

OF STONES AND TRAVELERS

The Venetian Matter

a productive machine in its own consuming

i. Prologue

- i. The Venetian Matter:* a productive machine in its own consuming
- ii. Research question and definition of ‘technicities’
- iii. Relevance of ‘technicities’ in the connection between research and design
- iv. Project Area

ii. Project: Research and Design

- i. Limits
- ii. Infrastructure and Open Spaces
- iii. Nodes
- iv. In Between

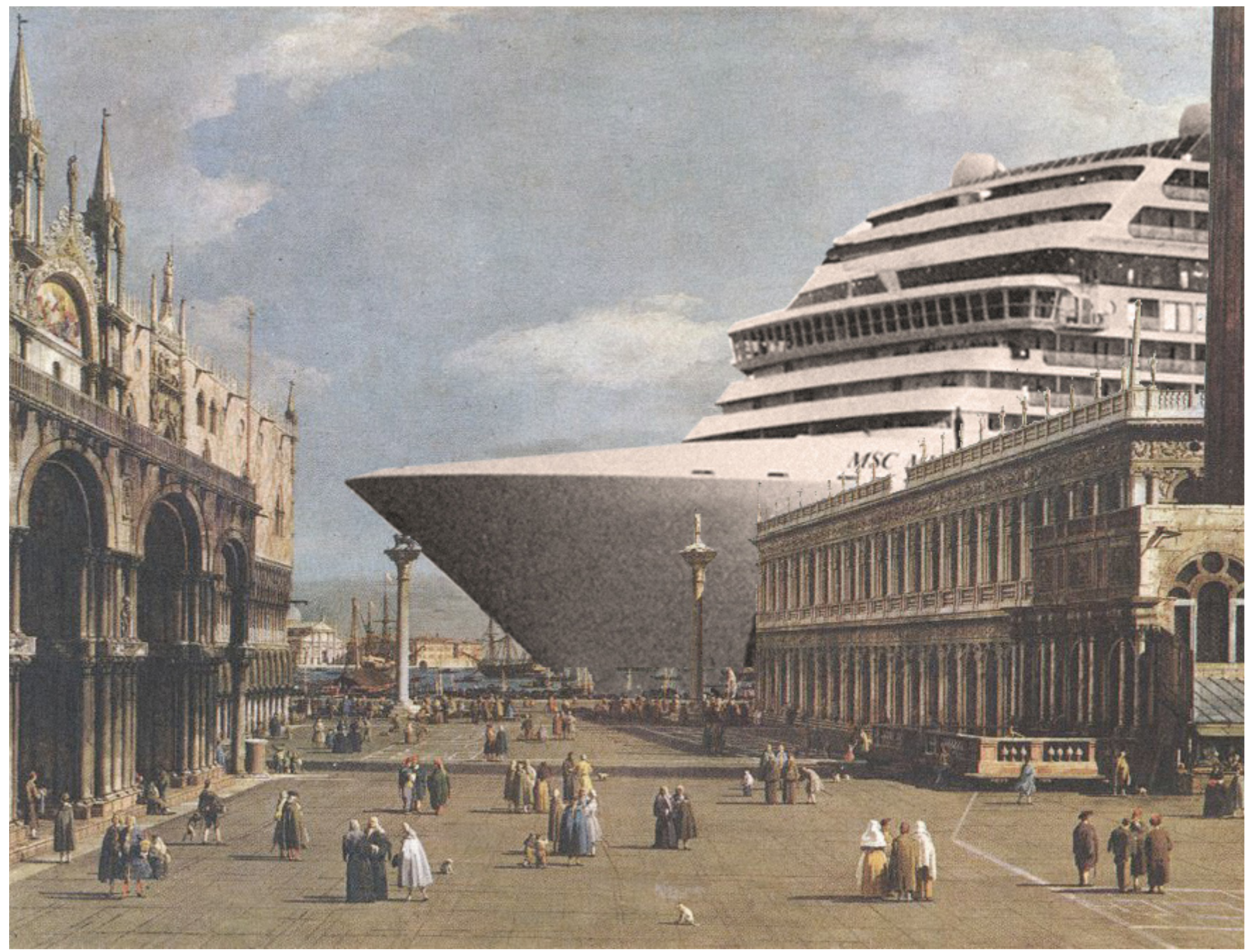
iii. Conclusion

- i. A New Assemblage

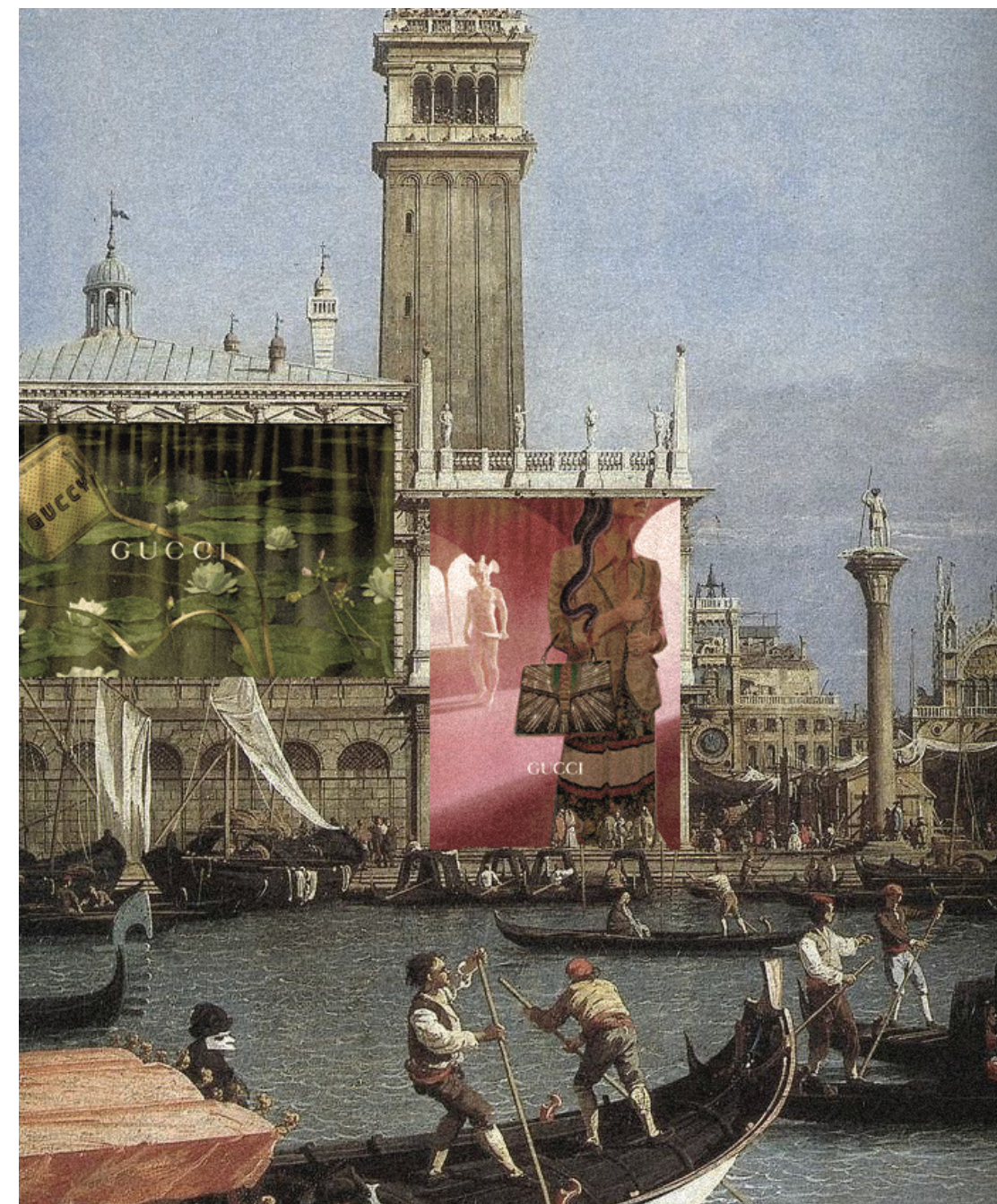
i. Prologue











“By looking at the morphology of the city, what are the urban elements of Venice that affect the condition/the extent of ‘overtourism’ ?”

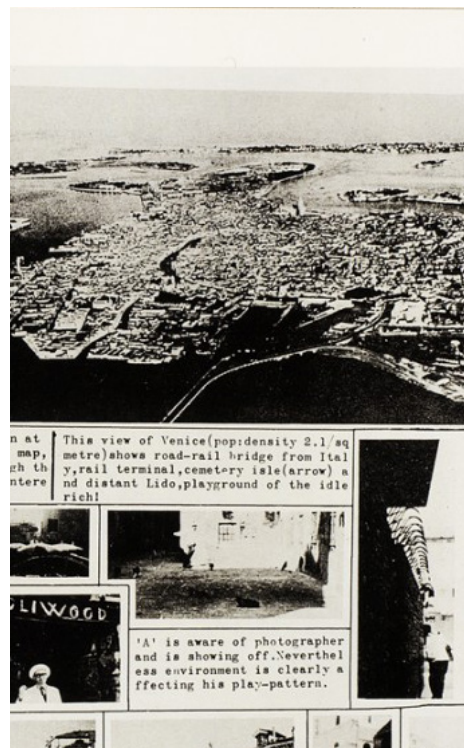
RESEARCH QUESTION

*“mode of relation between human and the world”*¹

technicity focus on “*the genesis of the objects themselves*”, that means on the relations they establish with a determined subject and a territory in their perpetual becoming.

¹ Simondon G., 1989, *Du Mode d’Existence des Objects Techniques*, Paris, Aubier, p.152

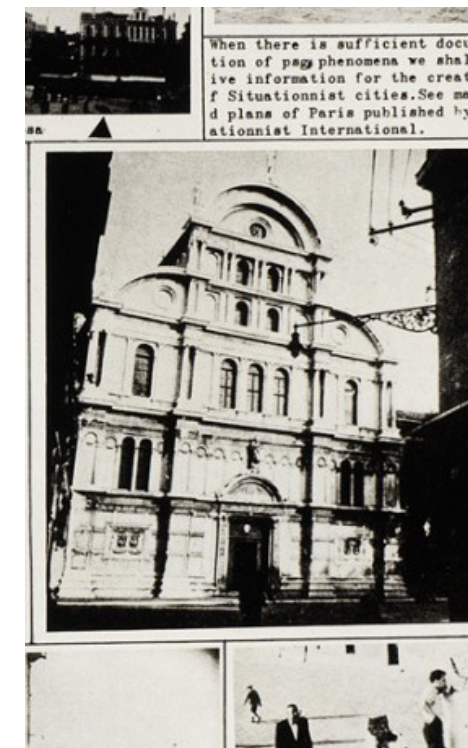
VENETIAN TECHNICITIES



1. Limits



2. Infrastructure and Open Spaces



3. Nodes



4. In Between

1. Urban causes of the
extent of Overtourism in
Venice

2. Urban characters of
Venice's uniqueness

3. Tangible expression
of the logics of Venice's
development

what does technicities represent ?

Beauty

main element of attraction for visitors who are experiencing the island

- urban characters of Venice's uniqueness

- tangible expression of the logics of Venice's development

Digital Beauty

relates with the contemporary idea of smoothened beauty, that is the pure consideration of an external object through the instant like/dislike comment. The social, economical, historical complexity usually immanent in the object is flattened to a simple reaction determined by the exterior aspect of the object and the consequent instant pleasure felt by the subject.

Ideal Beauty

relates with a more intellectual idea of beauty, the one that does not relate merely with instant pleasure, but that through the lingering in contemplation elevates the subject, creating a free relationship with the object without the need of possess it or desire it. The perception of an external object is substituted by its contemplation. It is only by contemplative distance, therefore with time, that real beauty can be comprehended.

Knowledge

*understanding of the reason of city's development, therefore the
recognition and awareness of its inner logics*

*“Knowledge also contain negativity in the sense that it is often gained against a
resistance”¹.*

¹ Byung Chul Han, 2018, Saving Beauty, Cambridge, Polity Press



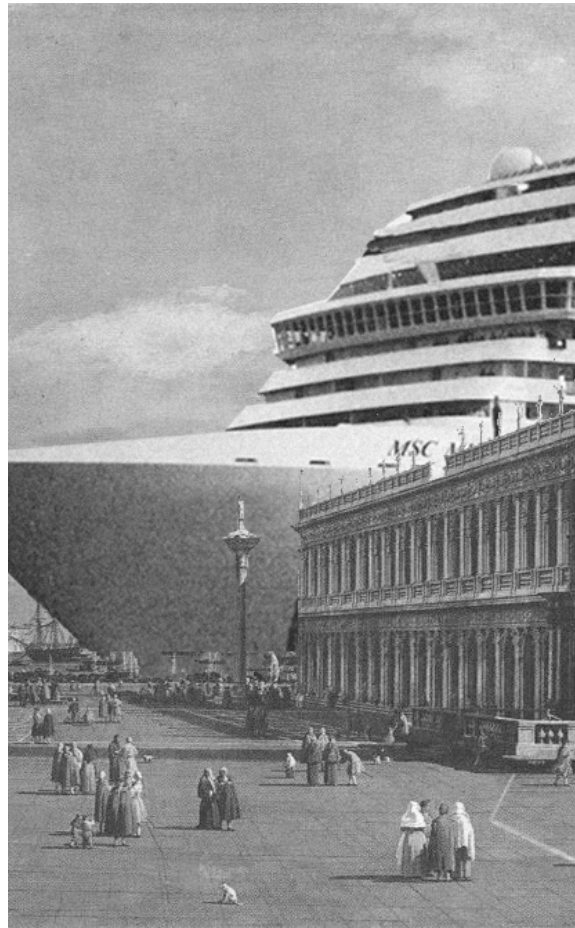
Reinterpretation of ‘Value’

not based in terms of the money Venice can produce through the mercification of its aesthetic beauty but on the qualitative aspect of the human’s work through the years in contrast to all the difficulties upon which Venice itself has been created.

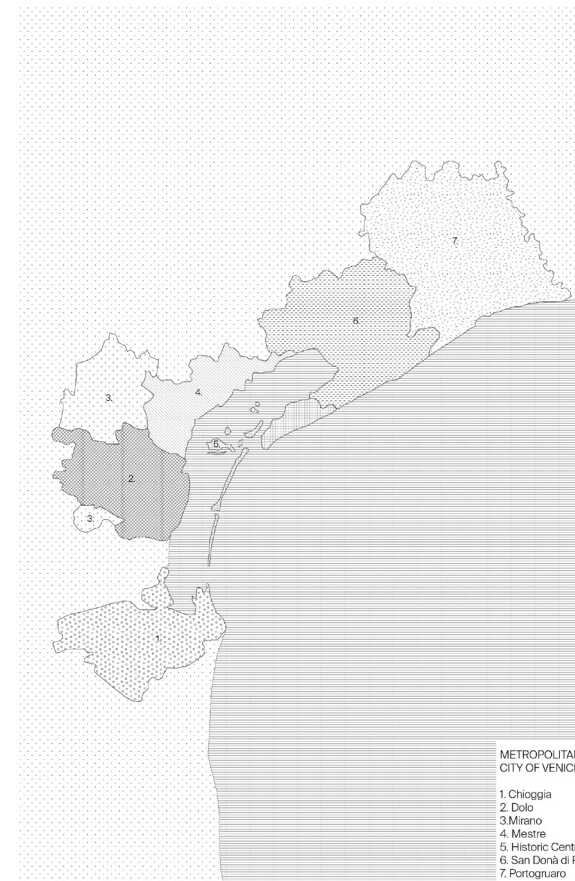
AIM OF THE DESIGN

- i. affect the visitors' permanence in the city via architecture
- ii. invite visitors to discover the other parts of Venice and therefore releasing the touristic pressure on the historical centre of Venice

*why the majority of visitors is consuming the city for
short period of time ?*



1. Costs



2. Incomplete understanding of the extent of Venice as a city



3. High Specialisation

why the majority of visitors is consuming the city for short period of time ?



Picturesque Venice

aesthetical beauty of the city
lack of services for long permanence on the island



Industrial Venice

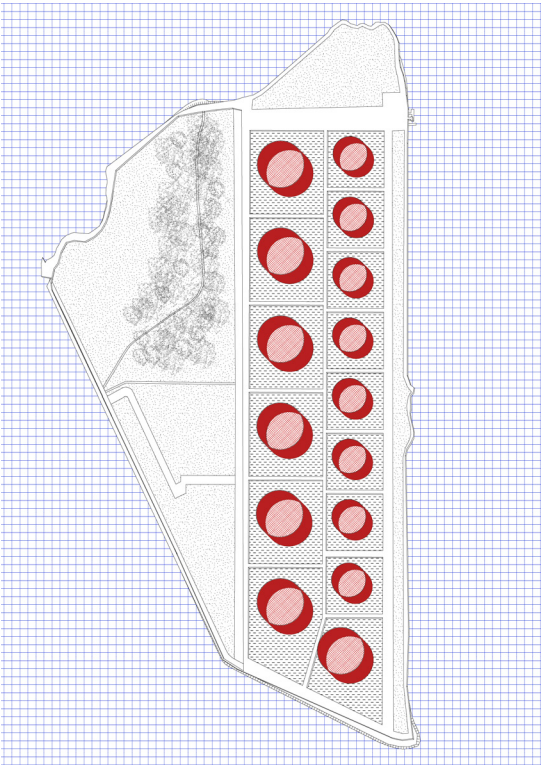
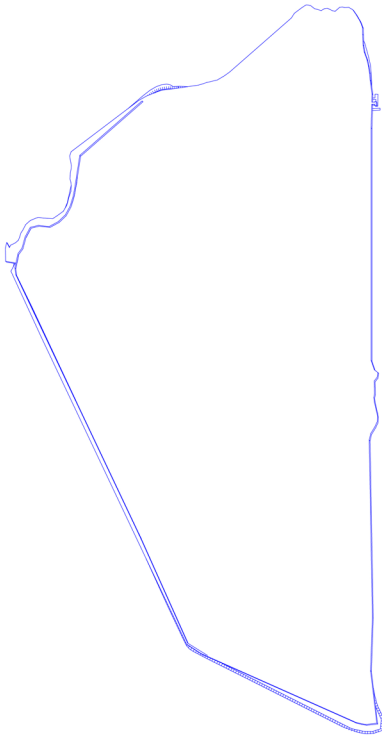
anonymous aesthetic of the outskirts
presence of potential infrastructure for long permanence on the area

VENETIAN DICHOTOMY





STORAGE TANK ISLAND



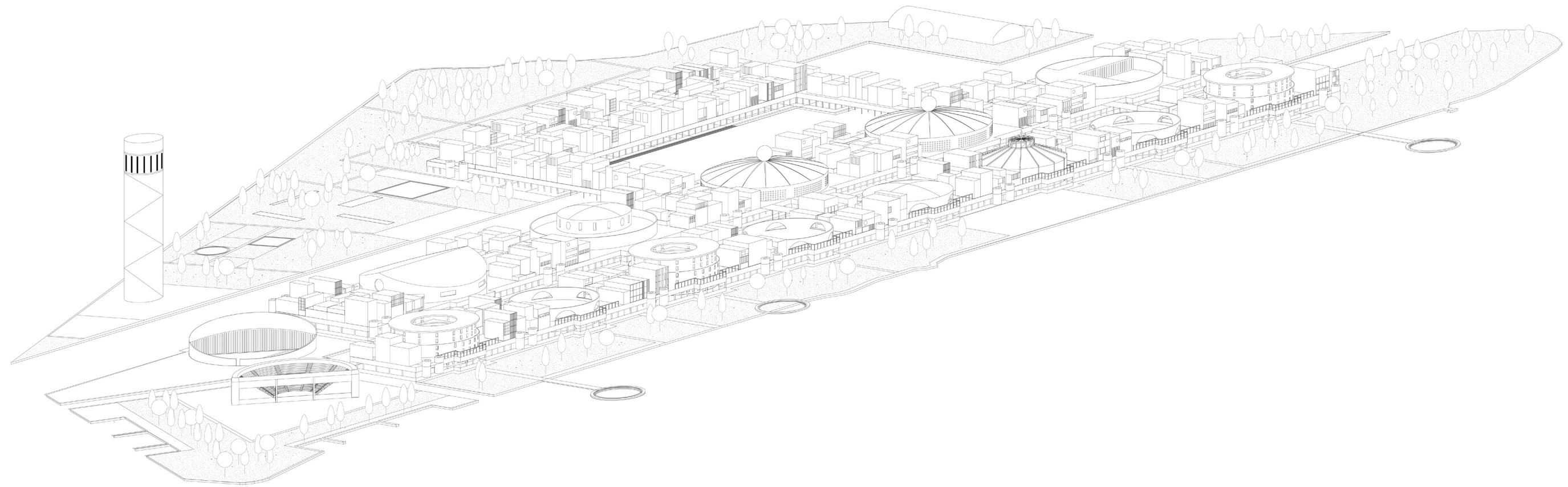
- i. How can we affect the short permanence of the people via architectural intervention ?
- ii. Is it possible nowadays to intervene in underdeveloped and abandoned industrial area of the Metropolitan City of Venice in order to create an intermediate zone that could host both the reinterpreted aesthetics of Venice and its industrial character, therefore could offer services for a long permanence?

