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DEVICE GAMES
FOR ARCHITECTURAL PLAY

GRY ŚRODKÓW WYRAZU
W ZABAWIE ARCHITEKTONICZNEJ

Abstract

The text characterizes two interdisciplinary projects: the Isle of the Dead and The Momentum. These projects by using new strategies and devices play a game with the landscape.

Keywords: landscape project, territory, cartography, new device perceptions

Streszczenie

Tekst opisuje dwa interdyscyplinarne projekty: the Isle of the Dead i The Momentum. Projekty te używając nowych strategii i narzędzi prowadzą grę z krajobrazem.

Słowa kluczowe: projektowanie krajobrazu, terytorium, kartografia

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1. First Device. Three memory machine. Isola dei morti, il Piave

On the banks of the Piave River, at the foot of Montello, an expanse of gravel becomes, in October 1918, the scene of a battle among the most significant of the Great War. This will place a name – the Isle of the Dead – and the attitude of a memorial intended to keep alive the memory of the many soldiers who in crossing the river at that place have seen their lives disrupted. In this framework, in which elements such as history, memory devices, relationships of affection, the river and its natural environment are intertwined and are renewed today, it is interesting to point out the need to look at this “island” as a “landscape”, and that is the result of a process capable of expressing in a vital presence and the value of these events long gone.

The theme of the Great War that we commemorate the centennial of at this time can thus become a stimulus to build tools and innovative looks at places that are likely to dissolve under the weight of rhetoric or indifference to the contexts without which a simple conservation of artefacts and individual material evidence appears useless.

The Benetton Foundation, with its wealth of studies on memorial sites, especially with the experience “Outstanding Places” conducted from 2007 to 2012, and the current research on cartographic topics “The geography is used to make war?” wanted to keep working with these tasks of designing the experimental nature of this area.



Device islands, as:

- An opportunity for effective exchange with the area in question and its partners with a “share” that, with passion and knowledge, surveys and debates, have offered a wealth of information and a witness aware of the problems encountered.
- An experience multidisciplinary in nature, in which they had a chance to interact among professionals: architects, geographical, photographers, historians..., sitting together at the same table with cross-disciplinary thinking and high-profile expertise.
- A simulation, recognized as such, but capable of expressing strategies tied to an operation of the future through a vision of possible scenarios.
- A reflection from: being able to understand the complexity of the territory and its elements (vegetation, water, signs / traces of the legacy of history...), proposing that each of them is the protagonist of a part of the whole.
- Designing the island of the dead does not so much mean to be able to give it a final image, understand what an effective methodology is for giving a general overview of issues related to different scales, not so much the answers.
- Three islands where the general reading of the whole is conceived as the study of the three elements found, vegetation, water, signs / traces legacy of history, individually and together, they offer a reflection, a new map, a device, a “frame” able to highlight the individual problem on a large scale rather than in continuity with a reference scale nearest to the island of the dead, in the form of the project.

2. Second Device.

Momentum project for ROME, Nuvola: Llupona

The proposal of the Las Palmas de Gran Canaria University GROUP named MOMENTUM PROJECT, corresponding to the quadrant 14 of the grid proposed by ROMA 20-25 Council of Rome and Museum MAXXI, emerges from the reading and the interpretation of the Area through a Nuvola: LUPONA as device operator as strategy for the Momentum project.

The Project Place Rome 2025 in the European Green Belt (EGB) through a system of parks defined by the geomorphological structure of Rome, connected with the Apennines and with a structure that reproduces a random plantation that will grow and develop based on contemporary geographical and social parameters. It will be placed and articulated at the junction of the Parks located in the quadrant 14 of Rome 2025, Nomentum and Gattaceca.

Enhance, deepen and rationalize the structures and the individual characters of Nomentum, Gattaceca, Marcigliana and Inviolata parks as generators of a system of perceptive relations, of uses, activities, communication and mobility with Rome and its metropolitan condition, starting from its own reorganization, requalification, and through the creation of new alternatives to the Via Nomentana with its necessary ramifications (Palombarese...).

The transverse connection between the Nomentum natural reserve, Mentana, Monterotondo, Gattaceca and the Autostrada del Sole, is articulated through strategies on different scales: starting from the re-proposition of a “normative horizon” that generates a visible environmental scenario of constructions of quality, to the implementation of a tertiary HUB: the disk of Mentana with its territorial-Metropolitan range. This implementation

is connected with the highway as an urban gateway, starting from that point transport and communication stations will be deployed.

In this complex area defined by parks, fields and olive tree plantations located between settlements such as Sant' Angelo Romano and Mentana, we propose a productive landscape as an Analogous Landscape: with the physical and functional architectural structure of the territory, with the un-urban experience at the disciplinary level of countryside and city relationship and its adaptation and new-technological development, and at a symbolic level with the archetype of the natural, the tree of life.

The necessary urban re-qualification of the building quality, concerning its layout and the public spaces of Fonte Nuova, Colleverde, Santa Lucia... arises as a strategy that generates a dynamic landscape, reshaping the internal limits of this dispersed city (*Limes vs Limen*). It is a tactic of localized calligraphic actions that, through cross-scale transformations, draws a new landscape.

In this environment, aimed at being urban and energy-efficient in its relationship with the Marcigliana and Inviolata parks, sustainability is ensured by adding a set of energy systems, accomplishing the creation of an urban ecological landscape; together with the implementation of a new Forum located in the Inviolata natural reserve with the capacity to host major events. This new landscape is created by projecting a carved valley between two hills, one reforested and the other created with residual areas, a controlled landfill transformed into an observatory of the whole orographic system. To subtract and to accumulate, to tread and fill, to innovate with the territorial production cycles from the MOMENTUM PROJECT.

