PAO.6

Experimental Architecture Summerschool
in L'Aquila / Italy
30.8. – 11.9. 2010

Review

l´Aquila

Since the disastrous earthquake in April 2009, the old city center of l´Aquila – once a place of superb historical buildings and vital urban atmosphere – has turned into a „No go"-area. Only two main roads were openend to the public. In some places –not too many - reconstruction works are going on. The city life had to re-establish itself anew at the periphery of the centre, at the outskirts of the city.

Top: Scaffolded Buildings in the City Center , Bottom: Piazza del Duomo

Bagno MAP

Whereas the ruined old city-centre of l´Aquila has turned into a kind of forbidden zone, closed-off from public for perhaps many years, about 20 new emergency settlements called „MAP" emerged around l´Aquila. Here the people who suffered the demolition of their homes have found new accomodation. One of these settlements is Bagno MAP, a collection of seven long-stretched rowhouses for ~300 people, on the Southeastern mountainslopes of l´Aquila. Whereas the new flats provide good living conditions again for the people, the immediate surroundings of Bagno MAP are rather poor. PAO.6 was invited to enhance this situation by designing and building playgrounds, pavillions, and places for socialising.

The Workshop

S. Stefano Basecamp

One of the lucky strikes of PAO.6 was the team´s homebase for two weeks at Gran Sasso Camping in S. Stefano, some 20km away from l´Aquila. The village itself – an old assemblage of stone houses and tight lanes – was worth a discovery; but the surrounding landscape was simply breath-taking.

Top: S. Stefano di Sessanio Village
Bottom: View to Camp

Fieldtrips

Three fieldtrips for one day each made the group familiar with the city of l´Aquila, its historical and natural environment. Equipped with two small tour-busses, the group easily traveled across mountain-areas and cities, always carrying sketchpads and notebooks. The task: Catch the atmosphere of the place, its spirits, energies and ressources.

City of L´Aquila
August 30th

Abruzzo Villages
September 2nd

**Villa Adriana, Tivoli**
September 4th

Fieldworks Abruzzo

Rocca Calascio, Castel del Monte, Castelvecchio and S. Stefano – these old and fortified Abruzzo villages form a lofty world in itself. Clinging like birds nests to the mountains they present a laby-rinth of lanes, streets, and stair-ways. Inside the villages: houses centuries old, and views to the landscape that are impossible to be described by words.
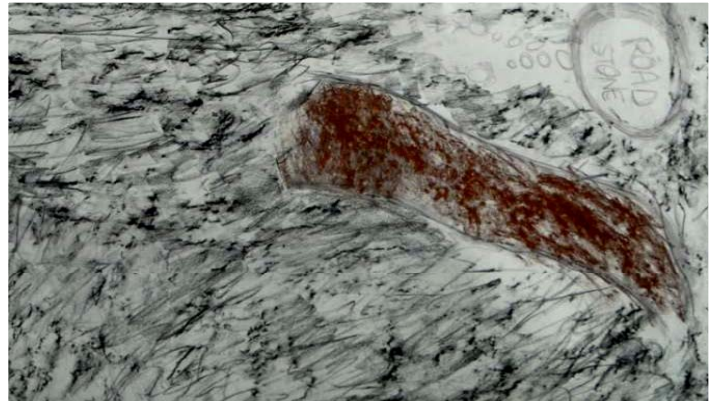
Fieldworks Villa Hadriana