DESIGN QUESTIONS

ii. Project: Research and Design

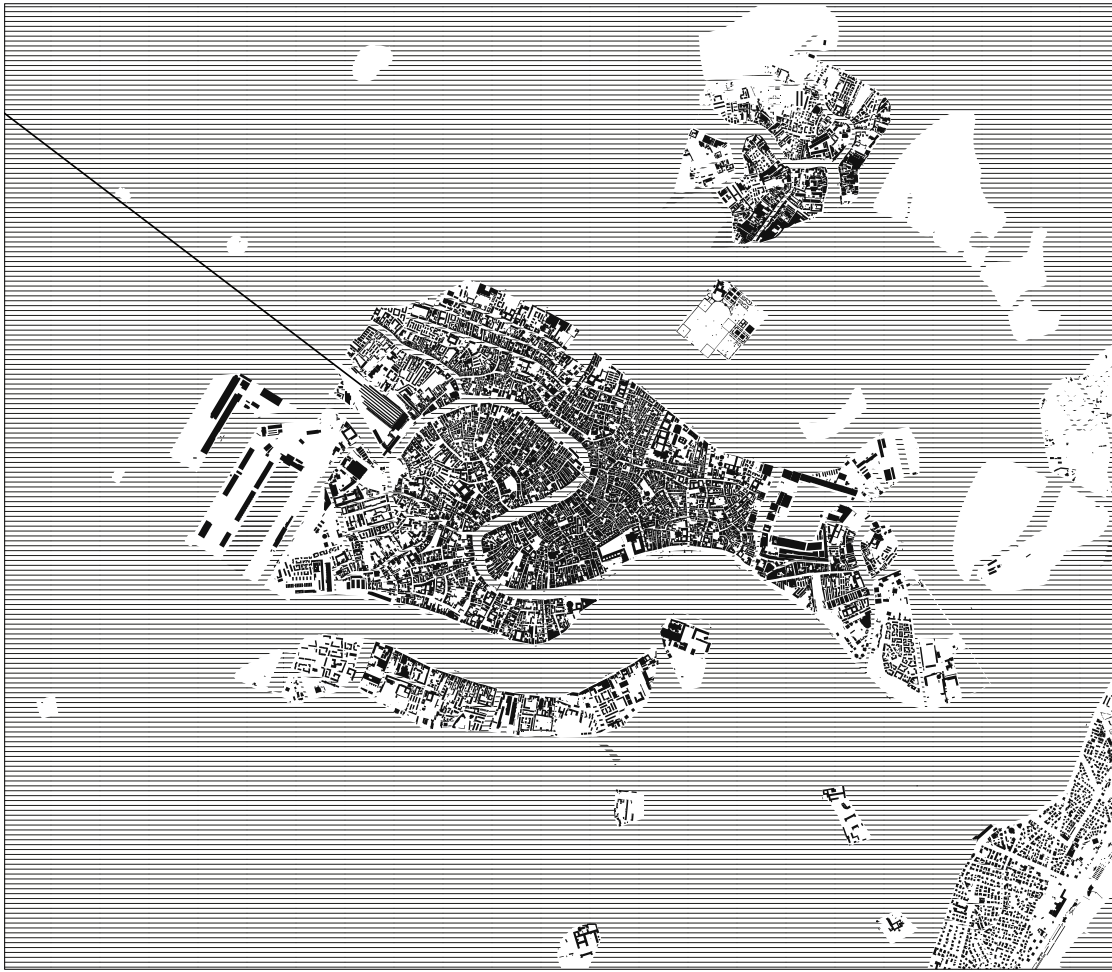
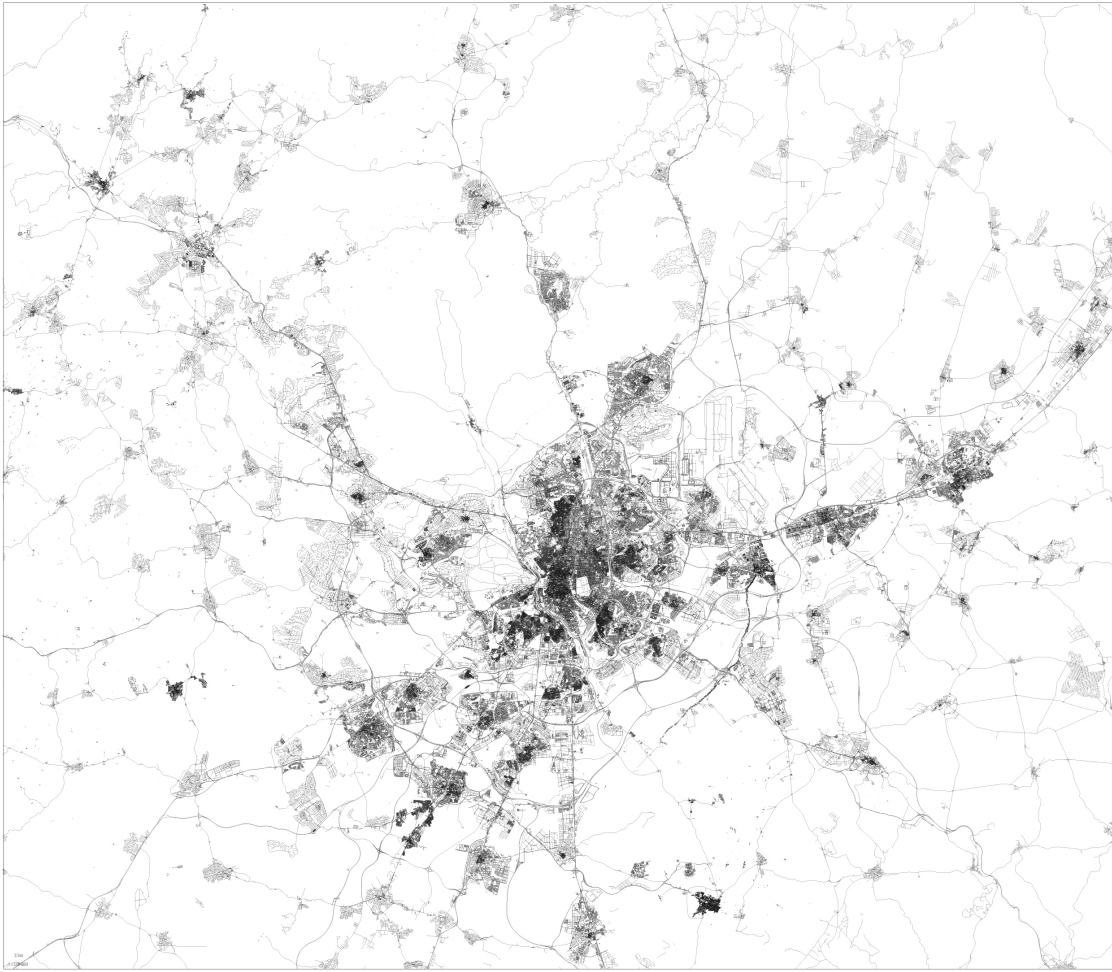
Venice as a city of relationship

the regeneration of the storage tank island as an extension of Venice



- 1. Limits**
- 2. Infrastructure and Open Spaces**
- 3. Nodes**
- 4. In Between Spaces**
- 5. A New Assemblage**

1. Limits





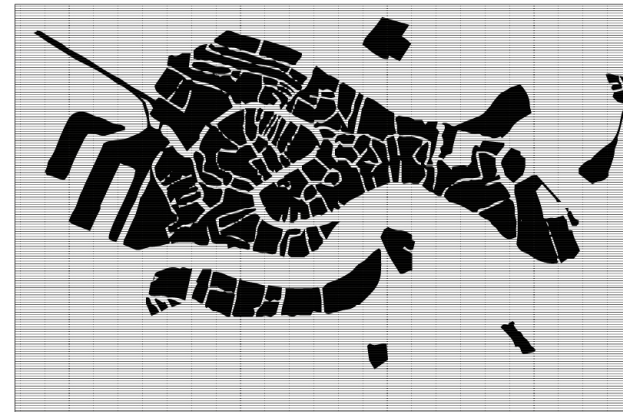
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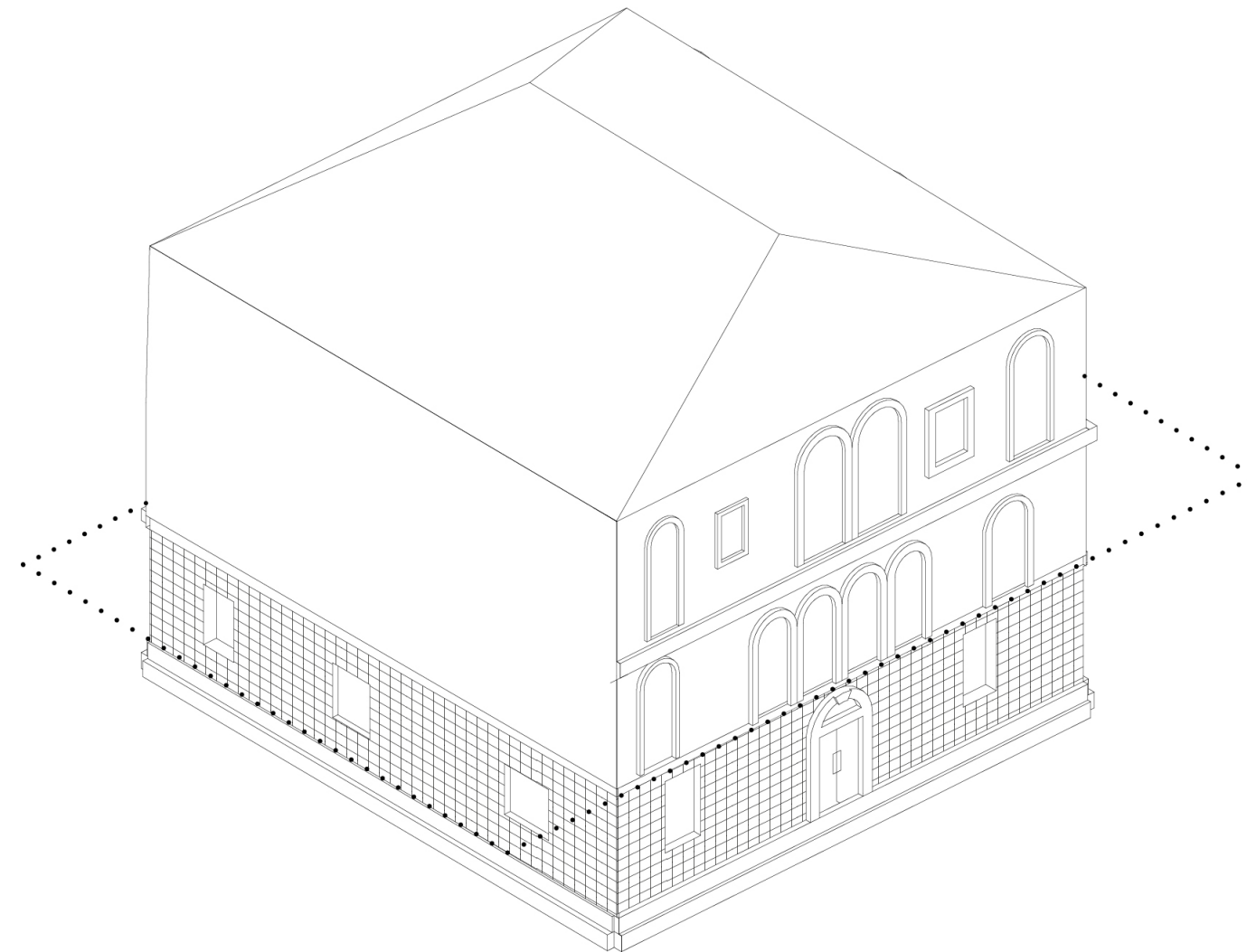


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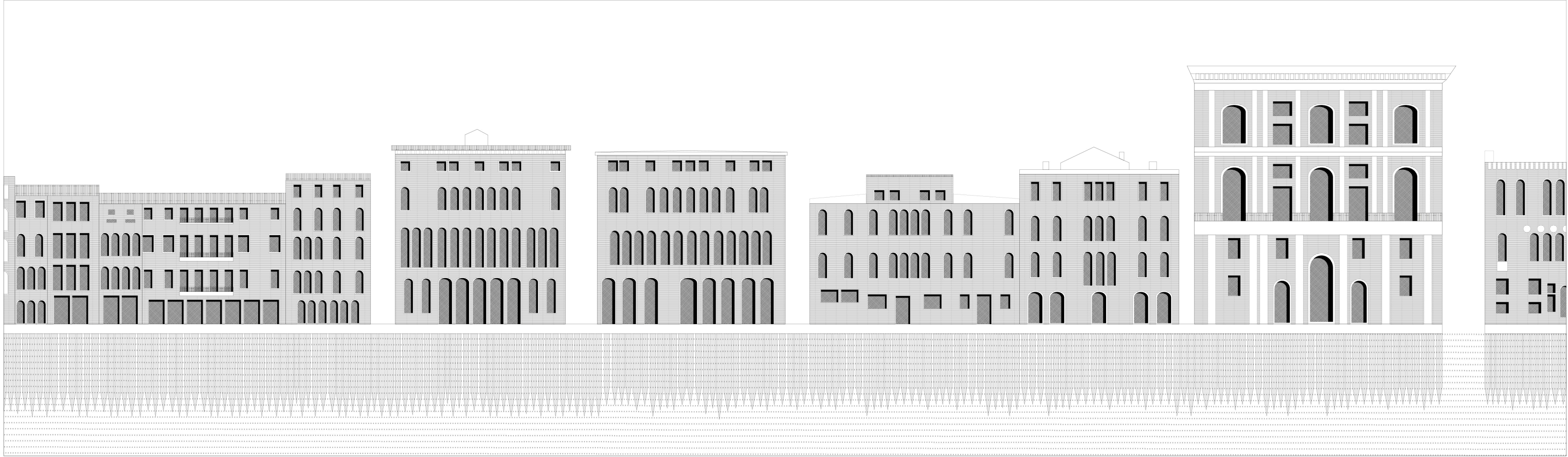
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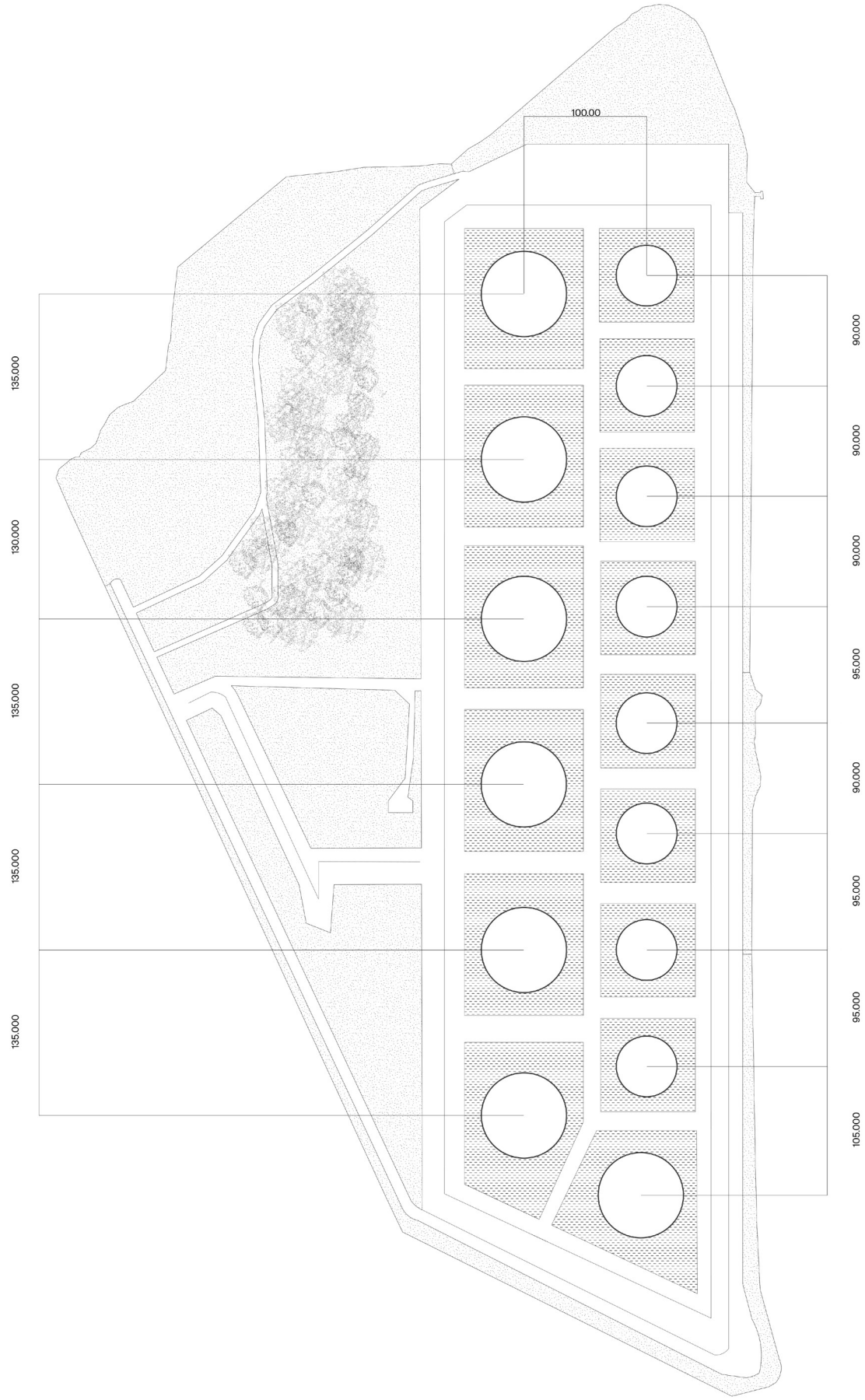


