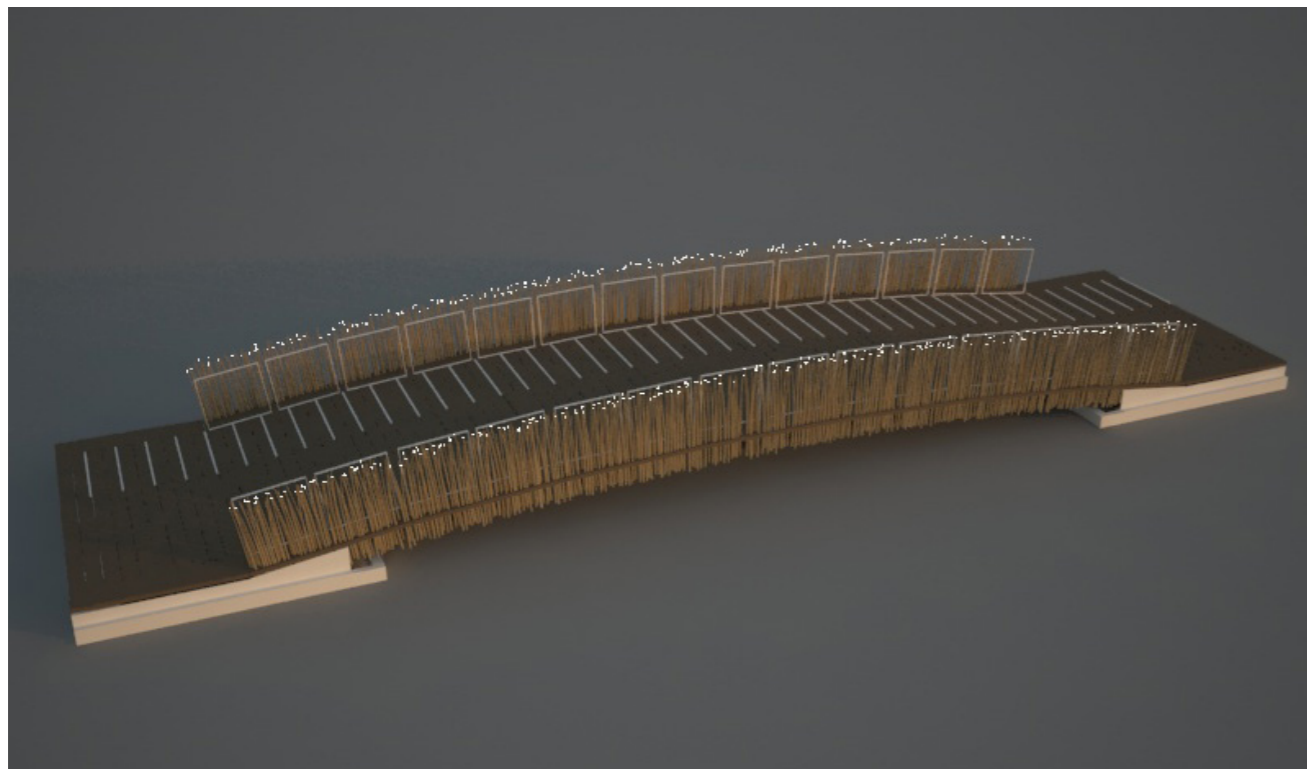
MOVABLE BRIDGE UPON NAVIGLIO MARTESANA

"Only those who attempt the absurd...will achieve the impossible. I think ...I think it's in my basement...Let me go upstairs and check."

The idea of the our movable bridge wants to get easy the crossing over the naviglio for pedestrians and cyclists without creating architectural barriers for the navigability of the stream and for all kind of users. Different forms and configurations change in reason to different users and scenarios. When the bridge is fixed (flat configuration) every person and cyclist can go across fast and without problem. When the bridge is moved up (arched configuration) the passage is permitted for the boats. Structurally speaking, the arch of the bridge is divided in seven identical parts linked with hinge elements.



