

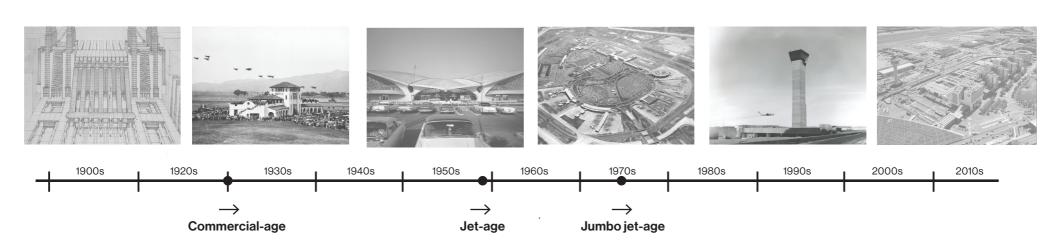




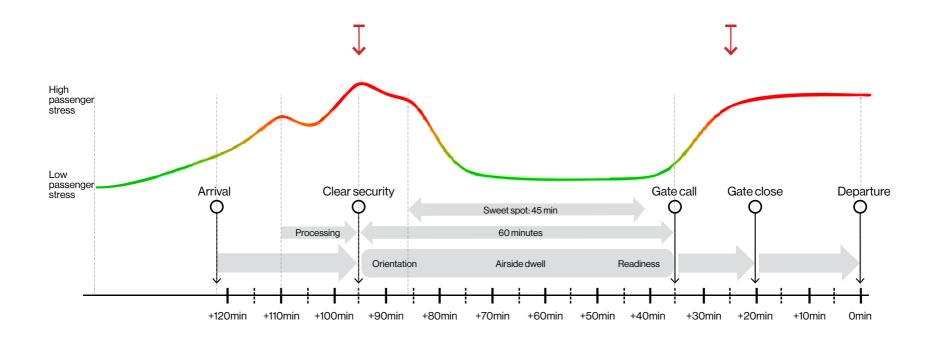




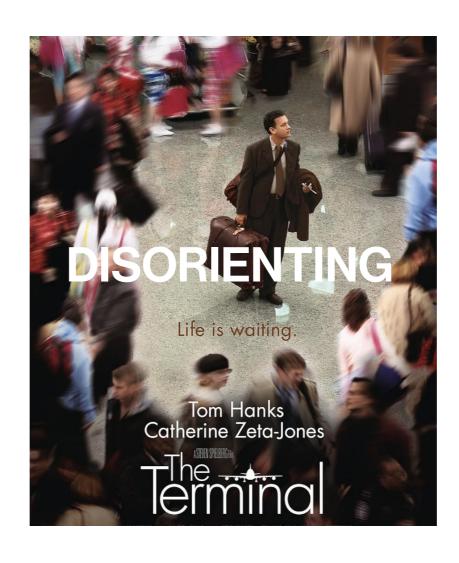
TERMINAL ARCHITECTURE



PASSENGER STRESS







"The Terminal Man' lived in a Paris airport for 18 years. I'll never forget the weeks I spent with him



🗖 Mehran Karimi Nasseri, or 'Sir Alfred', on his home bench at Charles de Gaulle airport. Photograph: Eric Fou

Mehran Karimi Nasseri arrived without papers at Charles de Gaulle airport in 1988 and didn't leave until 2006. We shared its metal benches, a bomb scare and many, many Filets-O-Fish

STRANGE ACTIONS







STRANGE ACTIONS



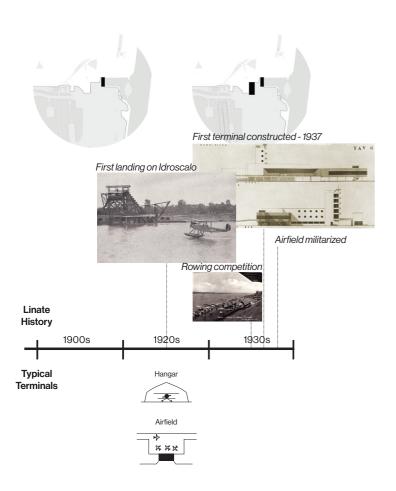
RESEARCH QUESTION

How can city airports balance **efficiency and security** with **placemaking** to foster a **distinct sense of time and place**?

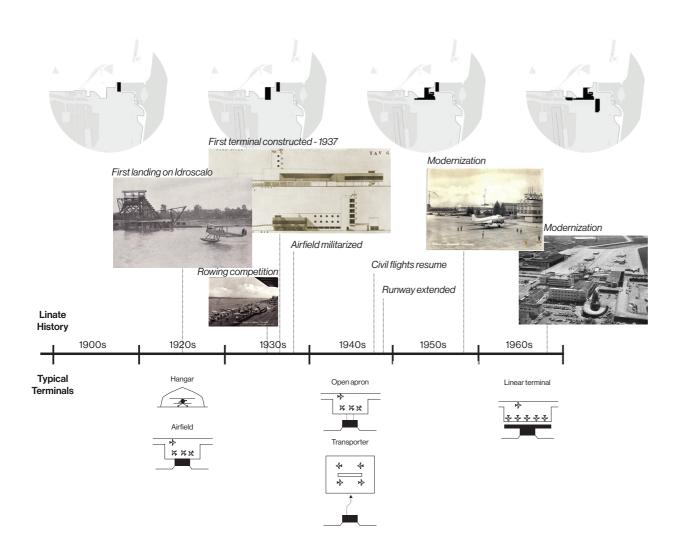
LINATE AIRPORT



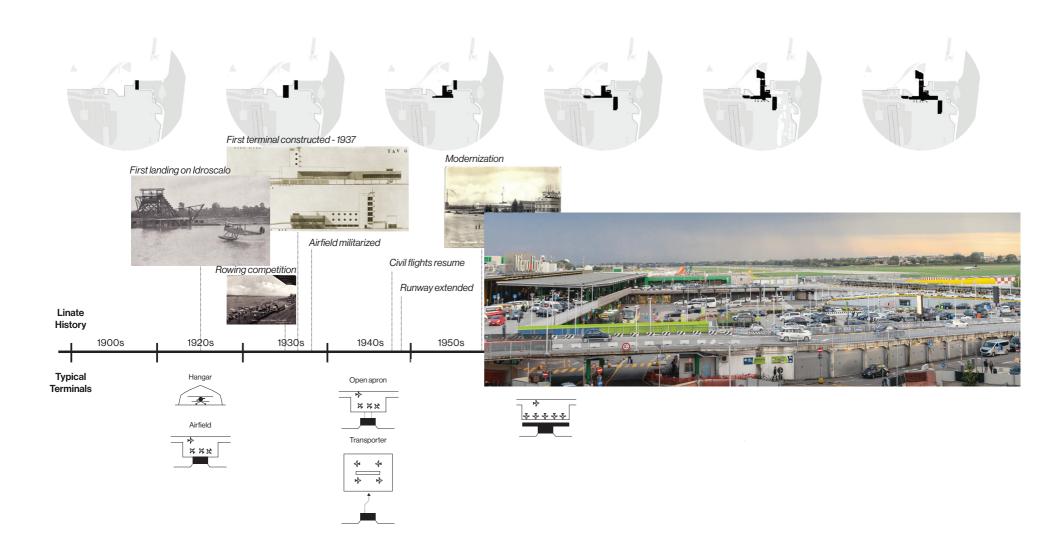
TERMINAL EVOLUTION



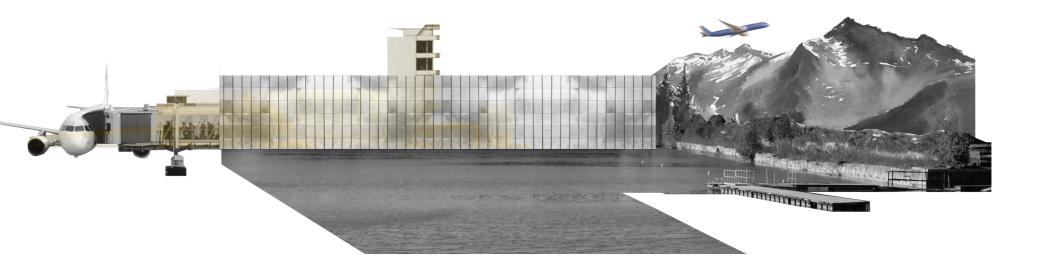
TERMINAL EVOLUTION



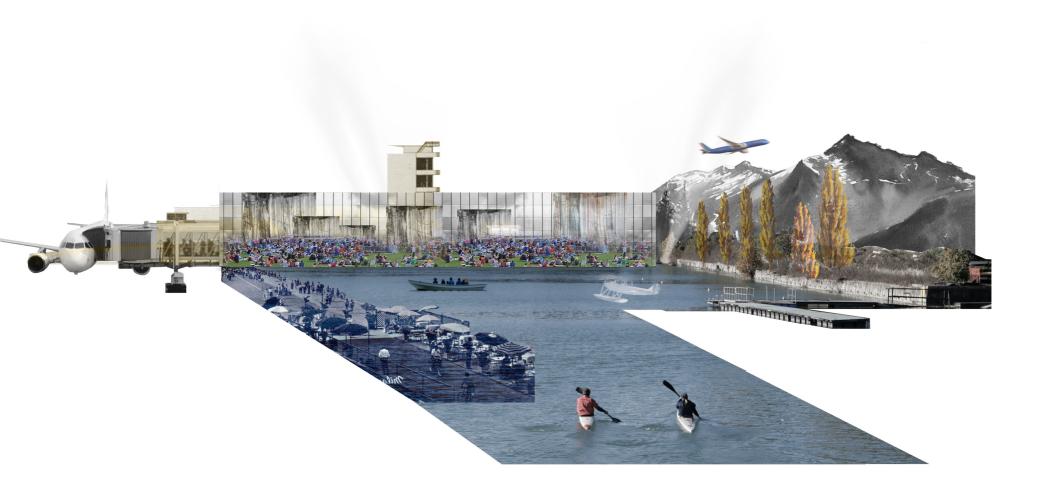
TERMINAL EVOLUTION



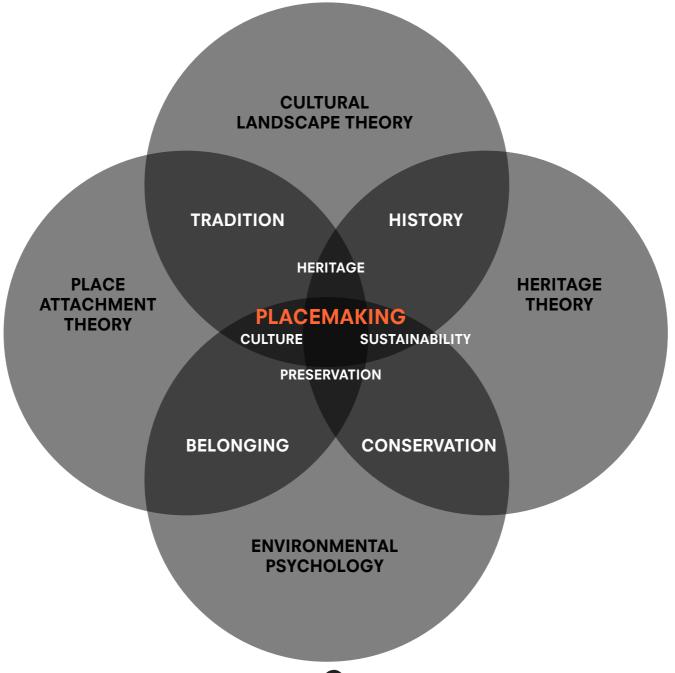
FROM INFRASTRUCTURE...



... TO A PLACE



PLACEMAKING THEORY



PLACEMAKING THEORY



Culture & art



Human-scale



Social spaces



Transparent



Vernacular



Accessible

PROJECT AMBITIONS

A PLACE

A. Site-specific

Relationship with Lambro River & Idroscalo.



B. Public

An airport that serves neighborhood & the Milan.

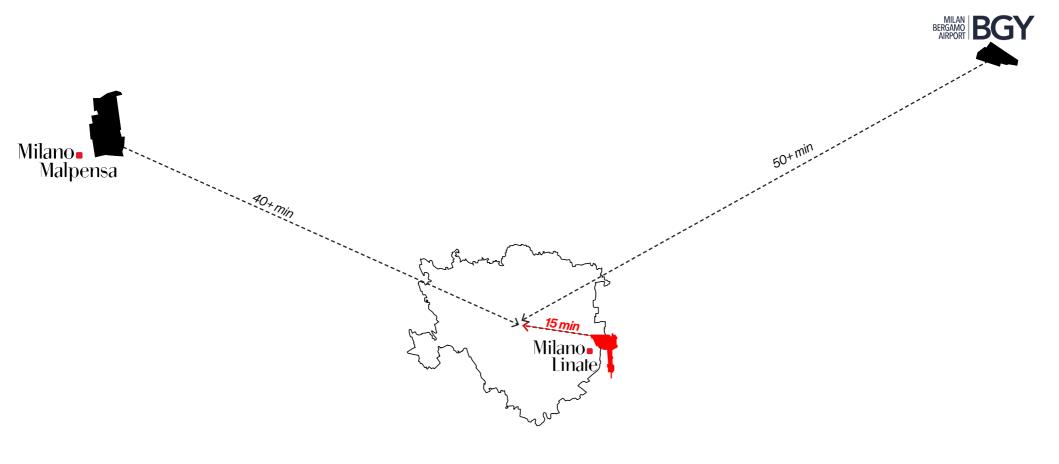


C. Recognizable

Distinct materials that anchor passengers to Milan & Lombardia.

