Canon

METAPHOR

As the voices in Canon, so our users' lives will be joined together in order to make a growth for each part.
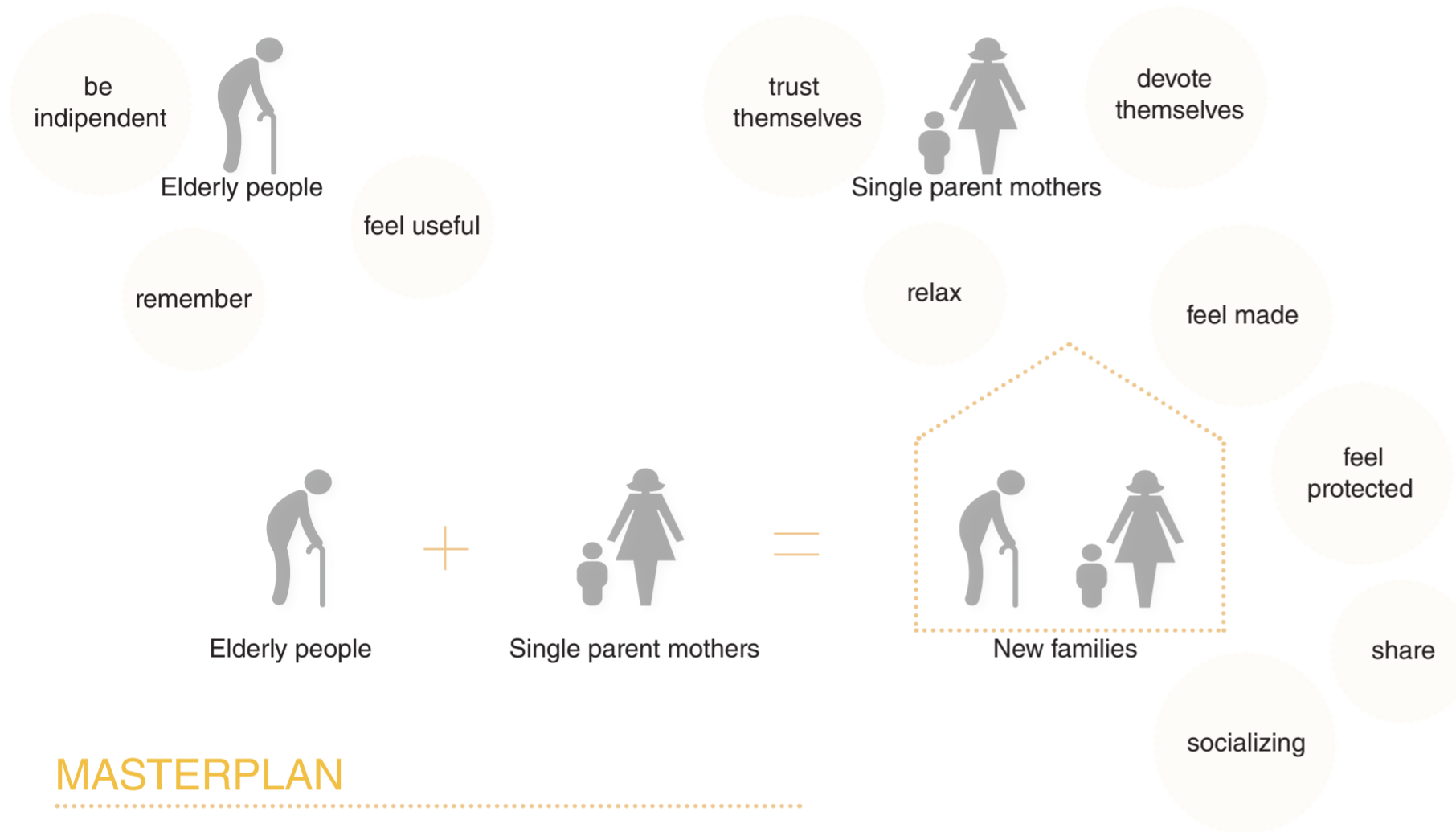
" Canon ", that derives from the Greek word that means LAW, is a composition of polyphonic music in which the main voice is performed by other voices at regular intervals (as answers) overlapping one another.