Concept



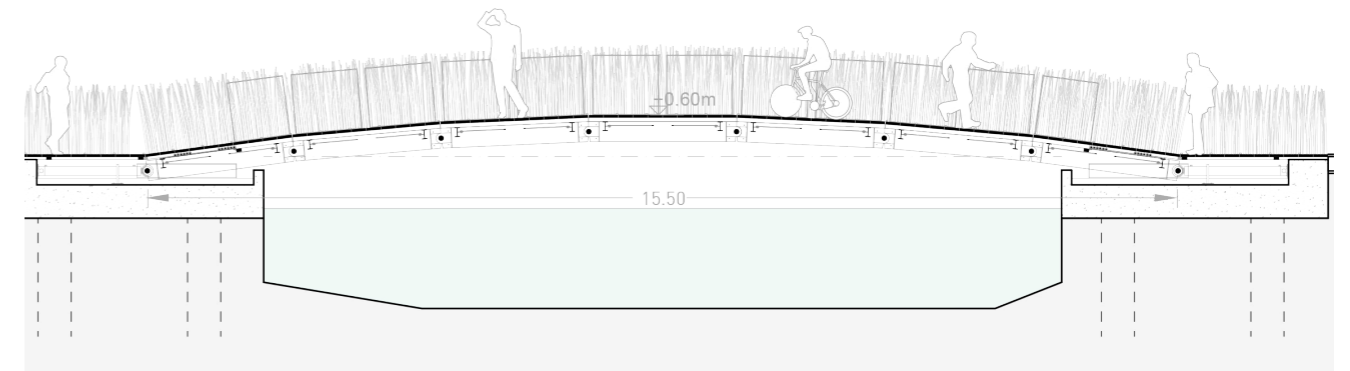
Plan

DATE: 2017

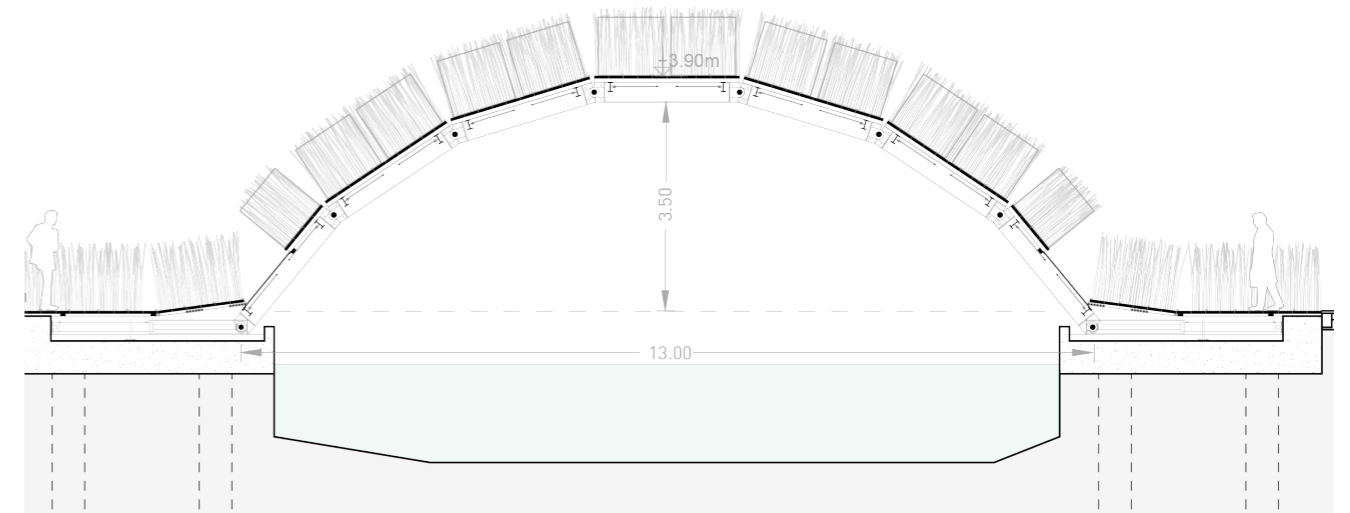
LOCATION: MILAN, IT

AWARD: JURY PRIZE

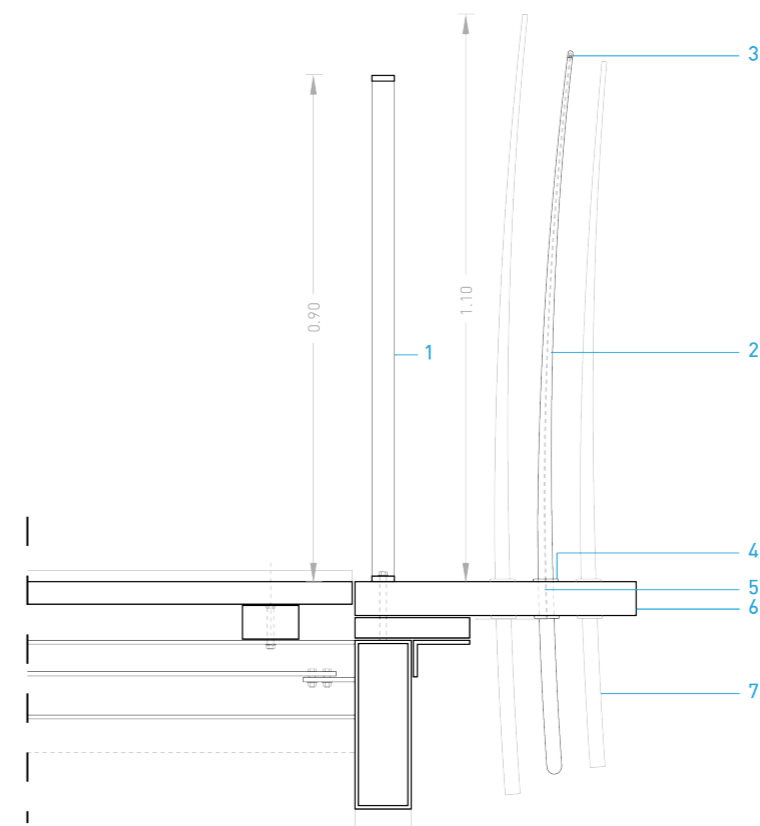
TYPE: COMPETITION PROMOTED BY COLLEGIO DEGLI INGEGNERI E DEGLI ARCHITETTI DI MILANO



Section - Closed bridge



Section - Open bridge



Detail

1. Metal railing consisting of 10x40 steel plates welded and anchored to the wooden support,
2. Plastic slat,
3. Lighting device with LED lamp,
4. Ring nut for fixing the slat to the wooden support,
5. Electric cables passage,
6. Wooden support for anchoring railing and slats,
7. Wooden slat

Movable bridge

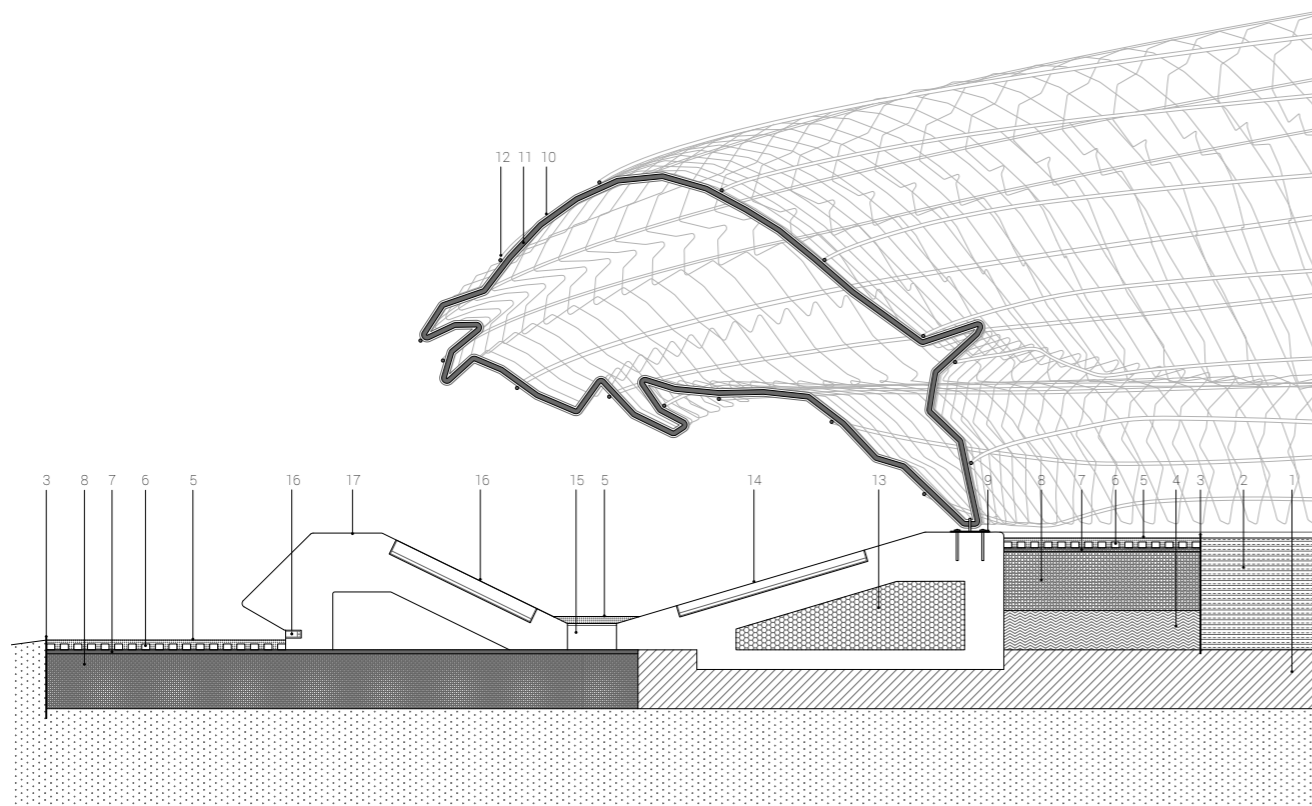


RELATIVITY

ROUNABOUT CONCEPT FOR AUTOMOBILI LAMBORGHINI

*“There was a young lady named Bright,
Whose speed was far faster than light;
She started one day
In a relative way,
And returned on the previous night”.*

“Relativity” is a design concept focus on building a mirage. We aimed to visualize the speed of light. The speed of light, according to special relativity, is the maximum speed at which matter or information may travel. The most relevant problem in trying to go fast as light is that you can't if you are something with mass. However, you can theoretically reach the speed of light if you are like dust, namely you should be a body without mass. So we design a super light structure in steel white pipe, covered in PVC, that goes fast as light. We de-materialized the structure thanks to the synchronized movements of LED lights beneath the installation. In that way, we tell fifty years of history in a continuum movement and morphing. Shapes, geometries, velocity and meanings change their intensity with the variations of the natural and artificial lights during the day.



Detail

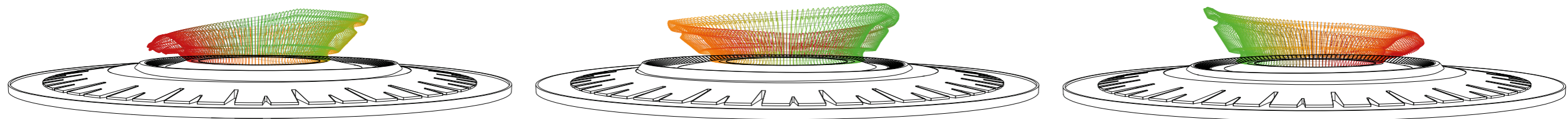
1. Lean concrete, 2. Soil (grain-growing area), 3. Metal sheet divider, 4. Compacted soil, 5. White gravel, 6. High-density polyethylene grid, 7. Sand bedding, 8. Permeable sub-base, 9. Bracket and bolt with compression washers, 10. Clear flexible PVC pipe, 11. White steel pipe (diam. 24mm), 12. White steel pipe (diam. 16mm), 13. EPS block, 14. Solar panel system, 15. Drainage channel, 16. LED linear light bar with extruded aluminum housing, 17. Precast concrete block

DATE: 2018

LOCATION: SANT'AGATA BOLOGNESE, IT

AWARD: HONORABLE MENTION

TYPE: COMPETITION PROMOTED BY AUTOMOBILI LAMBORGHINI SPA



Lighting sequence Diagram



LAMBORGHINI BULL

LAMBORGHINI MIURA

LAMBORGHINI HURACAN

Morphing Diagram



CROMORAMA

KINDERGARTEN AND CULTURE HUB

"I have drawn things since I was six. All that I made before the age of sixty-five is not worth counting. At seventy-three I began to understand the true construction of animals, plants, trees, birds, fishes, and insects. At ninety I will enter into the secret of things. At a hundred and ten, everything--every dot, every dash--will live"

"Cromorama" aims to transform the public primary school of Savogna into a propulsive centre for culture and education. The design is the outcome of participatory processes in which we involved multiple protagonists both inside and outside the context.