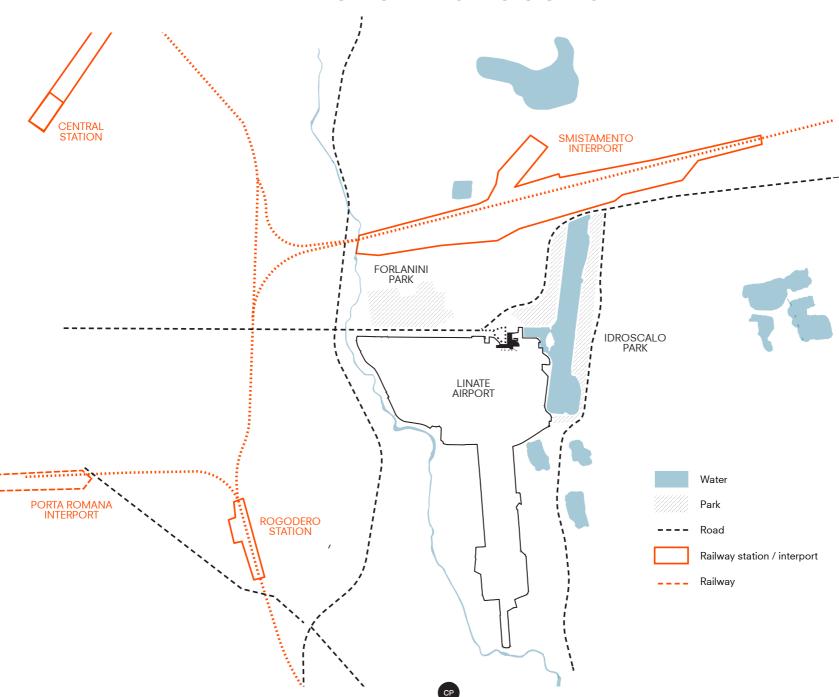


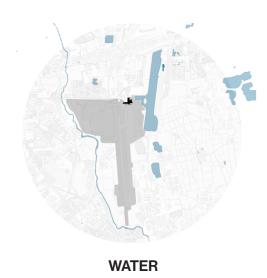
SITE research

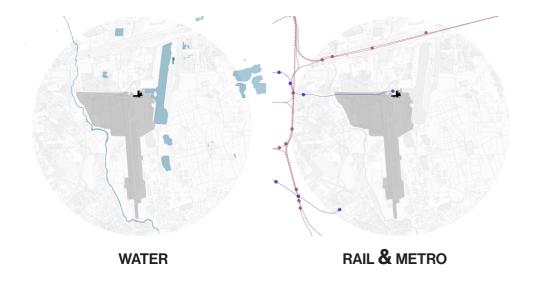


Site

TRANSPORT CROSSROAD











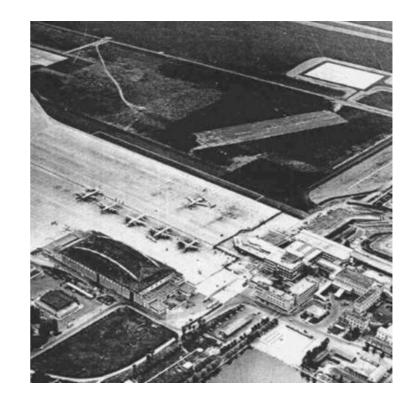
Site

DUAL USE



Milan Studio





Site TODAY



GATHER

Site

TODAY



EXCERCISE

Site TODAY



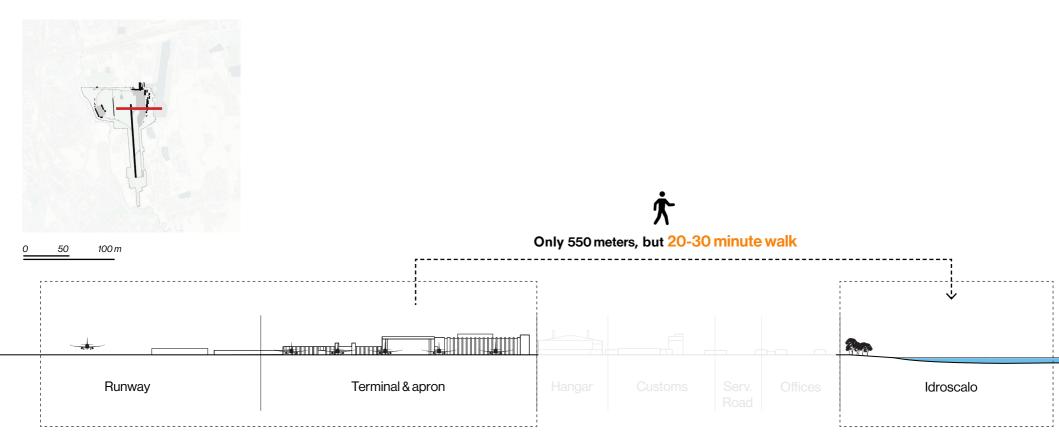
CALM







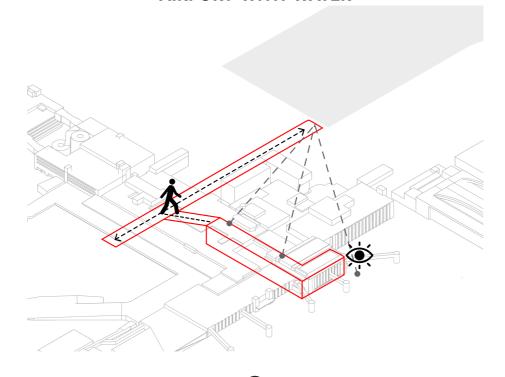
Site **HISTORY**



Site CONCLUSION



VISUALLY AND PHYSICALLY CONNECT AIRPORT WITH WATER



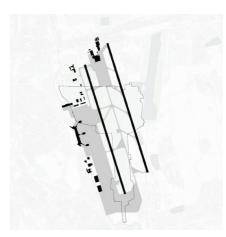
PROGRAM research

BENCHMARKING

Milan precedents



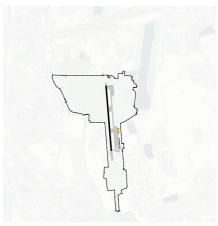




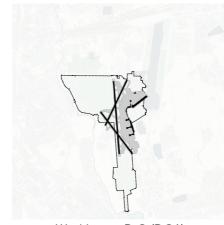
Linate (LIN)

Bergamo (BGY)

Malpensa (MXP)







Washington D.C (DCA)

Spaceport America

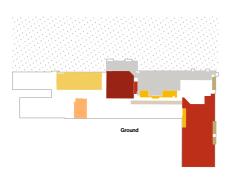
Function-oriented

City-oriented

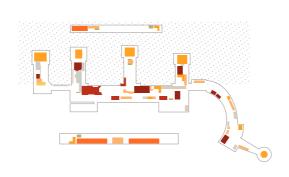
Excitement-oriented

PROGRAM BREAKDOWN





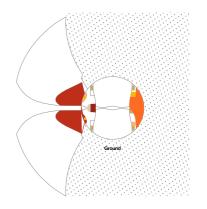




Washington D.C (DCA)

Toilets
Office/private
Baggage operations
Restaurants
Restaurants

Office private
Corridor
Corridor
Check-in/gate



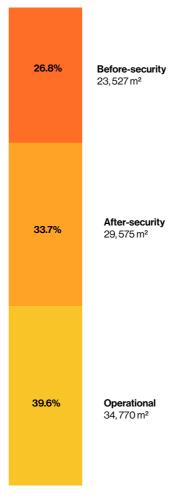
Spaceport America

MOST AIRPORTS PRIORITIZE

POST-SECURITY CONCOURSE SPACE

Program (LIN) PROGRAM

(Existing) Total terminal building GFA: 87,872 m²

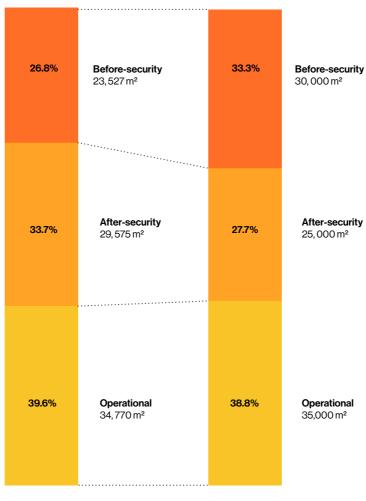


EXISTING

(LIN) PROGRAM

(Existing)
Total terminal building GFA:
87,872 m²

(Proposed)
Total terminal building GFA:
90,000 m²



EXISTING

PROPOSED

(LIN) PROGRAM

(Existing)

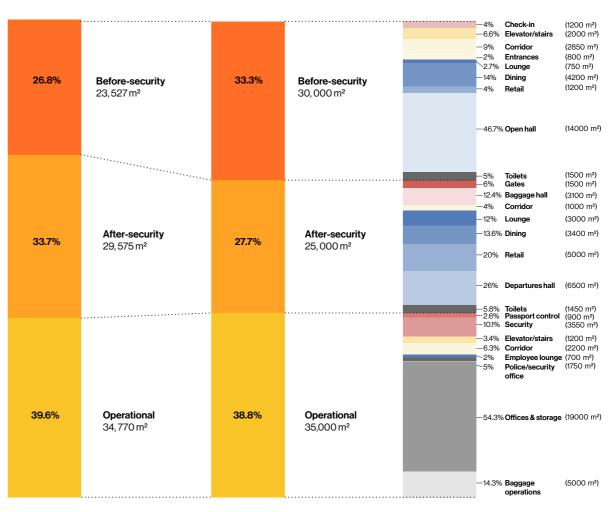
Total terminal building GFA:

87,872 m²

(Proposed)

Total terminal building GFA:

90,000 m²



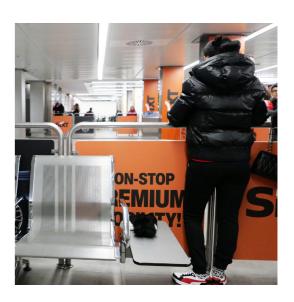
EXISTING

PROPOSED

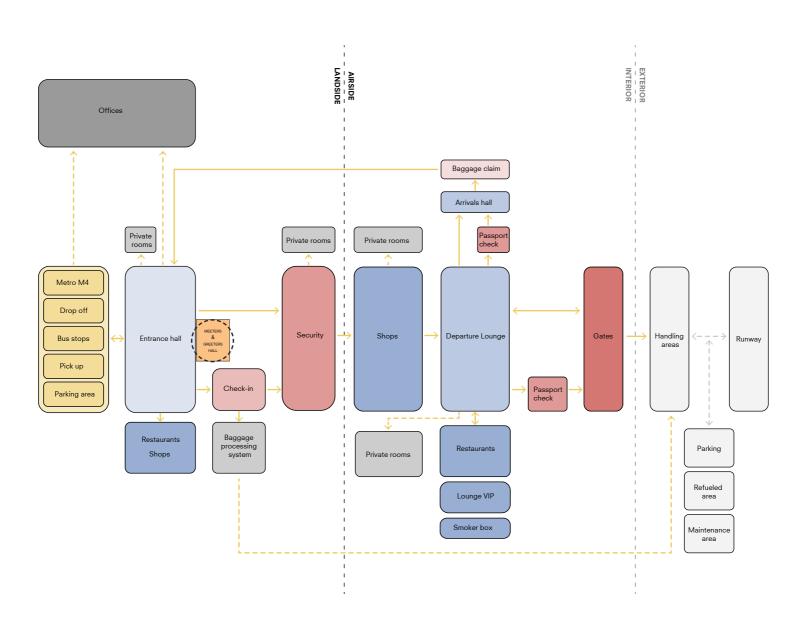
TYPICAL MEET AND GREET HALL



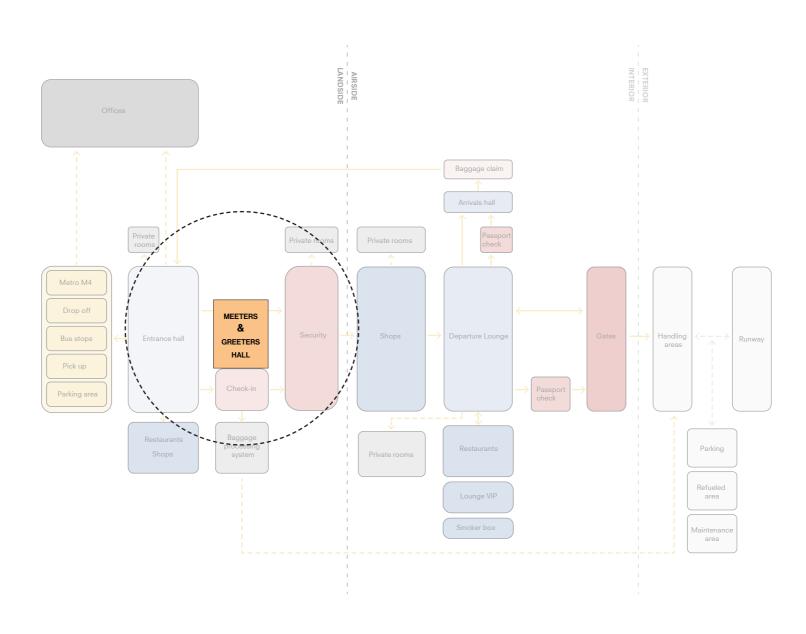




RELATION SCHEME (EXISTING)



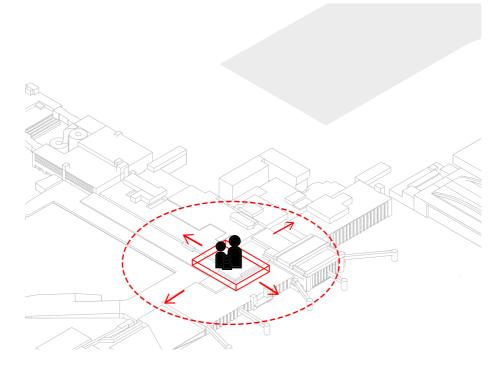
RELATION SCHEME (PROPOSED)



Program CONCLUSION



MULTI-FUNCTIONAL, PUBLICLY ACCESSIBLE MEET AND GREET AREA



CLIENT research

Client CLIENT REQUIREMENTS

OWNERS

BUSINESSES

PASSENGERS







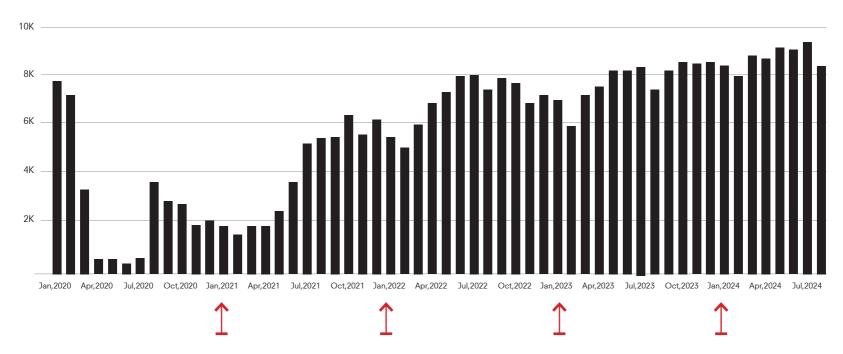




Client SEASONAL BUSINESS

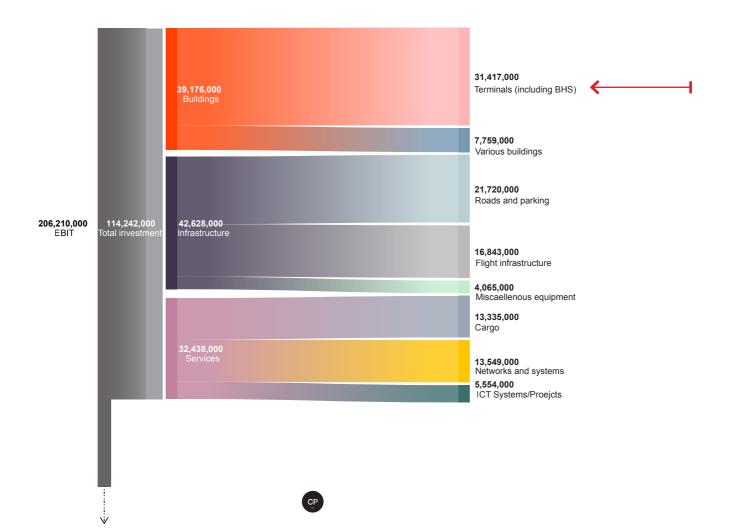
DIP IN TRAFFIC DURING WINTER MONTHS

FLIGHTS PER MONTH

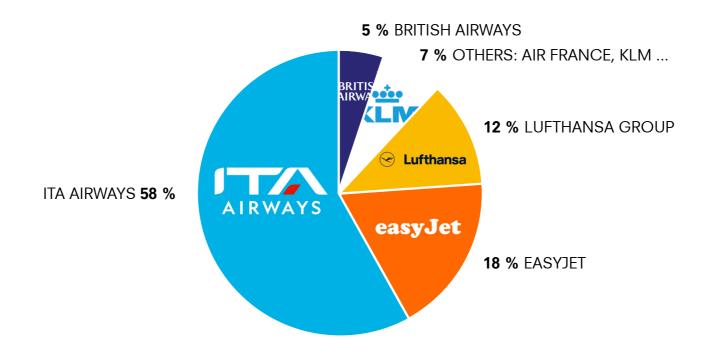


Client OWNER-OPERATOR





Client ITA AIRWAYS HUB



Client A FRESH START



AIR TRAVEL

Alitalia to be renationalised under coronavirus strain



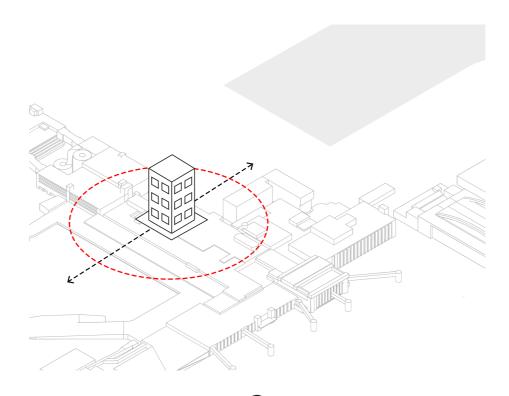
Client

FIRST ENCOUNTER





BECOME A LANDMARK EXTENSION TO THE CITY OF MILAN



MATERIALS OF MILAN

NARRATIVE OF EXTRACTION

1400 1600 1800 1900 2000 2100 The Birth of The Second Renaissance The Birth of Modern Science Modern Technology Industrial Revolution Industrial Revolution Stone Concrete Carbon Fibre Terracotta Glass

Steel

Bricks

Timber

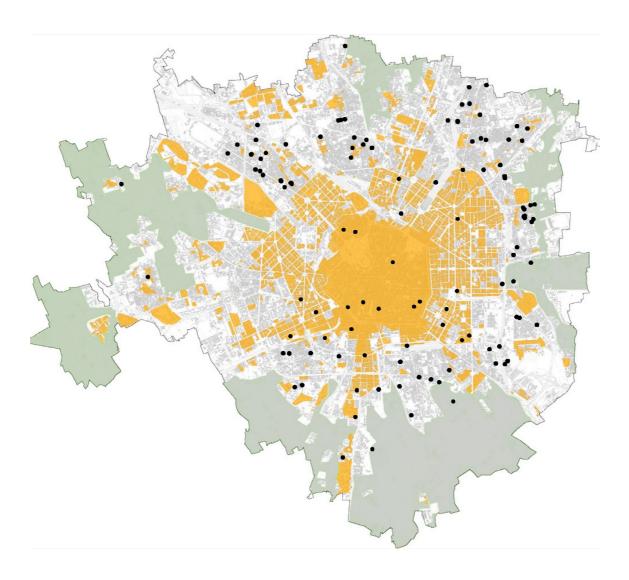
Reinforced Concrete

Sustainable Wood

NARRATIVE OF EXTRACTION

Artisan Industrial Innovative

ABANDONED BUILDINGS



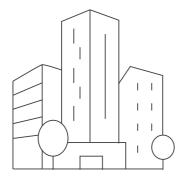
115 abandoned buildings, 2 years to present recovery proejct- otherwise **demolished**.