Villa Hadriana is one of the largest ruins of antique Roman architecture, in the town of Tivoli, some 70 kilometers away from l´Aquila. Emperor Hadrians palace – actually a city in itself – is a collection of architectures in all styles, from all regions of his empire. The picturesque ruins are a fruitful object for architectural sketching and painting.
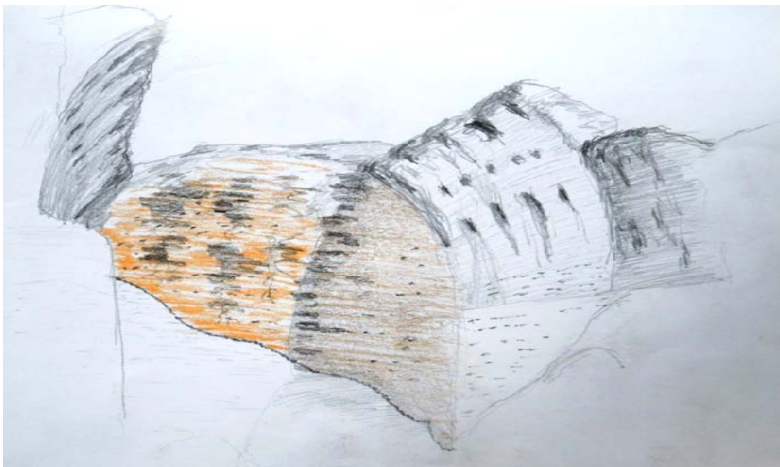
Lectures & Speeches

Reconstruction of Vraca Synagogue
Prof. Rudolf MORGENSTERN

L´Aquila City Architectura History
Prof. Romolo CONTINENZA

Playgrounds
Margharita CONTINENZA

Works in Progress
Jörg Rainer NOENNIG

Banffy Castle
Diana MIHAI

University Studio

L`Aquila University`s new campus for the engineering faculty – a transformed CD factory – was the location for the programming and speed design sessions. Prepared by introducing lectures by Romolo Continenza, the group was to distill it´s observations and findings from the Bagno site into design ideas.

The Studio Tent

For almost two weeks, the work-shop had its „homebase" in a large blue emergency tent – the same kind of tent in which most of l´Aquila peoples lived for almost a year after they had lost their homes in the earthquake. Yet, the tent was a perfect „Bauhütte" – simple, rough, yet inspiring. Real camp-atmosphere.

Blue Tent organised by: Chiara Continenza, Boy Scouts l´Aquila

Micro Intervention

After observing and investigating the site, a first artistic intervention was made, tiny one though. In the course 2 hours a „Piece of Micro Art" was to be put in a selected spot in the settlement area. The microintervention ranged from a Mobile Micro Supermarket (top) to letterbox installations with memo stickers.

Microinterventions:
„Mark of Hope" A. Ghazaryan (top),
„Microsupermarket" M. Baer, J. Li (bottom)