We generated the concept idea through the simultaneous integration of pedagogical/social parameters with the more technical ones, linked to territorial dynamics, to the evolution of the urban / landscape fabric concerning issues concerning seismic safety and the sustainability of interventions.

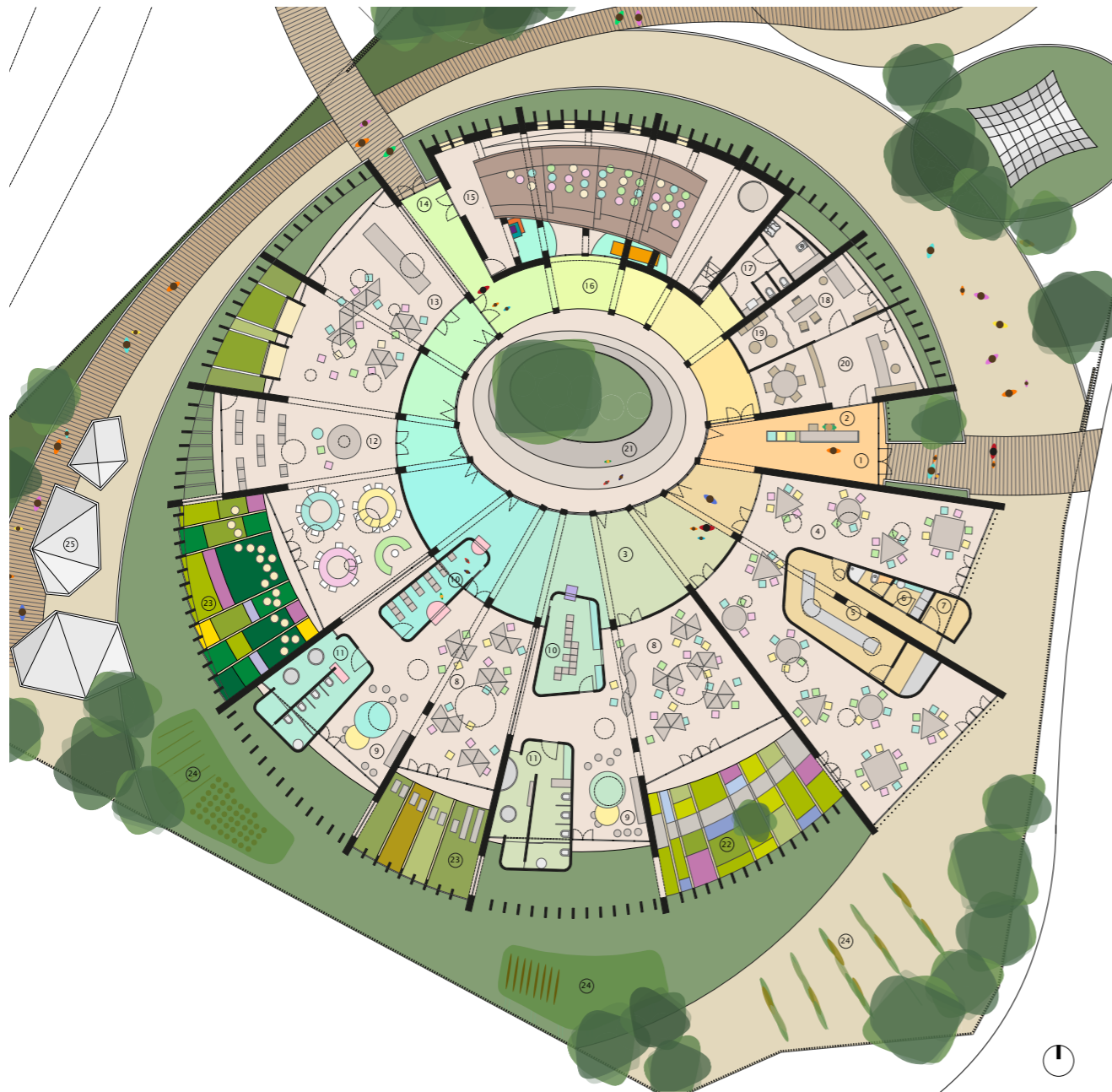
We have worked on the conception of a resilient design in the spatial organization, in the uses and in the accessibility of the structures, which will favour the birth of participatory activities for everything concerning usability and future evolutions. We added a clear architectural and typological identity to the criterion of "self-determination" to generate, within the local communities, a strong sense of belonging to the spaces and annexes of the school structures.

DATE: 2019

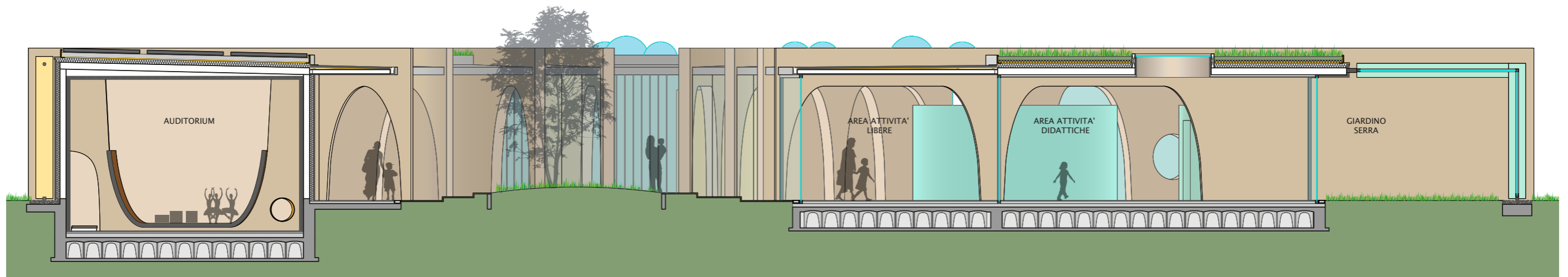
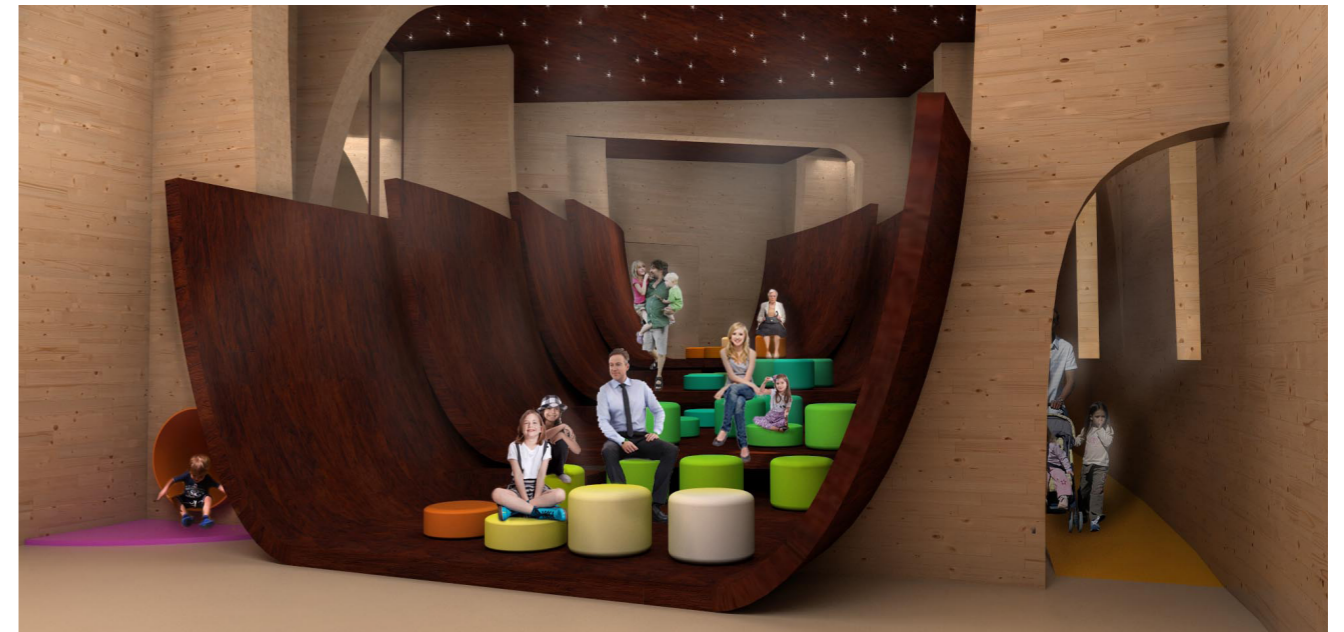
LOCATION: SAVOGNA (UD), IT

AWARD: 4th PLACE

TYPE: COMPETITION PROMOTED BY MINISTERO DELL'ISTRUZIONE (MIUR)



Plan



Section



Ground floor plan



Reference picture

THE VILLAGE

INSTANT HOUSE SCHOOL SYSTEM

"We shall walk together on this path of life, for all things are part of the universe and are connected with each other to form one whole unity."