Total 25% volumetric bonuse by adding green space or reducing footprint.

DESIGN REQUIREMENTS

URBAN SCALE:

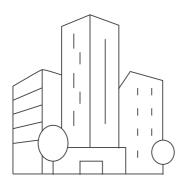
"All primary materials must be sourced within **30 km** of the project site, with at least **30% recycled or reclaimed** content"



DESIGN REQUIREMENTS

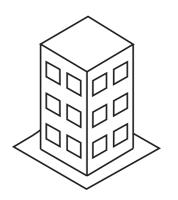
URBAN SCALE:

"All primary materials must be sourced within **30 km** of the project site, with at least **30% recycled or reclaimed** content"



BUILDING SCALE:

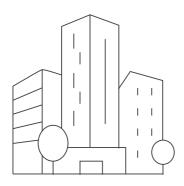
"At least 50% of the building's structural and nonstructural components must be designed for easy disassembly or repurpose"



DESIGN REQUIREMENTS

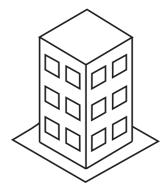
URBAN SCALE:

"All primary materials must be sourced within **30 km** of the project site, with at least **30% recycled or reclaimed** content"



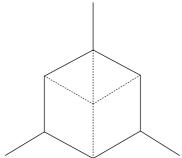
BUILDING SCALE:

"At least 50% of the building's structural and nonstructural components must be designed for easy disassembly or repurpose"



DETAIL SCALE:

"Every project must feature one prominently visible crafted element (entrance hall) made from locally sustainably sourced materials"



MATERIAL CARDS



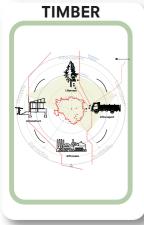


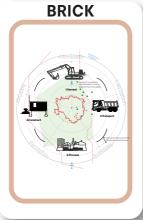












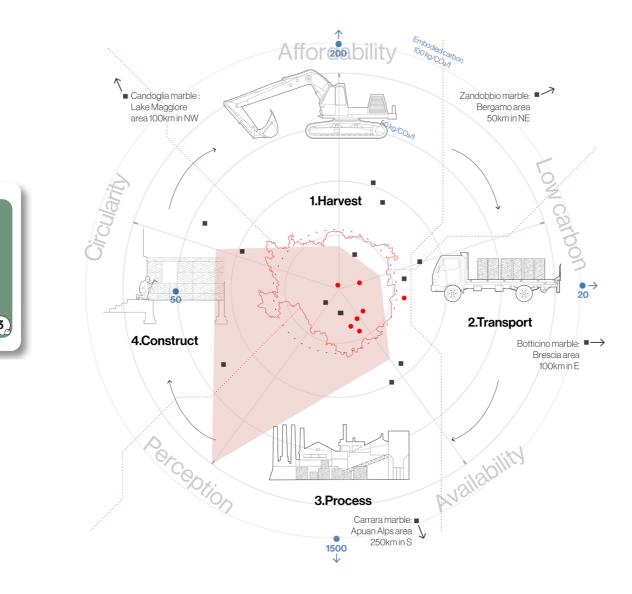






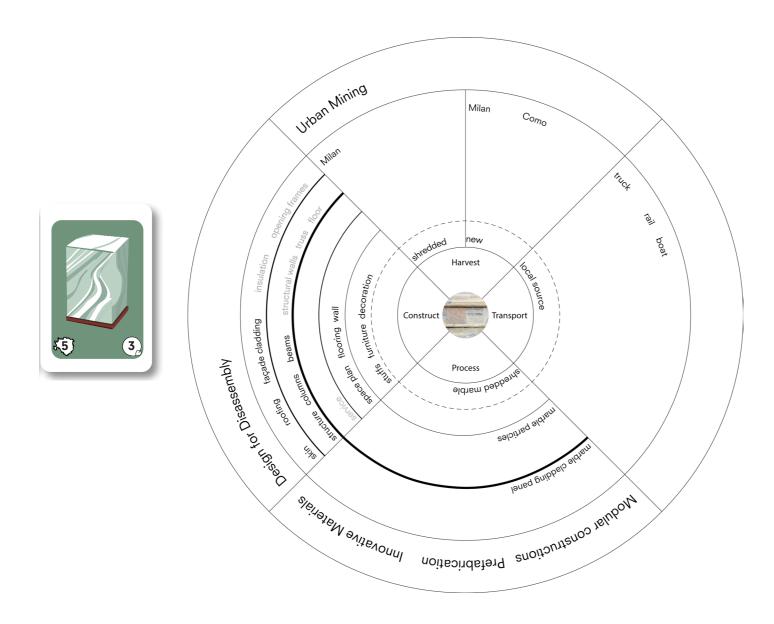


MARBLE ANALYSIS

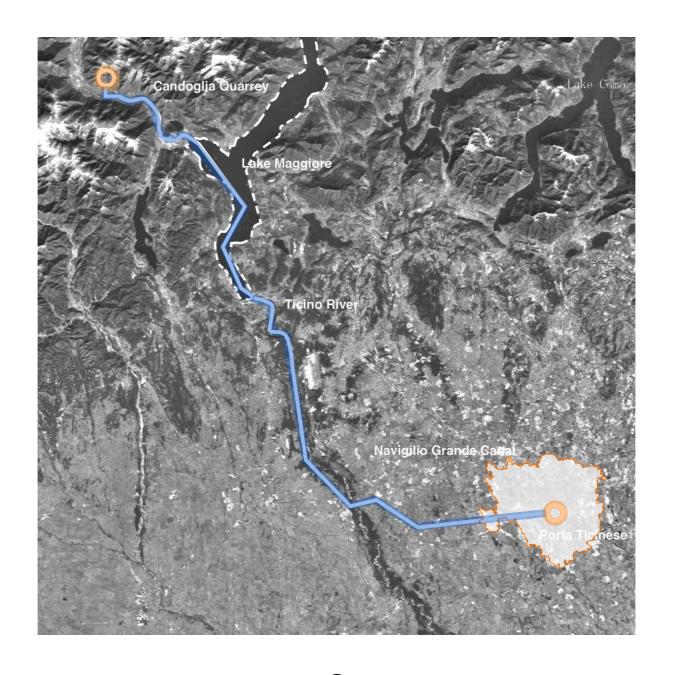


\$(5)

LIFE-CYCLE ASSESSMENT



MARBLE HARVEST MAP



DESIGN REQUIREMENTS



SITE AMBITION:



REQUIREMENT

SIGHTLINES & WALKABLE LINK TO WATERFRONT



PROGRAM AMBITION:



REQUIREMENT

PUBLICLY ACCESIBLE MEET & GREET HALL



CLIENT AMBITION:



REQUIREMENT

LANDMARK EXTENSION TO THE CITY OF MILAN



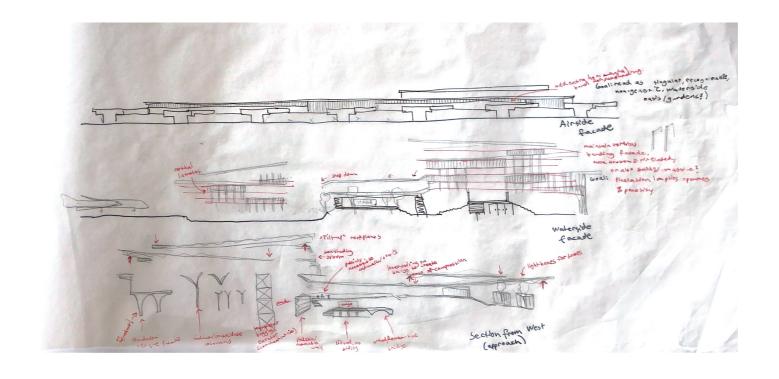
LENS AMBITION:



REQUIREMENT

OF MARBLE EXTRACTION
IN THE FACADE

DESIGN REQUIREMENTS



CONCEPT

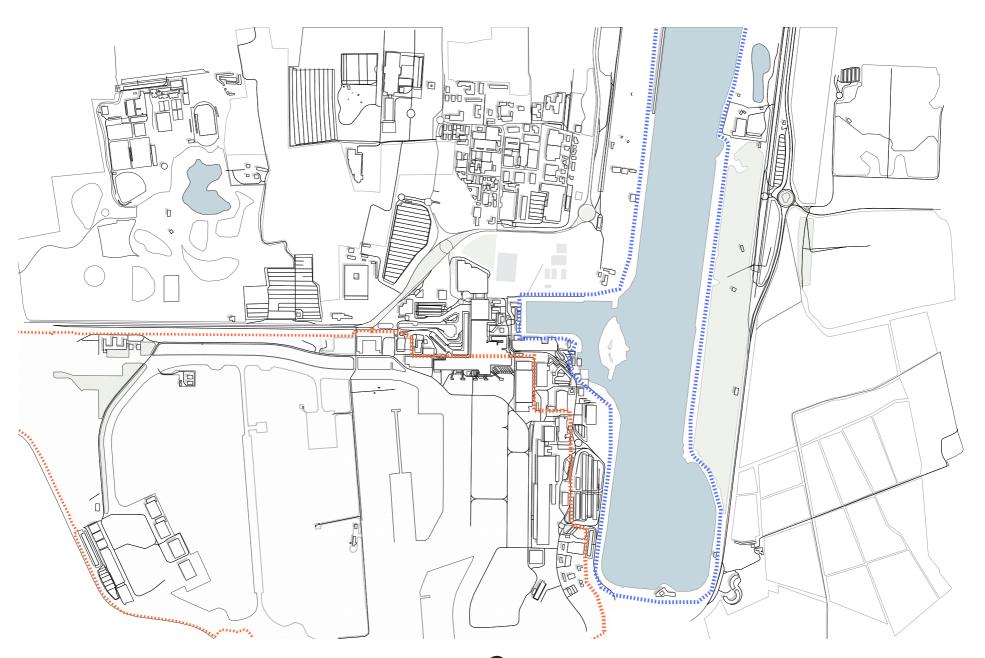
HARD EDGE



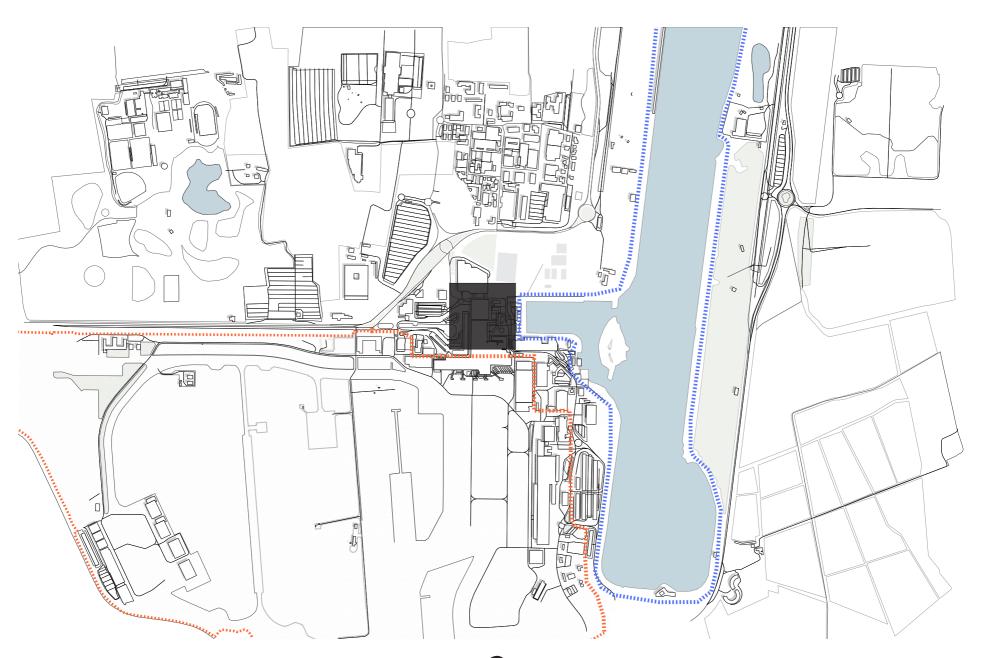
CONSOLIDATE



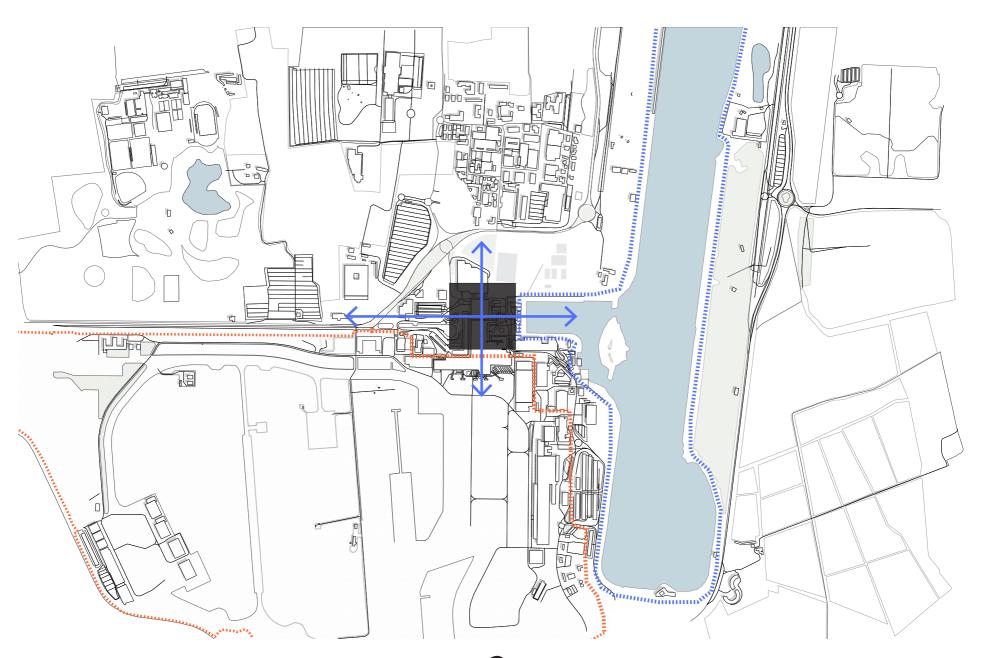
CONTINUE



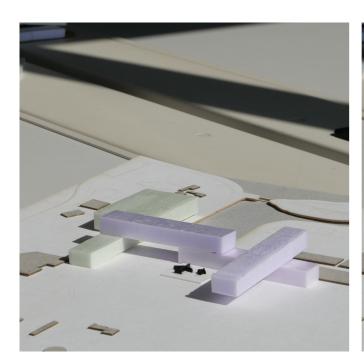
CENTER



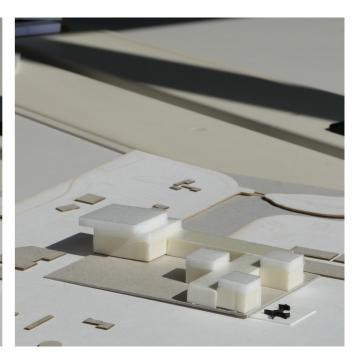
CONNECT



DIVIDE?



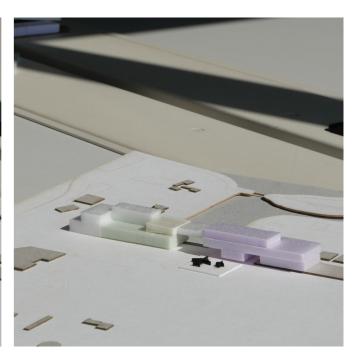




STRETCH?