Site Observation

Using what´s there: this „re-cycling" theme was at the base of the task „Treasure Map". A map was to be composed which takes stock of all available resources on site – be it waste materials, dumped household goods, or natural ressources. In one way or another, these might become starting points for projects.
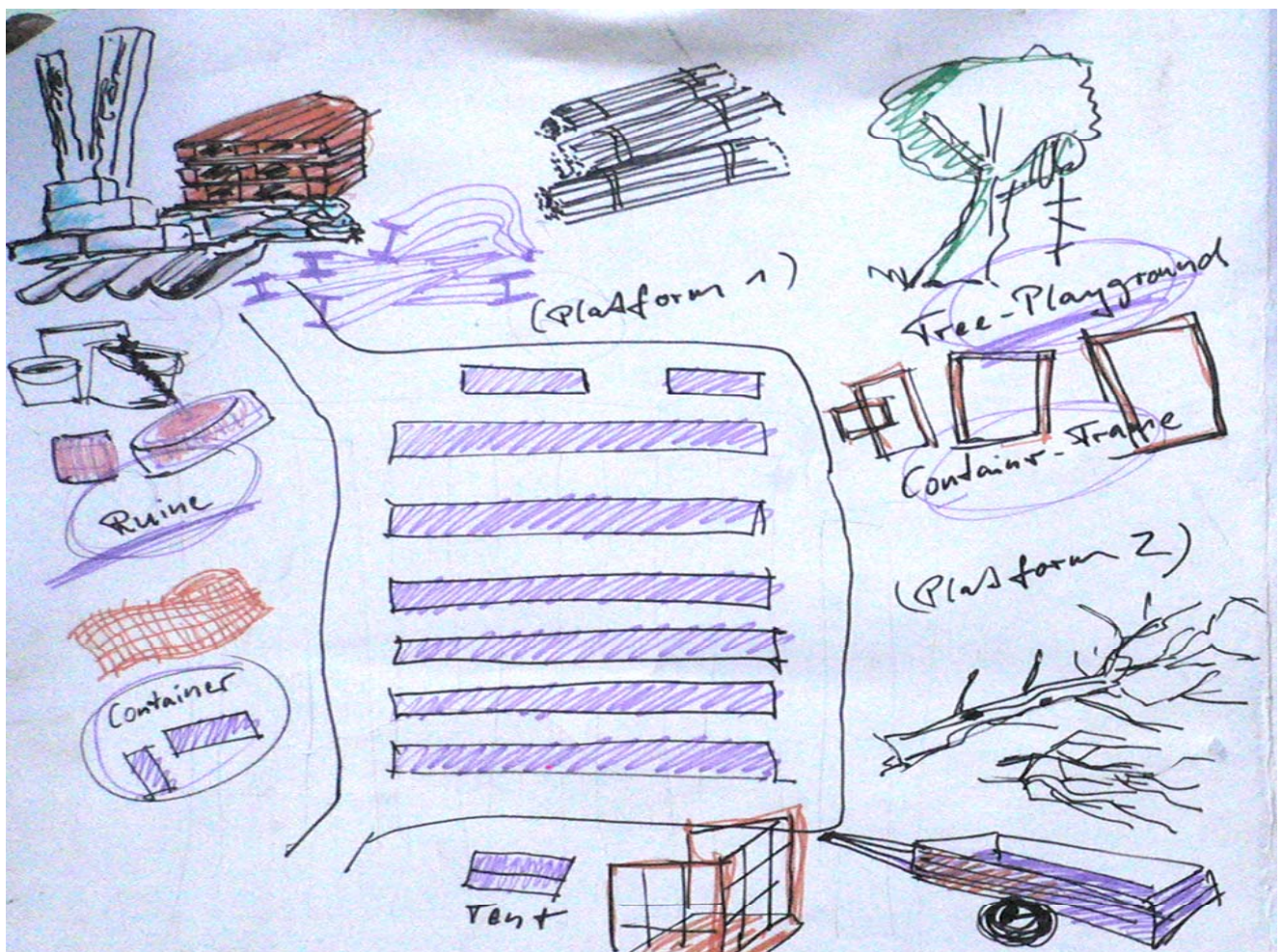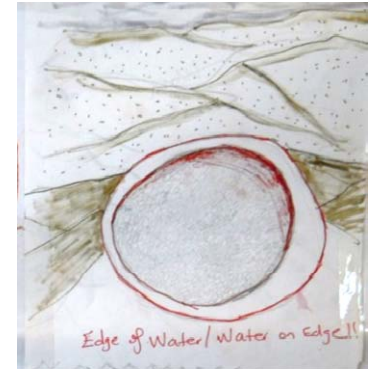
Top: Findings of Bagno
Bottom: „Treasure Map" of Bagno area