Entry for the international competition "Instant House School". The competition was promoted by Federlegno Arredo s.r.l. for Made Expo, in association with the department of architecture and urban studies of the Politecnico di Milano.

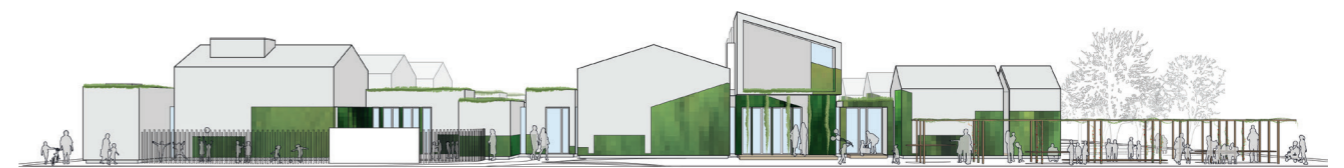
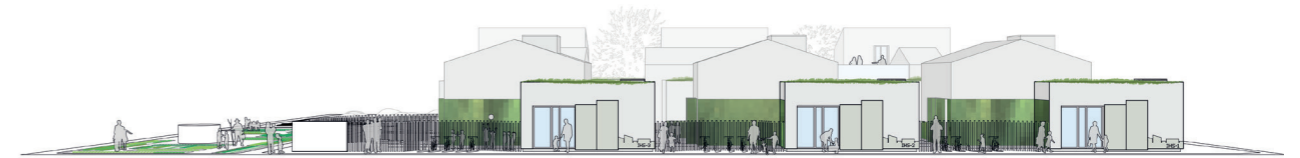
IHS is a system created to offer an executive response to the great demand for sustainable and innovative construction for primary and infant schools. IHS uses emerging materials and design technologies that can increase the speed of execution, the ease of assembly/disassembly and reconfiguration and keeping in high standard the values of thermal/acoustic and energy comfort. IHS is an organism conceived at 360° around the child, the teachers and the school staff. IHS system offers a stimulating and safe environment for the child. For what concerns the interior layout, this system provides multiple and various possibilities of composition between the parts while guarantees resilient exterior spaces for outdoor activities in safety during and after school hours.

DATE: 2016

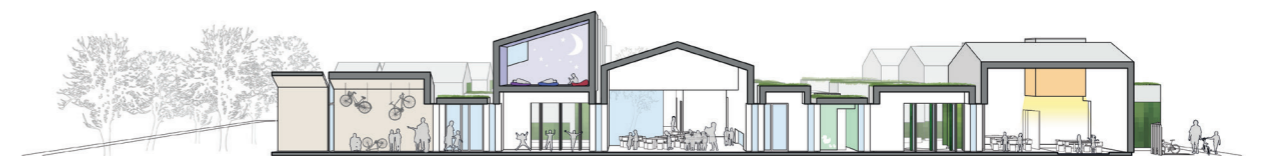
LOCATION: MILAN (MI), IT

AWARD: 5th PLACE

TYPE: COMPETITION PROMOTED BY FEDERLEGNO ARREDO SRL AND POLIMI URBAN STUDIES



Elevations



Section



Section



INDEX || Archi-Urban Projects.

ABRE LOS OJOS - How to fix a mess? (*ongoing*)

CALIFORNIA SKATE - Embedded toys (*paused*)

IF YOU BUILT IT - A brutalist proposal (*cancelled*)

BREAKFAST AT TIFFANY'S - Arch deco concept (*built*)

DESK SET- Digital project for a IT family (*ongoing*)

QUAND J'ÉTAIS CHANTEUR - Architects vs Client (*built*)



ABRE LOS OJOS

HOW TO FIX AN EXISTENT MESS? PAMPERDUTO MASTERPLAN

“Far from being the smartest possible biological species, we are probably better thought of as the stupidest possible biological species capable of starting a technological civilization - a niche we filled because we got there first, not because we are in any sense optimally adapted to it.”

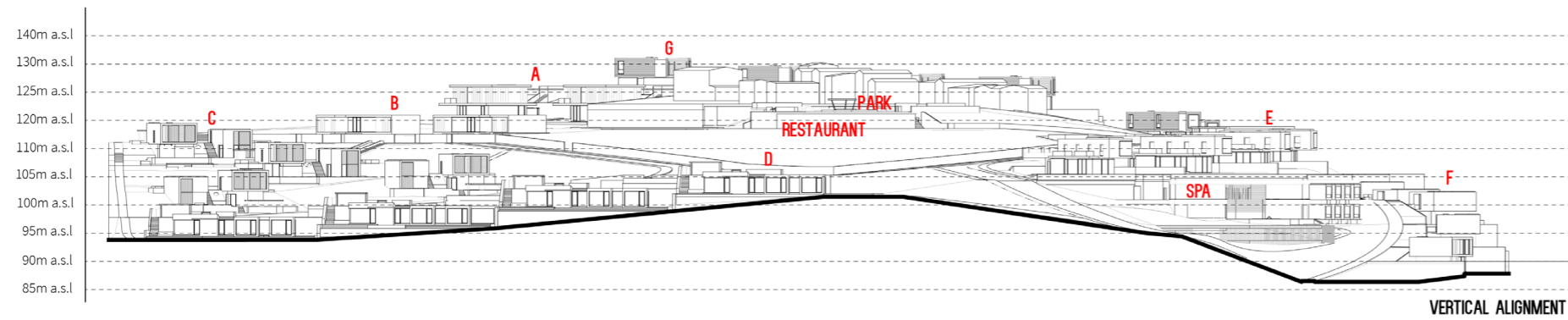
“**Abre los ojos**” tries to reconnect a small territory, devastated by nefarious urbanistic works (black area in the pic here beside, to see it let’s insert on google maps Via Marte, 62018 Pamperduto, MC), to its natural sea/hill connection, sewing up the affected area and the historical settlement to the sea through cycling and walking paths open to everyone. First of all, due to the urbanistic rules, the parcelling area must have new residential blocks joined multiple touristic accommodations. So the idea to create an open green area where we can immerse private houses and touristic places: an urban space without gates and enclosures where all the citizens can get in and live the public spaces till to sea. So only nature defines borders among private propriety and public spaces. We designed a spa with waterfalls, a hotel and a little restaurant equipped with a public park on the roof open to all.