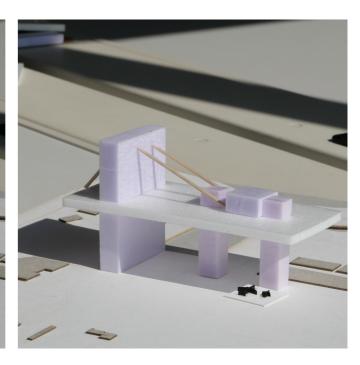




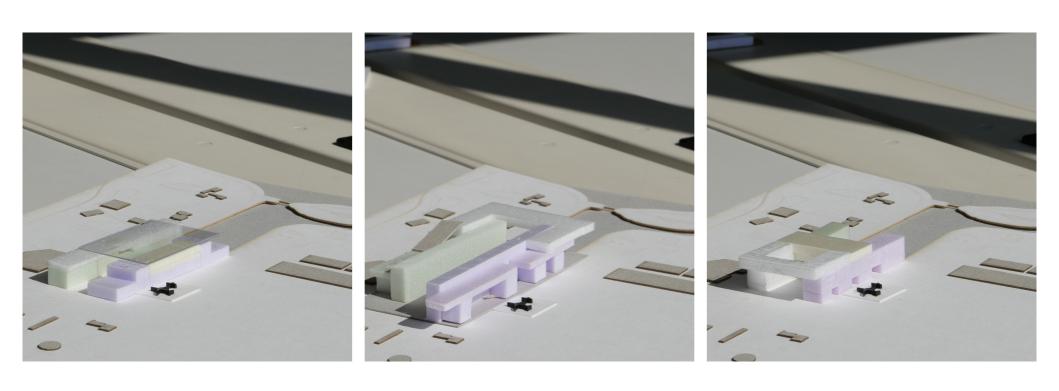
ELEVATE?

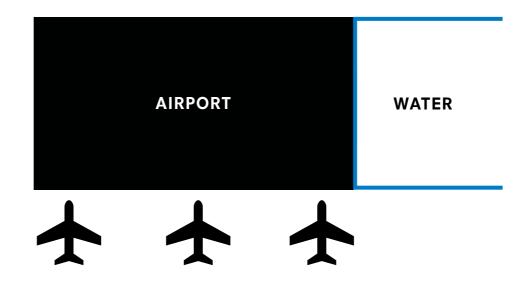


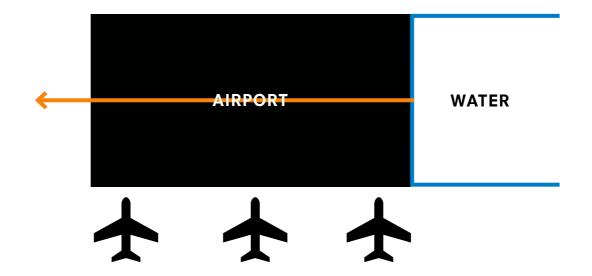


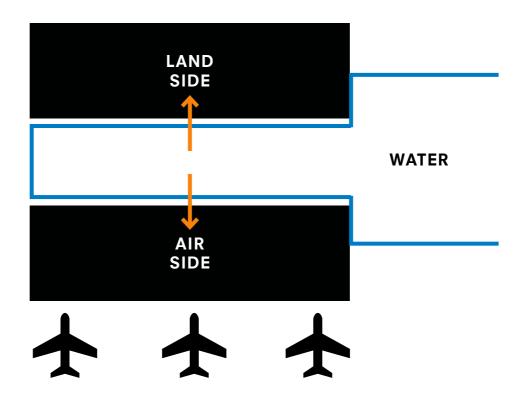


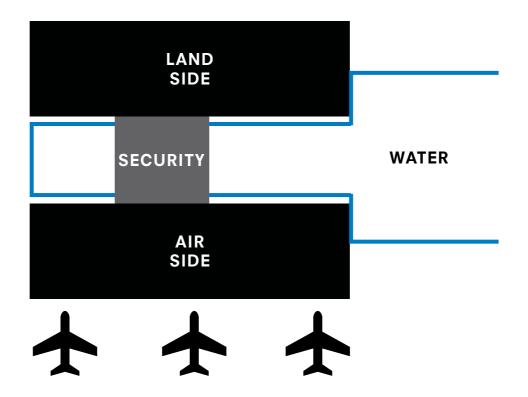
OR ALL OF THE ABOVE?