CASE STUDY

Stretto House_S. Holl

House N_S. Fujimoto

Sky illage_MVRDV

USERS

be indipendent

Elderly people

feel useful

remember

trust themselves

Single parent mothers

devote themselves

relax

feel made
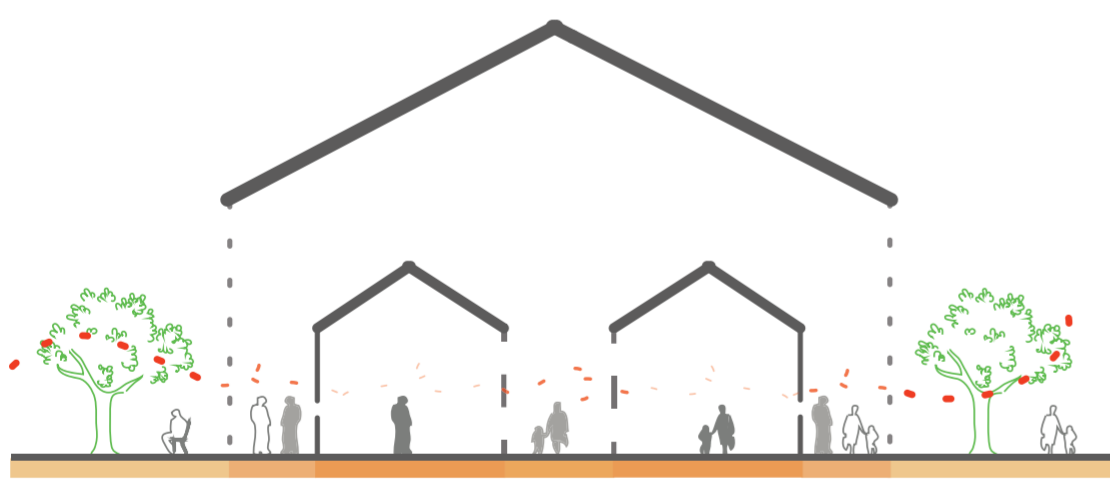
feel protected

Elderly people + Single parent mothers = New families

share

socializing

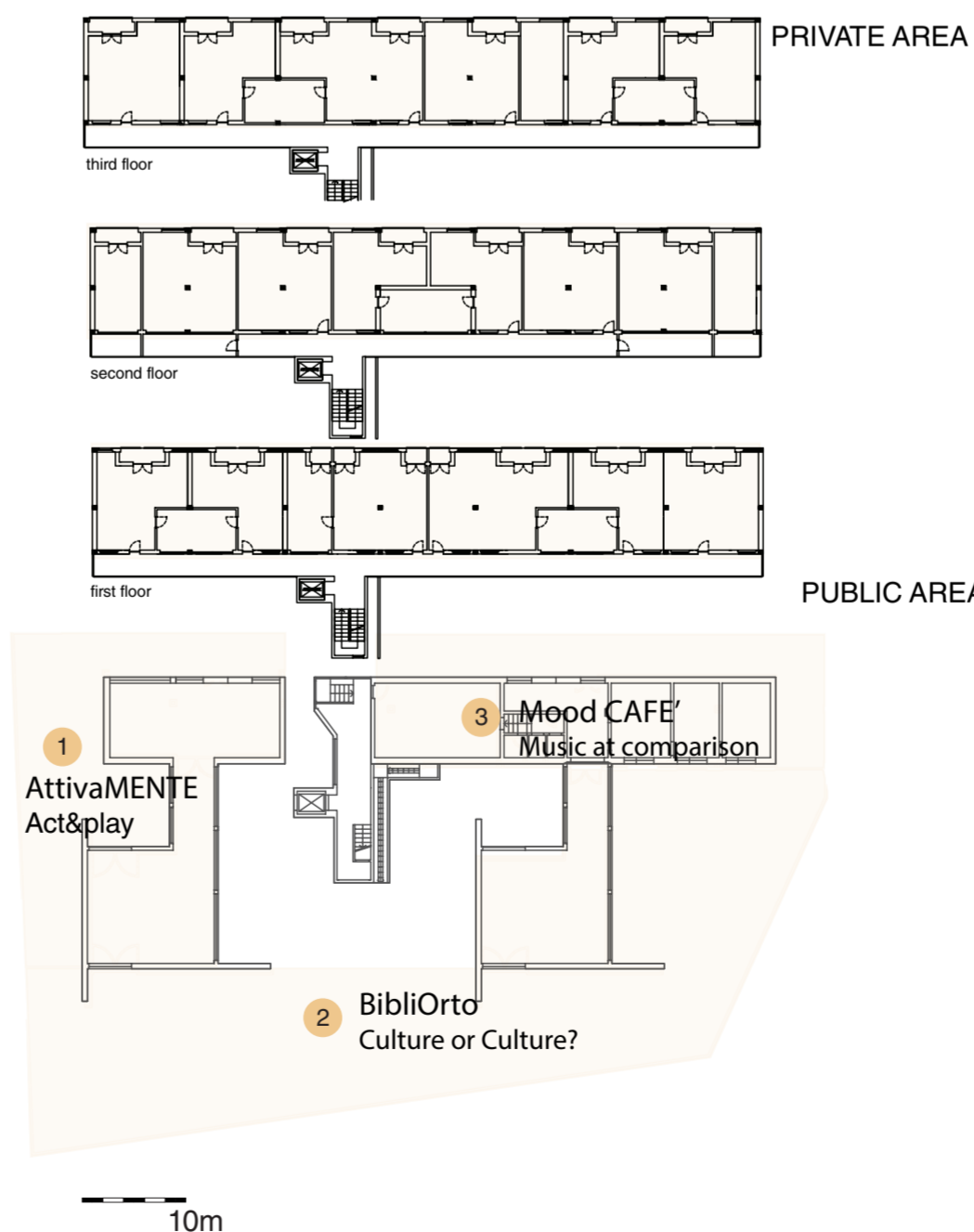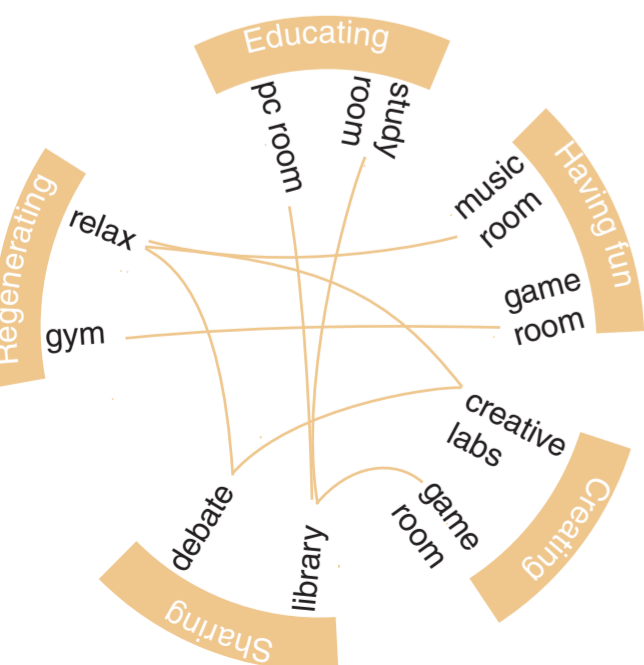## MASTERPLAN

Our project consist in two areas: one that is public, and one that is private.
The public one is settled at the ground floor and has three units: AttivaMENTE, BibliOrto and MoodCAFE'.
The private one is composed of apartments.

public
semi public
semi private
private

Educating — study room — pc room — music room — Having fun — game room — relax — Regenerating — gym — creative labs — Creating — debate — library — game room — Sharing