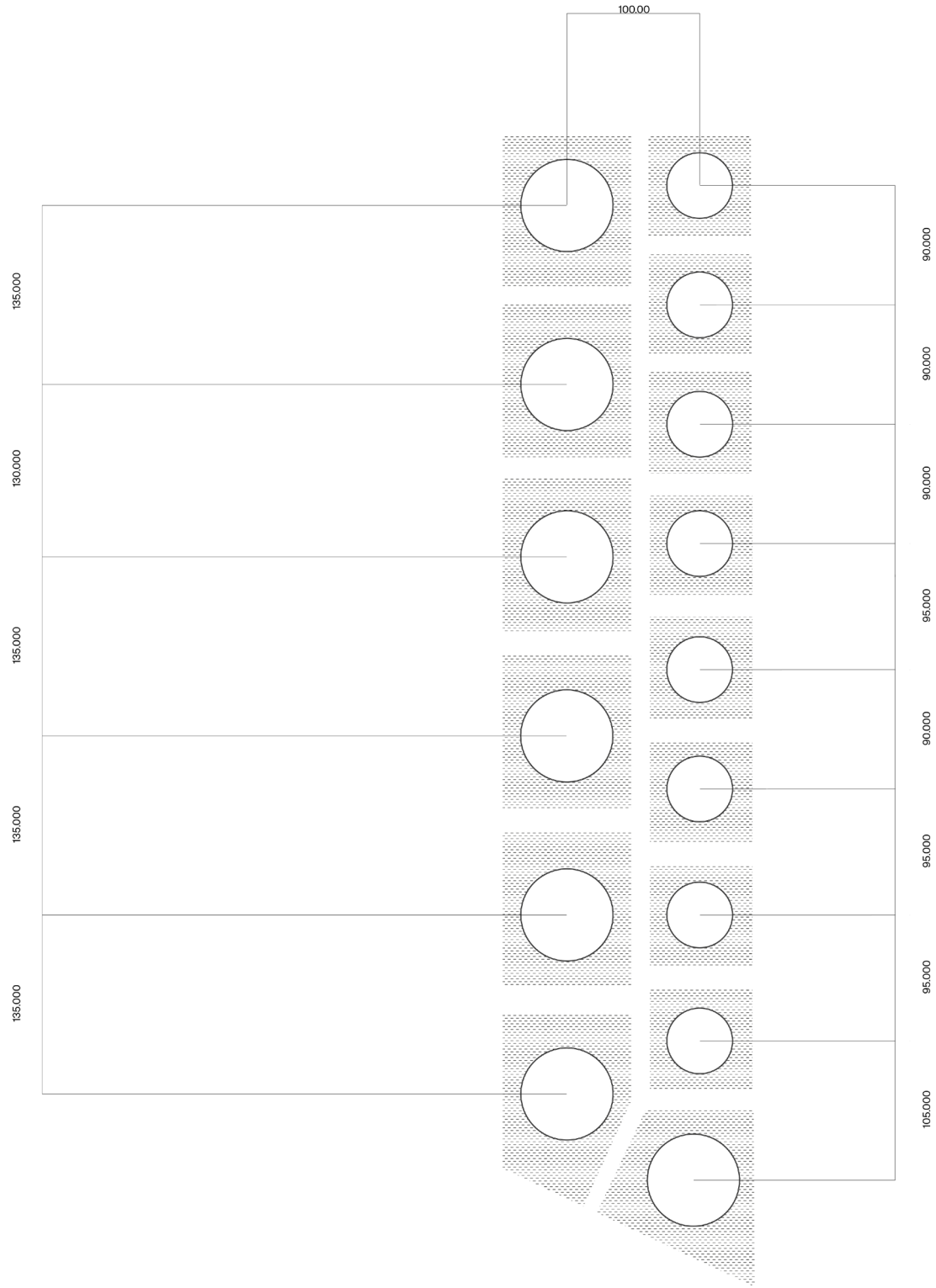


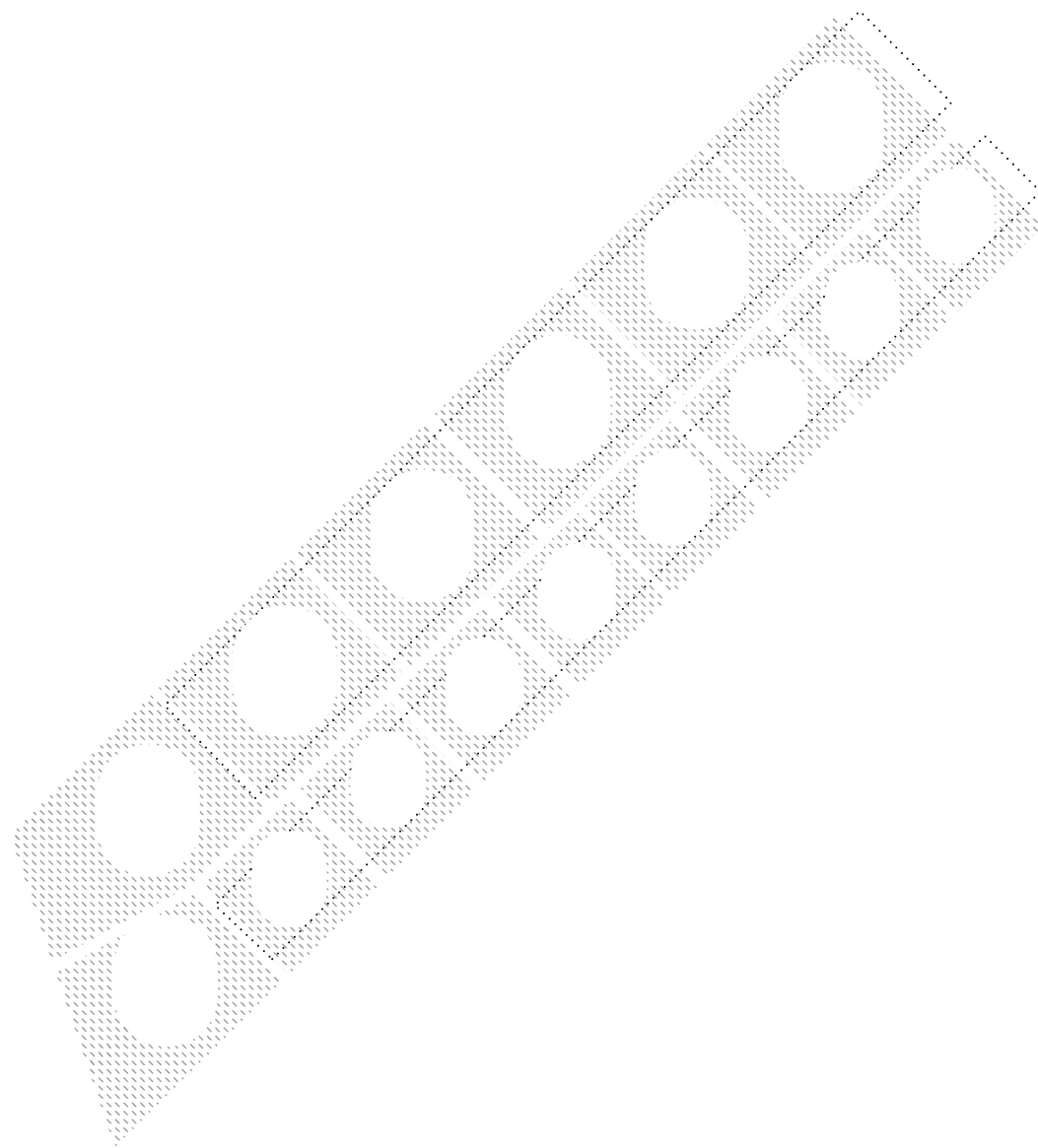
Residential

Public Activities











Residential

Reinterpretation of
the aesthetic value of
Venice

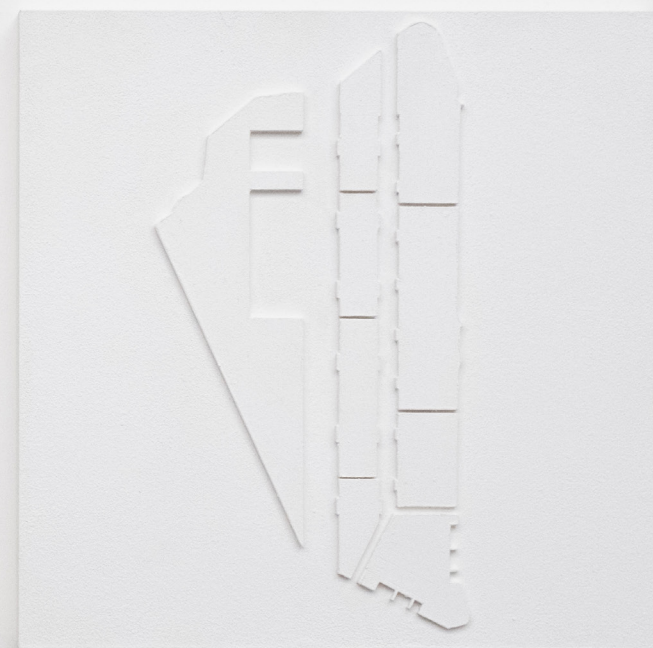


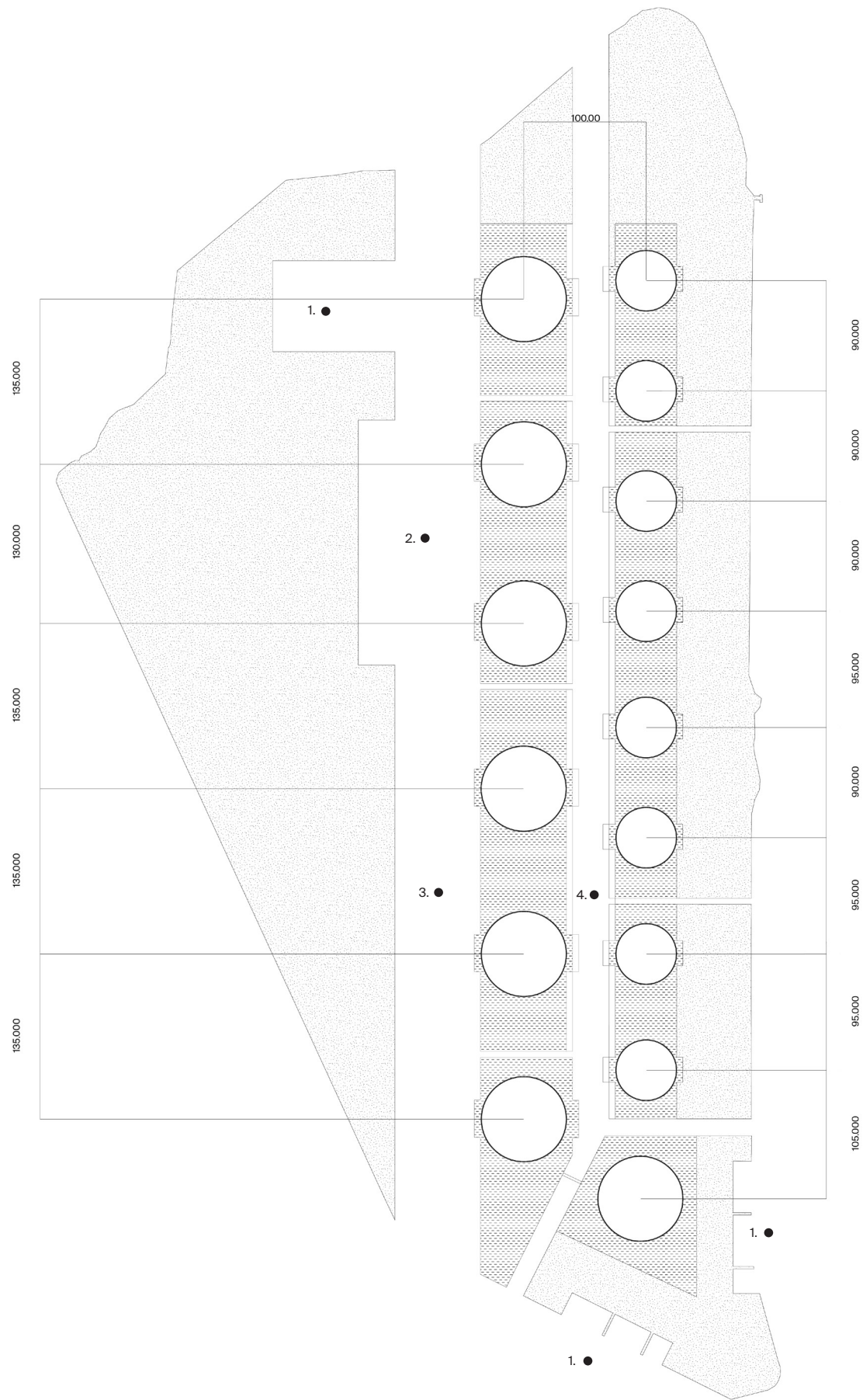
Public Activities

Industrial character
of Venice

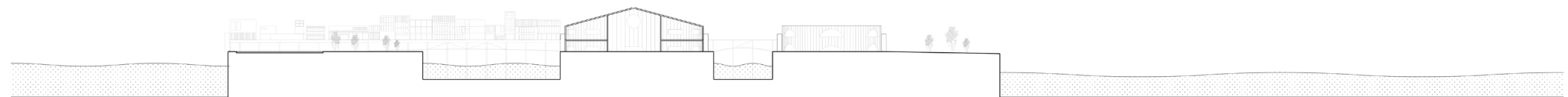
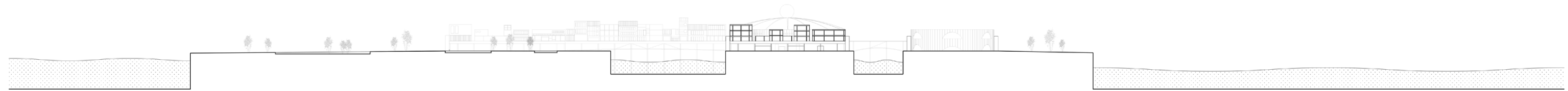
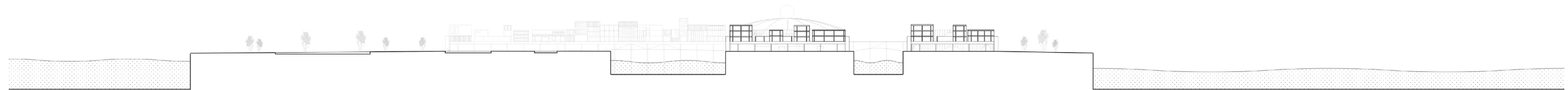
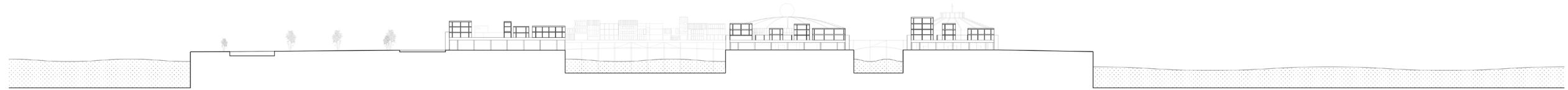
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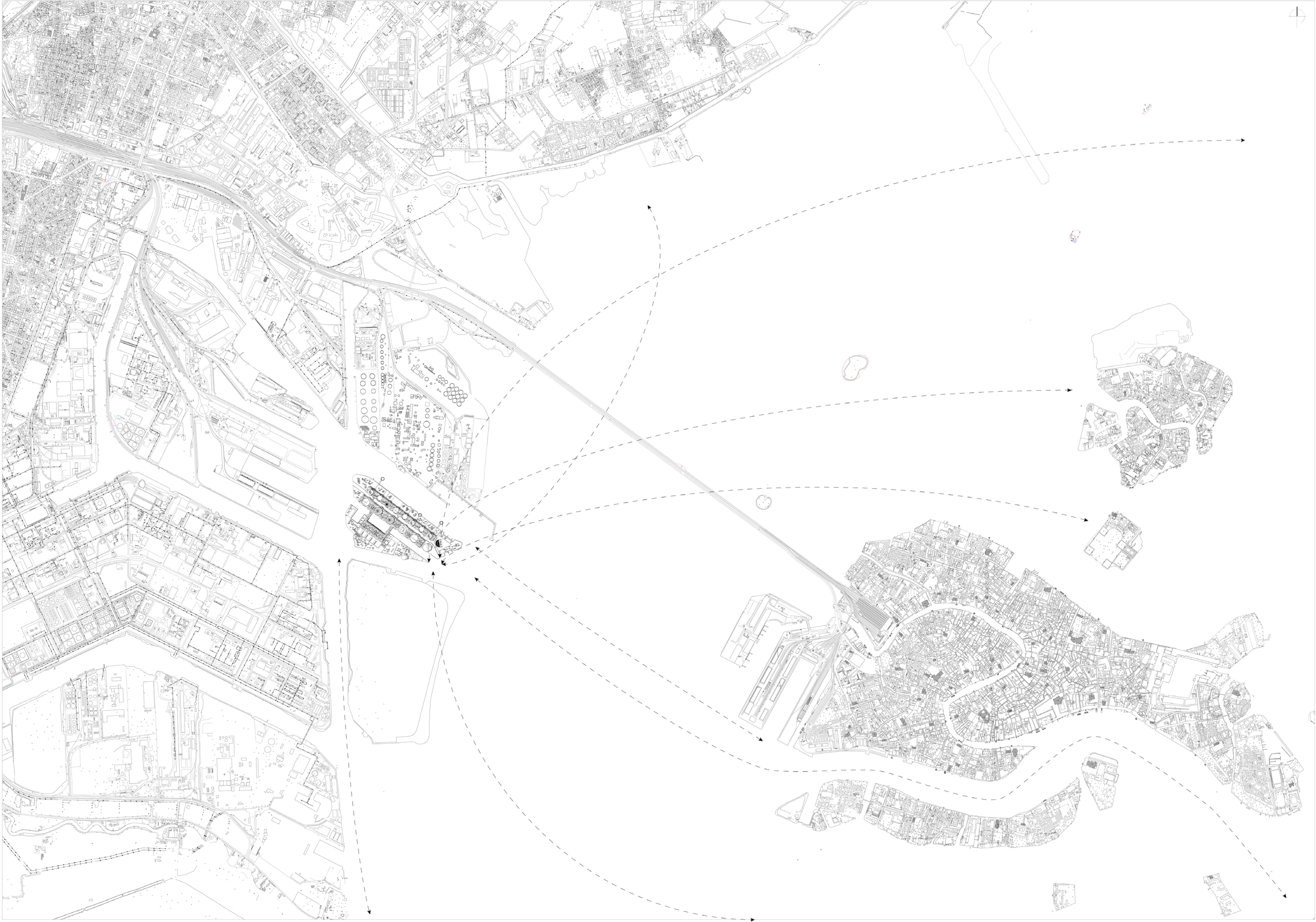


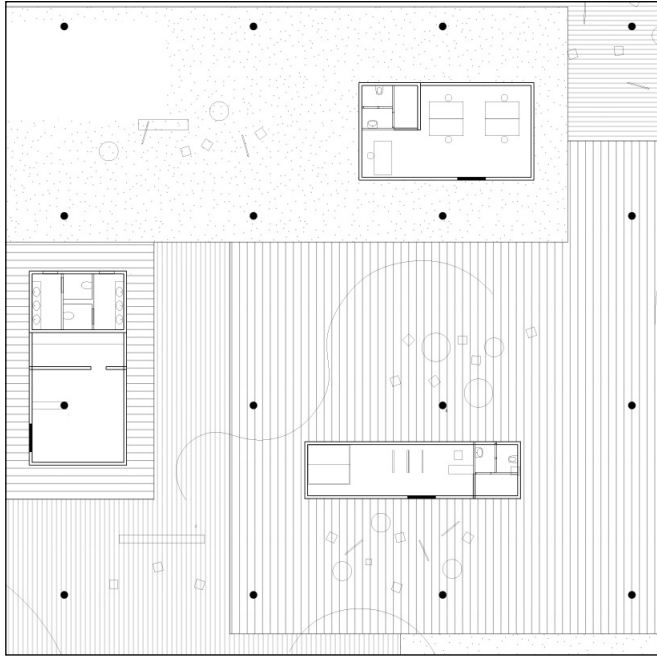




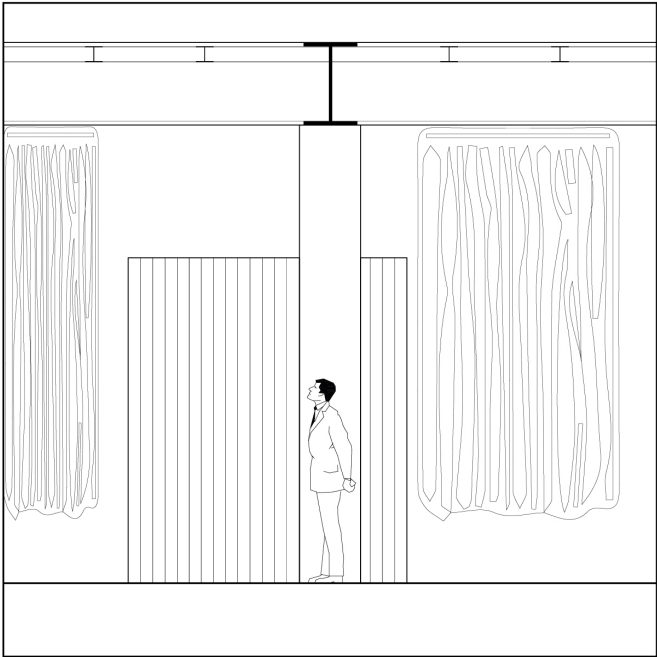
- 1. ● Port
- 2. ● Water Square
- 3. ● Public Canal
- 4. ● Private Canal