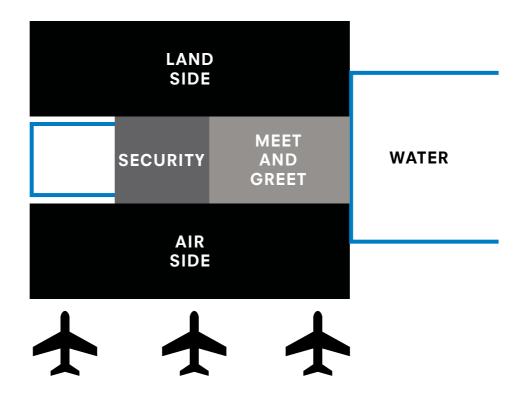


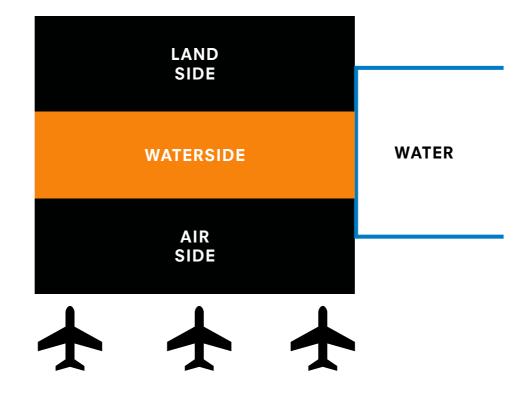




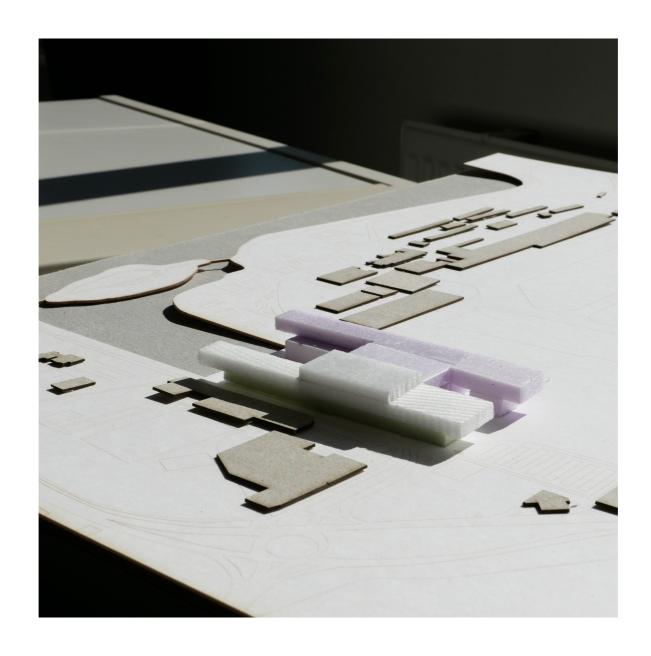




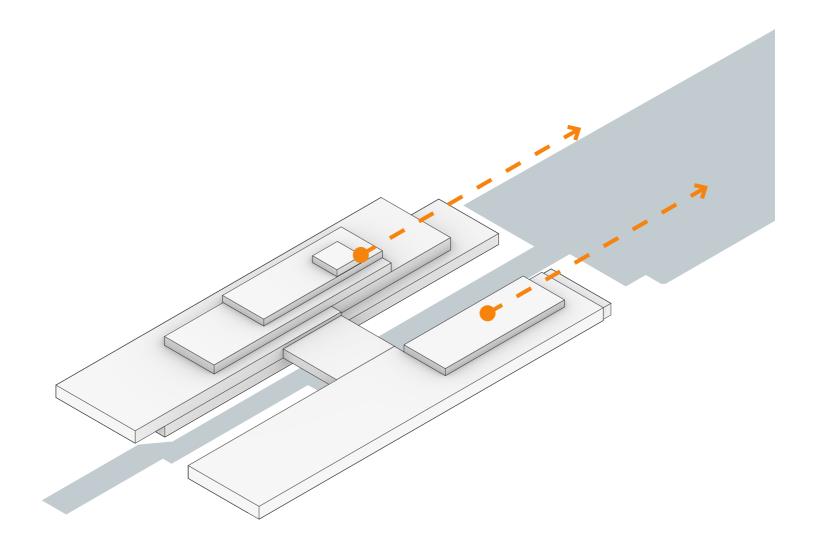




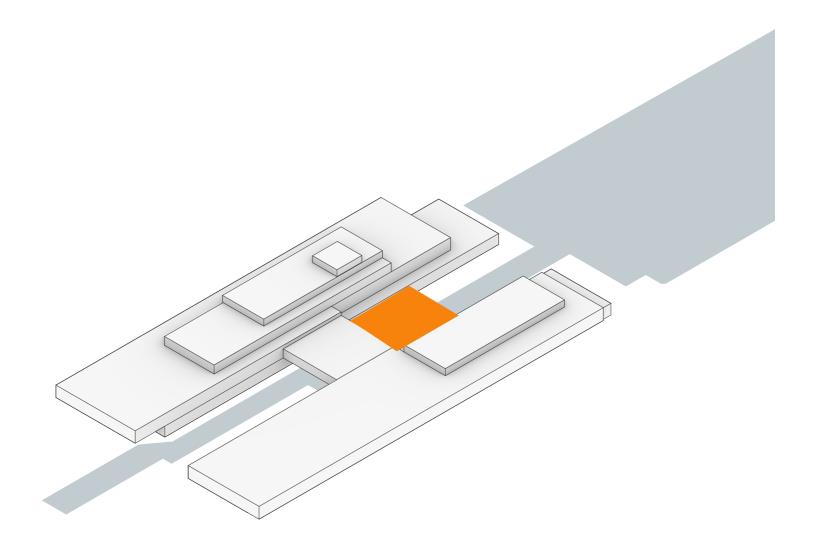
SITE-TO-FLIGHT



Site LINK TO WATERFRONT

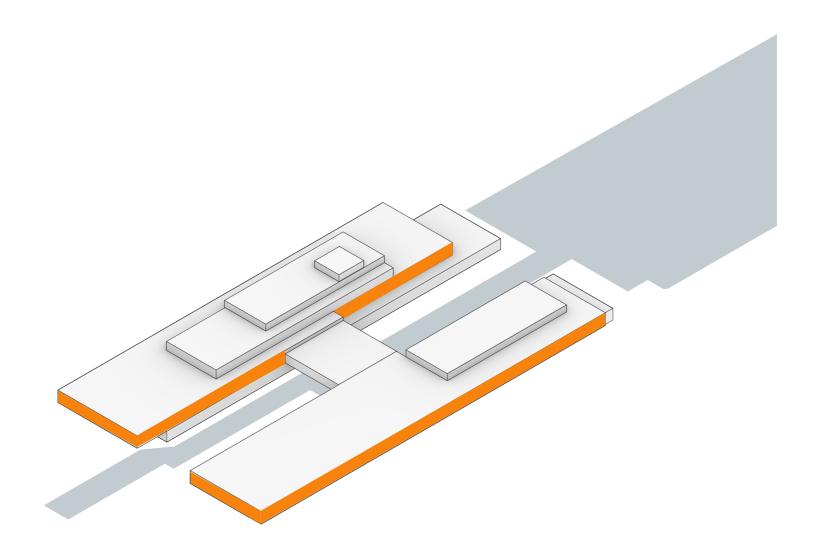


Program MEET AND GREET HALL

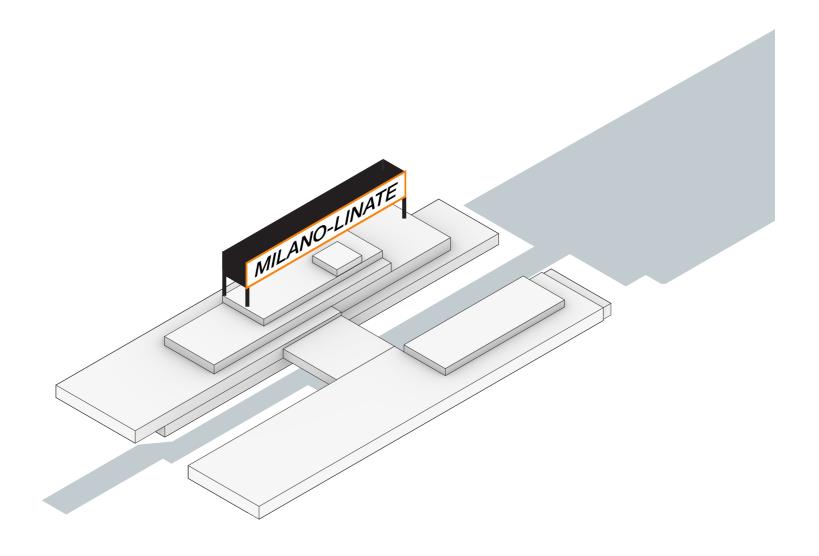


Group lens

MATERIAL IDENTITY



Client LANDMARK EXTENSION

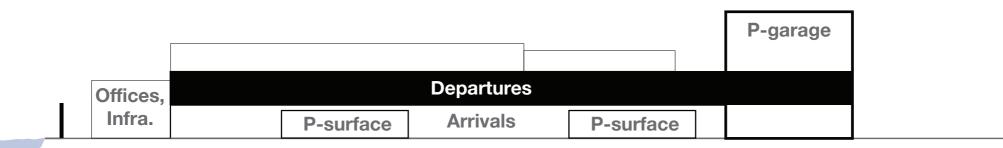






DESIGN

TYPICAL TERMINAL



NEW TERMINAL



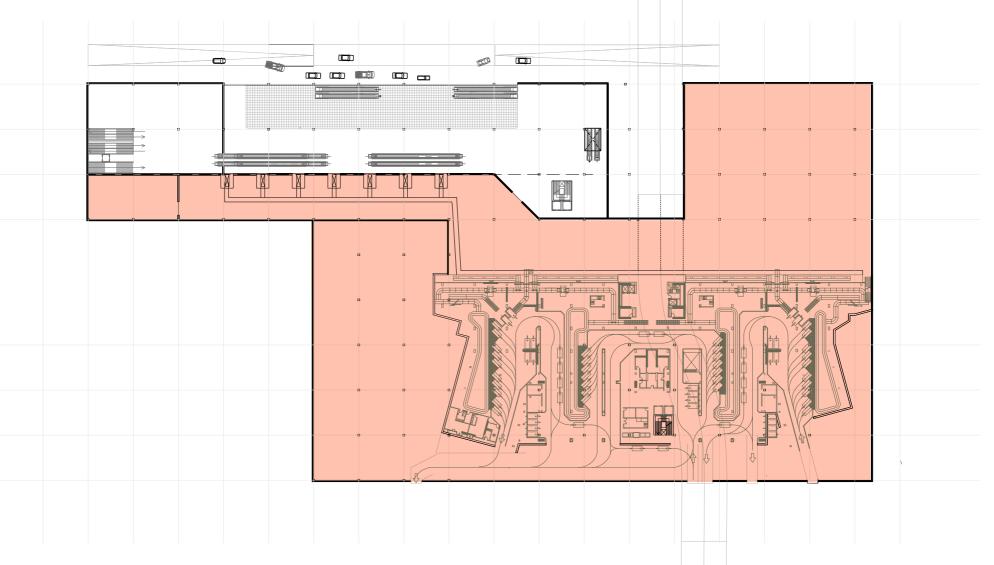
A LANDMARK



Basement **MACHINERY HIDDEN**

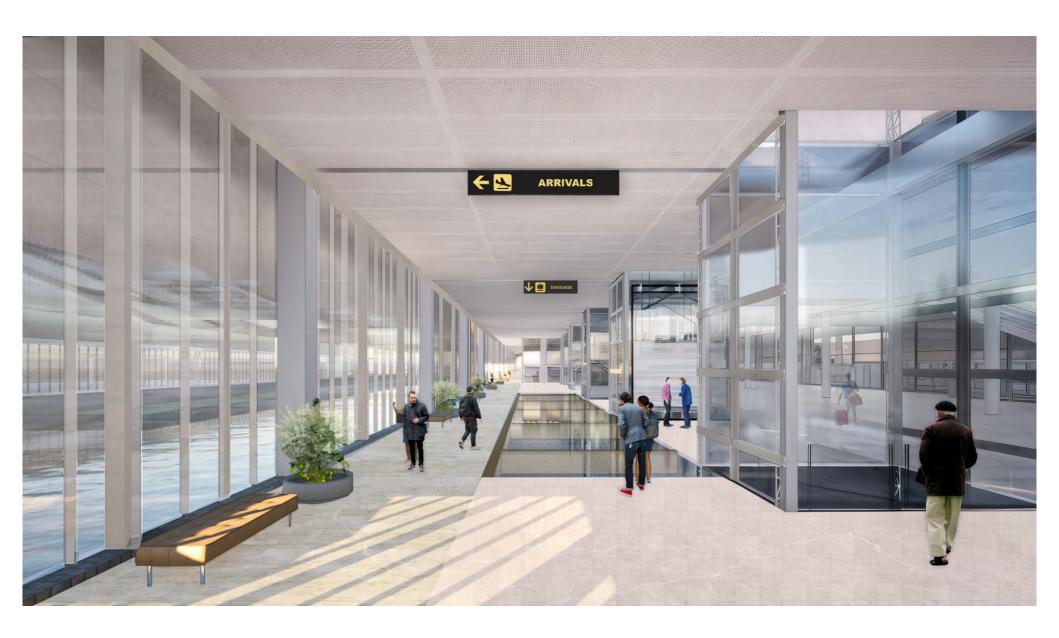
P5: Site to Flight

Basement MACHINERY HIDDEN



Lobby

MACHINERY REVEALED

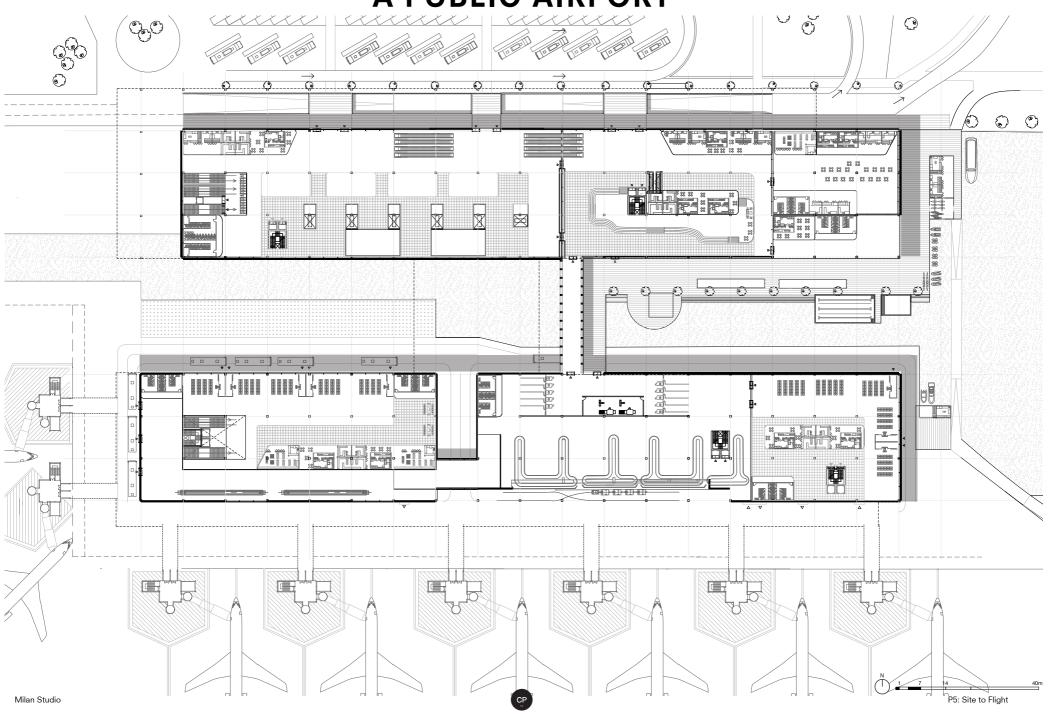


Lobby

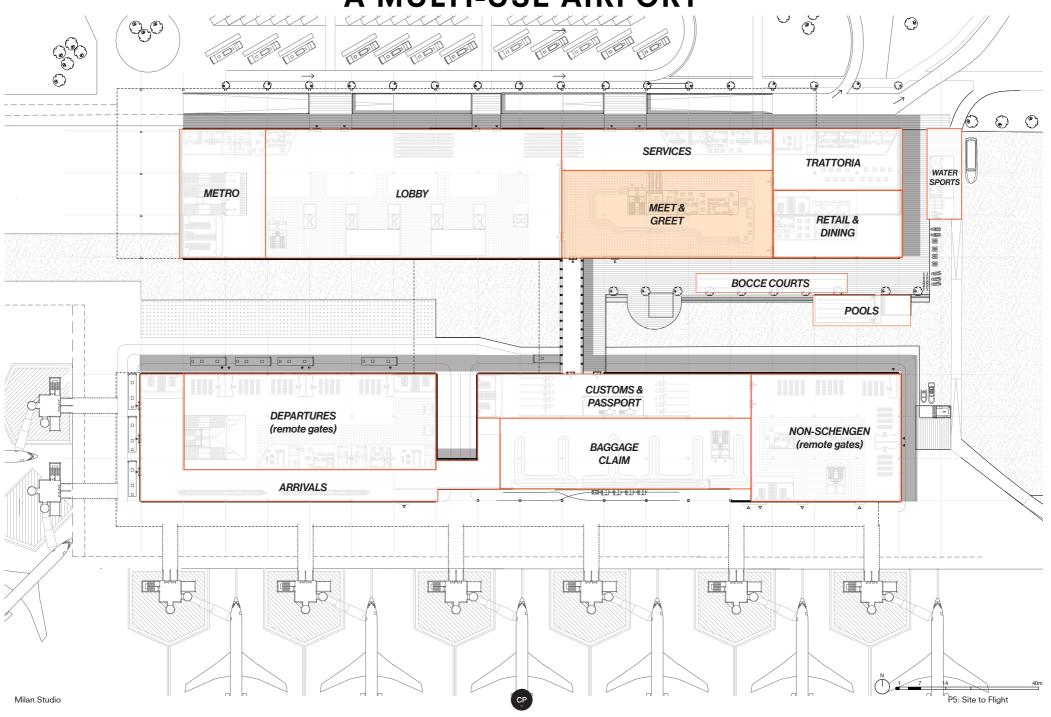
MACHINERY REVEALED



A PUBLIC AIRPORT

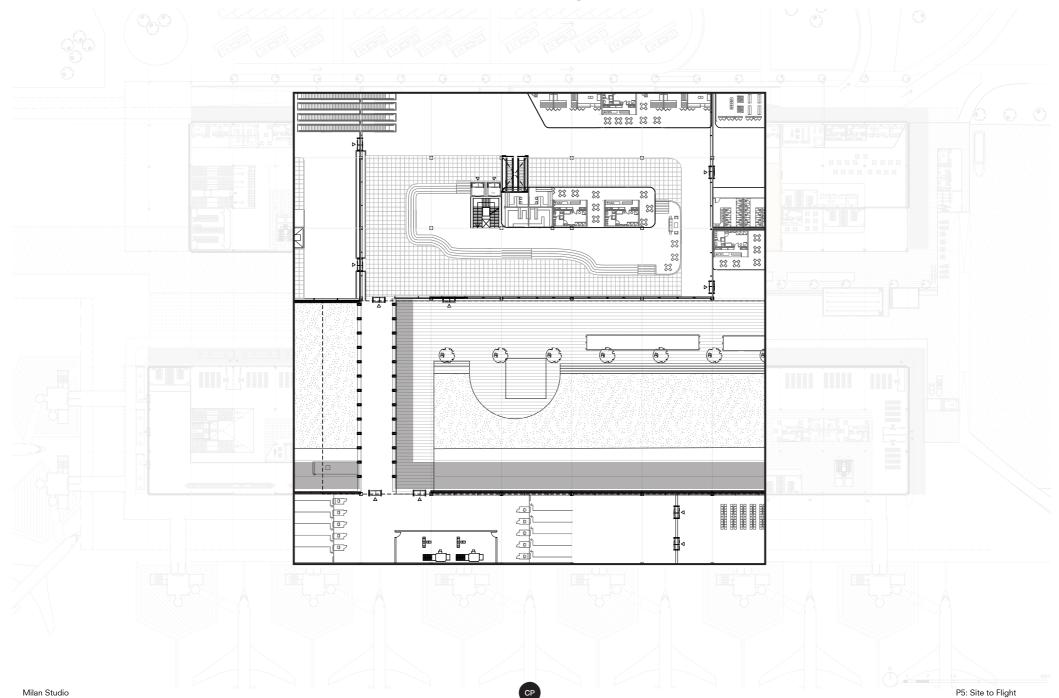