DATE: 2019

LOCATION: POTENZA PICENA (MC), ITALY

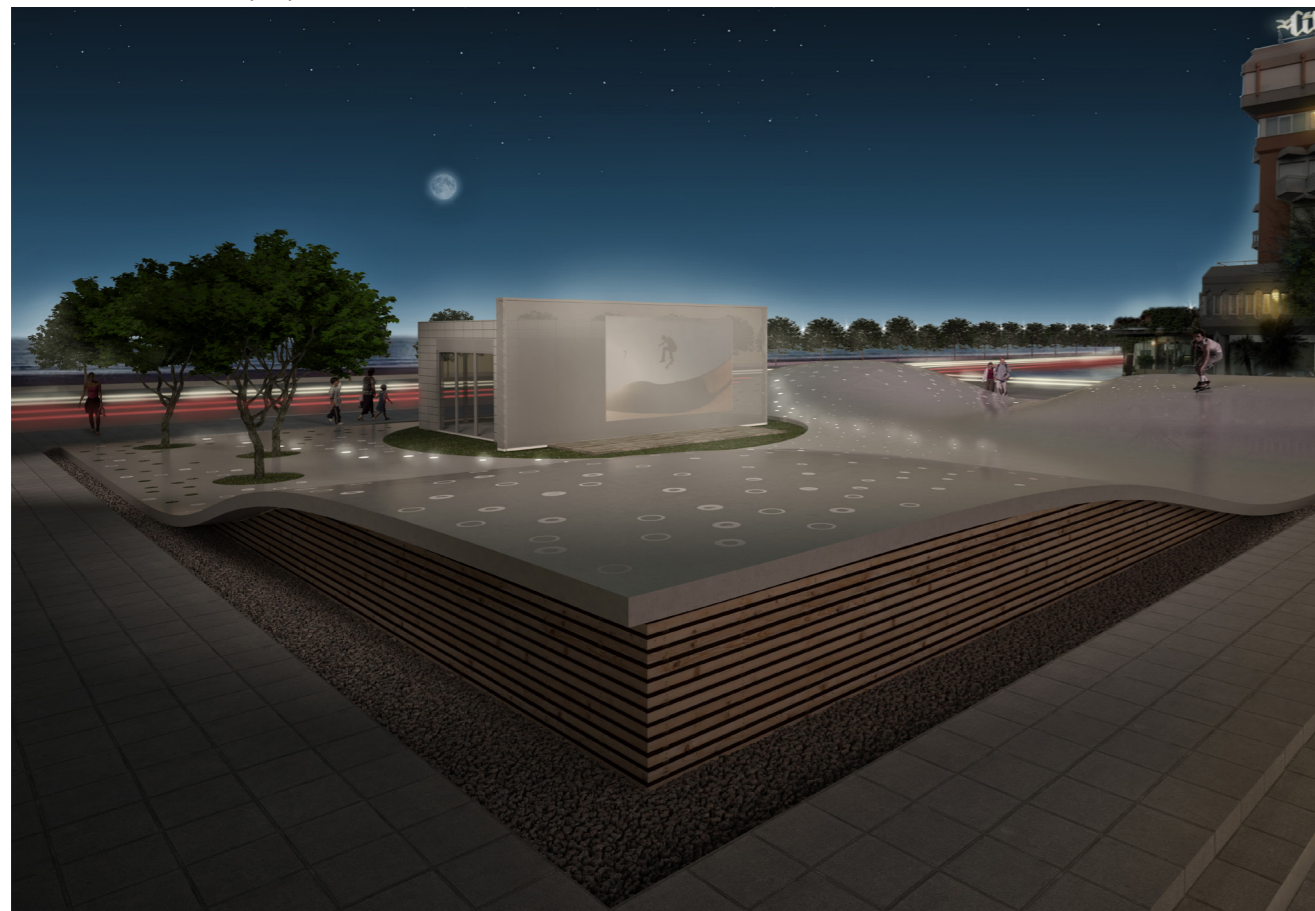
CLIENT: PRIVATE



Masterplan elevation and details



State of art and first proposal



CALIFORNIA SKATE

EMBEDDED TOYS IN URBAN SQUARE SPACE

“Like it or not, life is a game. Whoever denies that truth, whoever simply refuses to play, gets left on the sidelines, and I didn’t want that.”

Developed with the support of Jan surf, **“California skate”** is a proposal for the transformation of a useless public area to a skatepark, to create a focus for people loving this sport and all the community at large. We designed two options following a list of goals suggested from the Municipality of Senigallia.

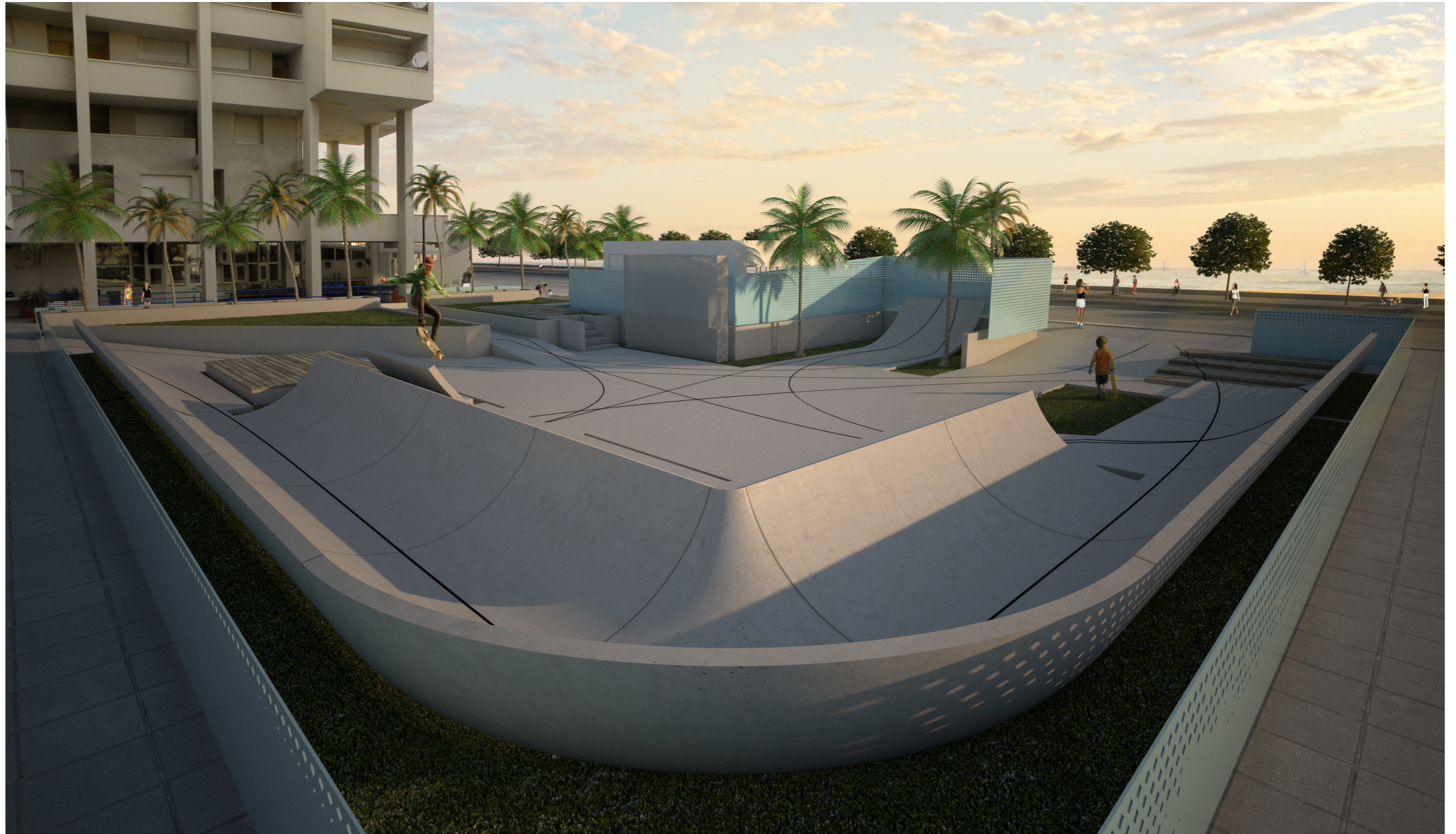
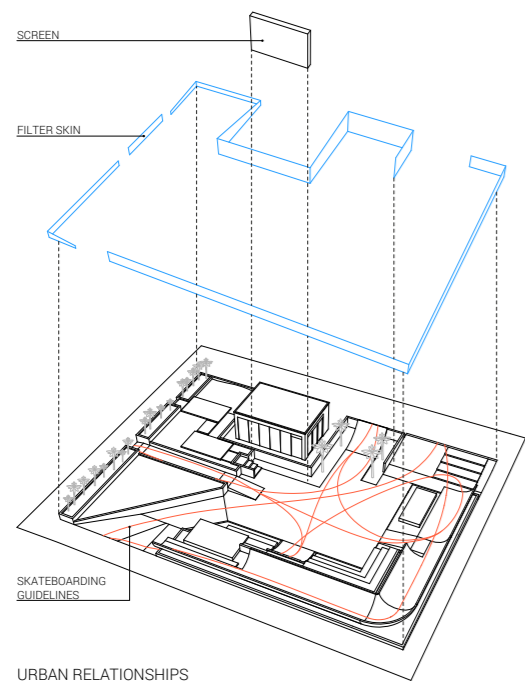
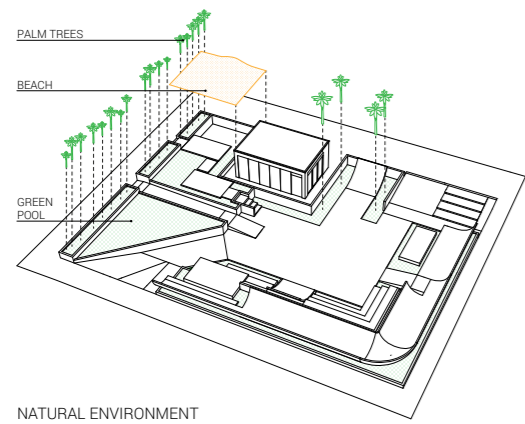
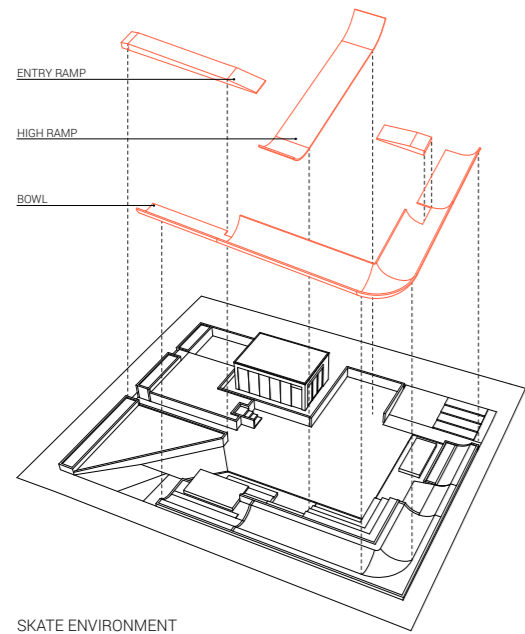
The first proposal, **“The bowl”**, plans the addition of ramps, bowl and prefabricated elements that allow a right and funny skating above a partial demolition of the existing square.