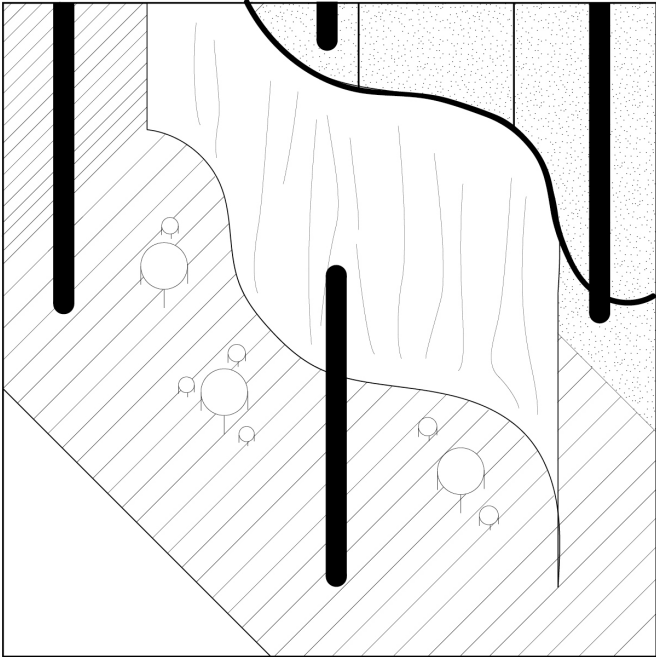




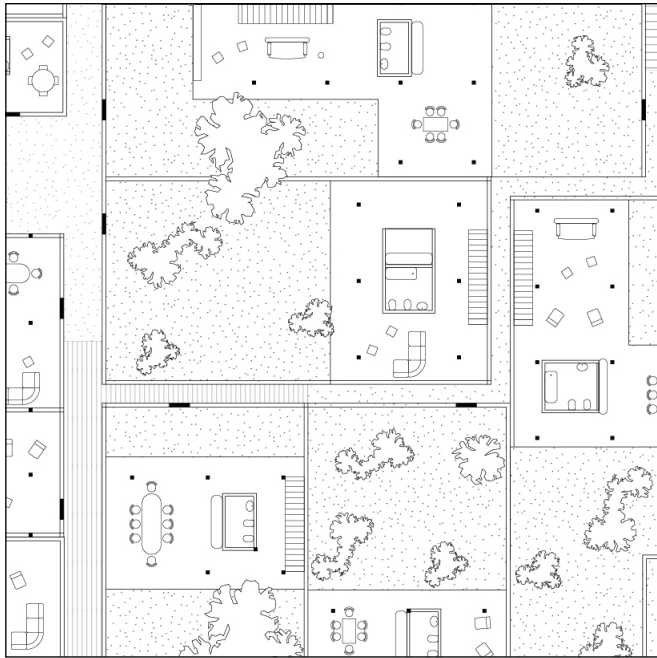
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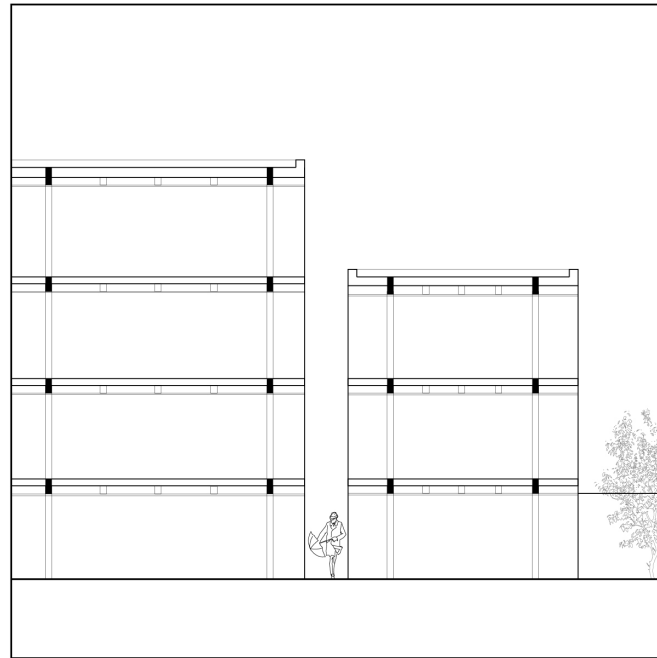
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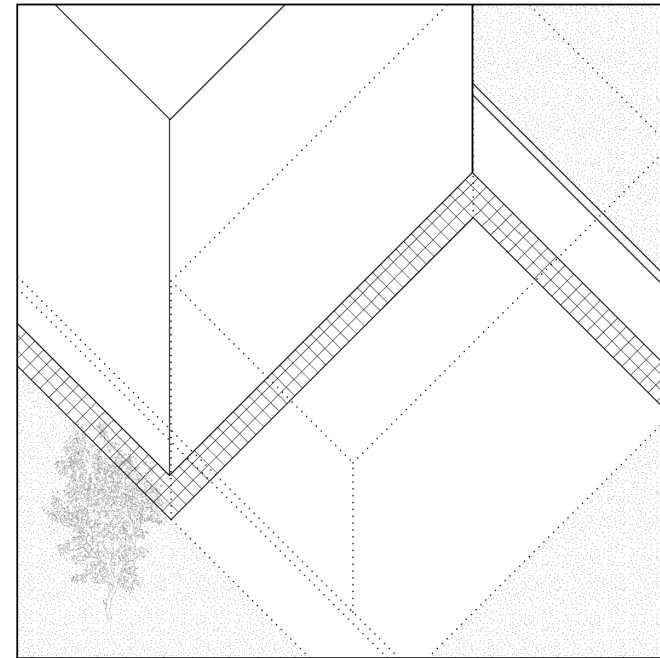
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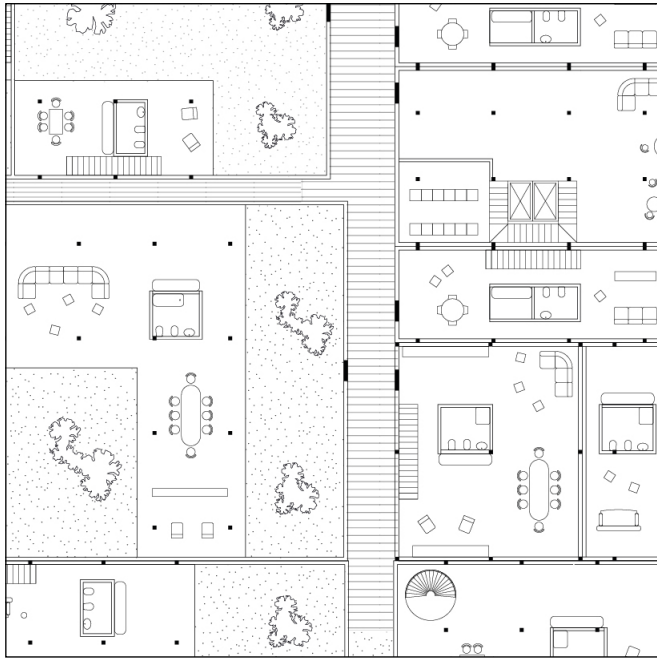
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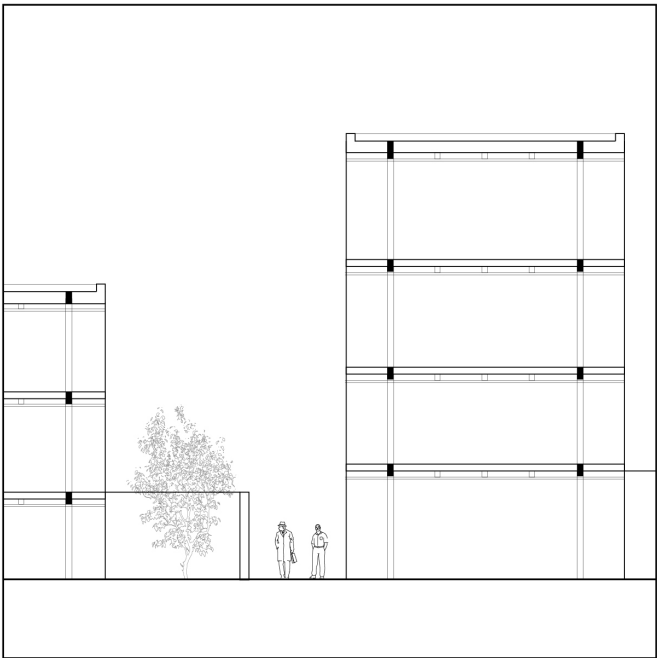
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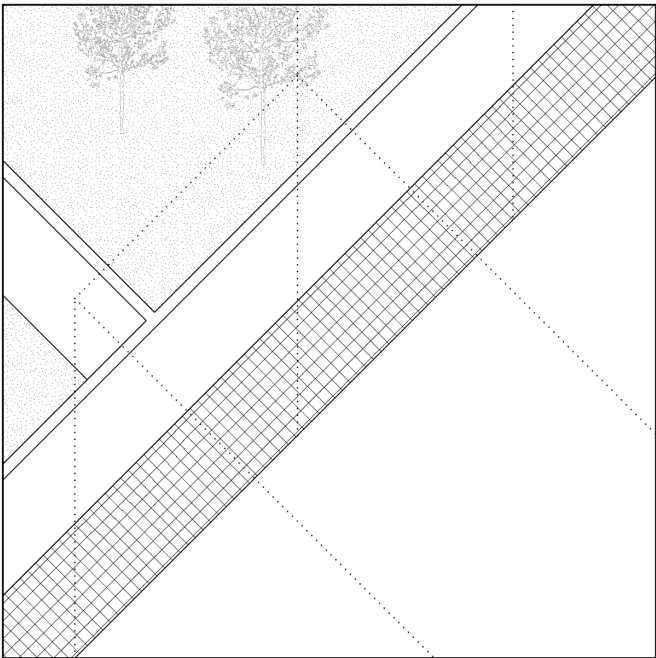
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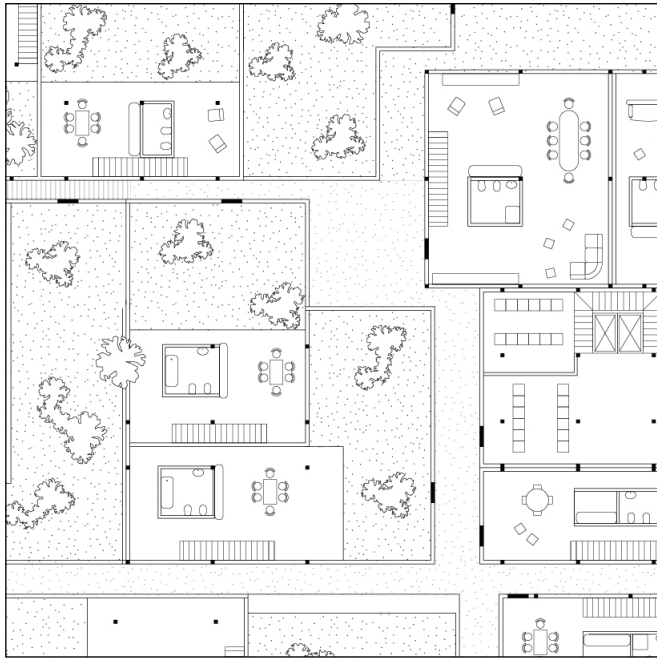
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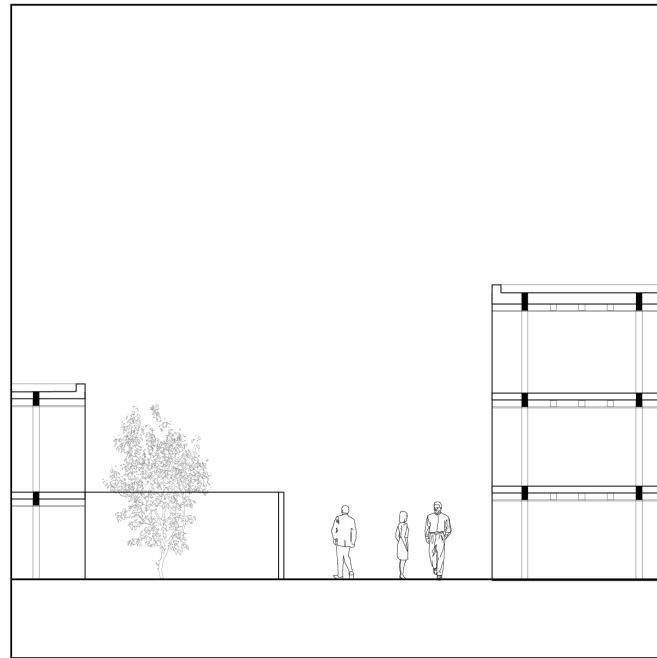
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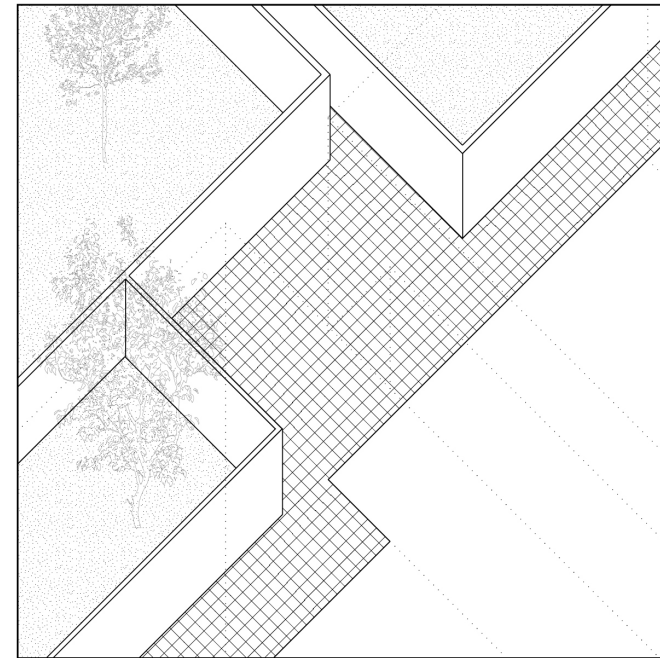
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plan

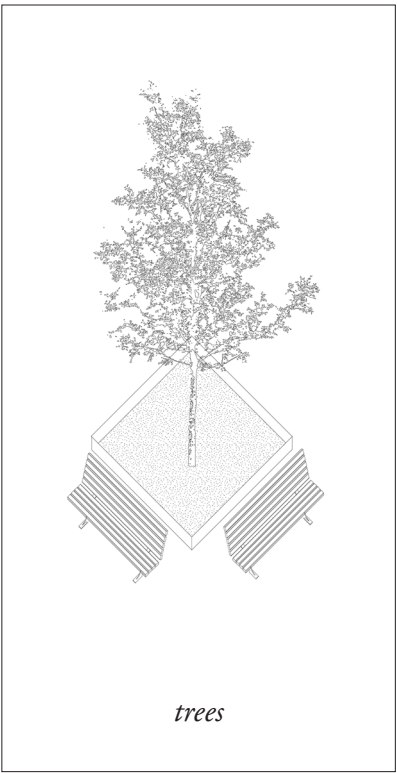


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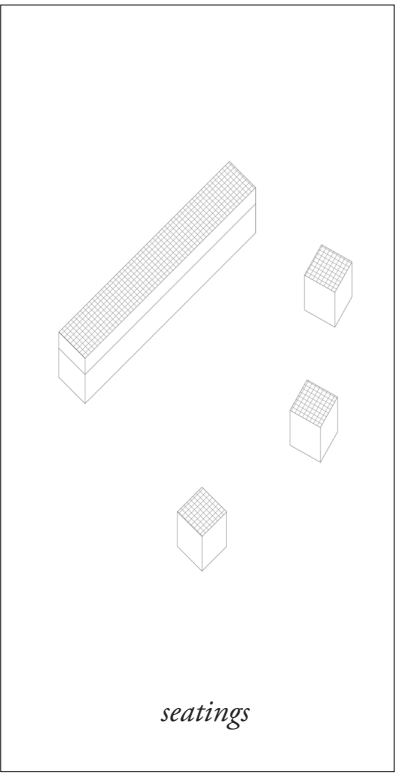


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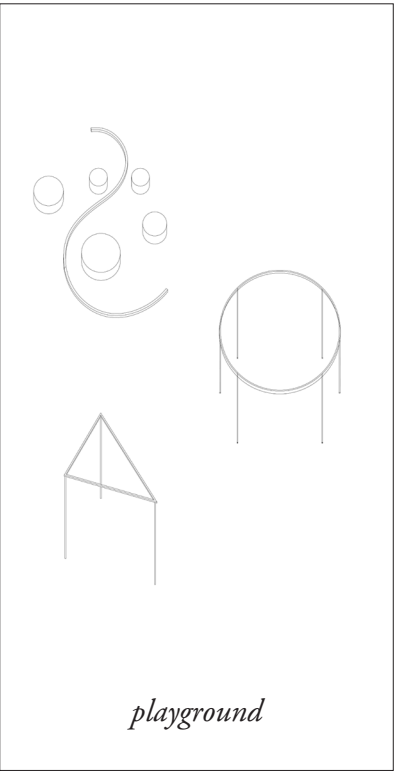




trees

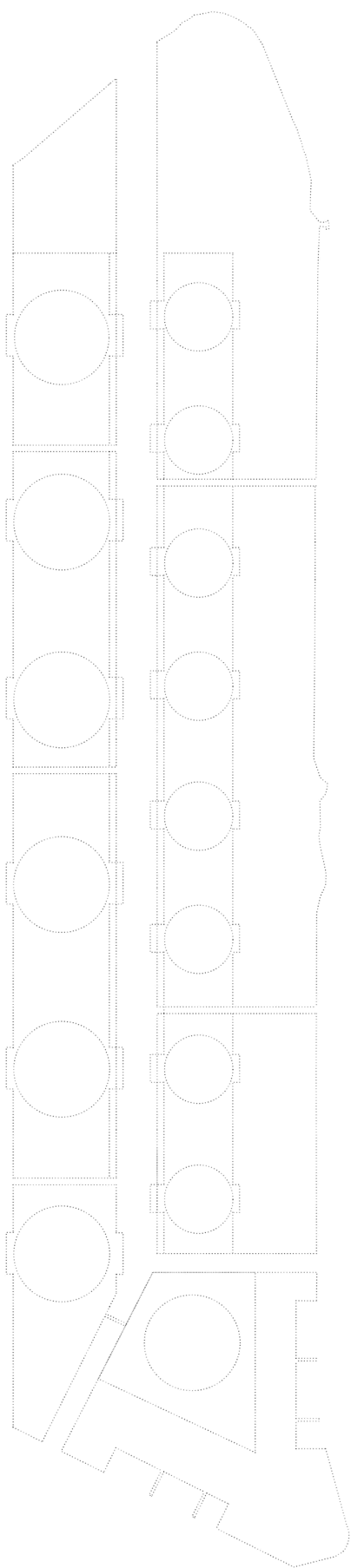
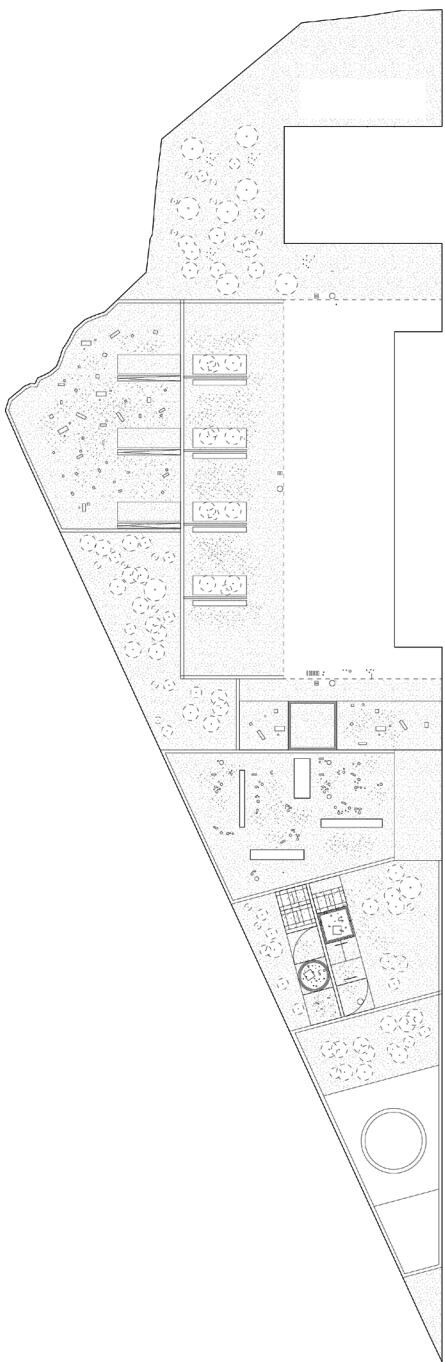


seatings



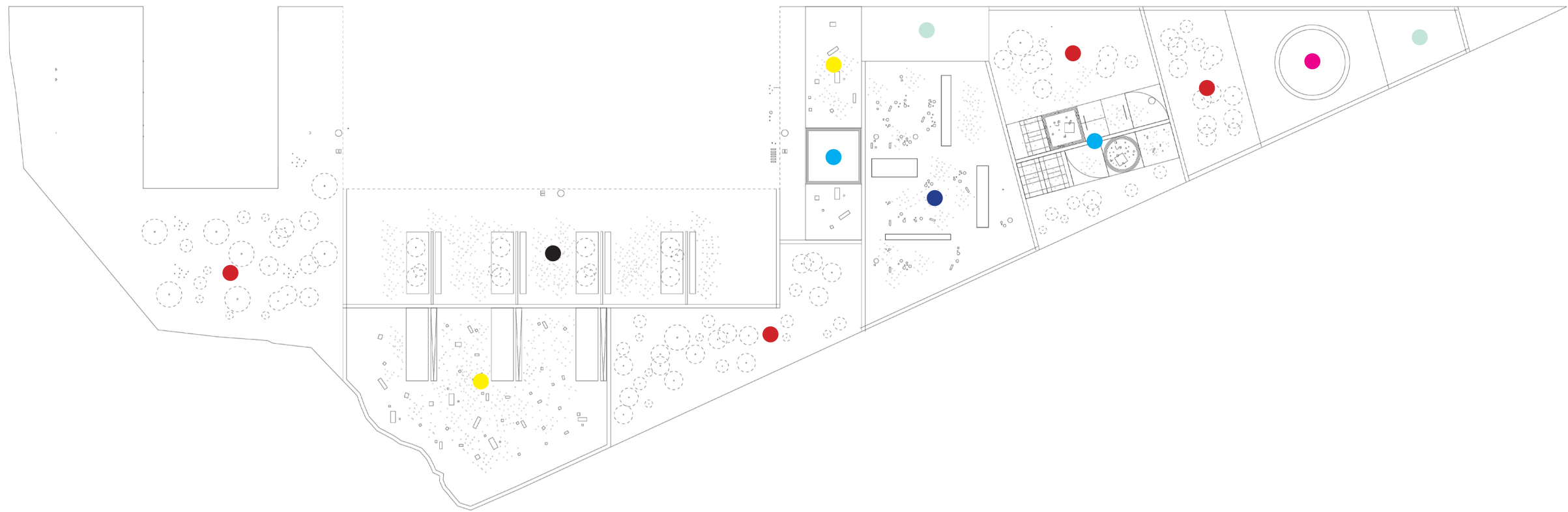
playground

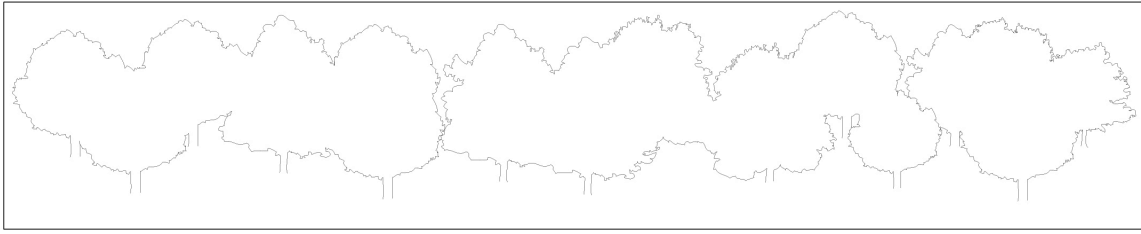
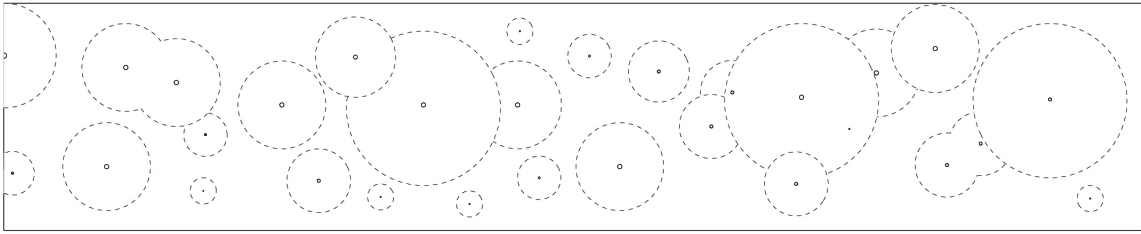