A MULTI-USE AIRPORT

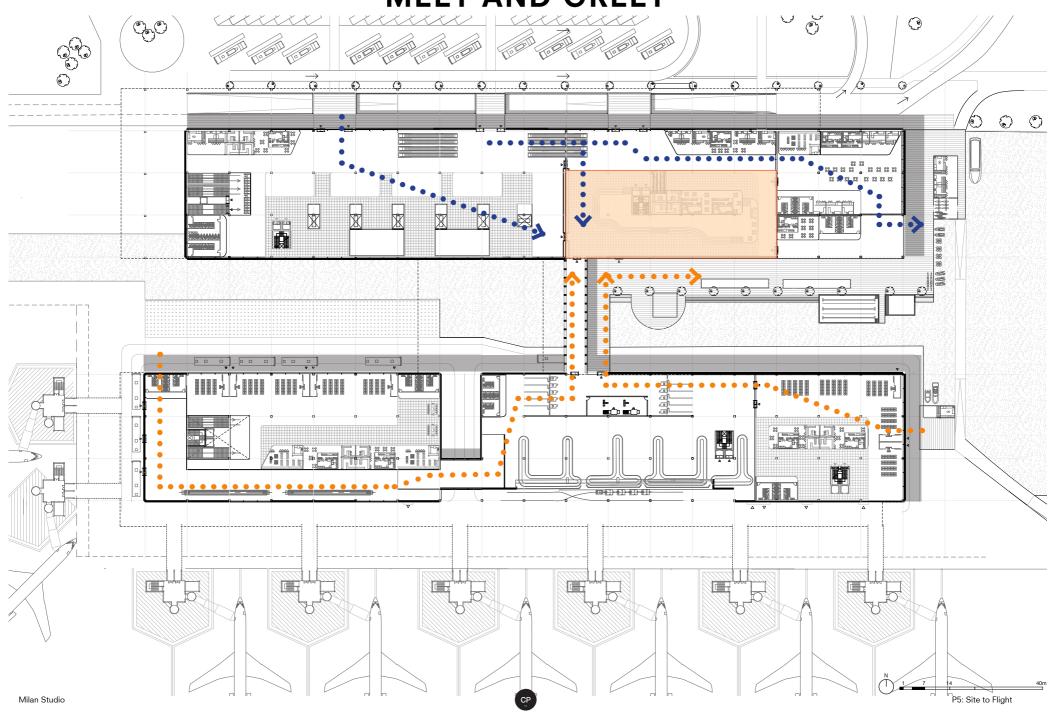


Ground level

MEET AND GREET



MEET AND GREET



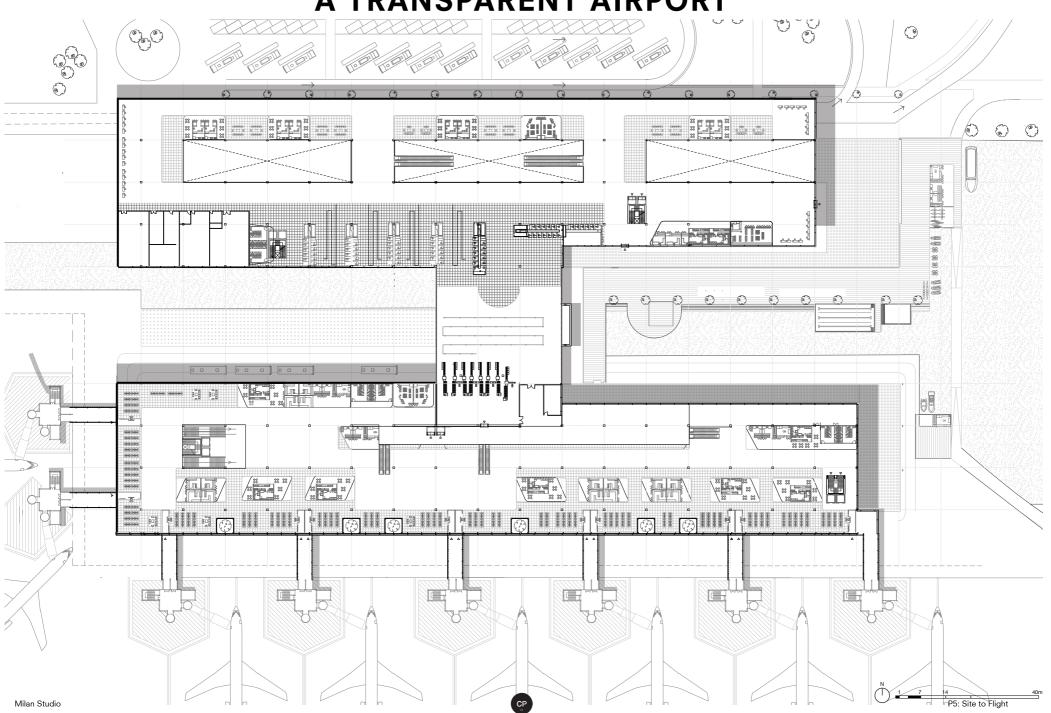
Ground level

MEET AND GREET

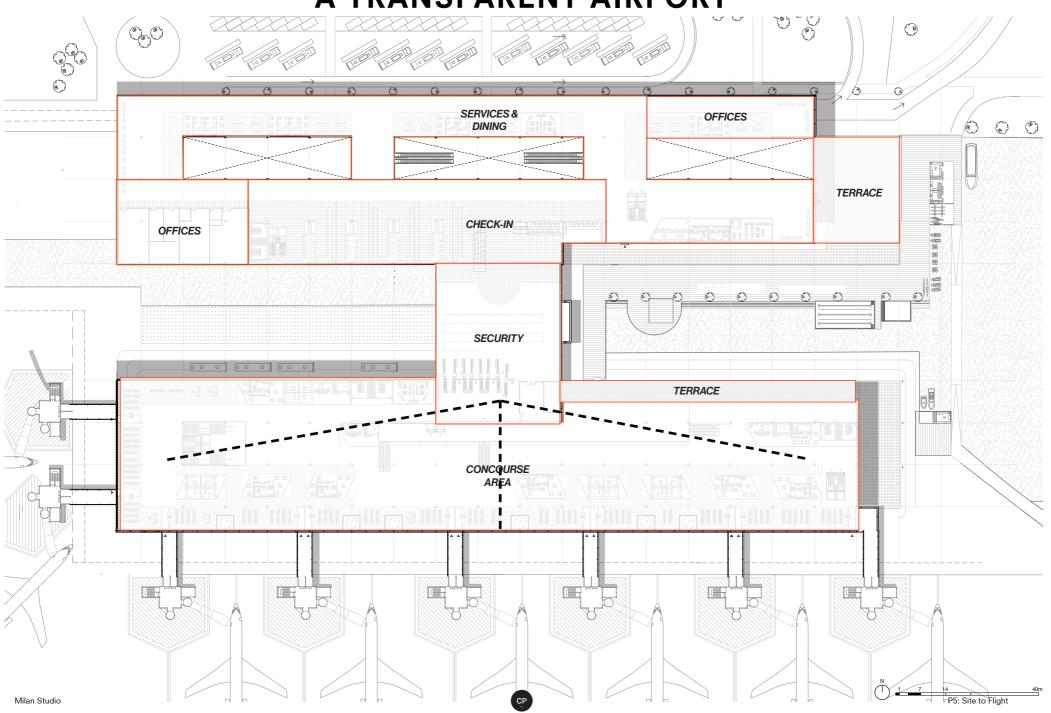


Level 1

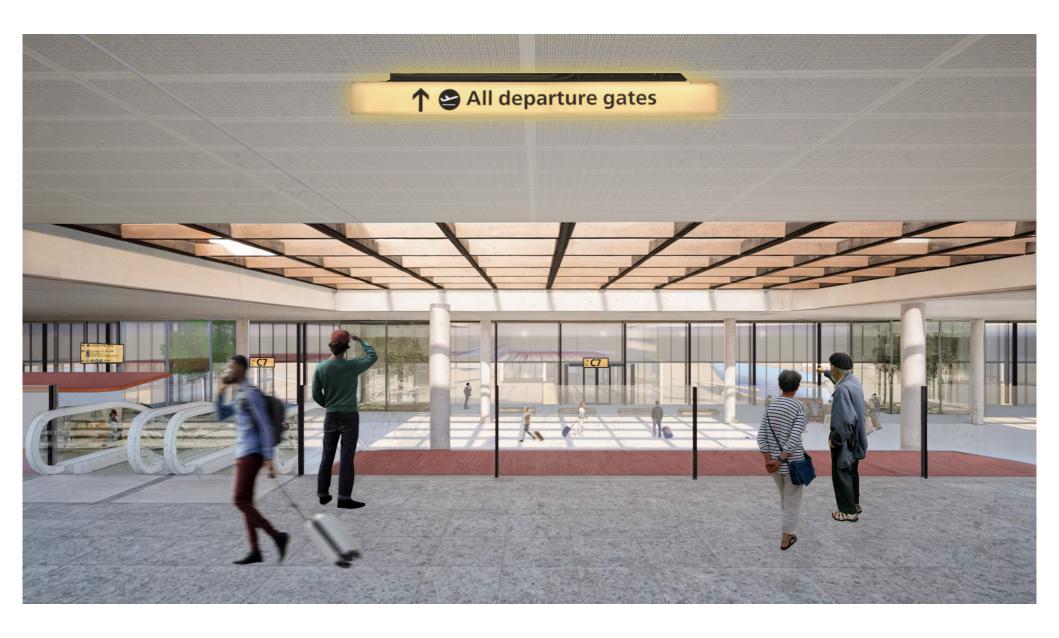
A TRANSPARENT AIRPORT



A TRANSPARENT AIRPORT

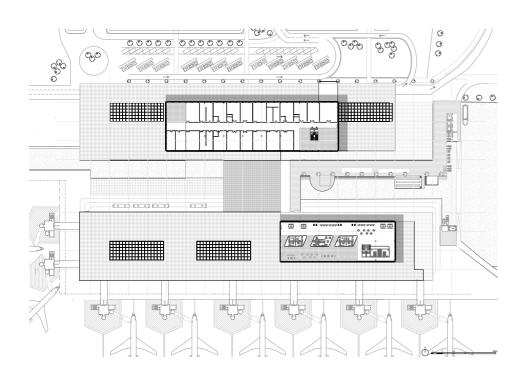


CONCOURSE

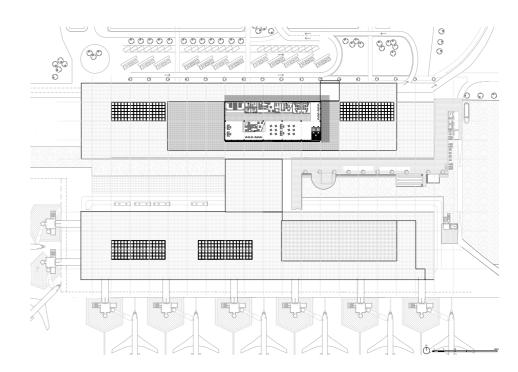


Levels 2 & 3

A MULTI-USE AIRPORT







Observatory









TYPICAL STREETSCAPE



Transparent
Solid
Perforated

TYPICAL STREETSCAPE



Transparent
Solid
Perforated

P5: Site to Flight

TYPICAL STREETSCAPE

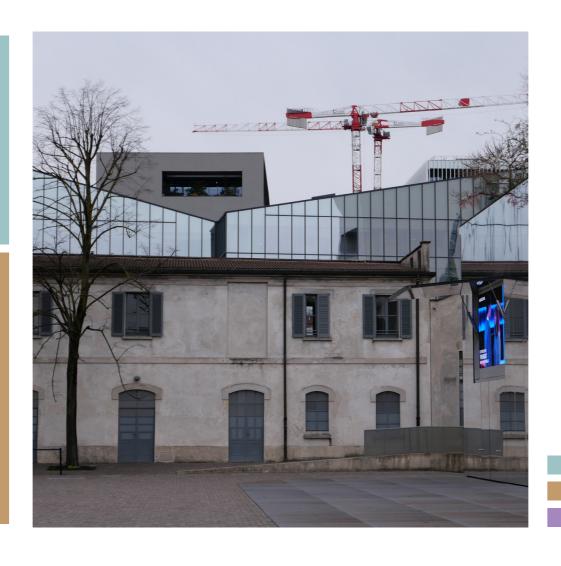




CITY OF COURTYARDS



ATYPICAL STREETSCAPE



Transparent
Solid
Perforated

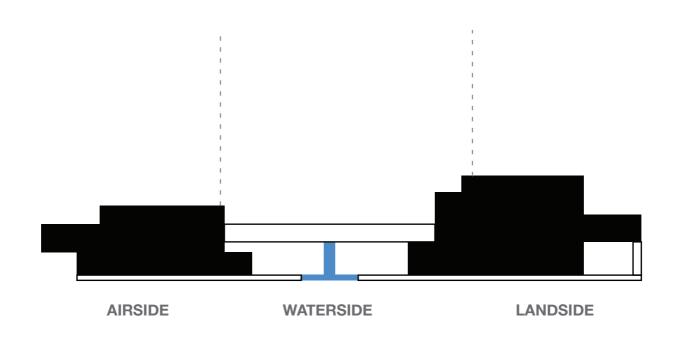
Milan Studio

ATYPICAL STREETSCAPE

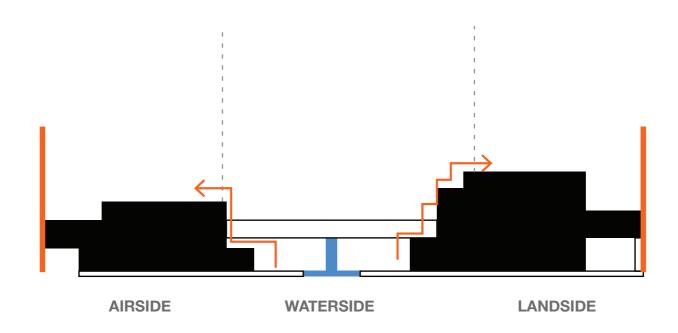