PRIVATE AREA

third floor

second floor

first floor

PUBLIC AREA

1 AttivaMENTE Act&play

3 Mood CAFE' Music at comparison
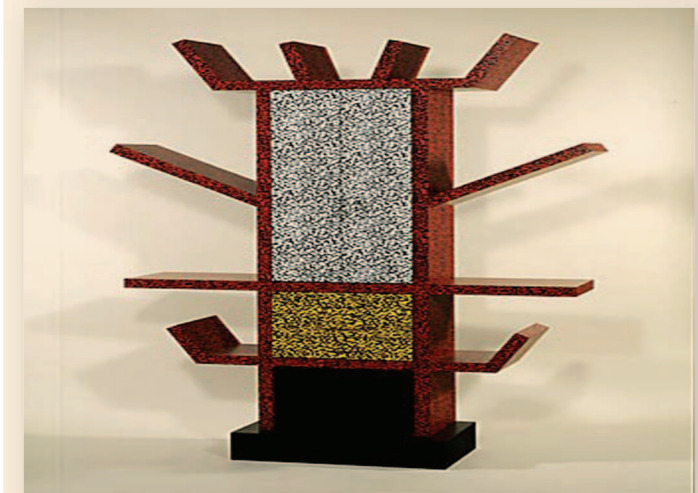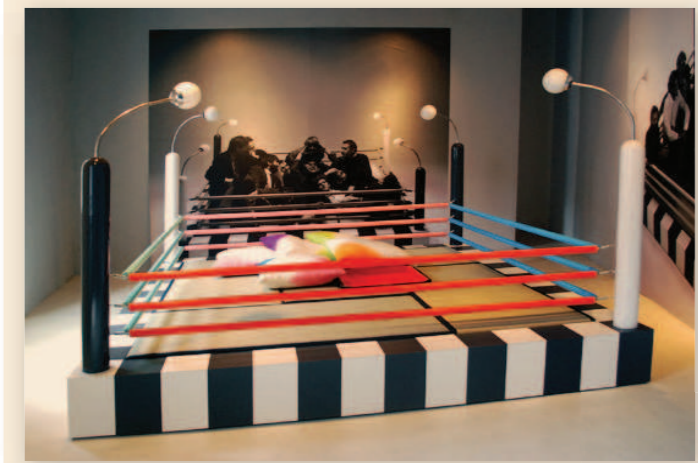
2 BibliOrto Culture or Culture?

10m

Each couple of apartments shares a room, called NEEDroom: here you can meet the need of socialization and of communication doing activities together with your neighbours

1 Laboratories and creative games for the old and the young

2 Garden where you can grow your thoughts

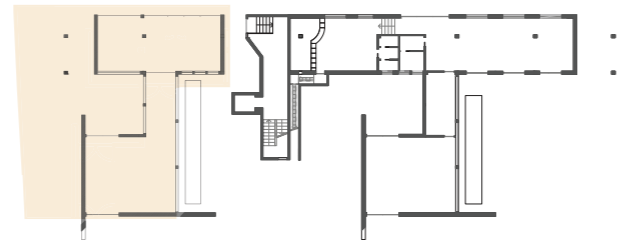3 Place where you can listen to music according to your feelings

via Demonte 8
L. Dimiziani | M. Doroldi | M. Forti | A. Giannetto | G. Giannetto | A. Lanzalotta