As opposed, the second proposal, **“A new wave”**, plans a full demolition of the existing to make a new urban space, a mix between square and skatepark, a place where it’s possible to fill the generation gap: a new positive wave!

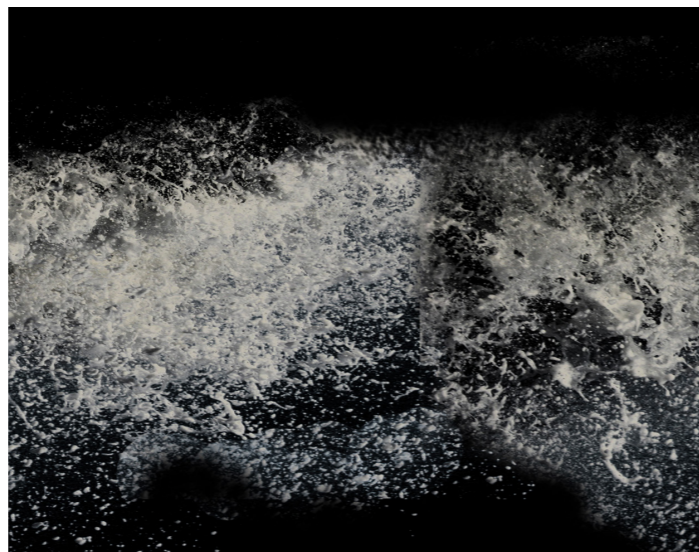
DATE: 2018

LOCATION: SENIGALLIA (AN), IT

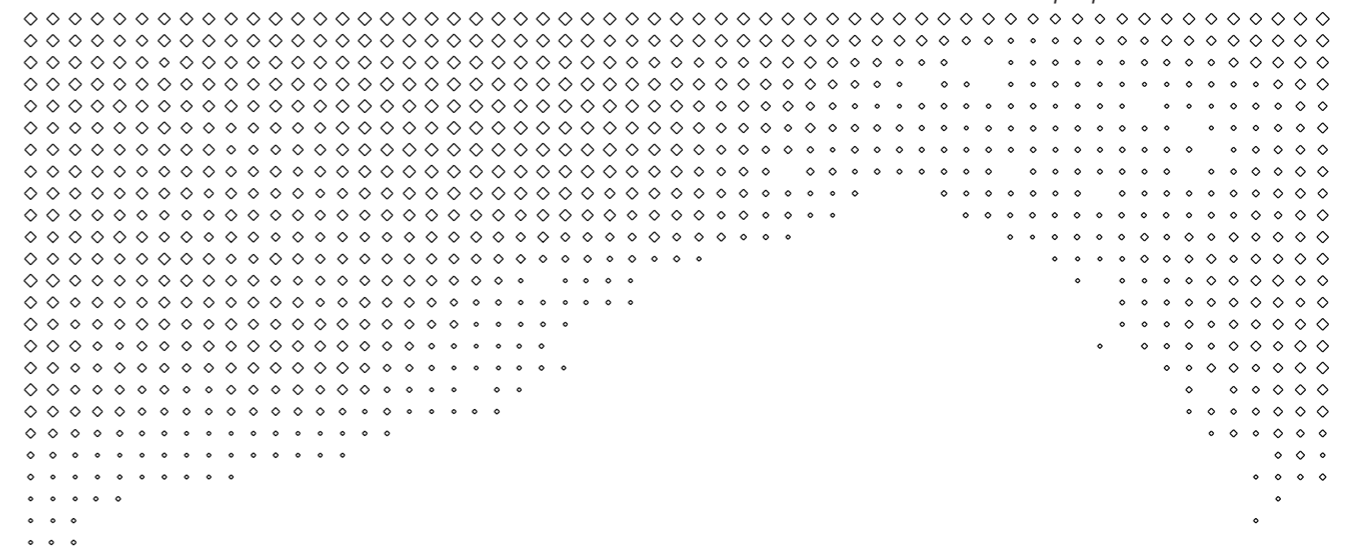
CLIENT: MUNICIPALITY OF SENIGALLIA



Diagrams and Picture Reference



Second proposal and skin detail





IF YOU BUILT IT

A BRUTALIST PROPOSAL IN THE CITY

[...] "It was a political aesthetic, an attitude, a weapon, dedicated to the precept that nothing was too good for ordinary people. Now, after decades of neglect, it's divided between 'eyesores' and 'icons'; fine for the Barbican's stockbrokers but unacceptable for the ordinary people who were always its intended clients." [...]

"If you built it" is a project focused on the renovation of the main facades of a historical building in the heart of the city. The generative process also involved the interior because our clients wanted to get independent every floor, and they asked for an exterior open staircase for the vertical distribution. We started with a meticulous analysis of the existing and its context. Surrounded by the trees and overlooking a classical Italian boulevard, this building didn't have a particular quality, and it was incredibly devoid of a common entrance, and interior atrium. Besides, there wasn't so much space in the private garden to build an open stairway. We decided to take these weaknesses and switch them as future highlights of the project. We drew a new frontal entrance using the space below the first floor, linking it to the new staircase through an inside-outside atrium. We projected the stair structure as a cage embedded and in continuity with the main facade where we obtained private terraces and small extension of the interiors that we closed with large glass surfaces. The outcome is a contemporary and brutalist geometry sculpted with a clear Croatian marble.

DATE: 2020

LOCATION: ANCONA, IT

CLIENT: PRIVATE



Elevation

Entrance



BREAKFAST AT TIFFANY'S

ARCH DECO CONCEPT HOUSE

"What I have in mind is that art may be bad, good or indifferent, but, whatever adjective is used, we must call it art, and bad art is still art in the same way that a bad emotion is still an emotion."

"Breakfast at Tiffany's" starts with a banal but fundamental question:

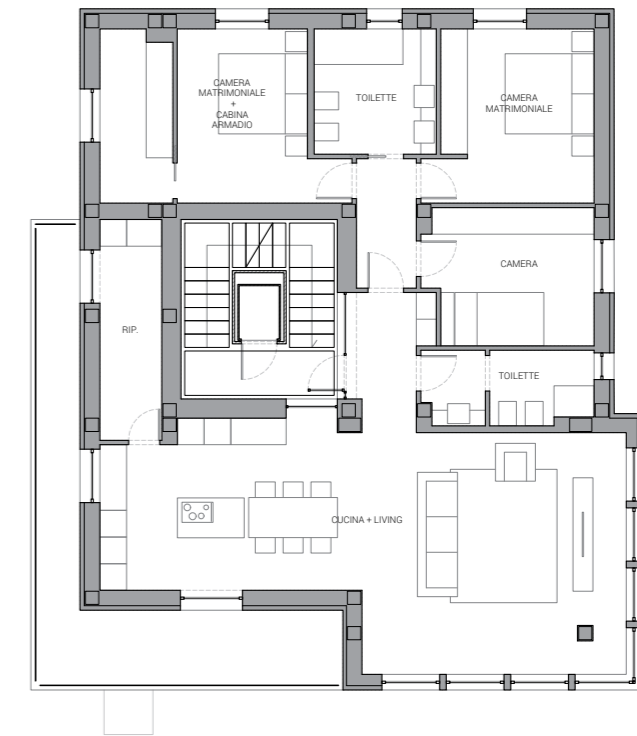
"How to switch a rude existing building in an art deco style palace without demolishing the main facade and keeping the ribbon windows in the present position?"