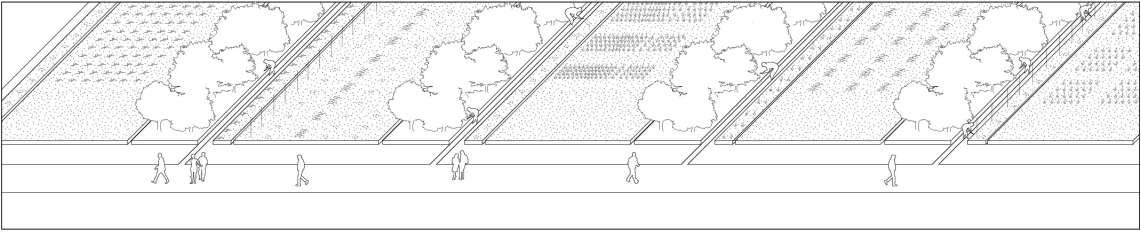
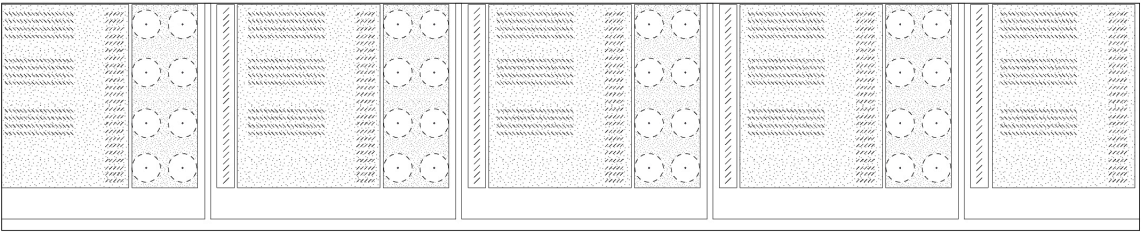


- Woodland
- Garden | Meeting Place
- Playgrounds
- Vegetable Garden
- Panoramic Tower
- Orchard
- Public Square

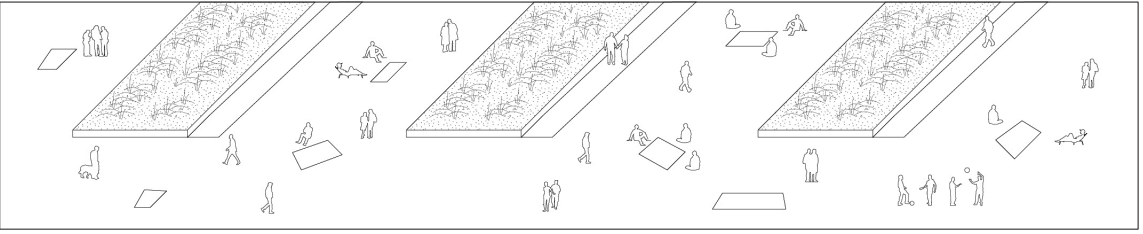
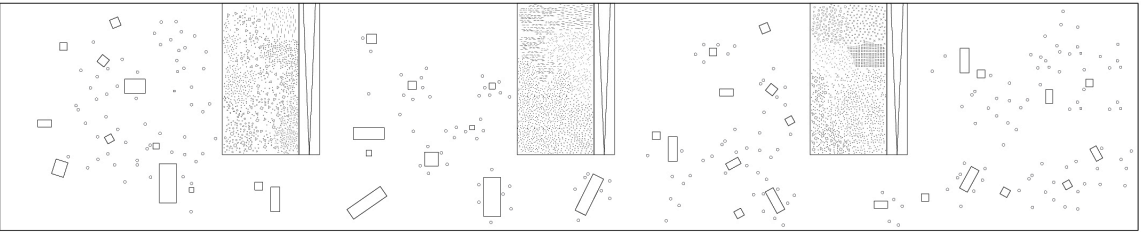




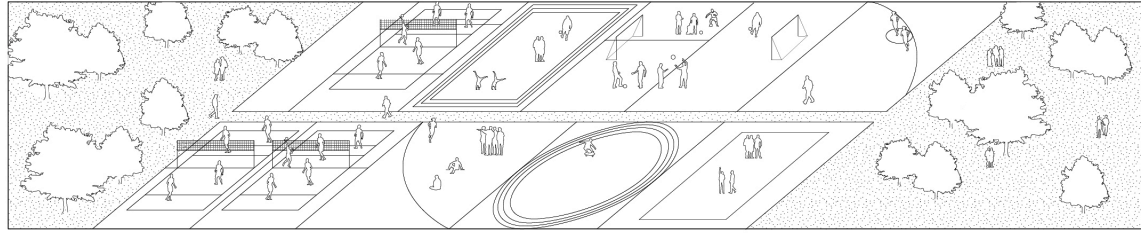
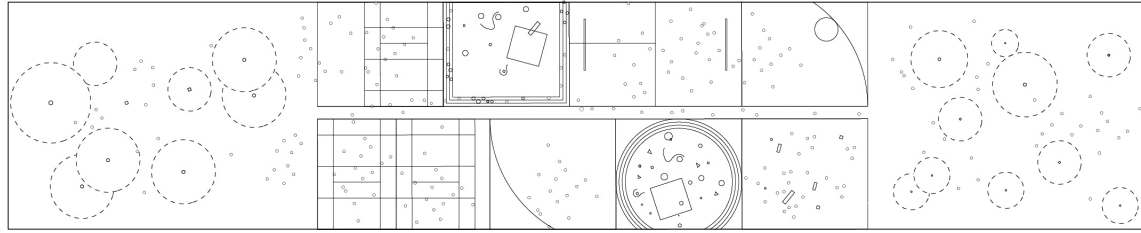
Woodland



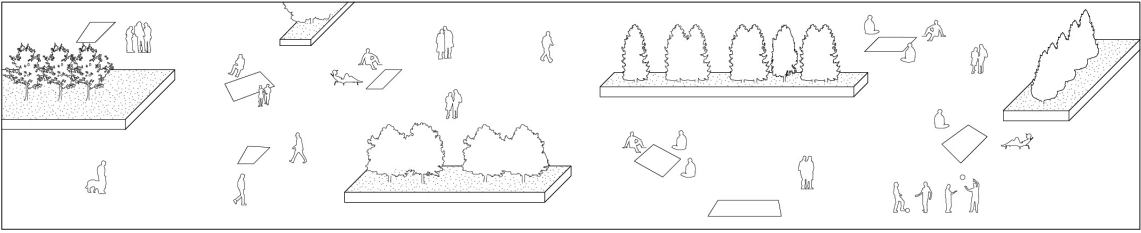
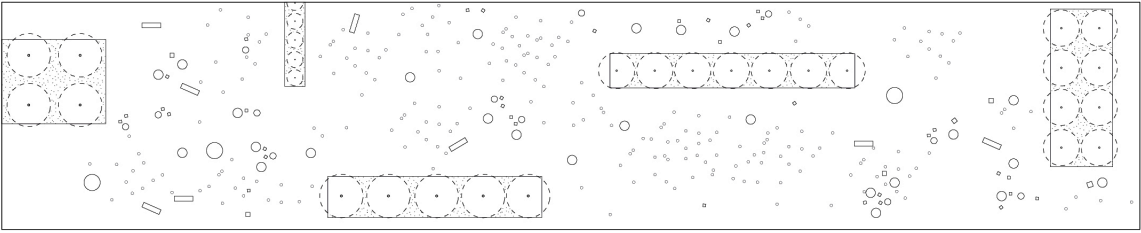
Vegetable Garden



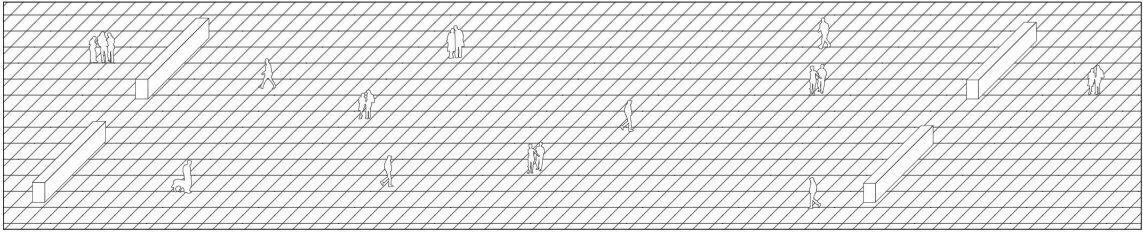
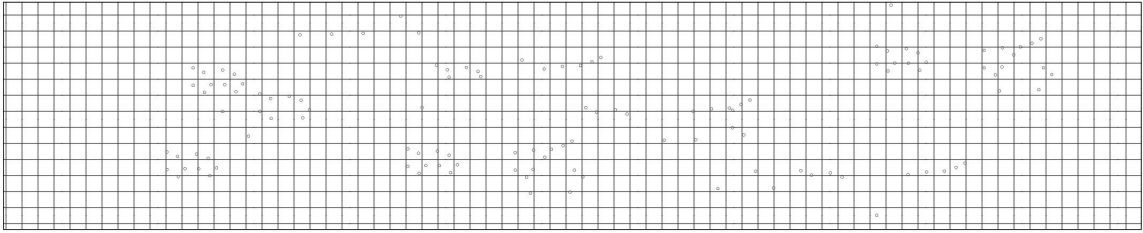
Garden | Meeting Places



Playgrounds

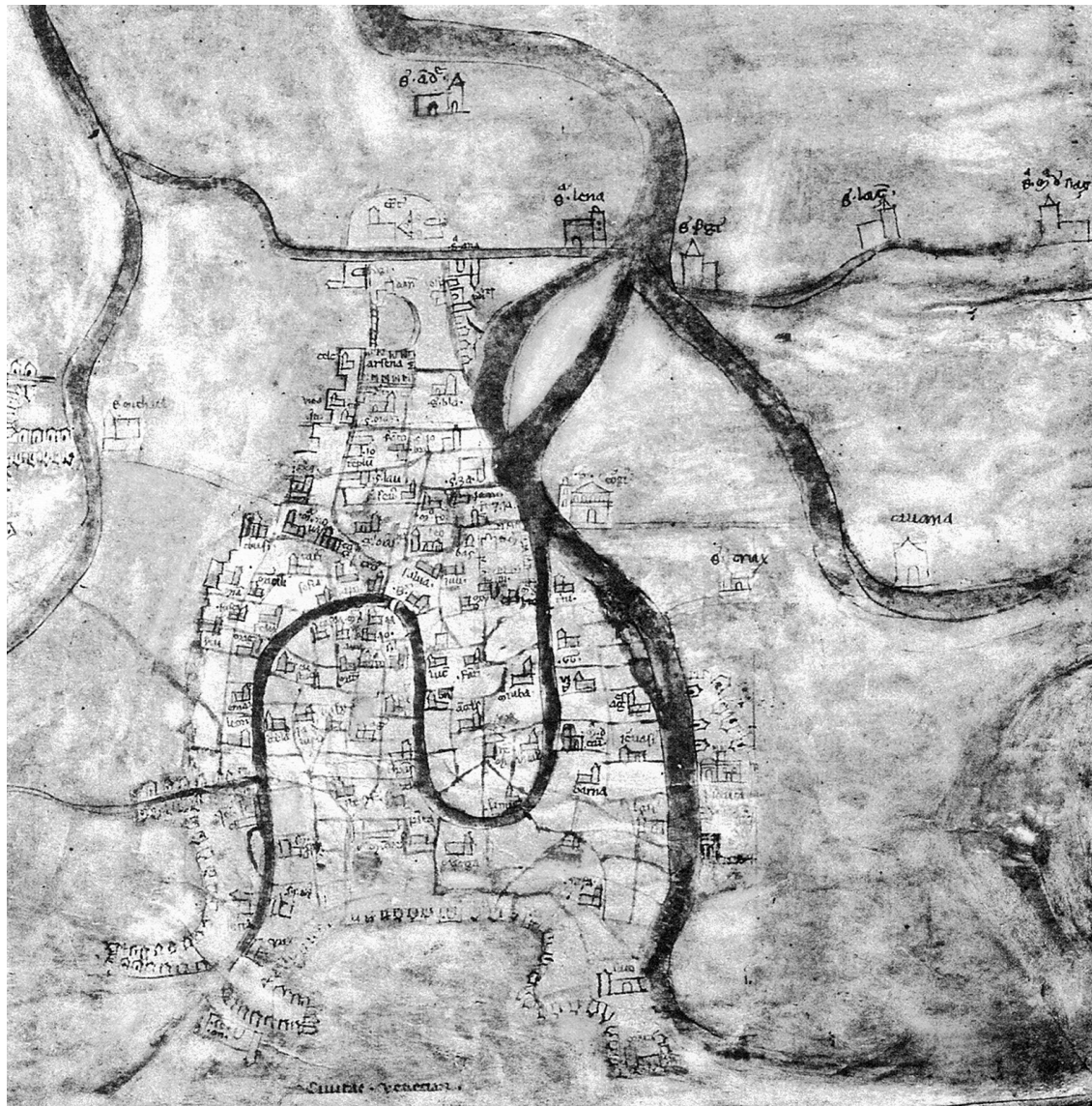


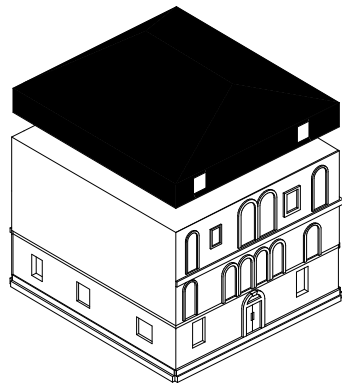
Orchards



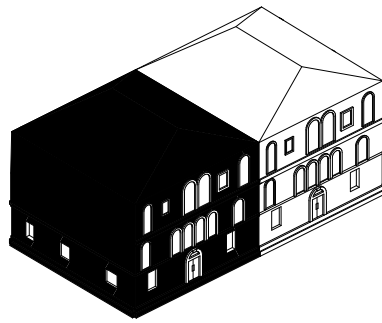
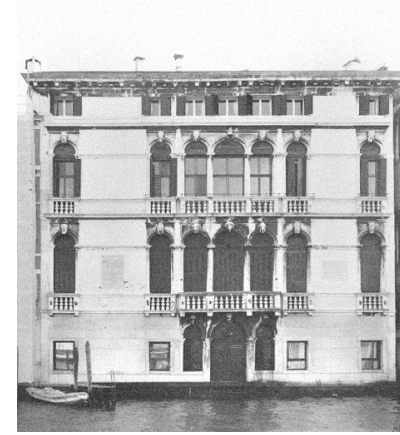
Square

3. Nodes

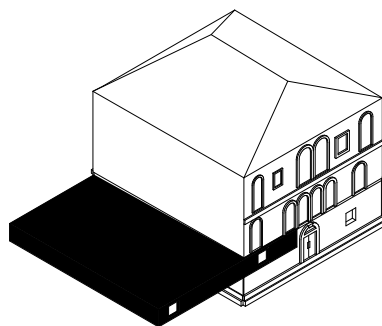




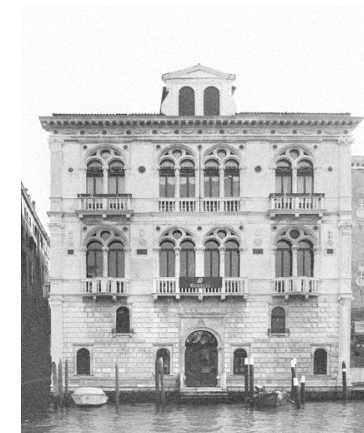
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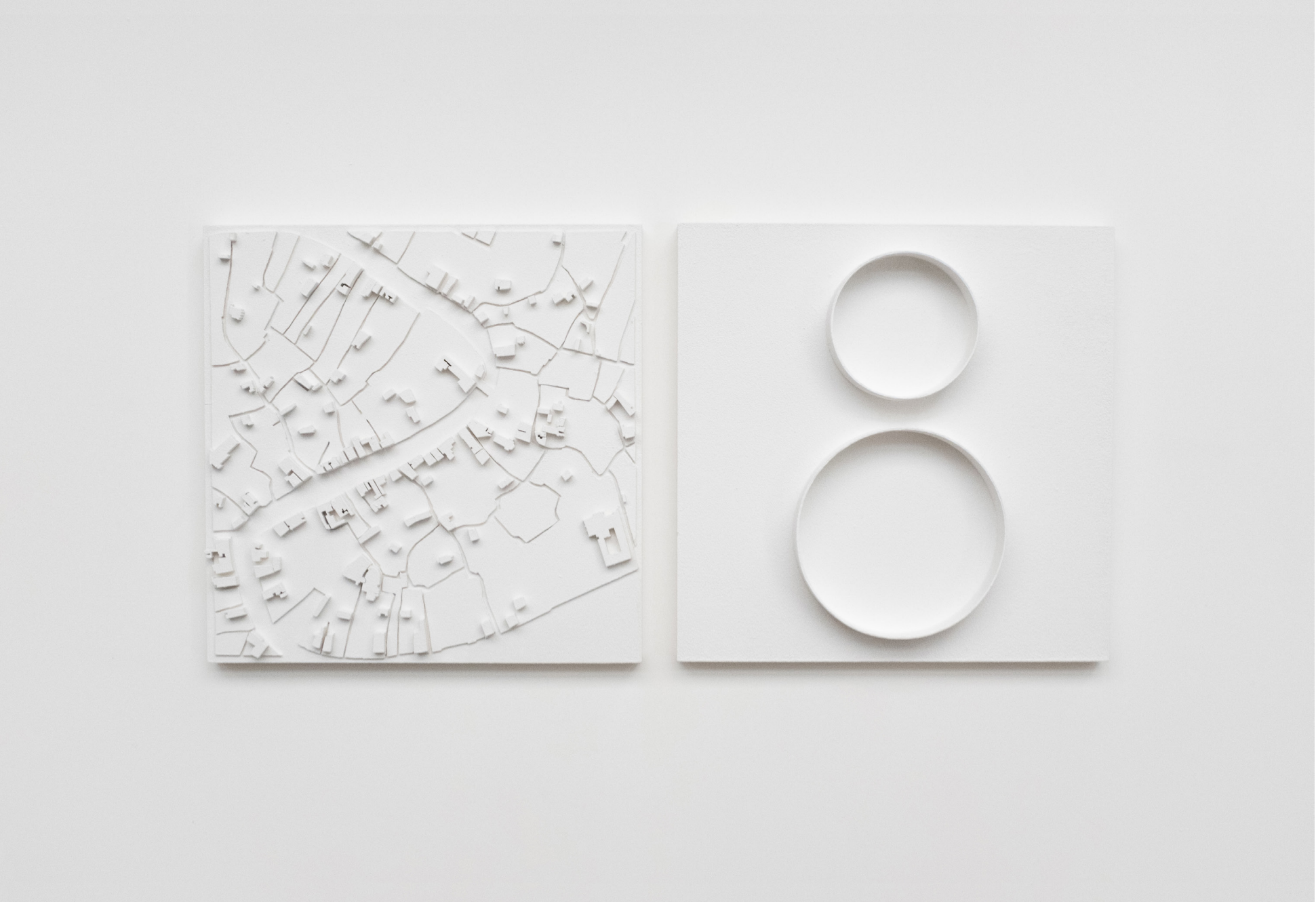