AttivaMENTE

Apartments

interactive game

body
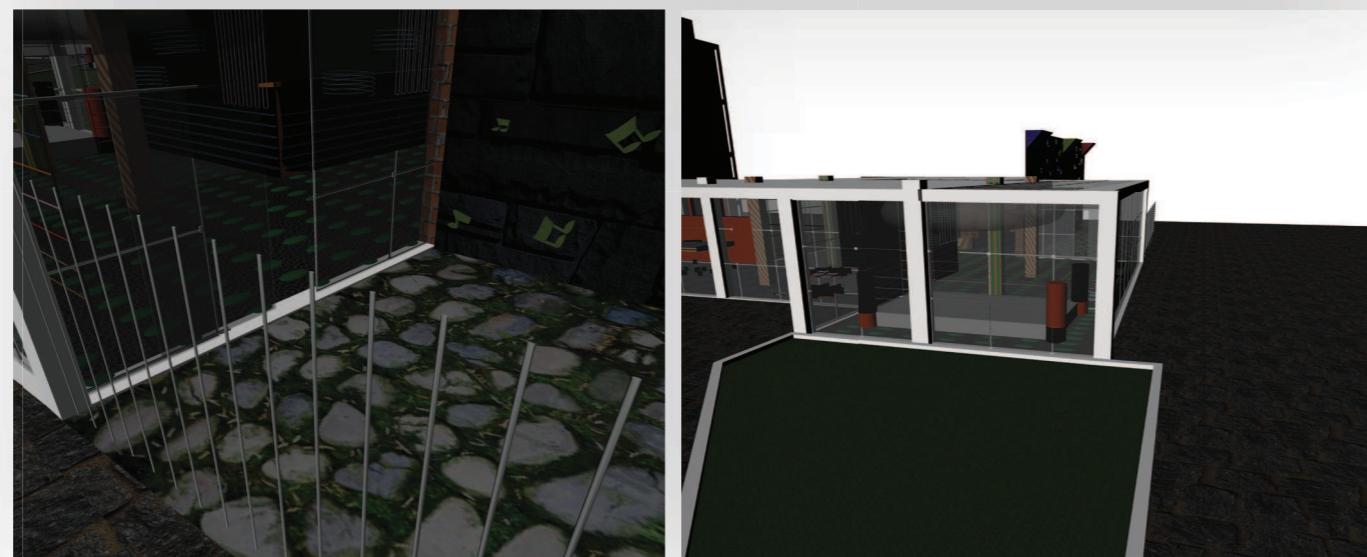