Mental Maps of Bagno

After walking around in Bagno for two days, participants were asked to draw from memory a map of the place. This „Mental Map" are a filter of perception: they only show what has stuck to the memory. which places, occasions and features of the site have got imprinted onto memory, which sites and activities play a role.
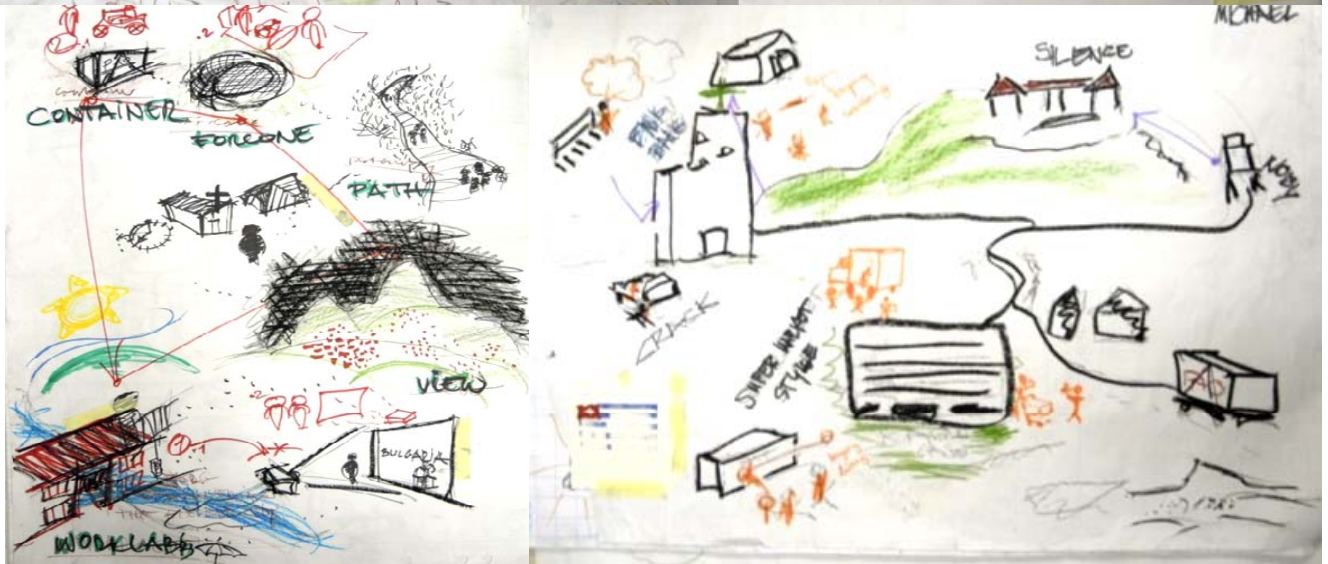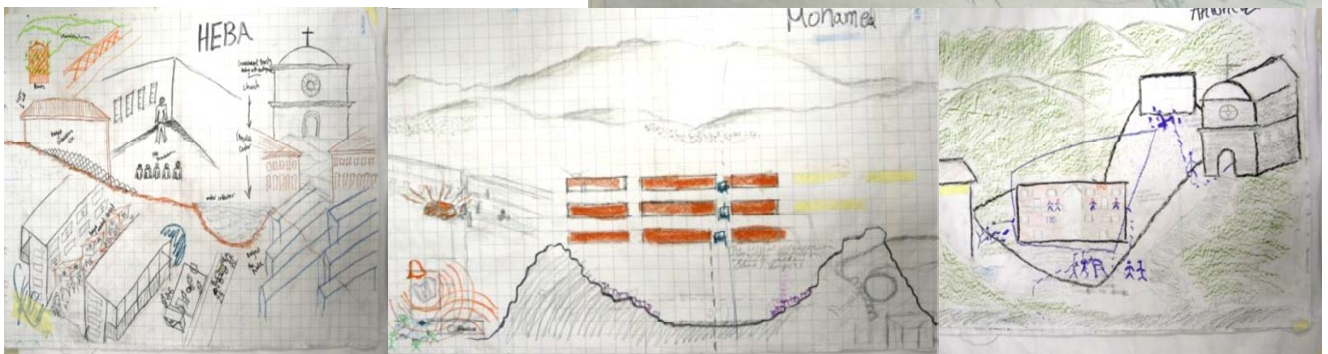
Bagno Programming: Hard / Soft Factors

At the university session, a so-called „programming" was held in order to idenitfy the conditions of Bagno settlement and the upcoming workshop projects. An extensive collection of facts and concepts was made for the „Hard factors" of Bagno (i.e. site, buildings, climate etc.) as well as for the soft factors (i.e. the social and psychological conditions etc.)

Card Wall with pictograms re. „Hard / Soft Factors"

Speed Design

Certainly the most exciting part
of the session at l'Aquila uni-
versity: Speed-designing (like:
Speed-Dating) connects each
participant for a 10min ad-hoc
design session with every other
participant of the workshop. Thus,
a big number of ideas was
produced in a very short time.