Doubling

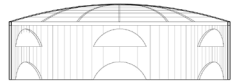
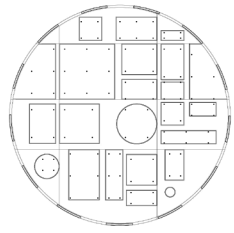


Inserting



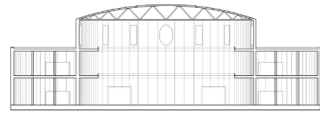
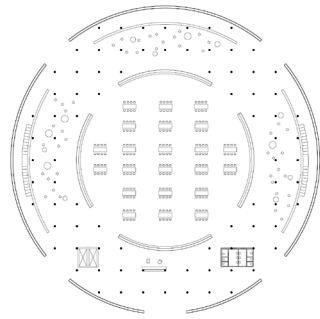






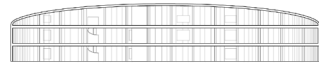
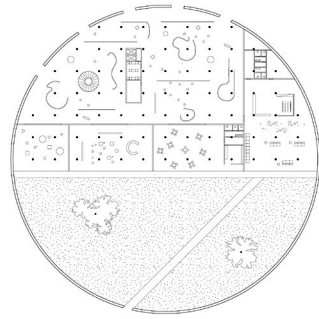
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The Market



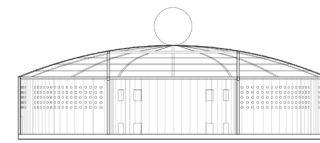
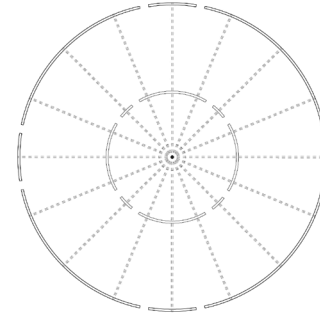
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The Library



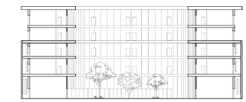
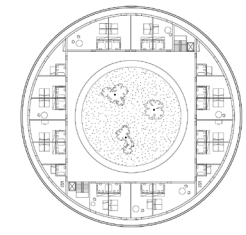
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The Heritage Museum



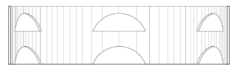
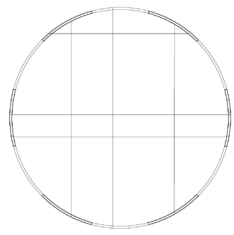
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The Exhibition Hall



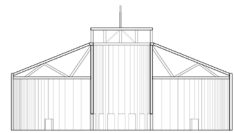
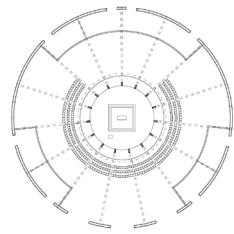
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The Hotel



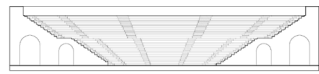
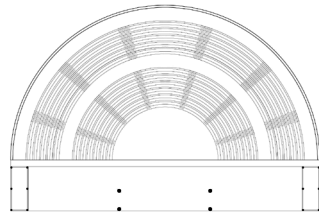
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The Square



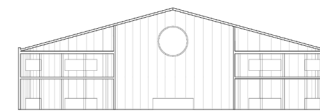
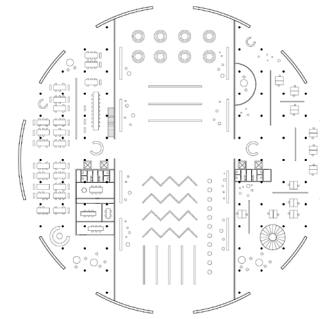
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The Church



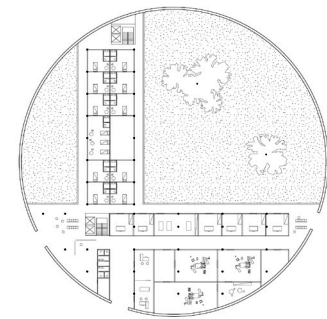
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The Theatre



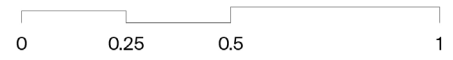
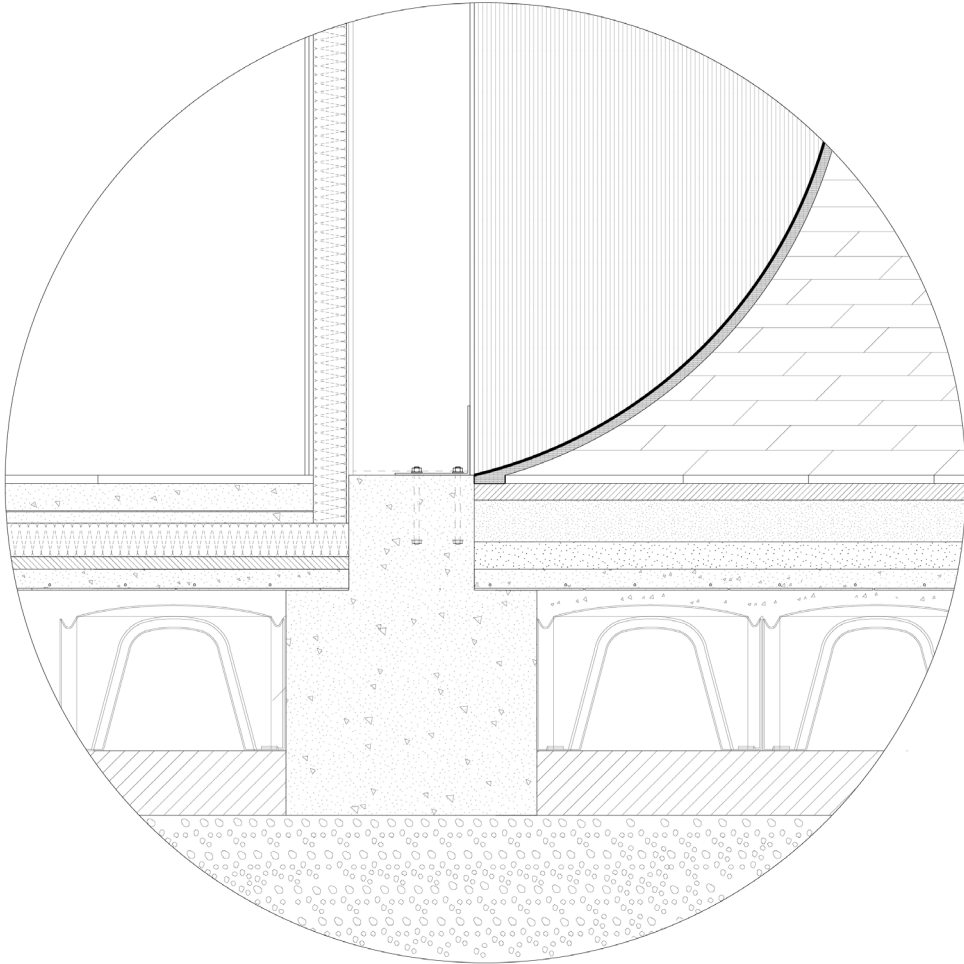
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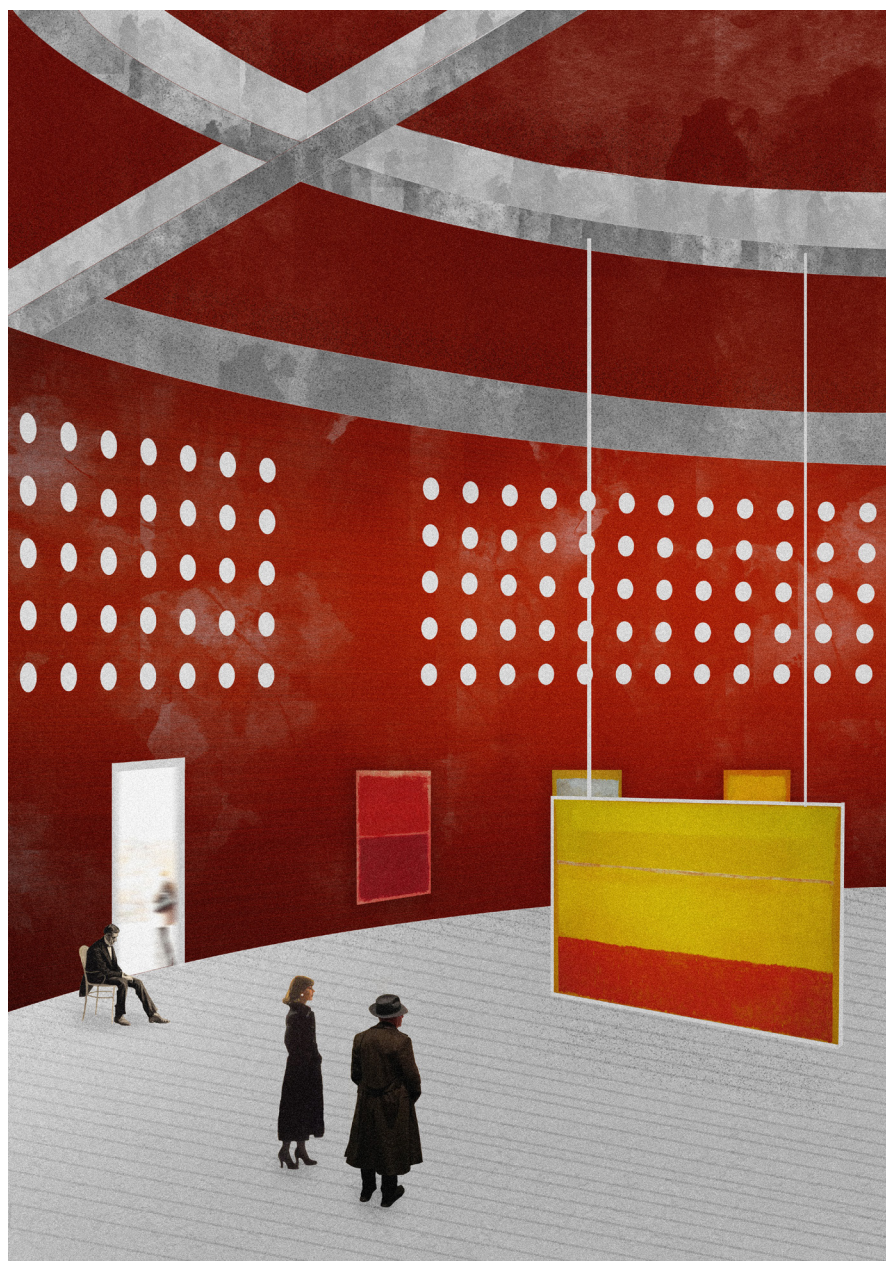
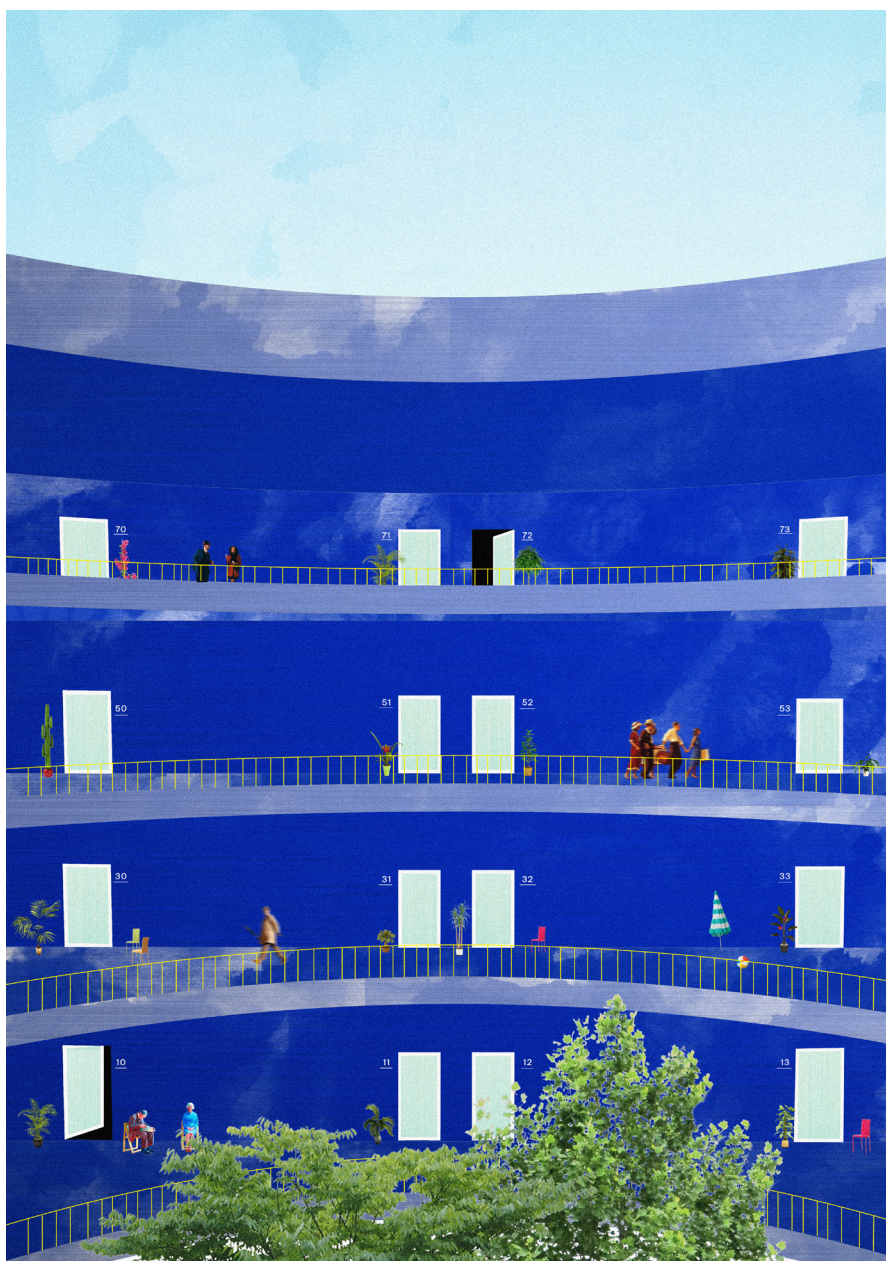
The Offices and Co Working Spaces