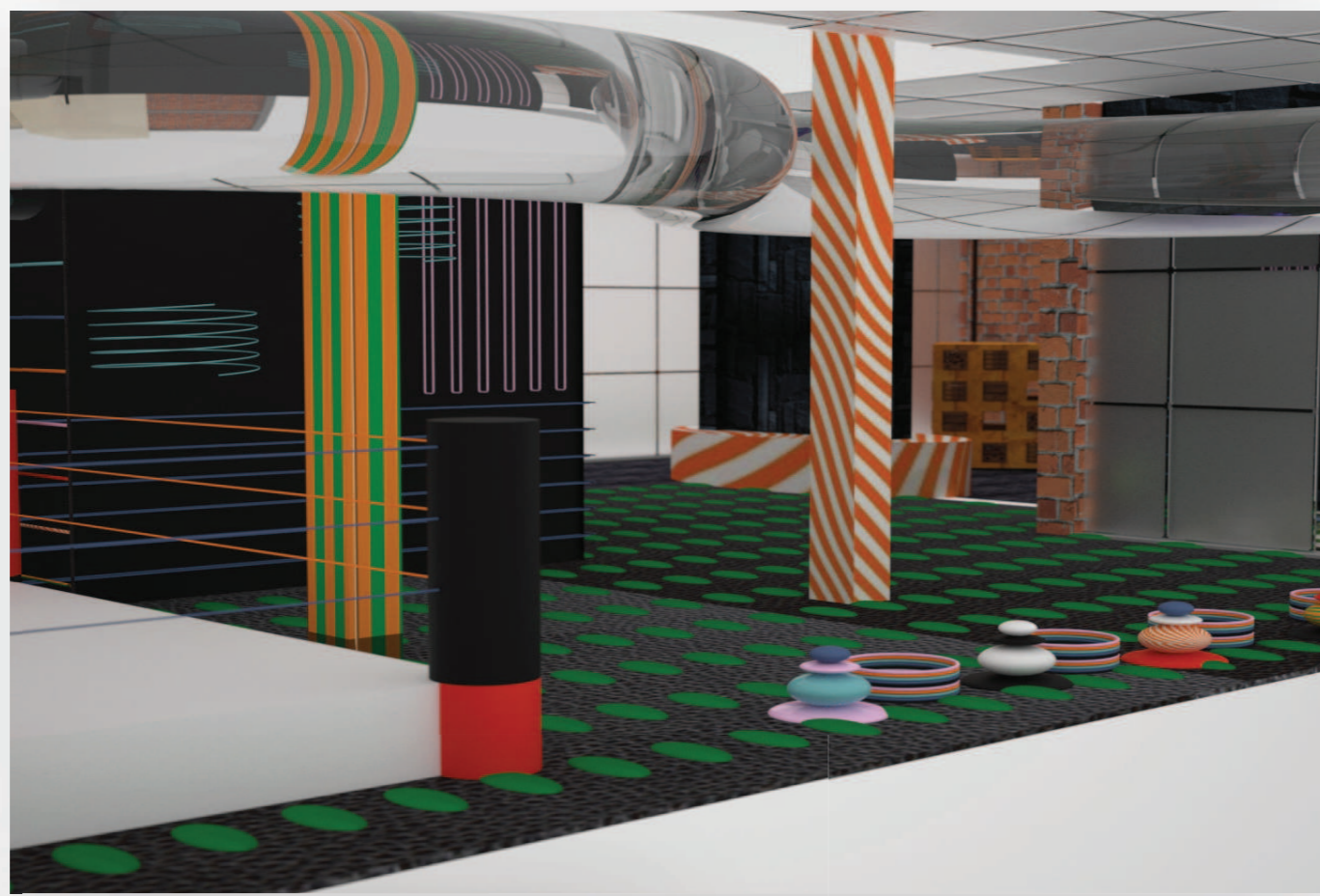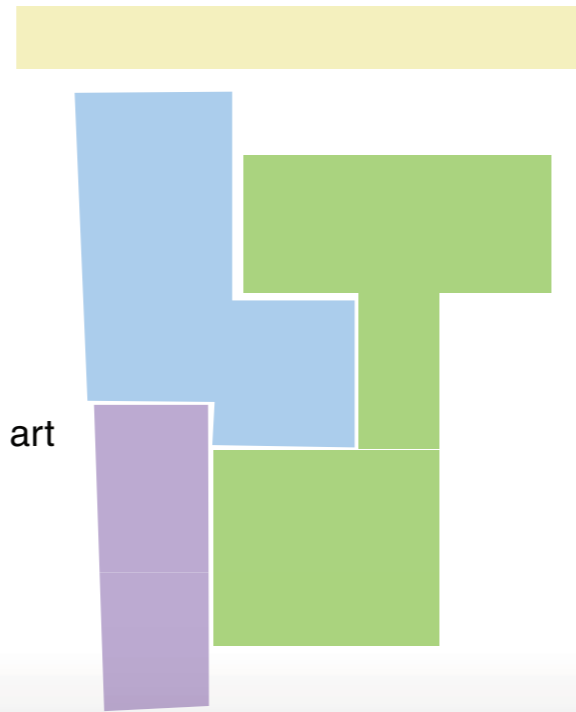
climbing