FACADE CONCEPT

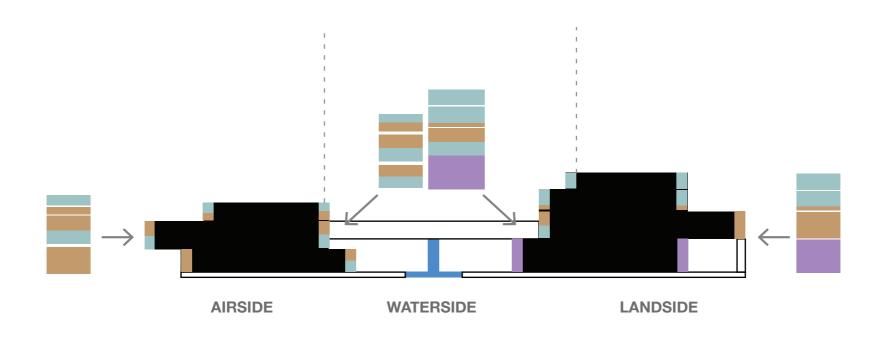


FACADE CONCEPT

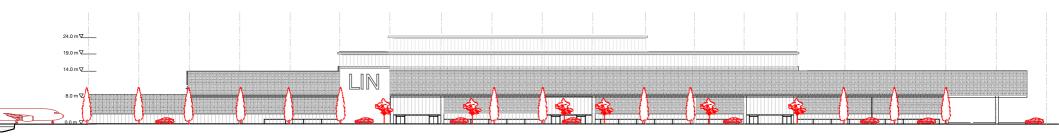


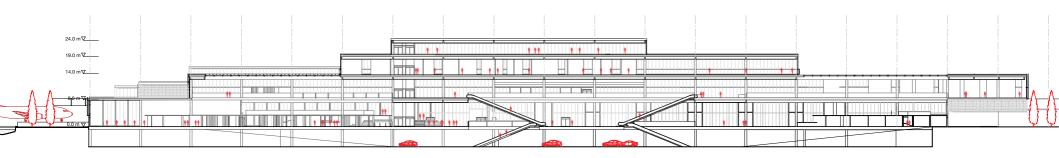
P5: Site to Flight

FACADE CONCEPT



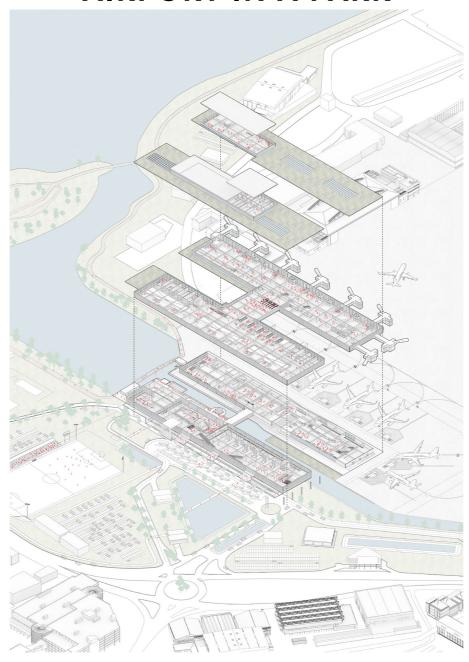
FLOATING MONOLITH

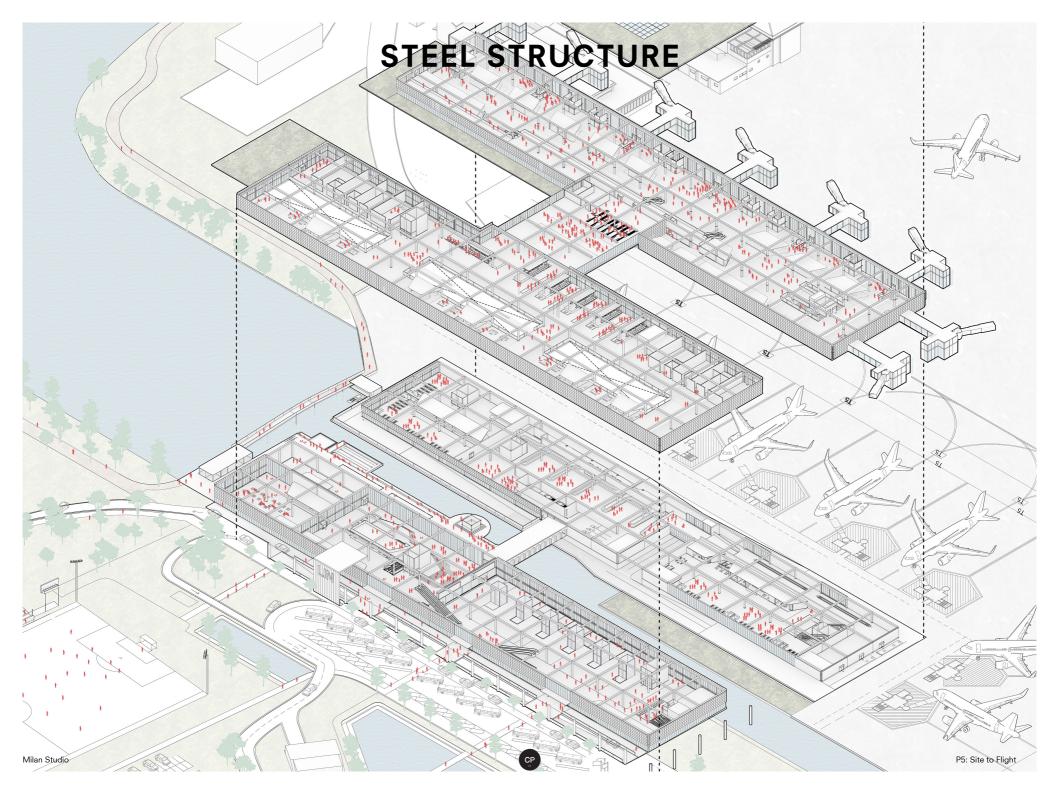


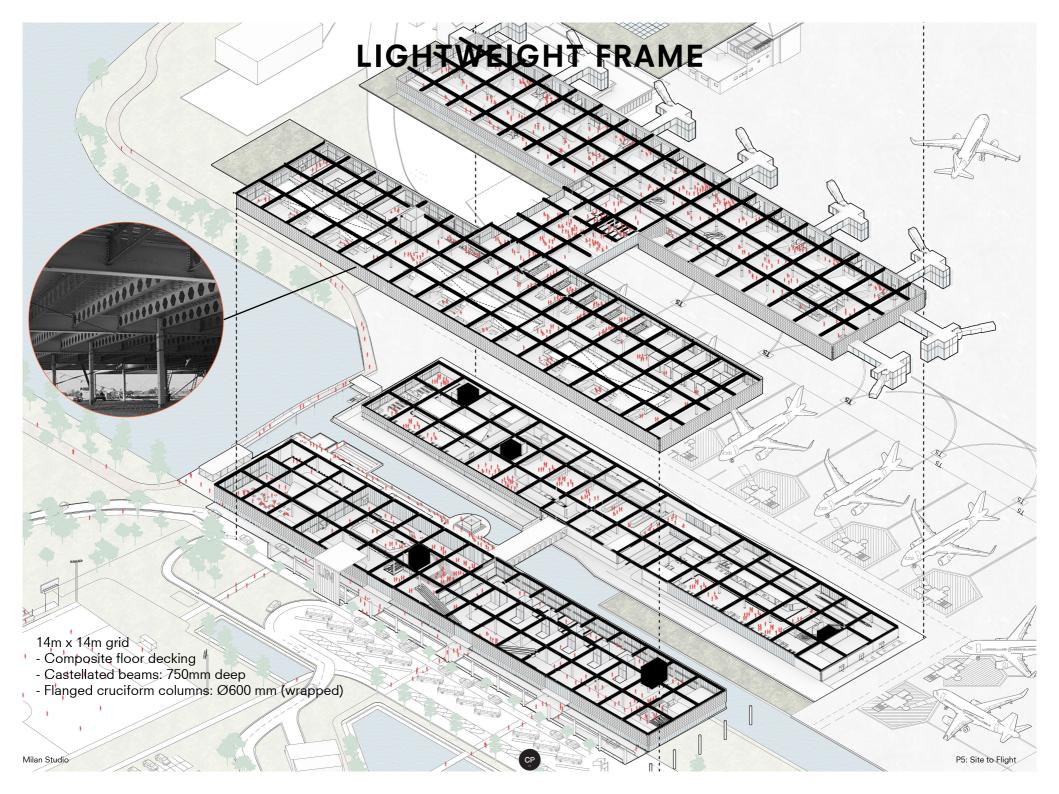


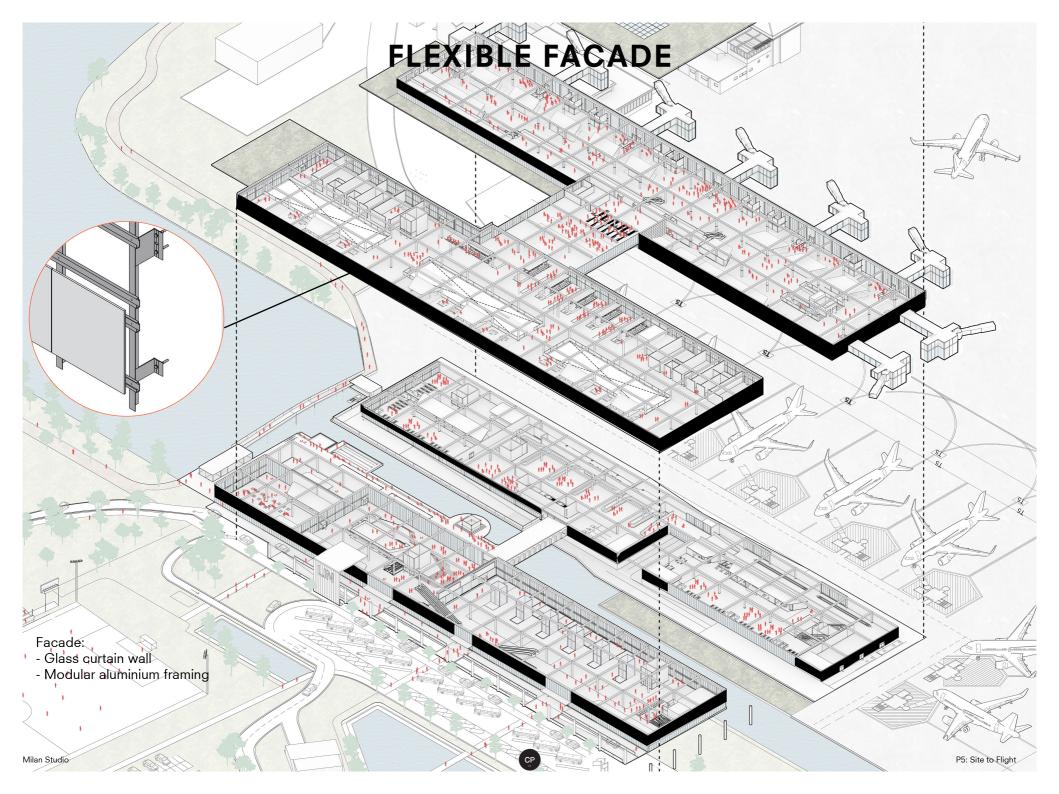


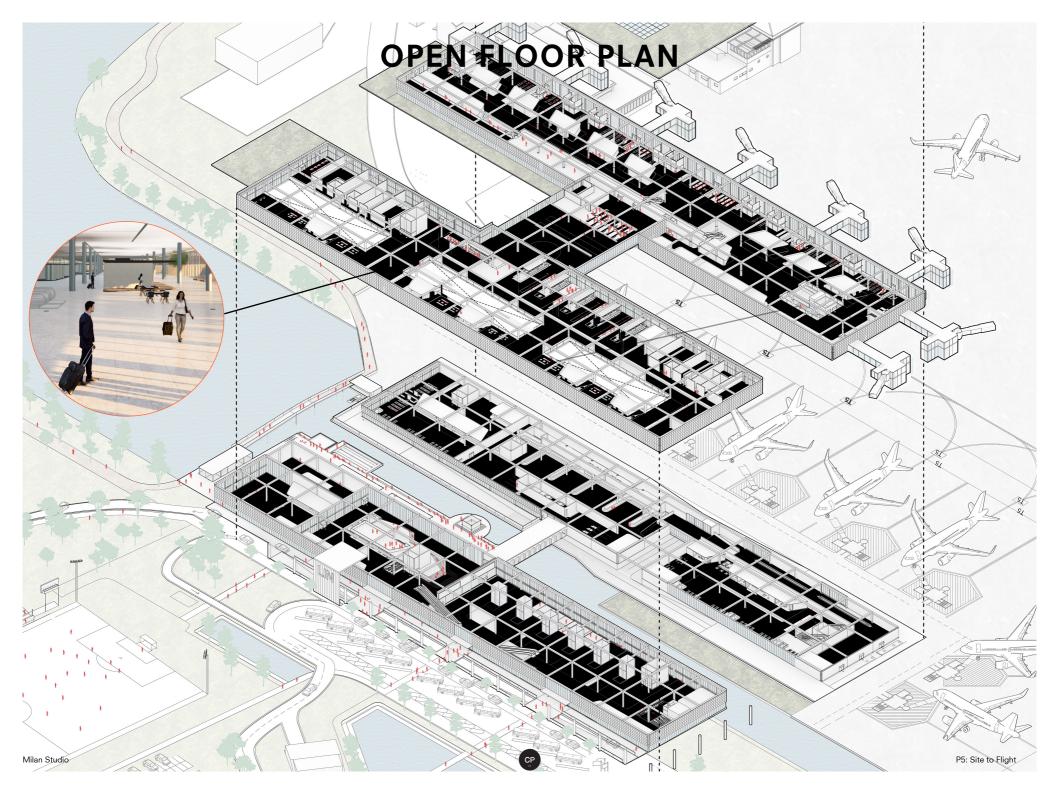
AIRPORT IN A PARK

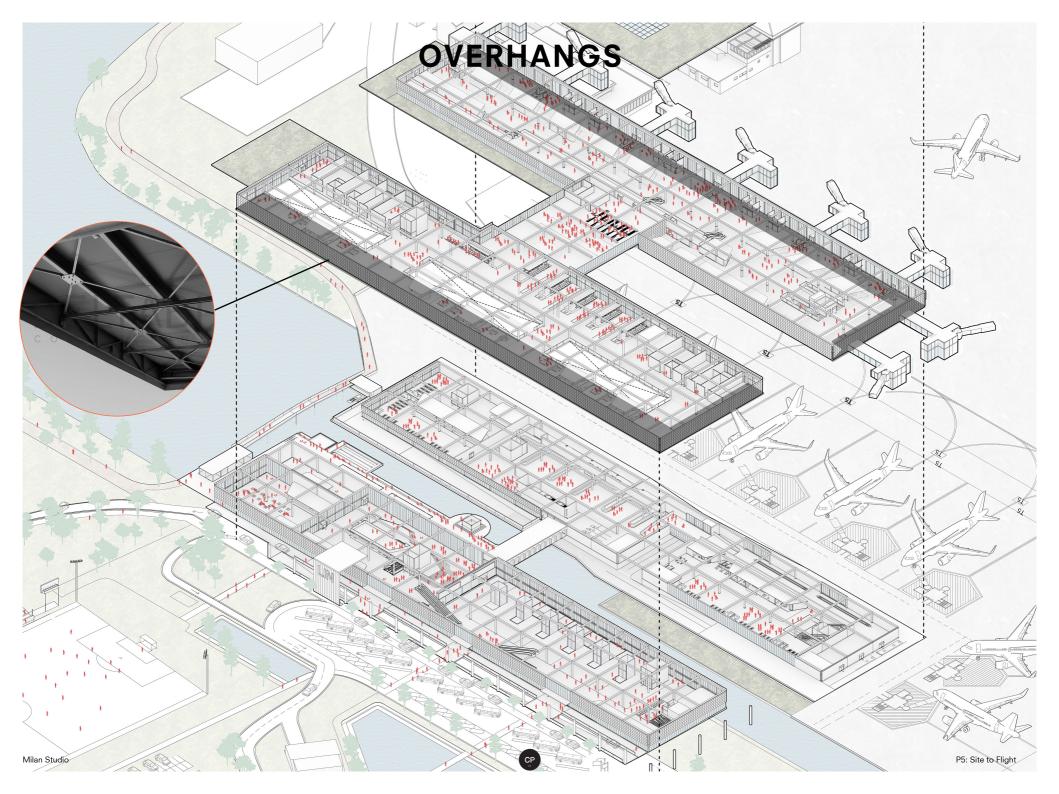


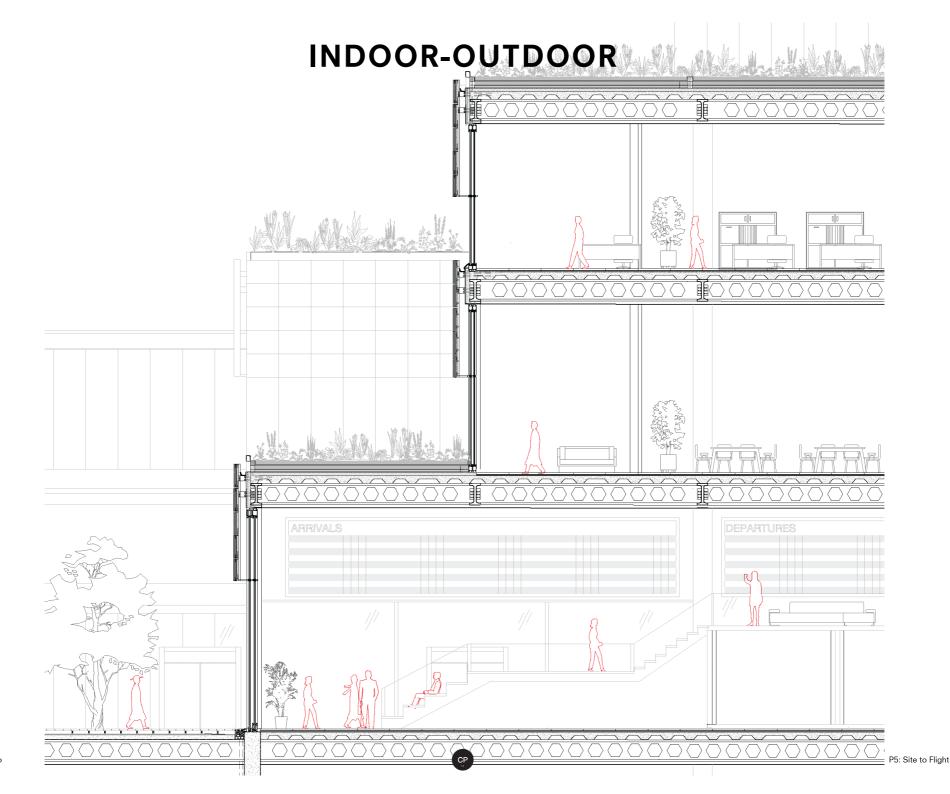




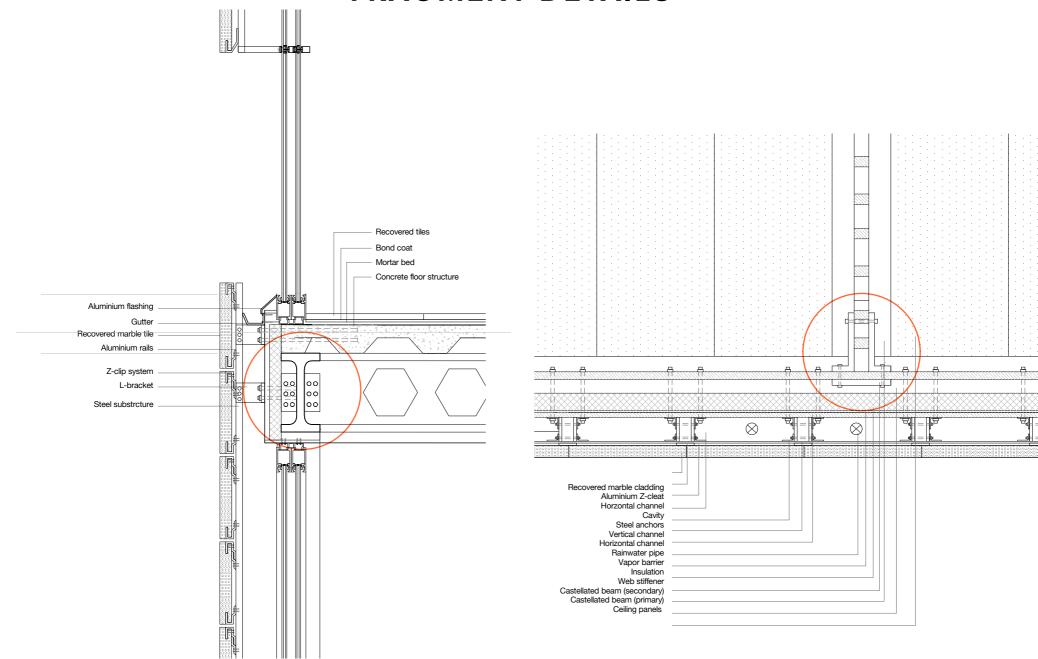




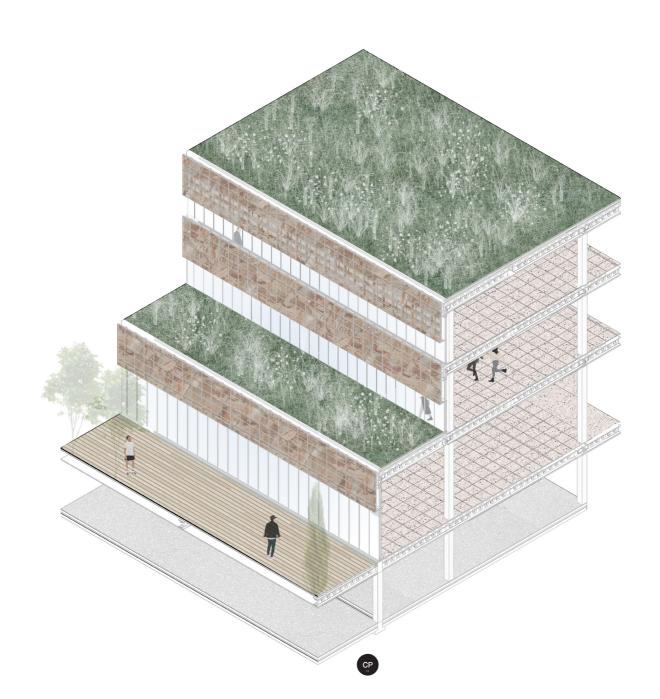




FRAGMENT DETAILS



LAYERED LANGUAGE



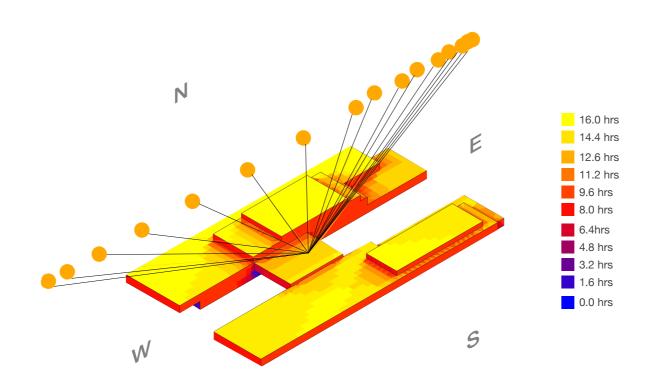
Milan Studio

IMAGE... + **ENVIRONMENT?**

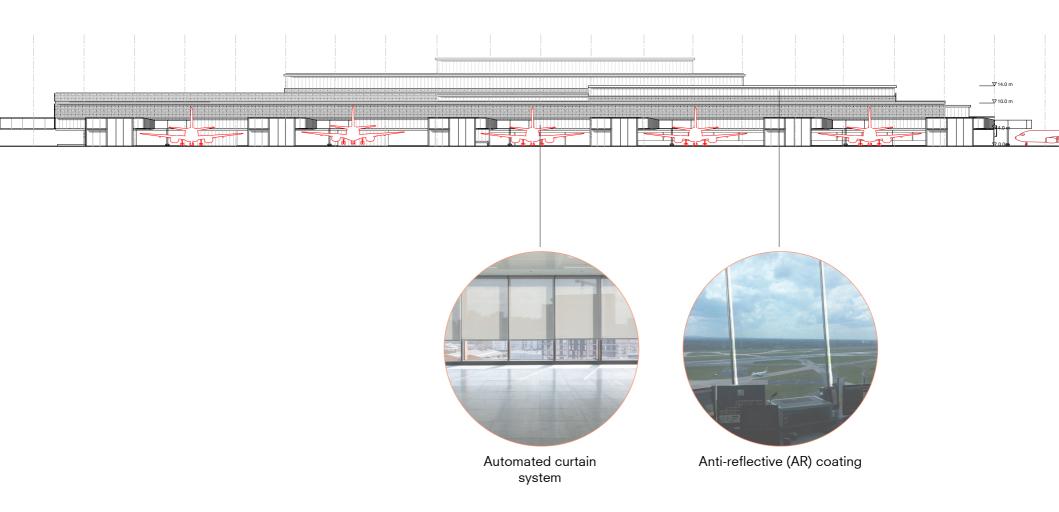
HOT CLIMATE



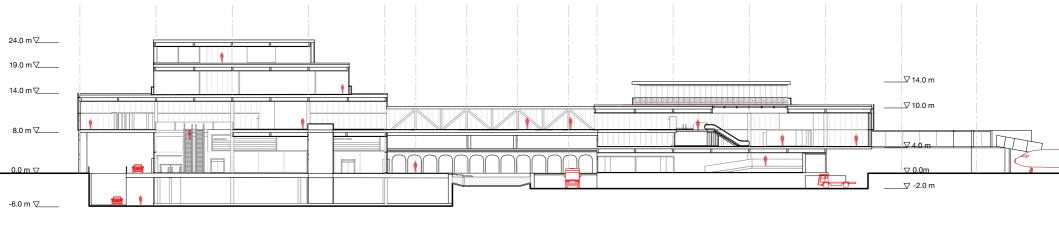
SOUTHERN EXPOSURE