The answer was not easy at all nor usual. We decided to backwards the access and creating a sort of porch to emphasize the entry. Around the rectangular concrete columns, we studied a curvilinear wood covers as a skin (also useful to embedded the exterior lighting) which underline the empty below the balcony. To get elegant the facade, we designed plaster frames for the windows, and we added a multiple string course at any level. The outcome is a stylish volume that explores the connections between solid and void, interior and exterior, and ones affinity to the city in pursuit of a timeless and uncomplicated design.

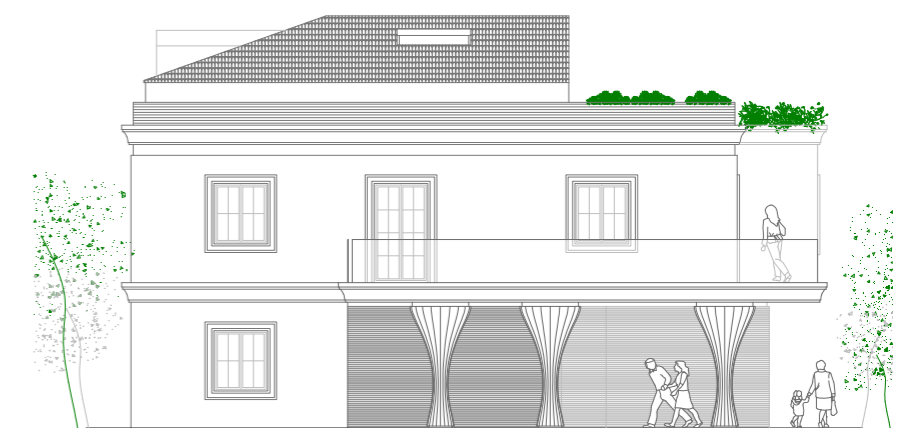
DATE: 2018

LOCATION: SENIGALLIA (AN), IT

CLIENT: PRIVATE



First floor plan



Elevation



DESK SET

DIGITAL PROJECT FOR A IT FAMILY

B.W.: "Just for kicks. You don't have to answer it if you don't want to. I mean, don't dwell on the question, but I warn you there's a trick in it: If six Chinamen get off a train at Las Vegas, and two of them are found floating face down in a goldfish bowl, and the only thing they can find to identify them are two telephone numbers - one, Plaza Oh-Oh-Oh-Oh-Oh, and the other, Columbus Oh-1492 - what time did the train get to Palm Springs?"

R.S.: "Nine o'clock." B.W.: "Now, would you mind telling me how you happened to get that?"

R.S.: "Well, there are eleven letters in Palm Springs. You take away two Chinamen, that leaves nine." B.W.: "You're a sketch, Mr. Sumner." R.S.: "You're not so bad yourself."

"This project is about you. Make no mistake, it is your future house, and more importantly, it's about where you will live for next years. We gave shape to everything you ask us, and we struggled a lot to generate an algorithmic design where parameters weren't only functional inputs but emotional ones. We built an attitude, a style, a philosophy that you pointed out and in which we believed. So this is the result without any compromises."

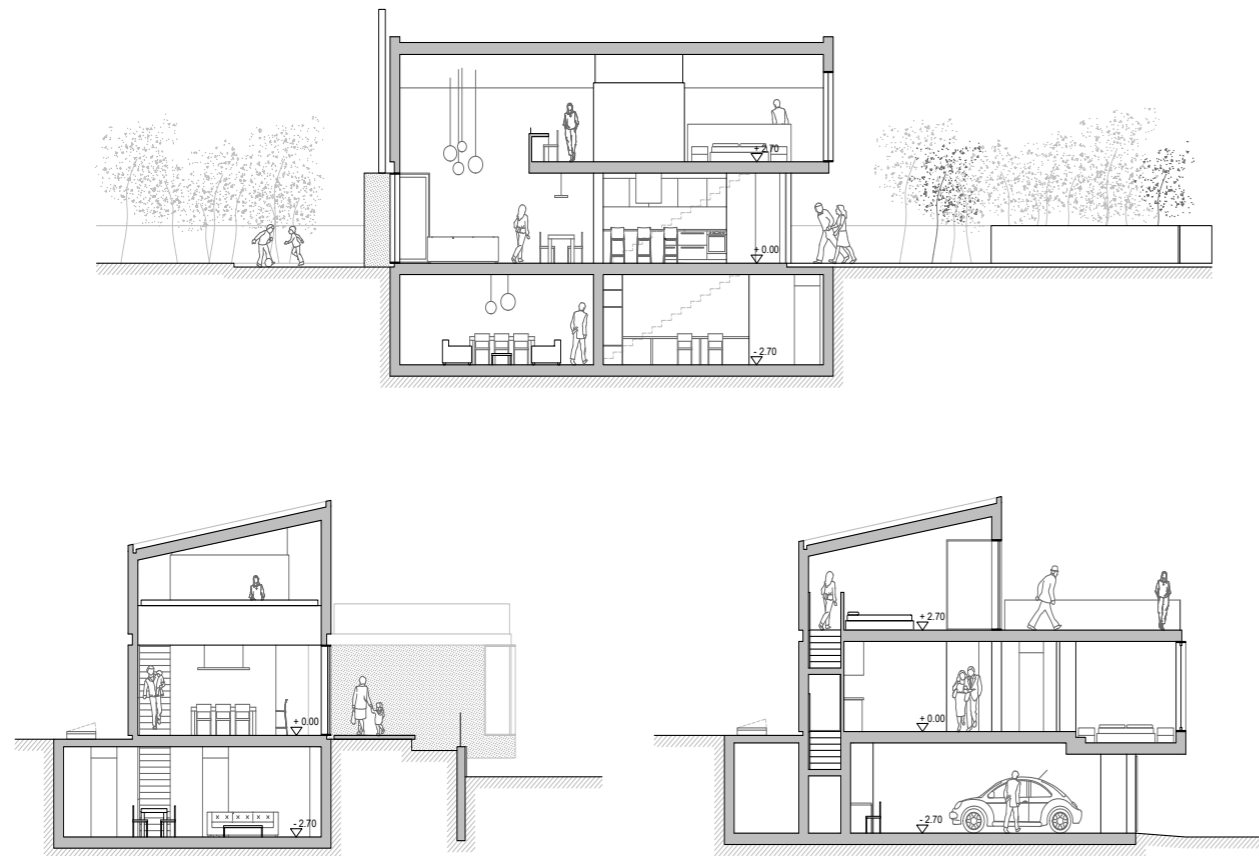
"**Desk Set**" took into account a countless number of client's requirements for what concern materials and functionality. The client is an IT professional, so we decided to elaborate on this setting a planning algorithm. Besides we've put emotional information extracted from the area survey's (sun orientation, lighting, climate and local nature, neighbour buildings) to complete the process.

The outcome is an intriguing project where the living day space overlooks the Adriatic sea's panorama, while the night area is backward in a private area of the house.