Like speed-dating: 10 minutes per couple

Speed Designs

Design

From the previous speed-design session, 4-5 project ideas were selected and further developed which appeared suitable for the scope and scale of the workshop. Regarding all the possibilities of Bagno, and the necessary efforts (time, costs, materials, skills) the ideas were investigated by drawings and working models.

B- for Bagno   mAze house   Group Read   Vertical Garden   Movie Night
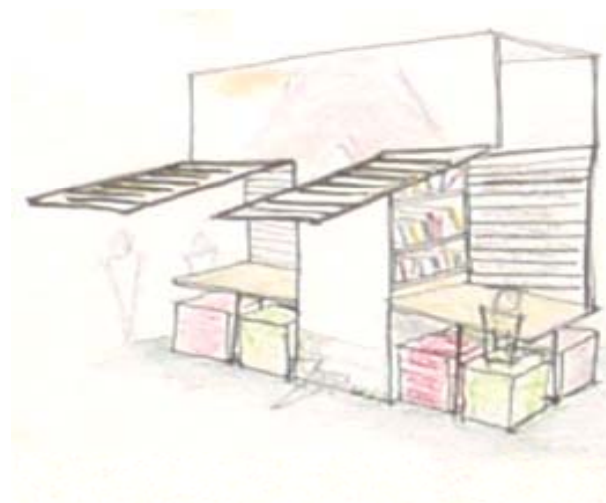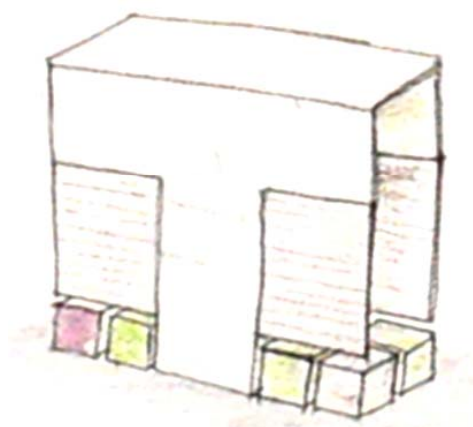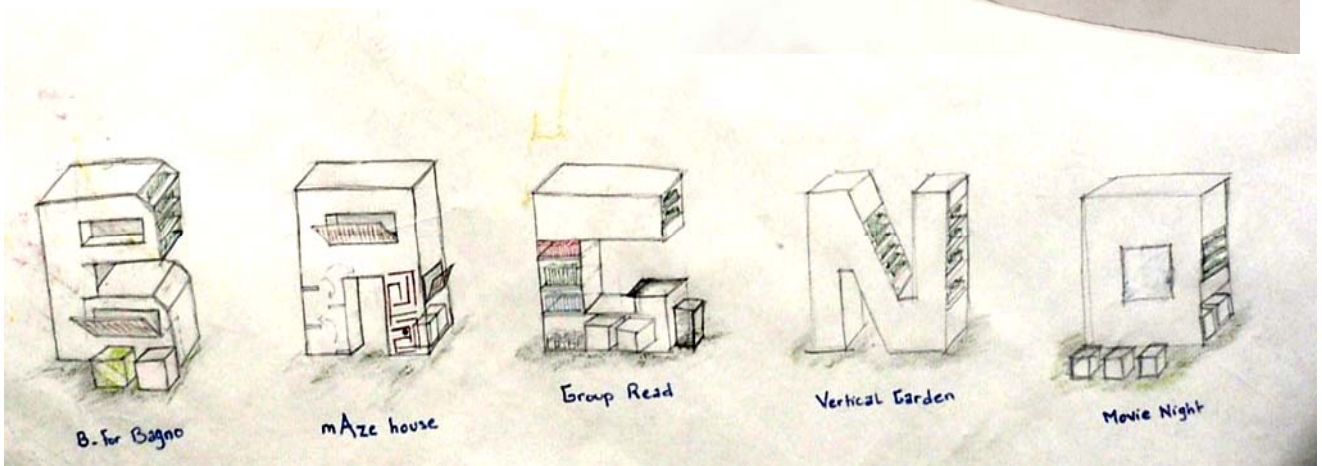
Design: Micro-Library by H. Elgawish and M. Alla

Building

Once the designs were settled, the most exciting part started: the construction of the micro-architectures. By using recycled materials and items found on site, in ~3 days two small buildings, a playground and various street furniture objects were realised – under the eyes of the Bagno population.