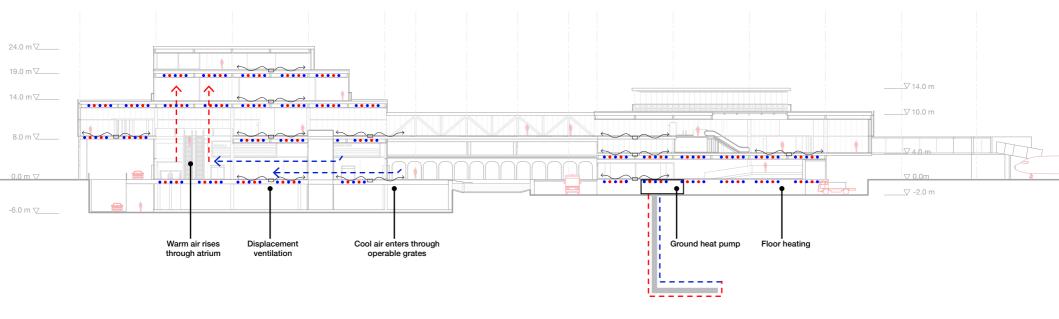
FRAMING VIEWS, FILTERING LIGHT



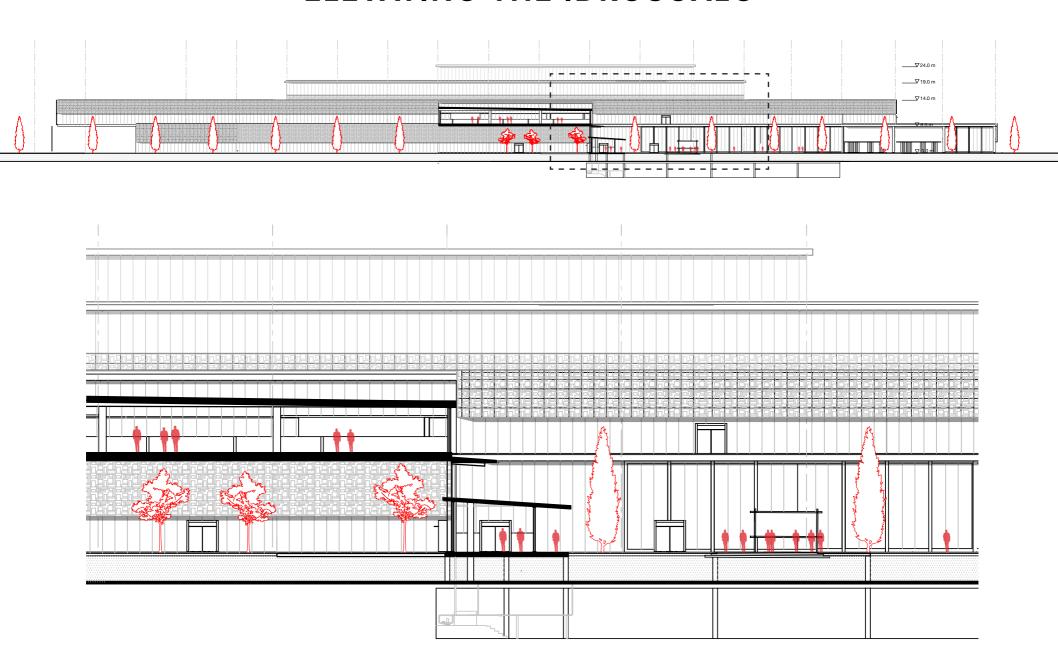
STACKED SHAPE



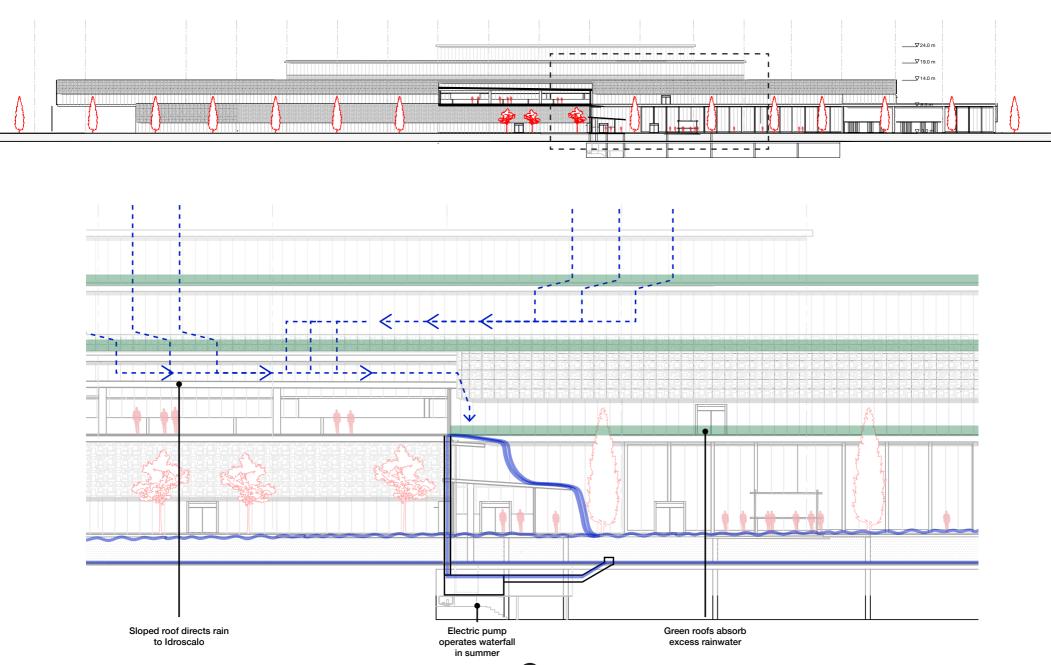
STACKED SHAPE



ELEVATING THE IDROSCALO



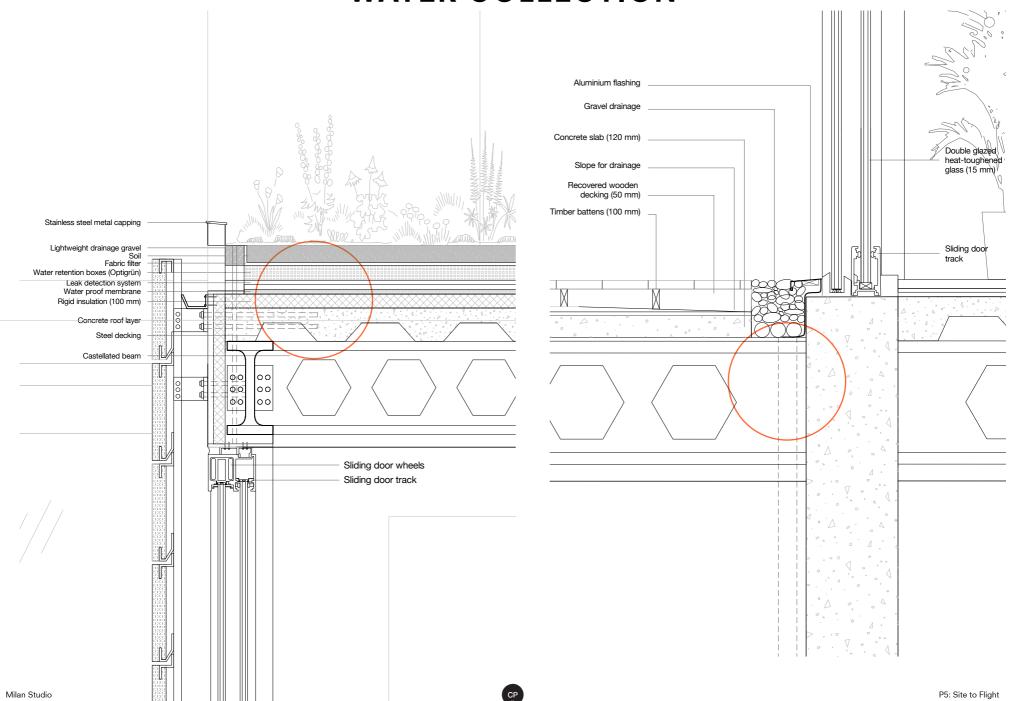
ELEVATING THE IDROSCALO



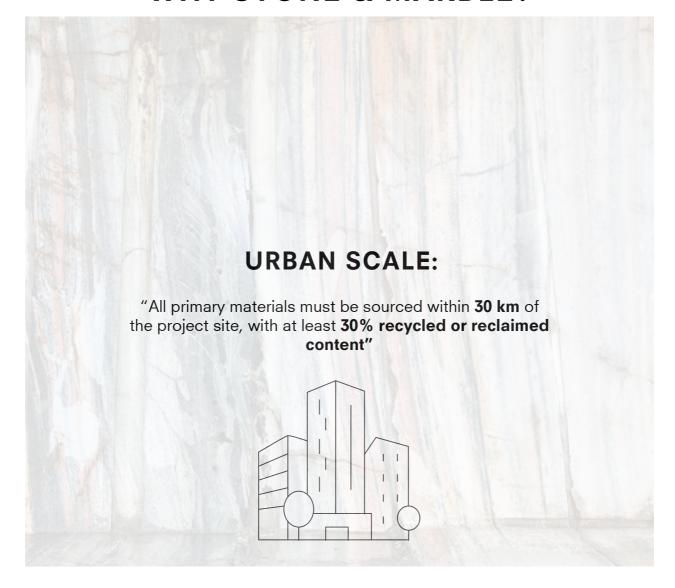
REFRESHING FROM JET LAG



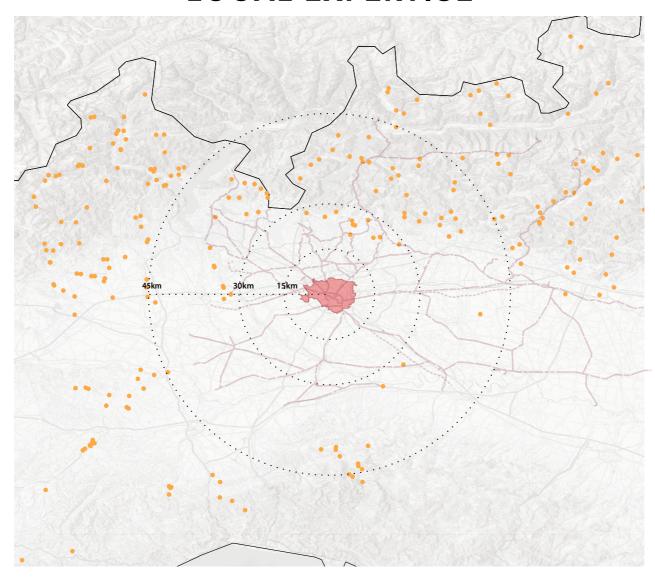
WATER COLLECTION



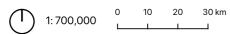
WHY STONE & MARBLE?



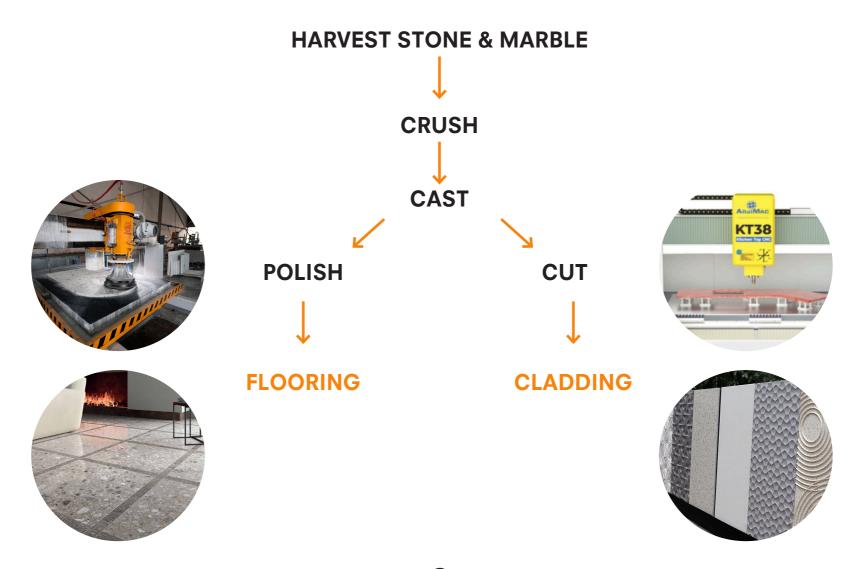
LOCAL EXPERTISE



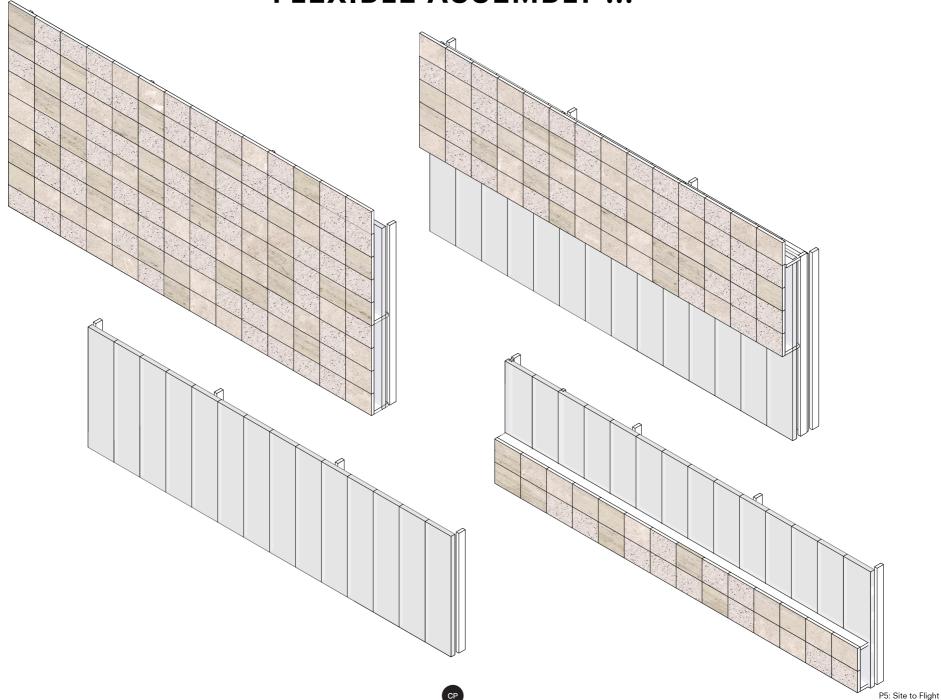
Geosites: mines & quarries



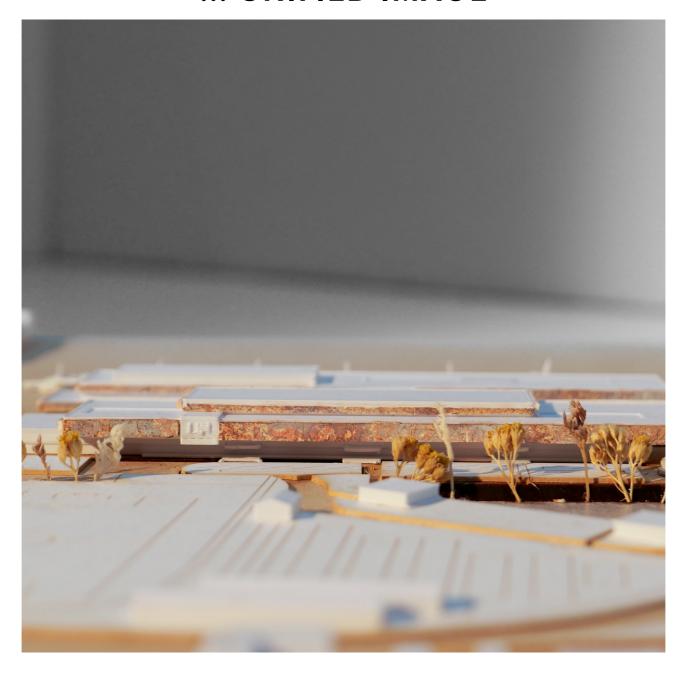
MATERIAL RECLAMATION



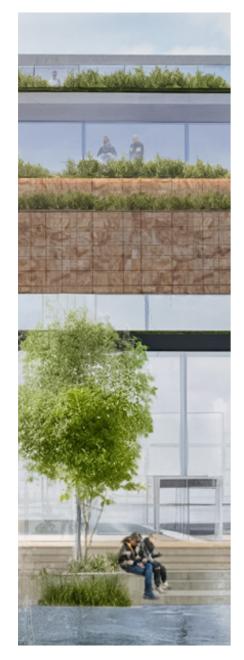
FLEXIBLE ASSEMBLY ...



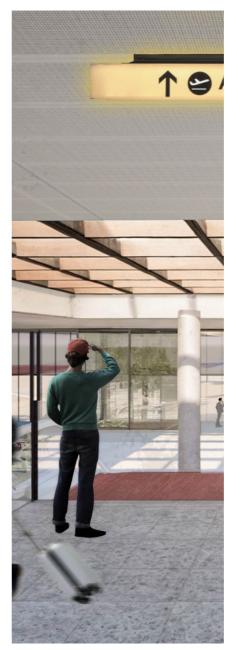
... UNIFIED IMAGE

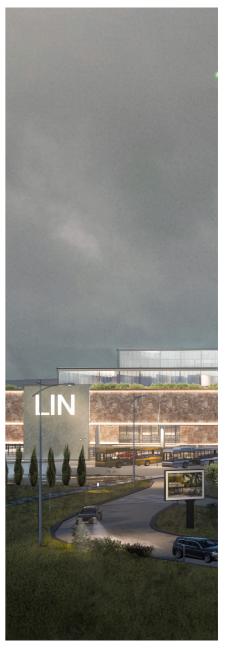


PLACEMAKING & MATERIAL









PLACEMAKING & MATERIAL