0 1 2 3 4 5 6 7 8 9 10

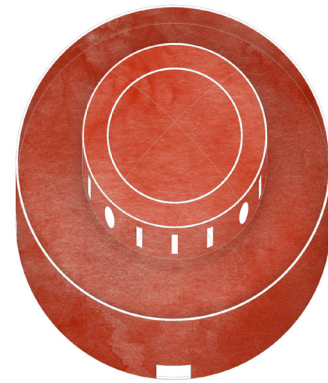
The First Aid Center



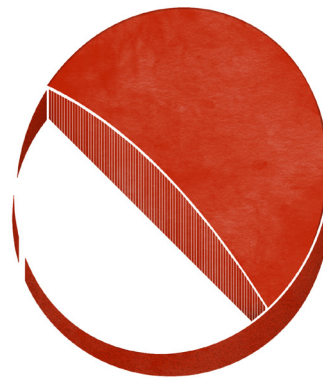




The Market



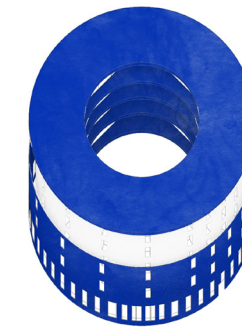
The Library



The Heritage Museum



The Exhibition Hall



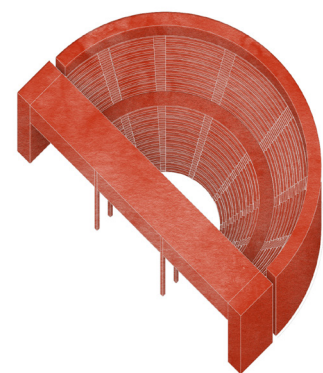
The Hotel



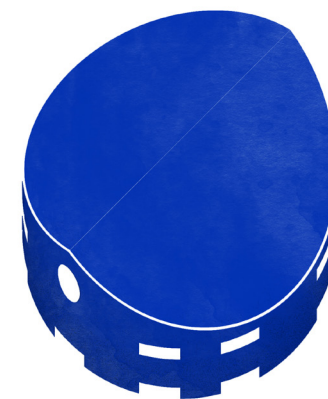
The Square



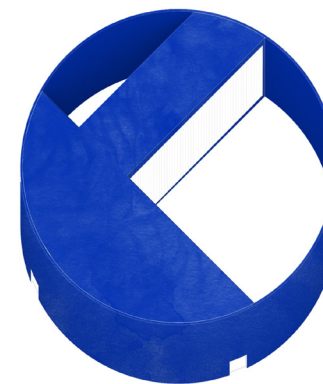
The Church



The Theatre

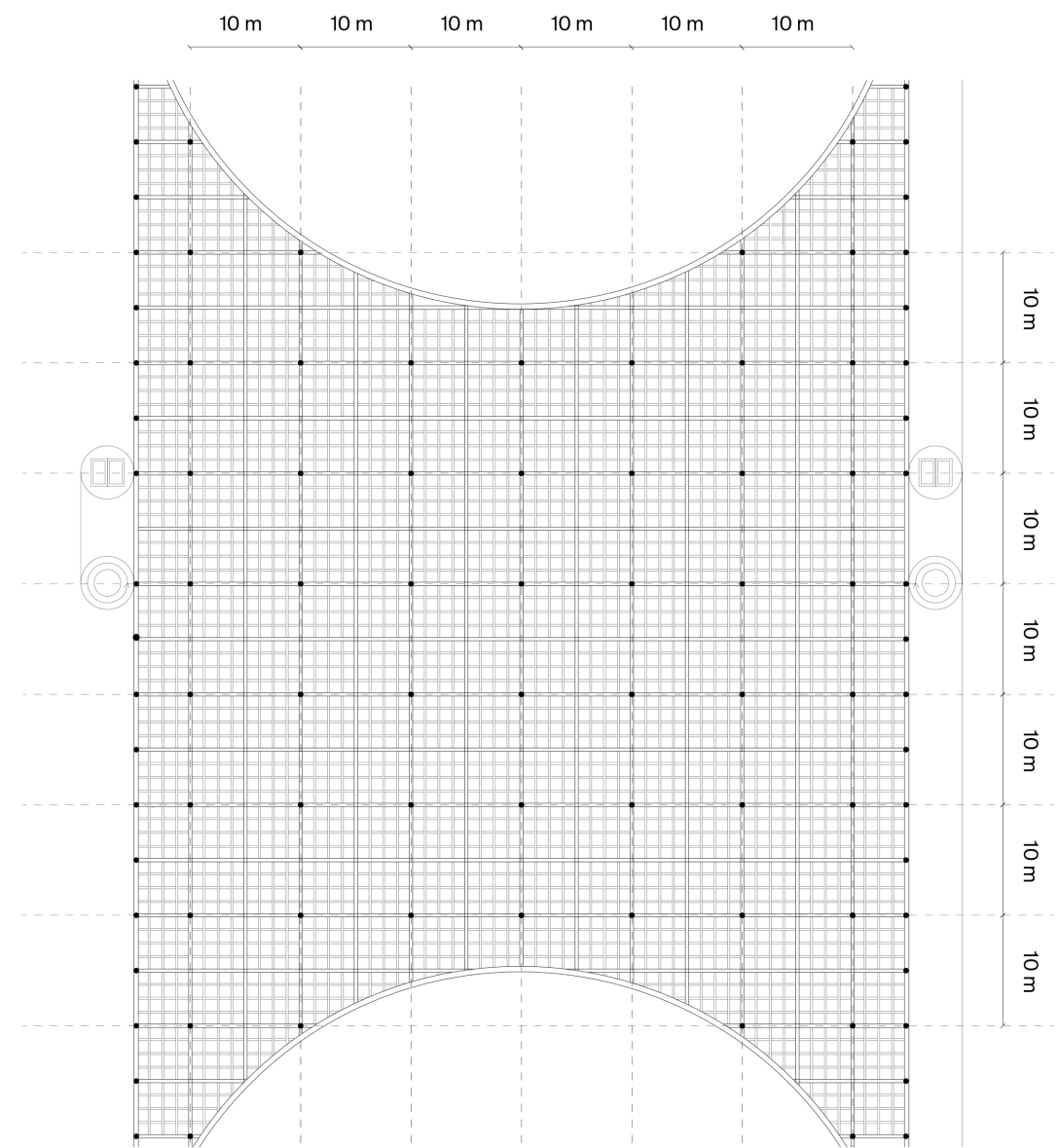
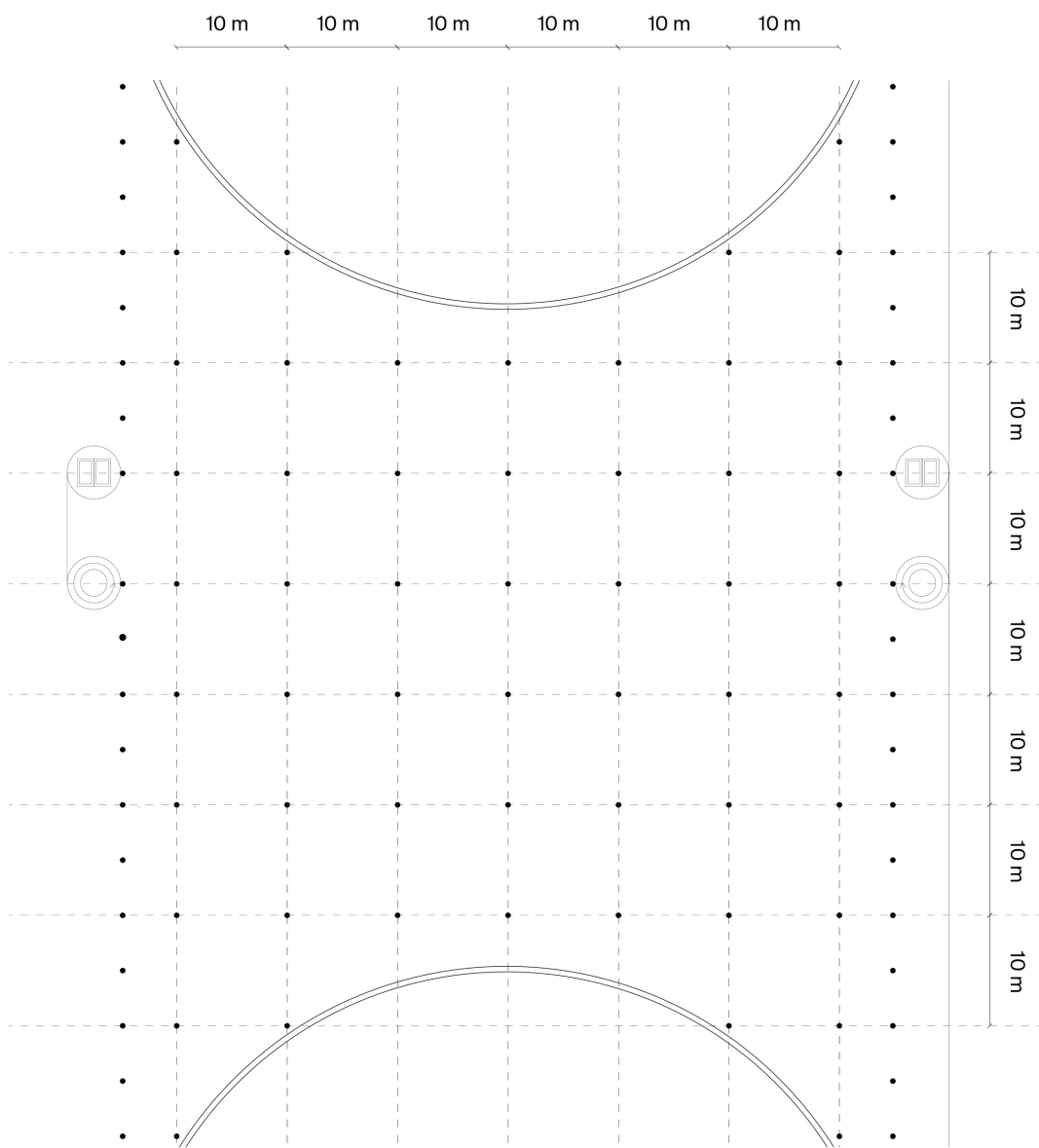


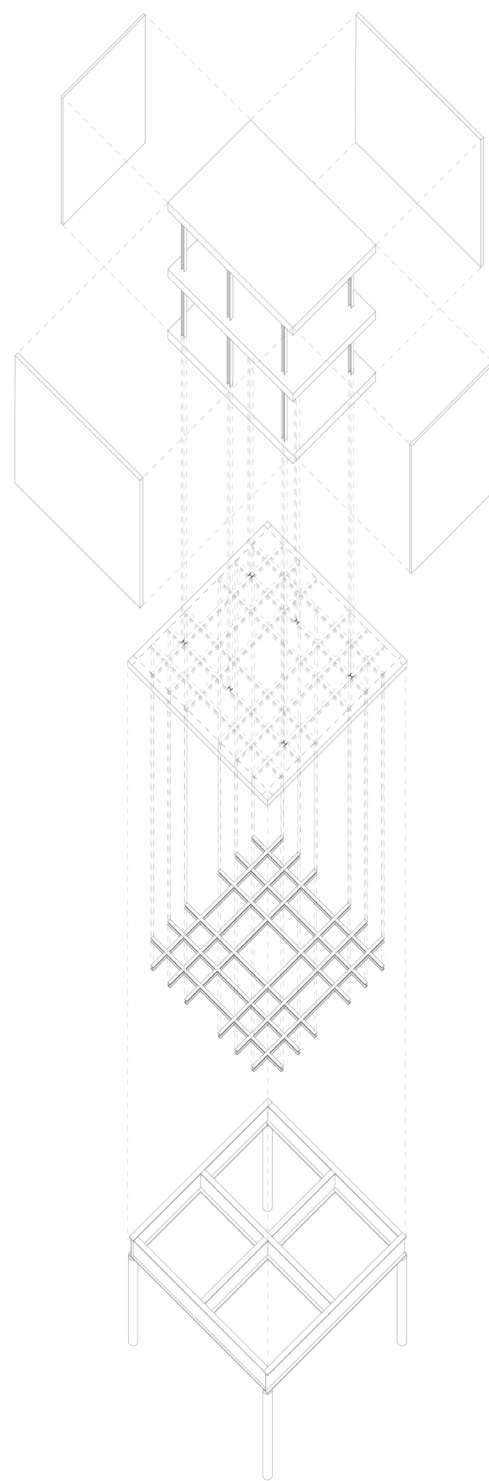
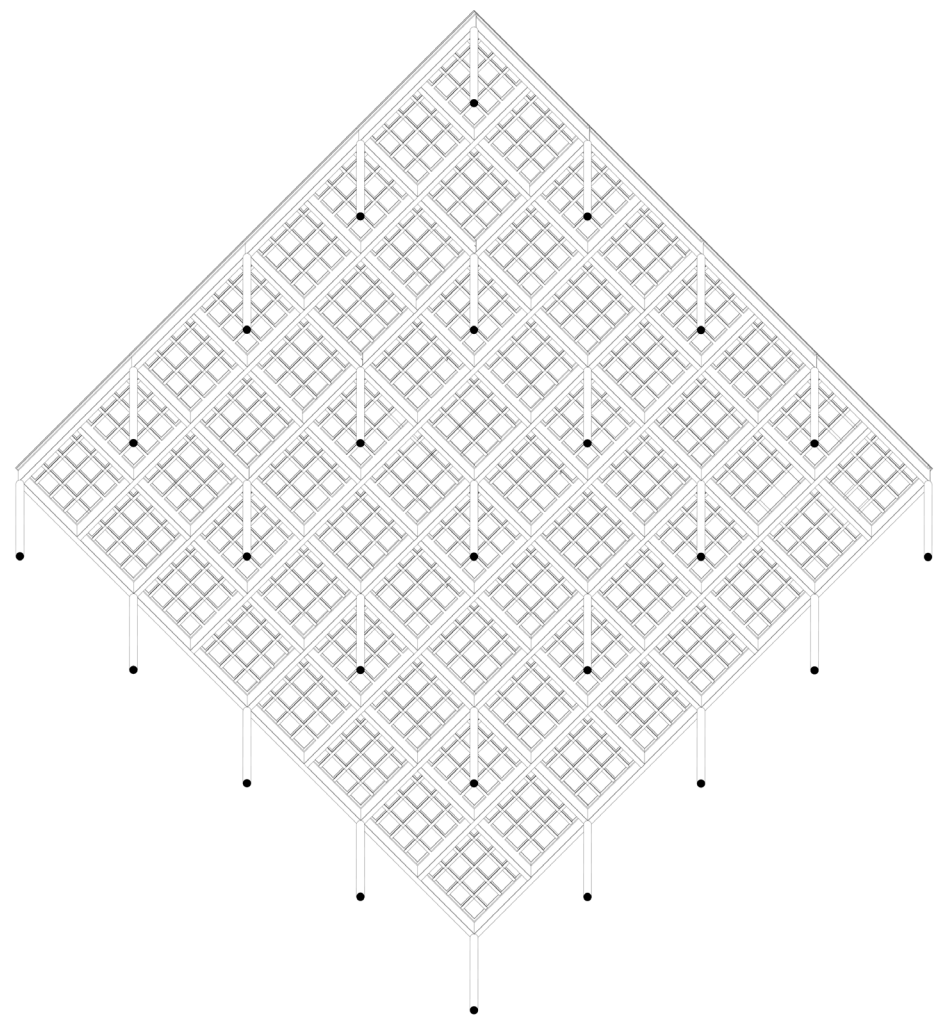
The Offices and Co Working Spaces