Builders: Heba and Mohammad constructing the Microlibrary

Presentations

An essential part of the workshop
was to communicate the ideas
and works in progress. Several
presentations were made – to the
people of Bagno itself, to deans
and professors of the university,
and to l´Aquila city administration.
The presentations brought much
criticism – and praise.

Presentations:
To the university (top), Bagno Community Center (right), at the Black Box (bottom)

Exhibition

Every day, the Black Container Box presented another exhibition. Current design works, sketches and models were displayed and invited for discussion. – The final exhibition presented „Places and Faces of Bagno": a collection of portraits made by Ukrainian participant Veronika Mechtcheria-kova during the workshop.

Old man watching his own potrait in the final exhibition

The Projects

Projects Map

This map shows the seven rows
of houses of Bagno MAP settle-
ment and indicates the final
locations of all PAO projects and
activities in the settlement area.
Whereas the projects intended to
mark the important points in the
area, they were also to form a
kind of arts and architecture
parcours through the settlement.

BLACK BOX
Esposizione photo
„Uome di Bagno"

Padiglione Panorama

Spazio giochi „Sole & Luna"

Corso Avventura per Bambini

TENDO BLU Presentazione digitale
„PAO projects & people"

Mini Libreria per Bambini
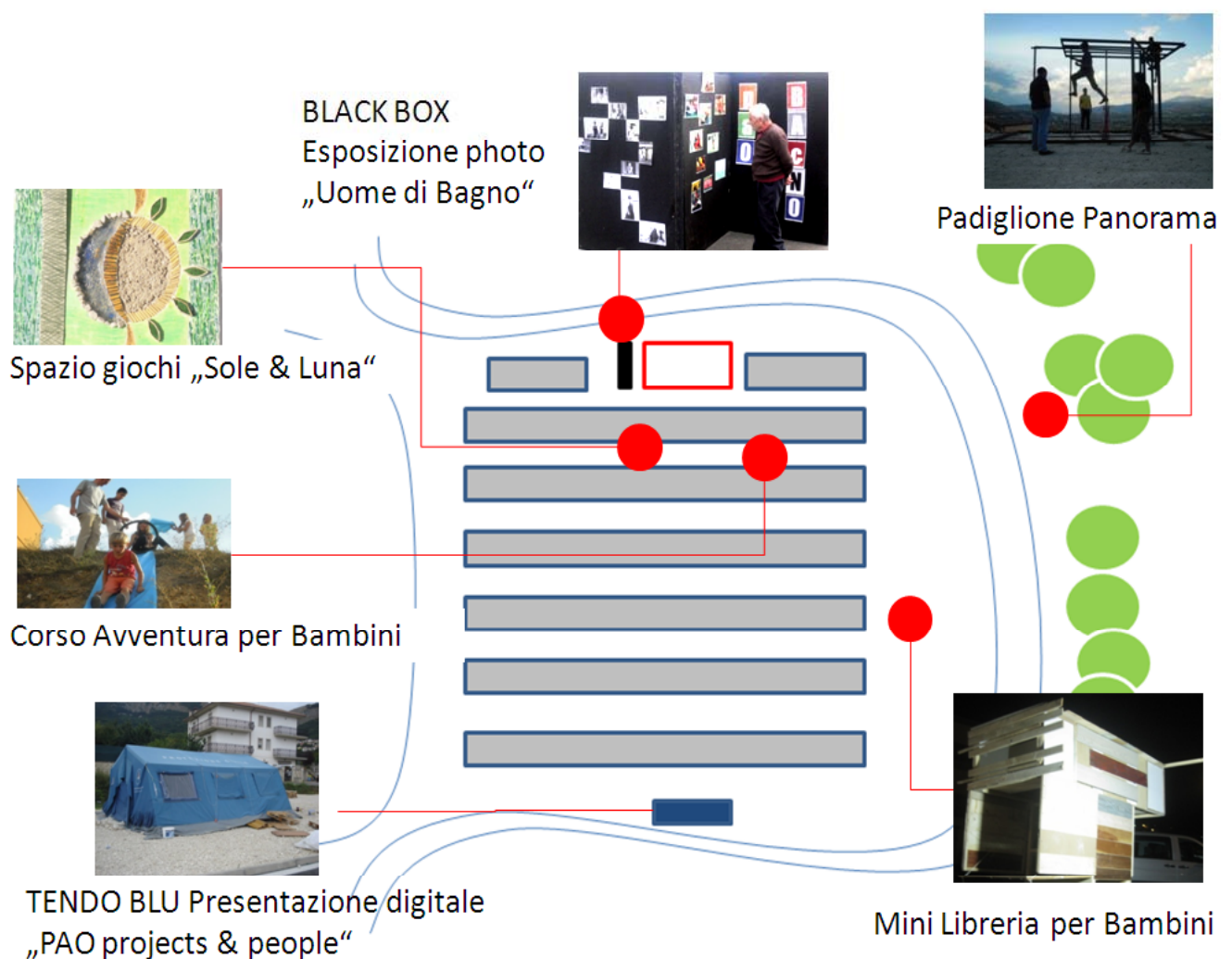
T he projects (clockwise): Sun & Moon playground, Black Box exhibition „People of
Bagno", Panorama Pavilion, Mini-Library for children, Blue Tent digital projections,
Adventure course for children,