brain, informatics, music, art

With this project we want to teach to senior and the youth how to cooperate together and learn from each other.
In the background there are the creative laboratories that involve different areas and are divided into two part:
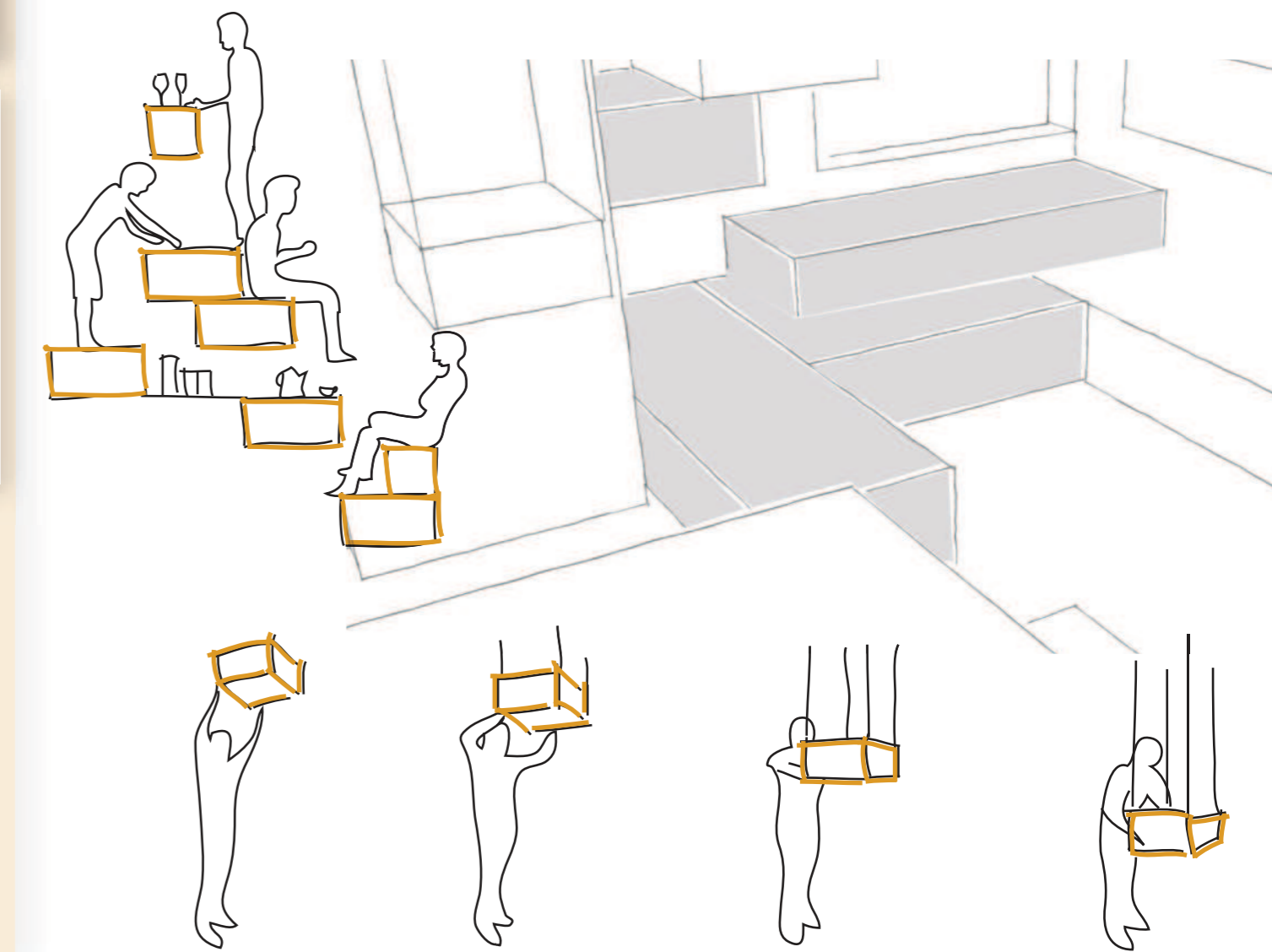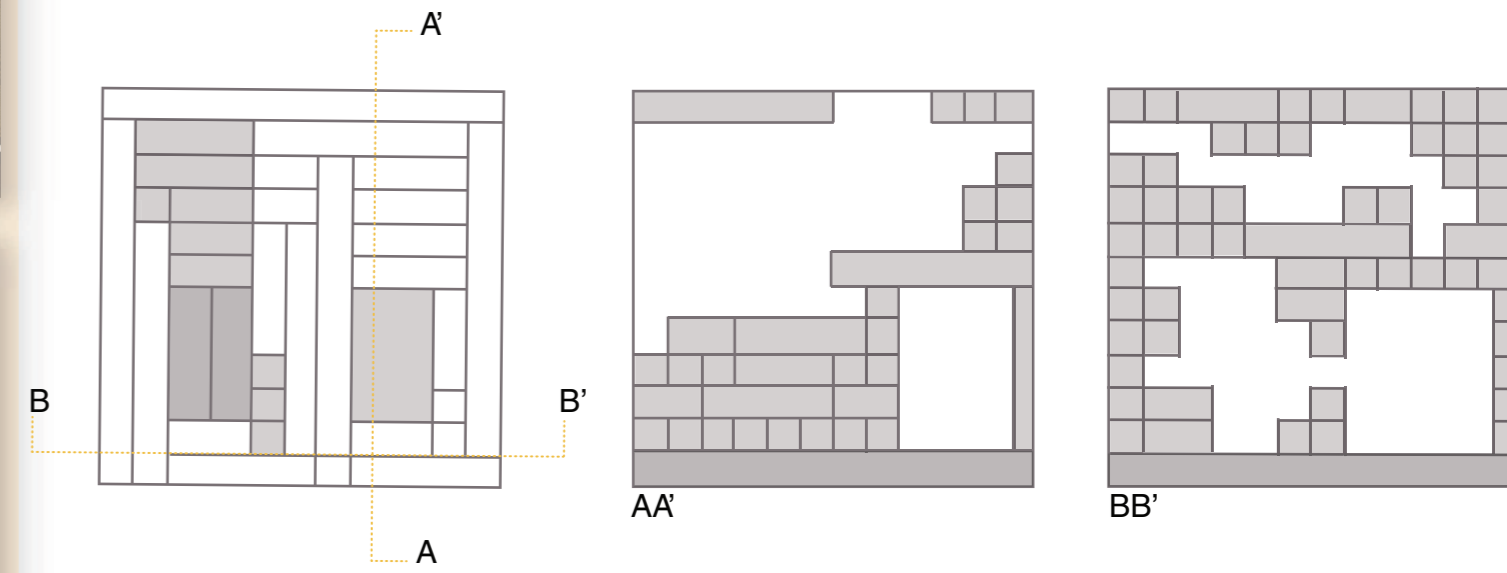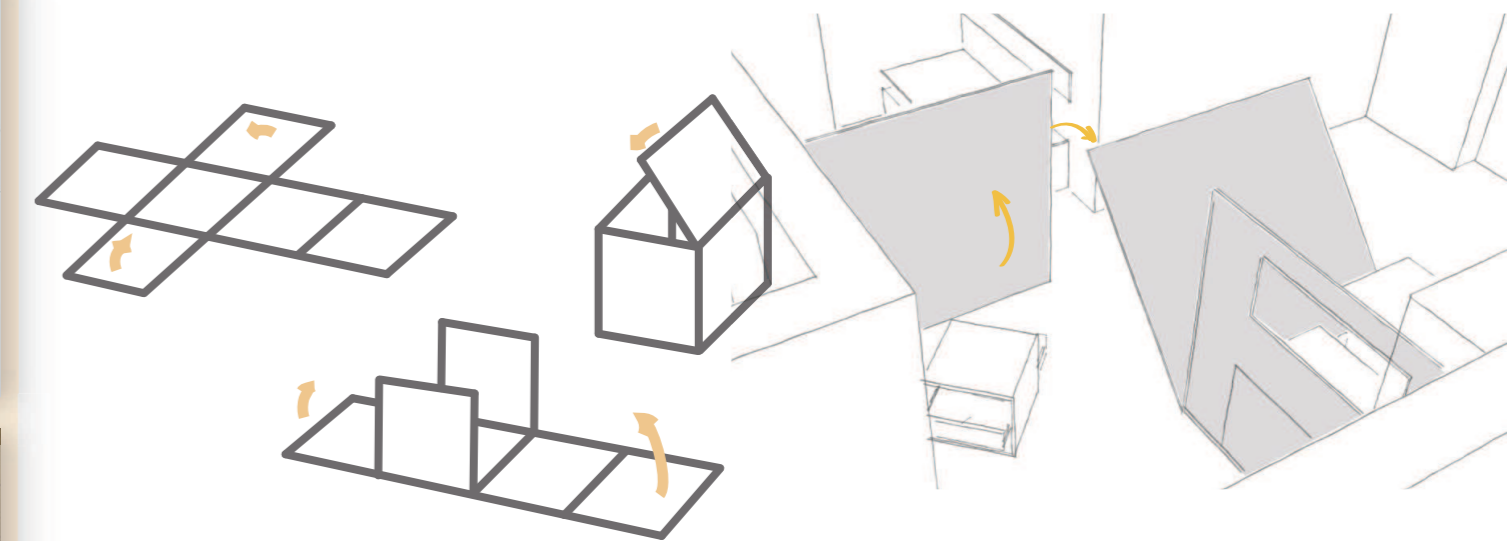one for the body activities and one for the brain.

Projects draw inspiration from some of the projects by S. Fujimoto.
The concept rings around two ideas:
1.House within a house: walls can be opened and lifted creating microenvironment

2.Levels: fourniture is set on different layers making a visual game

A'

B   B'

A

AA'   BB'

CANONE
Antonio Giannetto | Giulia Giannetto