YEAR: 2019

LOCATION: SAN SILVESTRO (AN), IT

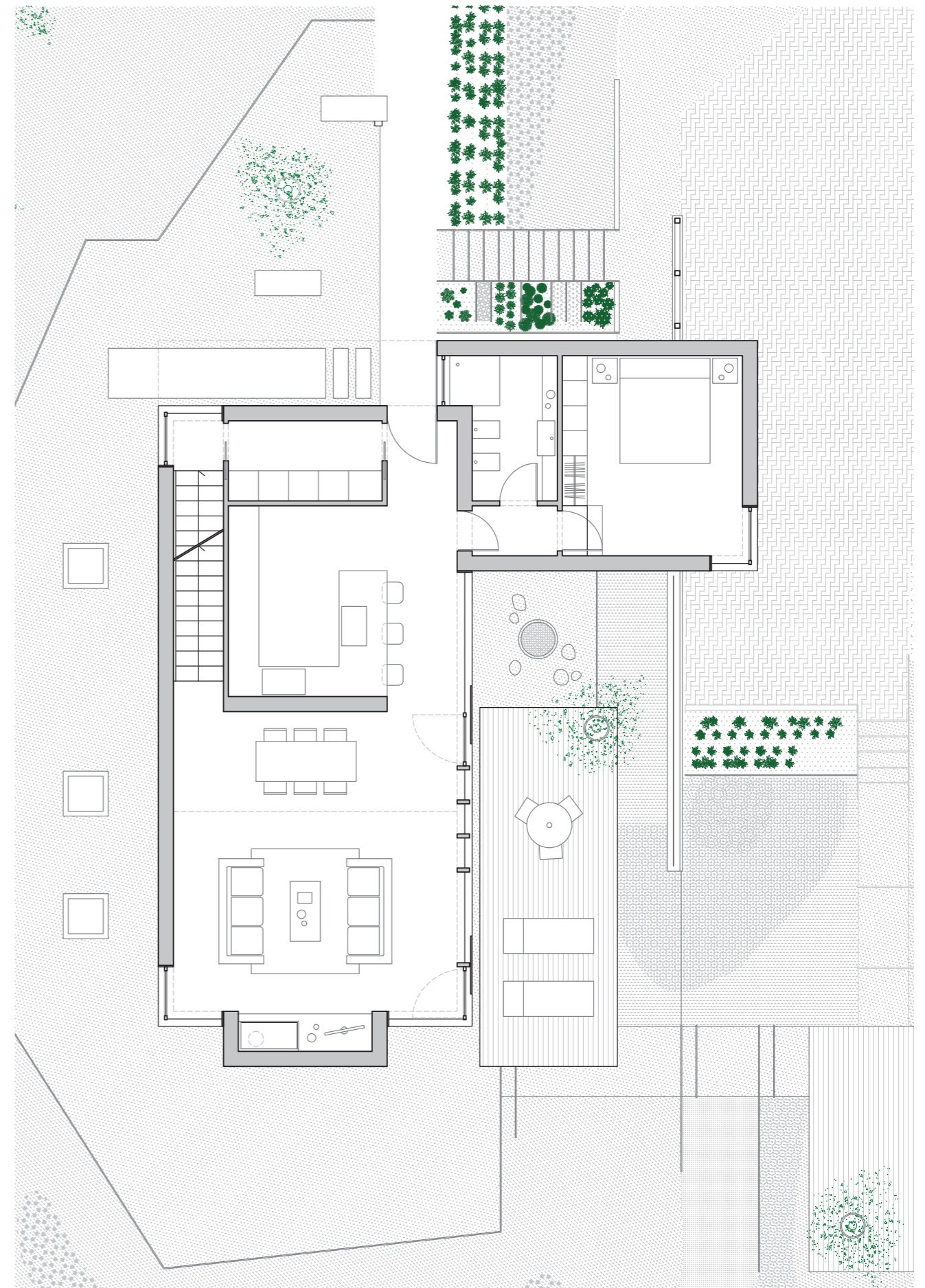
CLIENT: PRIVATE



Sections



EST PLATFORM



Ground floor plan

ARCHITECTURE

QUAND J'ÉTAIS CHANTEUR

ARCHITECTS VERSUS CLIENT

[...] Hiss: "Sire, sire, they may be bandits."

Prince John: "Oh, poppycock. Female bandits? What next? Rubbish. Um, um, my dear ladies, you have my permission to kiss the royal hands. Whichever you like, first." [...]

"Quand j'étais chanteur", or in the Italian version title "A Modo Mio", tales about a dreadful war. At the very beginning, (the images are about the conceptual part of the project) we won some battles, but, during the construction phase, we started to lose every single duel and, sincerely we don't have the stomach for displaying the final outcome. This a metaphor on how much is complicated facing a project when you don't have enough influence on your client. For us, it's a "quasi manifesto" to take in mind.

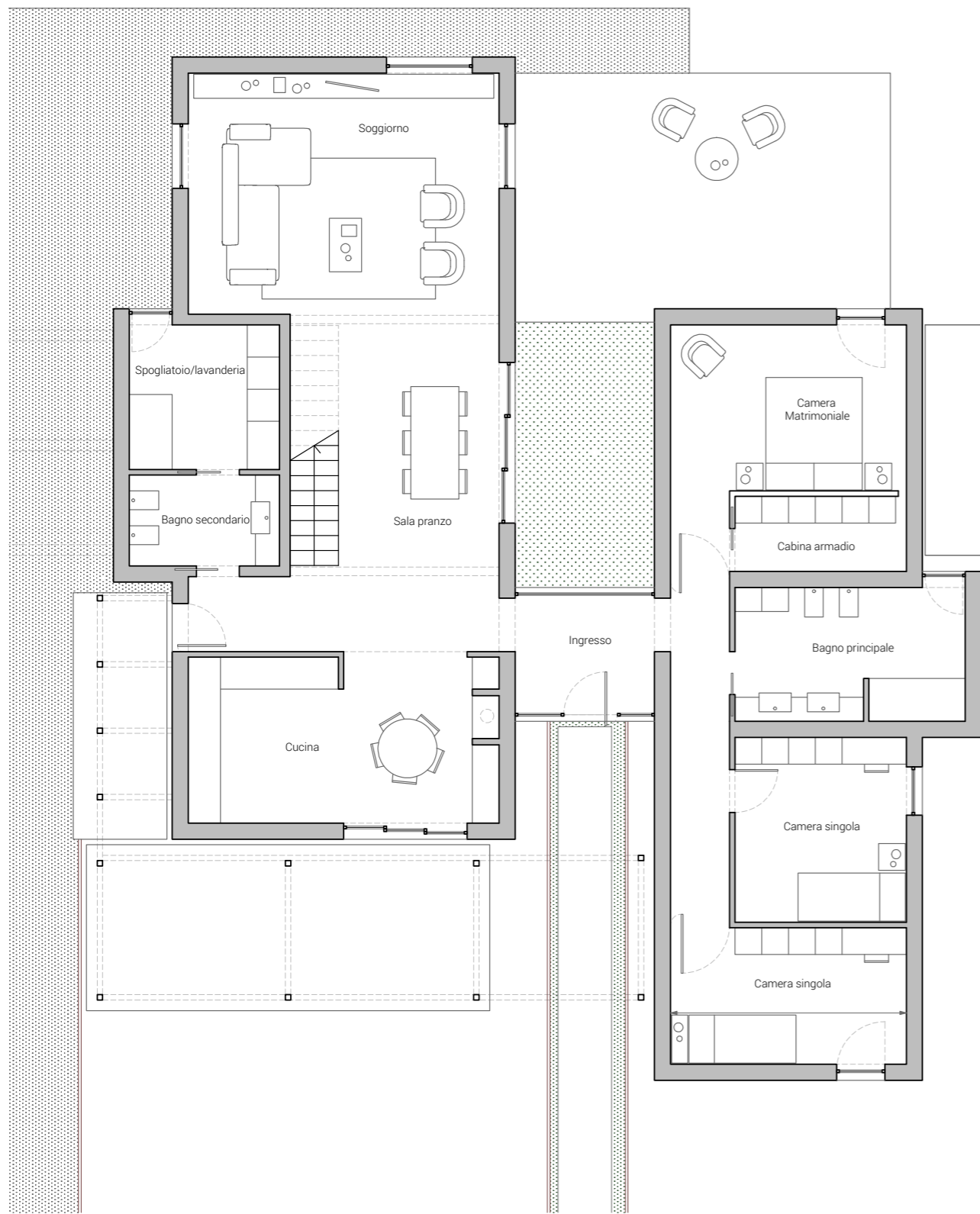
Anyway, this project was about the restoration of a ruined building immersed in the peace of Marche's countryside. We've chosen a traditional asset for the roofs and for the interior, but we studied some details to get the elevation free from gutters and tubes. Besides, we ubicated the entry in a glass volume in a way that you can feel the nature from inside and outside. The aim was to design a traditional asset with a more contemporary clean for the details.

DATE: 2019

LOCATION: RECANATI (MC), IT

CLIENT: PRIVATE





Ground floor plan



01 | MANIFESTO

GOOD DESIGN IS A GAME CHANGER

*MAKE PEOPLE
THINK DIFFERENT.*

EST platform is a multidisciplinary office, we do Architecture, Design, and we do Consult in case anyone asks. We don't make *Traditional Things* because, after all, having *One Style, One Size* and only *One Point of View* is a super boring *Lifestyle*.

We've been designing architecture, interior, and furniture professionally for *over 8 years*, but we've also been working outside of our habits when something/one fascinated us. We never are afraid to embrace our potential, and we never are afraid to transform ourselves into the best version we can be.

Nature, biology, science, and technologies are our inspiration.

With passion, love, curiosity, and resilience, commitment blended with the ability to think big and dream even bigger, **ANYTHING IS POSSIBLE.**



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