Info Box

Sponsored and transported from Germany container manufacturer MOFACO GmbH, a mobile exhibition box was set up on the first day of the workshop. Placed right in the centre of the Bagno settlement, the small and flexible container served as temporary workspace, as an exhibition and showroom.

Design: T. Teruuchi, E. Rudolph, A. Jannack, J. Noennig

Info Box

The Box featured everyday another thematic exhibition with works in progress: travel sketches from Villa Adriana, working models, or single art objects. Such it became the main communication platform with Bagno people who came here to see the works progress, to praise and mock about what PAO was going to produce at Bagno.

Tunnel

Making use of the textile materials that are being researched at TU Dresdens Textiles Institute and which already were often used in the PAO summerschools, a labyrinthic tunnel was build for the children. The tunnel idea was replicated a second time at the neighbour playground titled „Sun & Moon".

Tunnel by: M. Wieczorek, J. Li, M. Baer
Supported by: ITB Institute of Textile Technologies , Dresden

Children Adventure Corse

This tunnel plus the schivolo, and a wire ladder formed an „Adventure course" which finally led to the „Sun & Moon" playground, thus connecting the most important children points of the settlement. This enhanced the quality of the open spaces between the houses of Bagno MAP decisively, especially for the small children playing here.

Adventure Course by: M. Wieczorek, J. Li, M. Baer

Schivolo: The Slide

The project which caused max applause was „Schivolo" – a simple slide made from plastic sheet which made use of the natural slope between the houses. The children were frantic about it. When Schivolo had to be removed for safety reasons, they started a demonstration with protest banners and agitation.

Schivolo designed and build by: J. Li, M. Baer

Sun & Moon Playground

An opening between two housing blocks provided the perfect space for a children playground. Following an inspired design called „Sun & Moon" a playground with textile tunnel, sandbox, and a winding wooden walkway was build. A green-black painting wall and a temporary dancing stage completed the playground space.

Design: A. Ghazaryan, S. Manukyan, M. Manov, V. Mechtcheriakova
Supported by: Gia Fra. Costruzioni srt

Street Furniture

Recycling transporation palets, a number of easy benches was produced to be installed between the rowhouses or around the „Sun & Moon" playground. Simply stacking the „Bancali", polishing and painting them with fresh colour transformed the old left-over materials into inviting seats and benches for young and old.

Design and built by: D. Mihai, M. Lepidi, A. Marsilli, S. de Coco

Children Library

The idea was to implement mobile micro-architectures in the settlement to provide small uses for children (such as: garden, theatre, cinema). One scheme suggested a foldable library. – The build library eventually contained bookshelves, seats and tables. Each furniture piece can be easily removed and stowed inside of the tiny structure.

Design by: H. Elgawish, M. Alla, A. Marsilli

Children Library

The Micro-Library was made form leftover timber and wood. As a main material, old „bancali" – the standard transportation palets – were used and recycled. – The Micro-Library itself was conceived to be mobile and transportable. Such it is able to change its position according to local needs, season, and frequence of use.

Built by: H. Elgawish, M. Alla, A. Marsilli, M. Baer, J. Li, J. Noennig

Panorama Pavilion
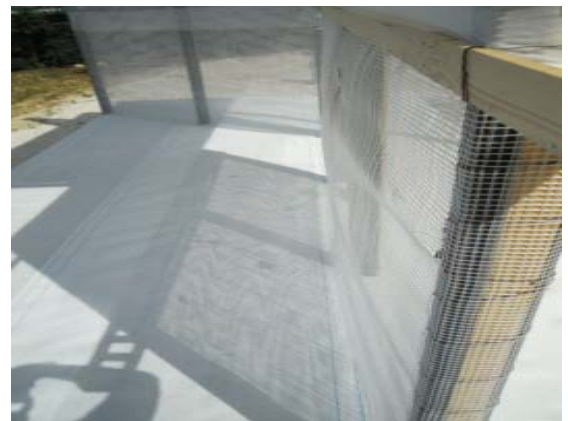
A small hill just above the Bagno M.A.P. settlement demanded intervention. From here a fantastic panorama presented itself onto the mountains, the city of l´Aquila and Bagno itself. – Here a small and light pavilion was constructed that could serve as an outlook platform, or as a meeting or party space for young people of Bagno.

Design and build by: M. Wieczorek, D. Kantor, Danilo, T. Teruuchi, J. Noennig

Panorama Pavilion

The pavilion was made from „recycled" old steel frames that were found on site. For the partioning walls and floors high-tech textiles made from artificial fibre were used. – With its design and light appearance the pavilion was to evoke the appearance of a Japanese teahouse.

The people

Participants 2010

Mohammad ALLA, Egypt

Michael BAER, Germany

Jennis LI CHEN, Taiwan / Singapore

Stefania DEL COCO, Italy

Danilo DIDONATO, Italy

Heba EL-GAWISH, Egypt / USA

Armine GHAZARYAN, Armenia

Darjan KANTOR, Bosnia / Germany

Maria Grazia LEPIDI, Italy

Marin MANOV, Bulgaria / Germany

Sona MANUKYAN, Armenia

Antonella MARSILLI, Italy

Veronika MECHTCHERIAKOVA, Ukraine

Diana MIHAI, Romania

Jörg Rainer NOENNIG, Germany

Alessia PANONE, Italy

Takaaki TERUUCHU, Japan / Germany

Michael WIECZOREK, Germany / Romania

Workshop Impressions

Supporters

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who made the Pao.6 Summercamp in
l´Aquila possible:

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Faculty of Architecture, Mrs. Ludwig

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Logistics Department, Hr. Lorenz

EPC European Project Center, Mr. Winker

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Universita degli Studi dell l´Aquila

Prof. Romolo CONTINENZA, Faculty of Engineering

Prof. Pier Ugo FOSCOLO, Dean Faculty of Engineering

Danilo Didonato, Doctoral Student University of l´Aquila

Vice Rector of Foreign Affairs

City of l´Aquila, Community of Bagno

Tonino DE PAOLIS, Bagno

Representative of Mayor of l´Aquila

MOFACO GmbH Mr. Mensch, Fahrer Müller

Spectos GmbH Dresden Mr. Delater

Chiara Continenza
Claudia Schade
Giorgia Sericola
Camping Gran Sasso

PAO.6 was organised and directed by Jörg Rainer Noennig

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TUDpress 2006
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160 Pages

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