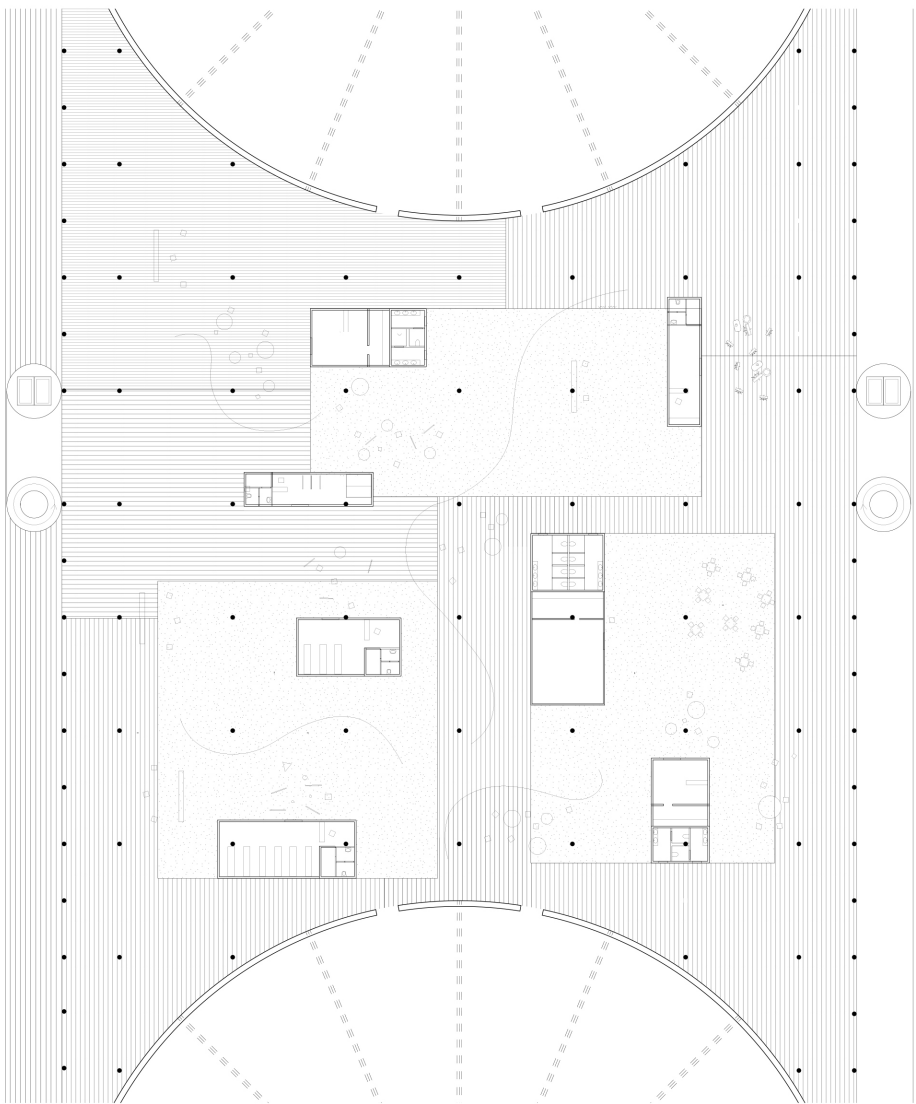


The First Aid Center

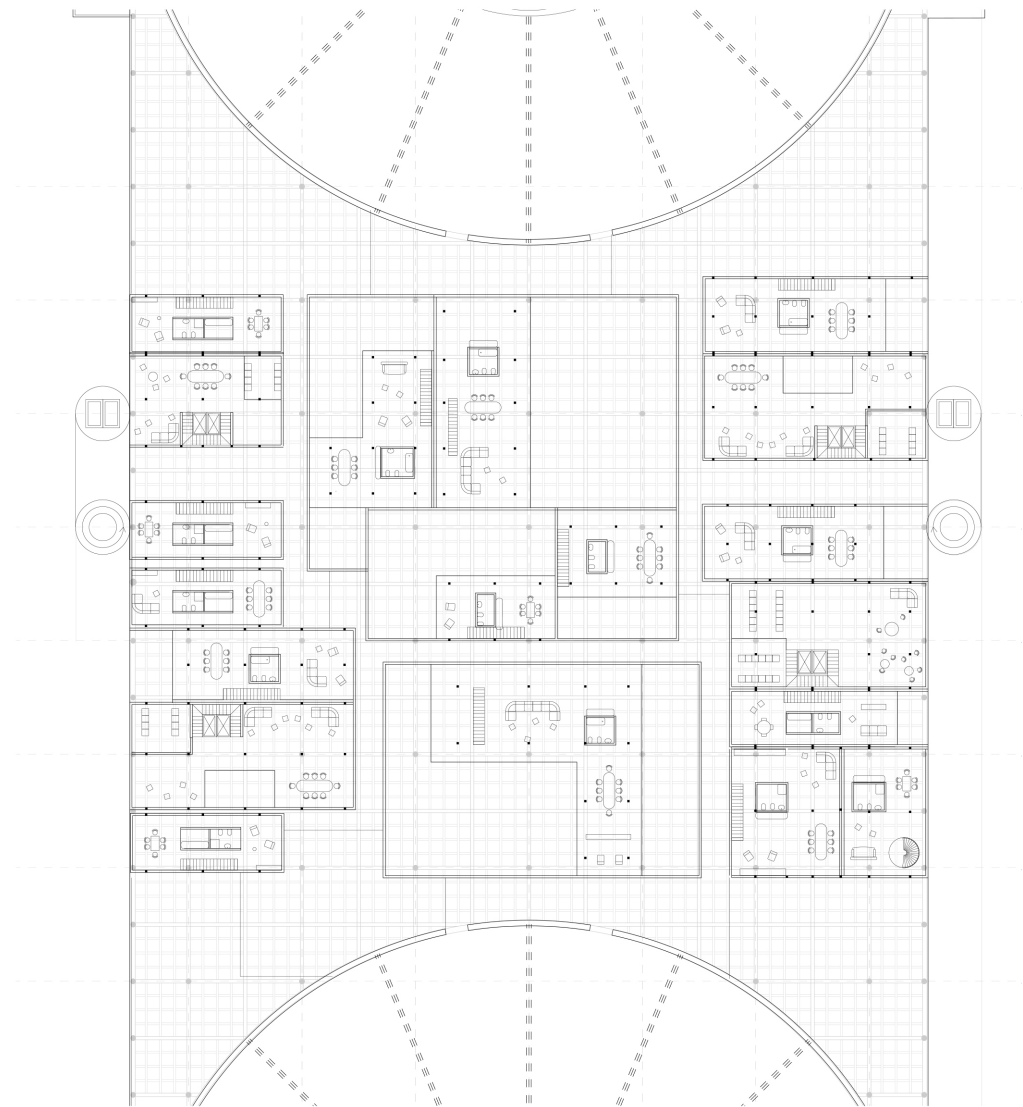
4. In Between Spaces



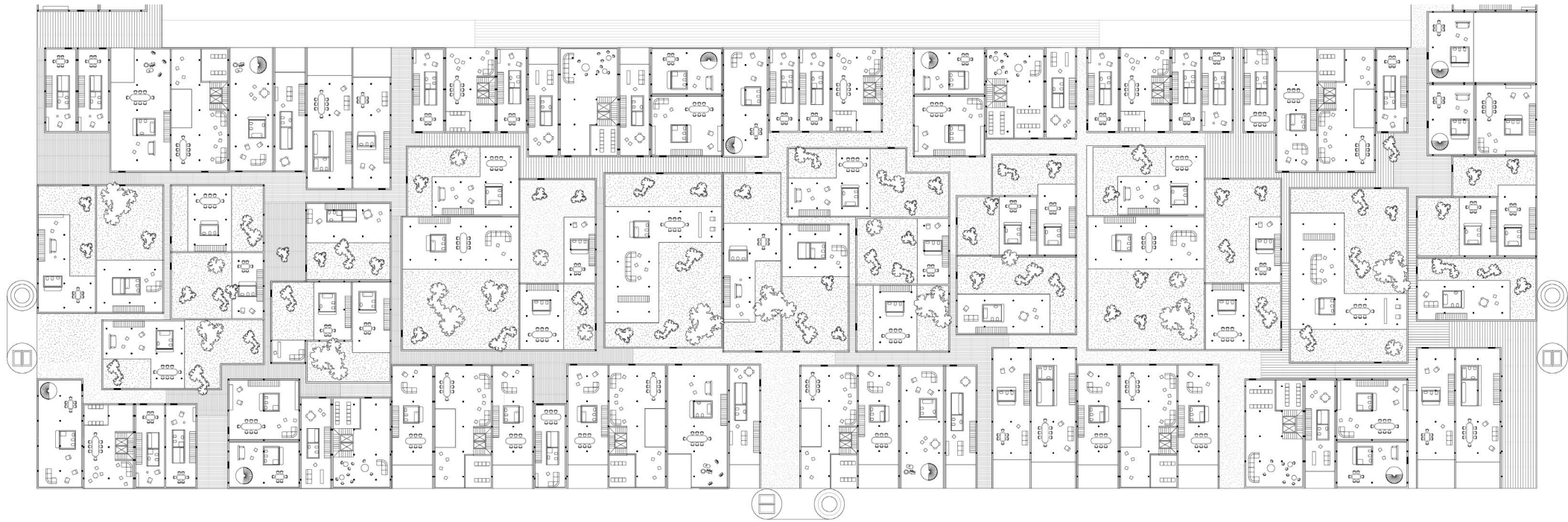




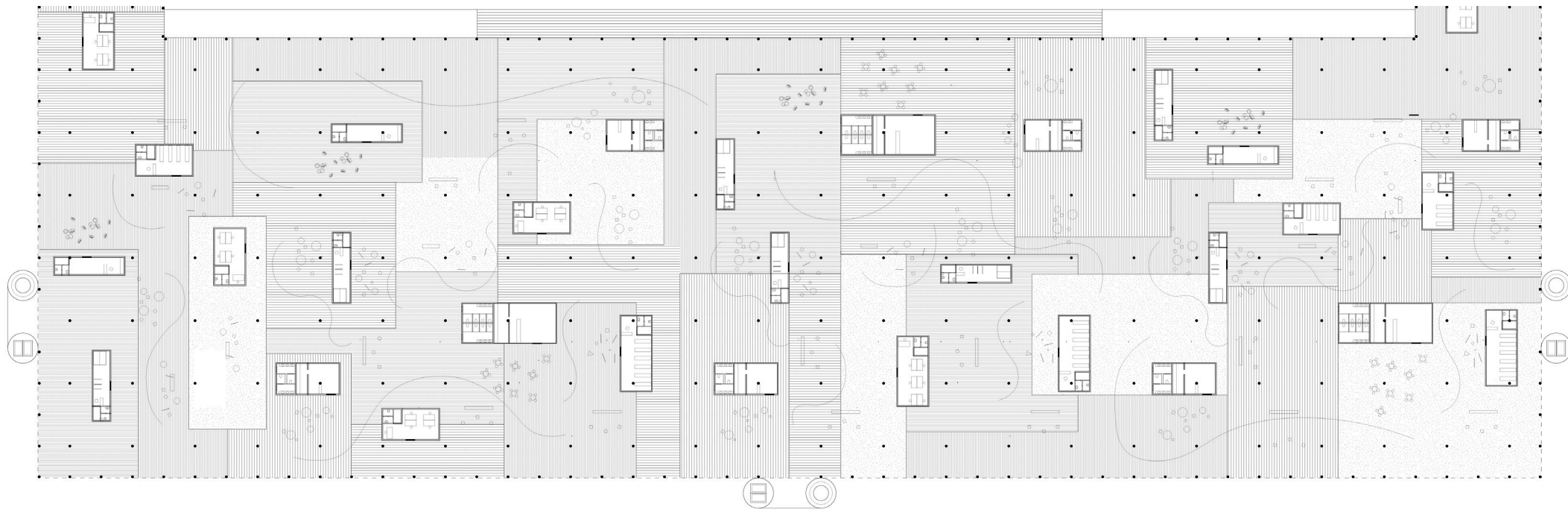
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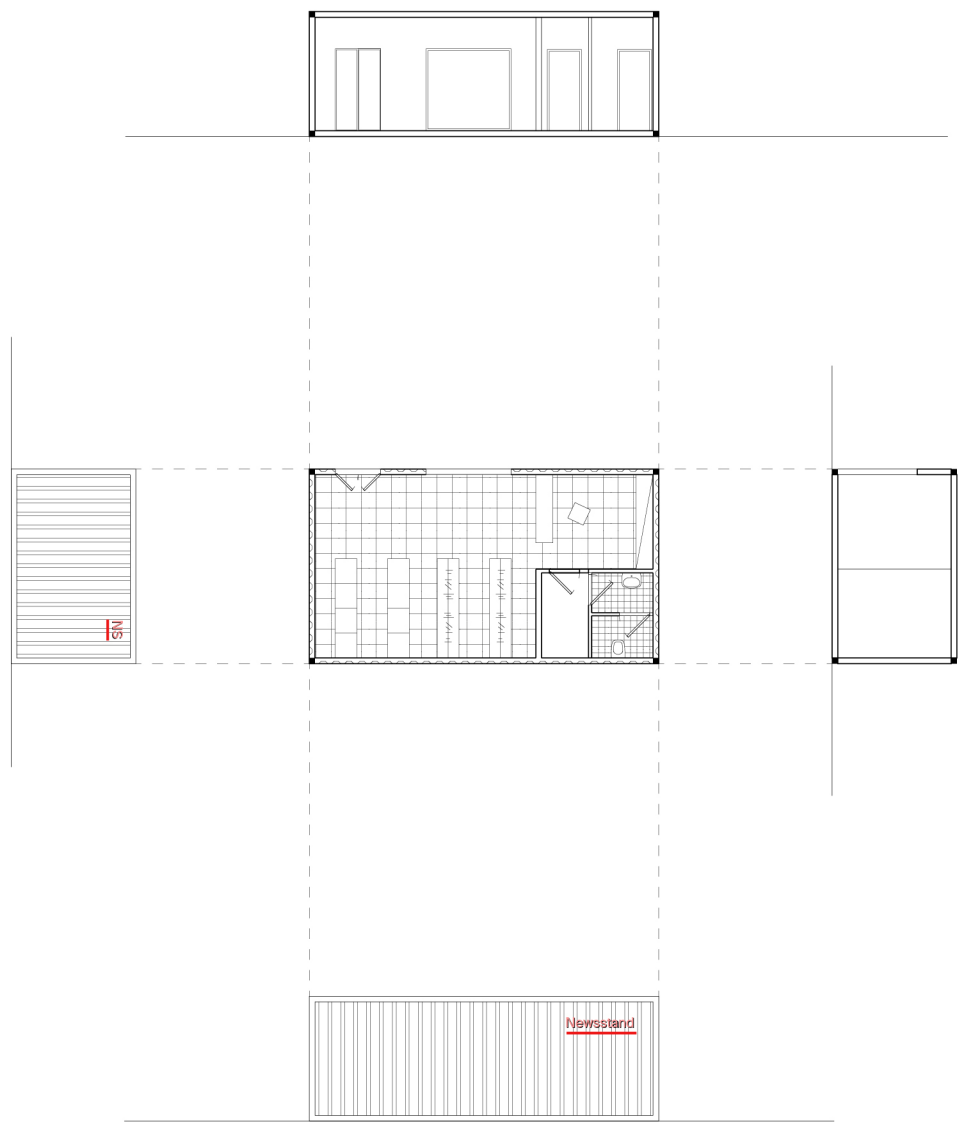
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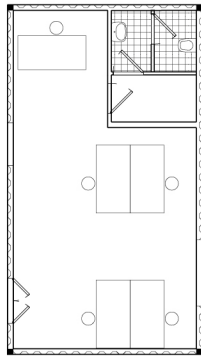


+1

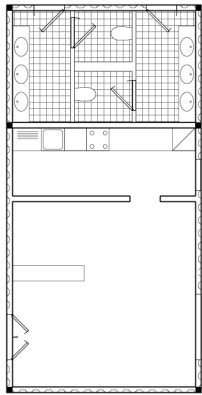


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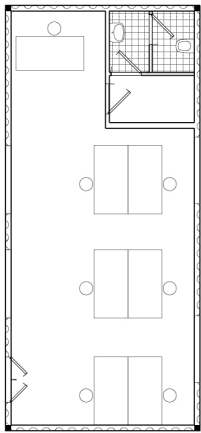




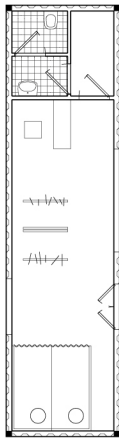
agencies



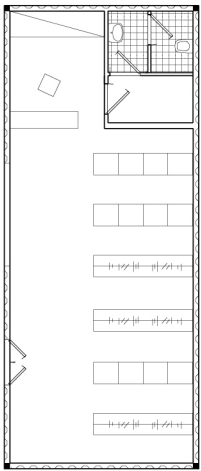
bar



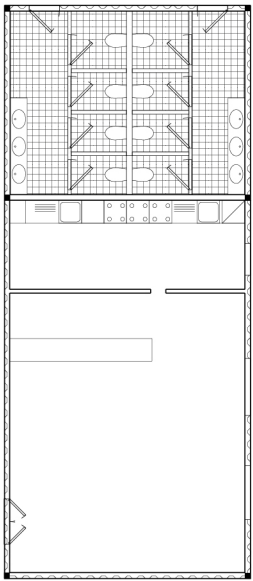
independent boutique



clothing shop



groceries store

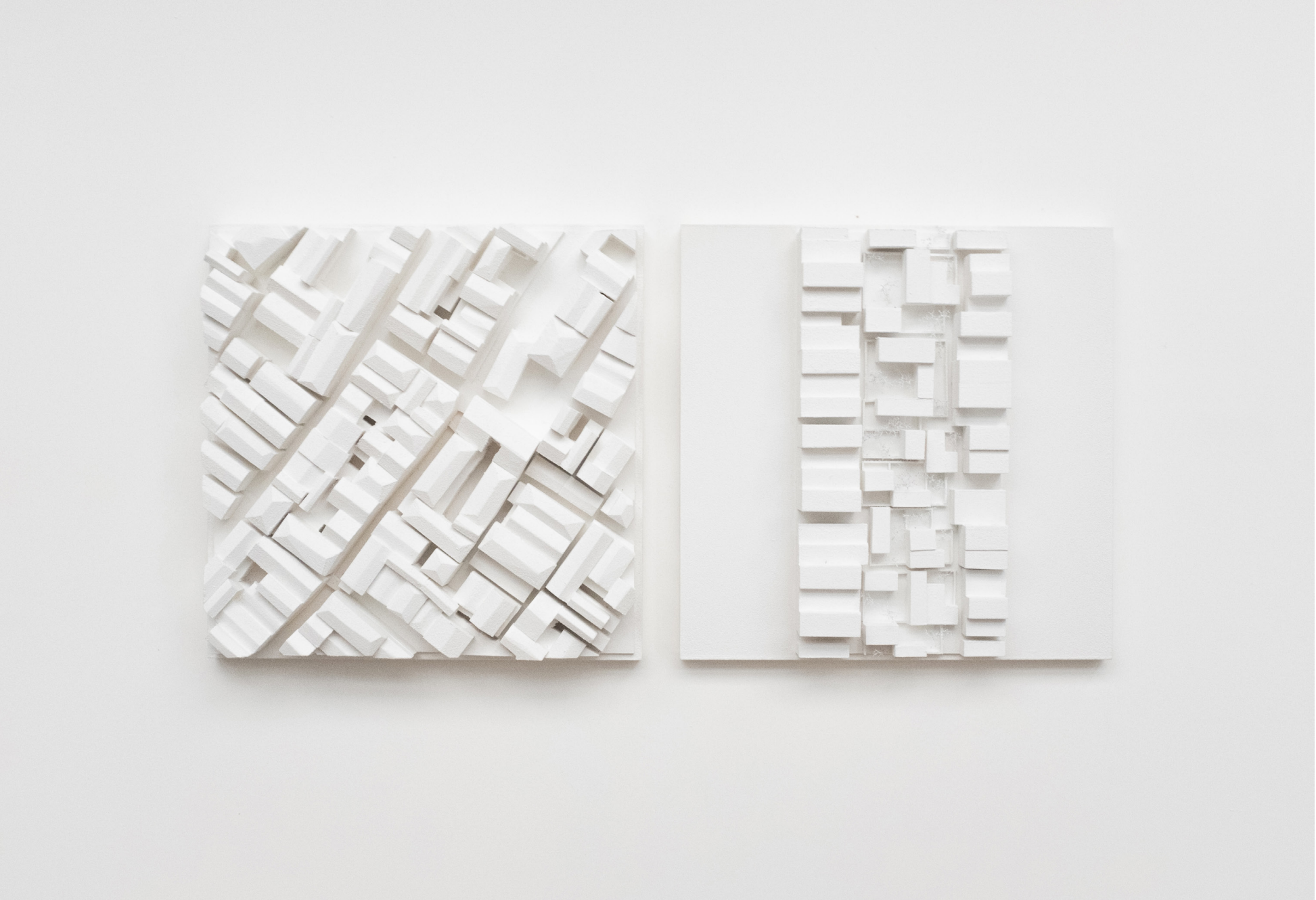


restaurant





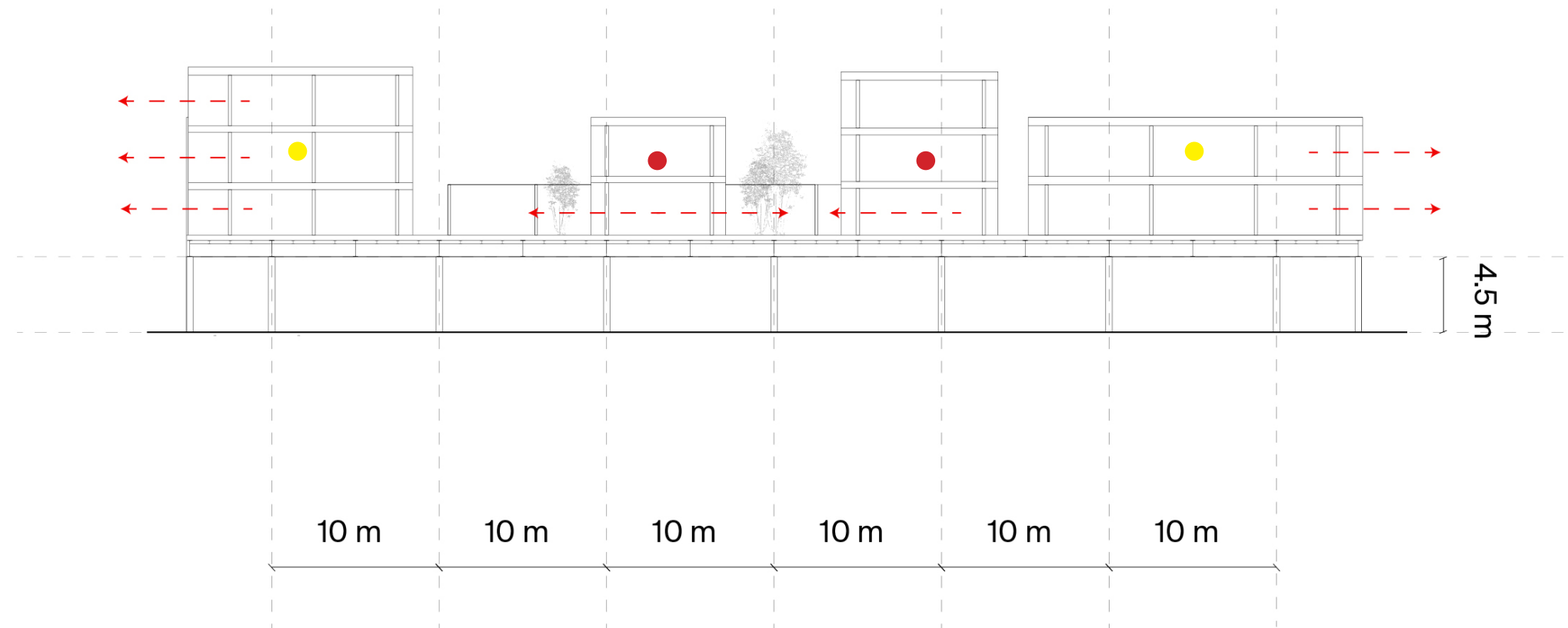


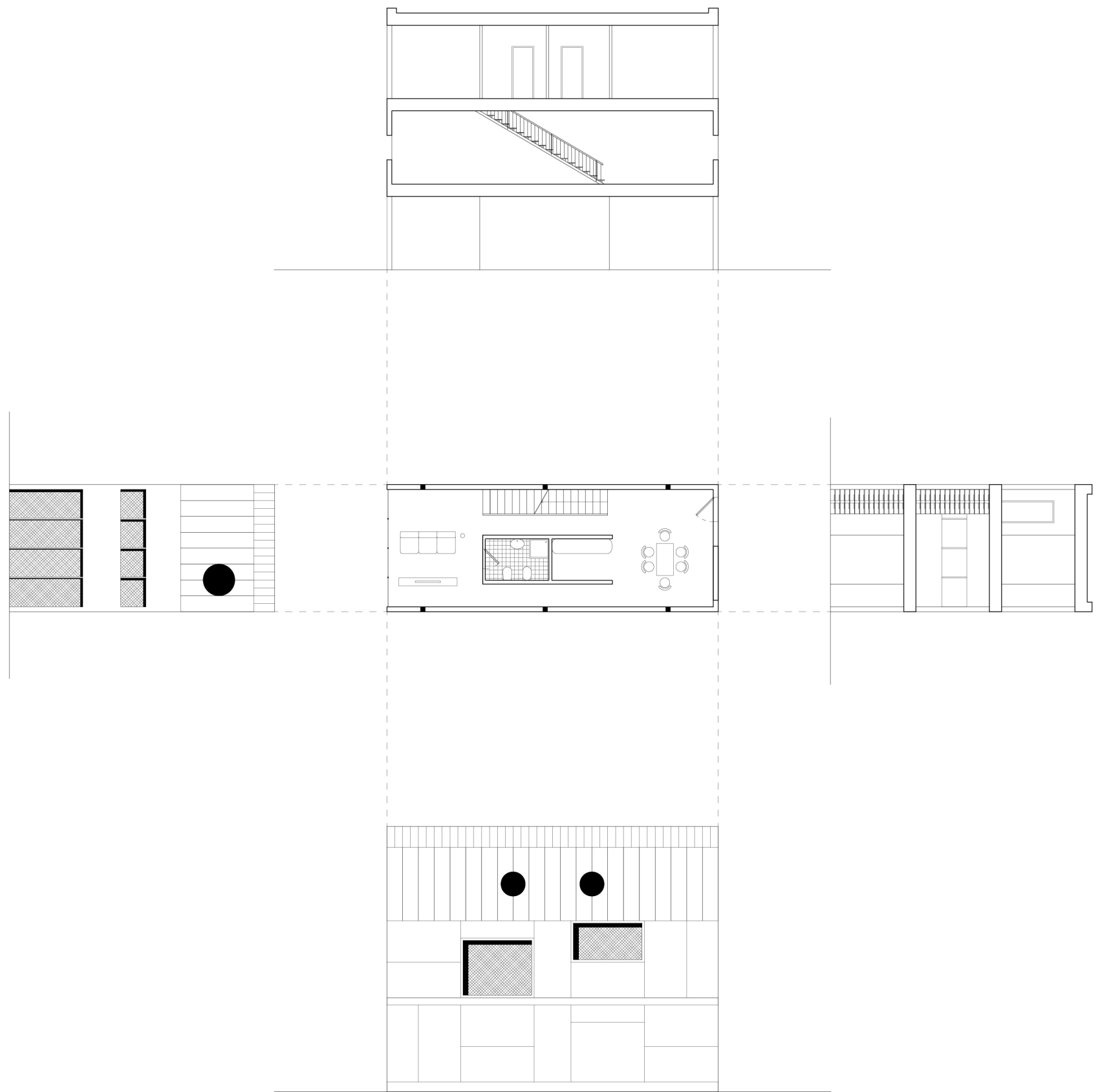


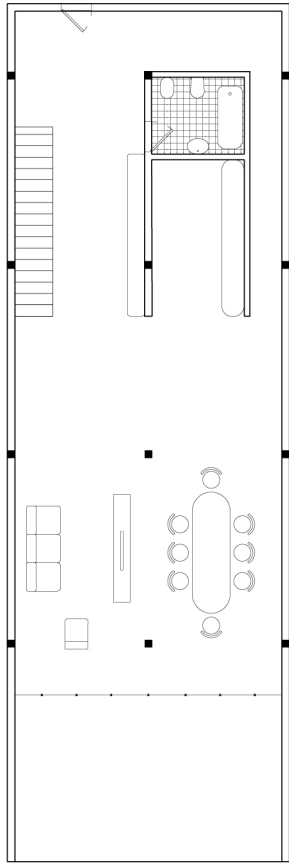
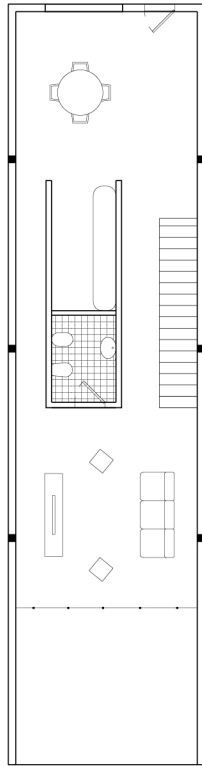
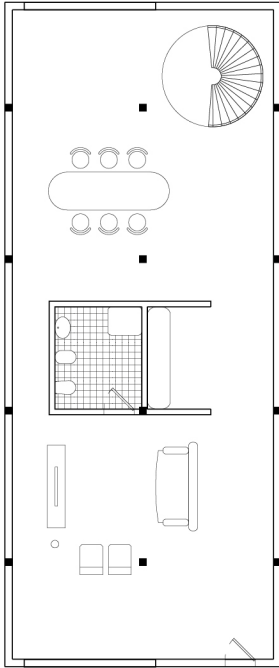
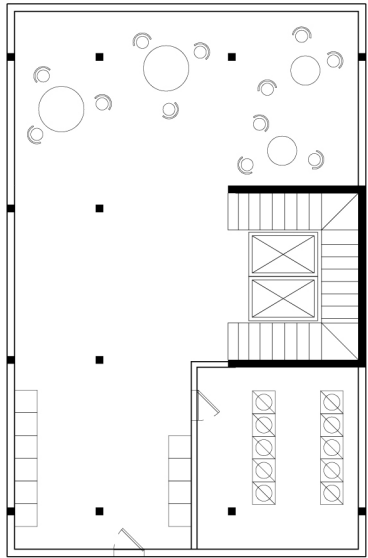
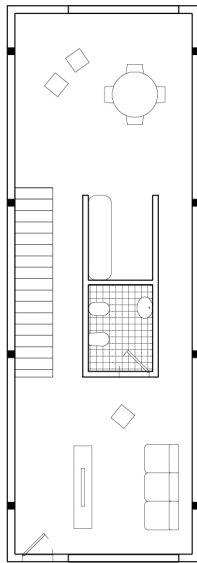
● Row Houses

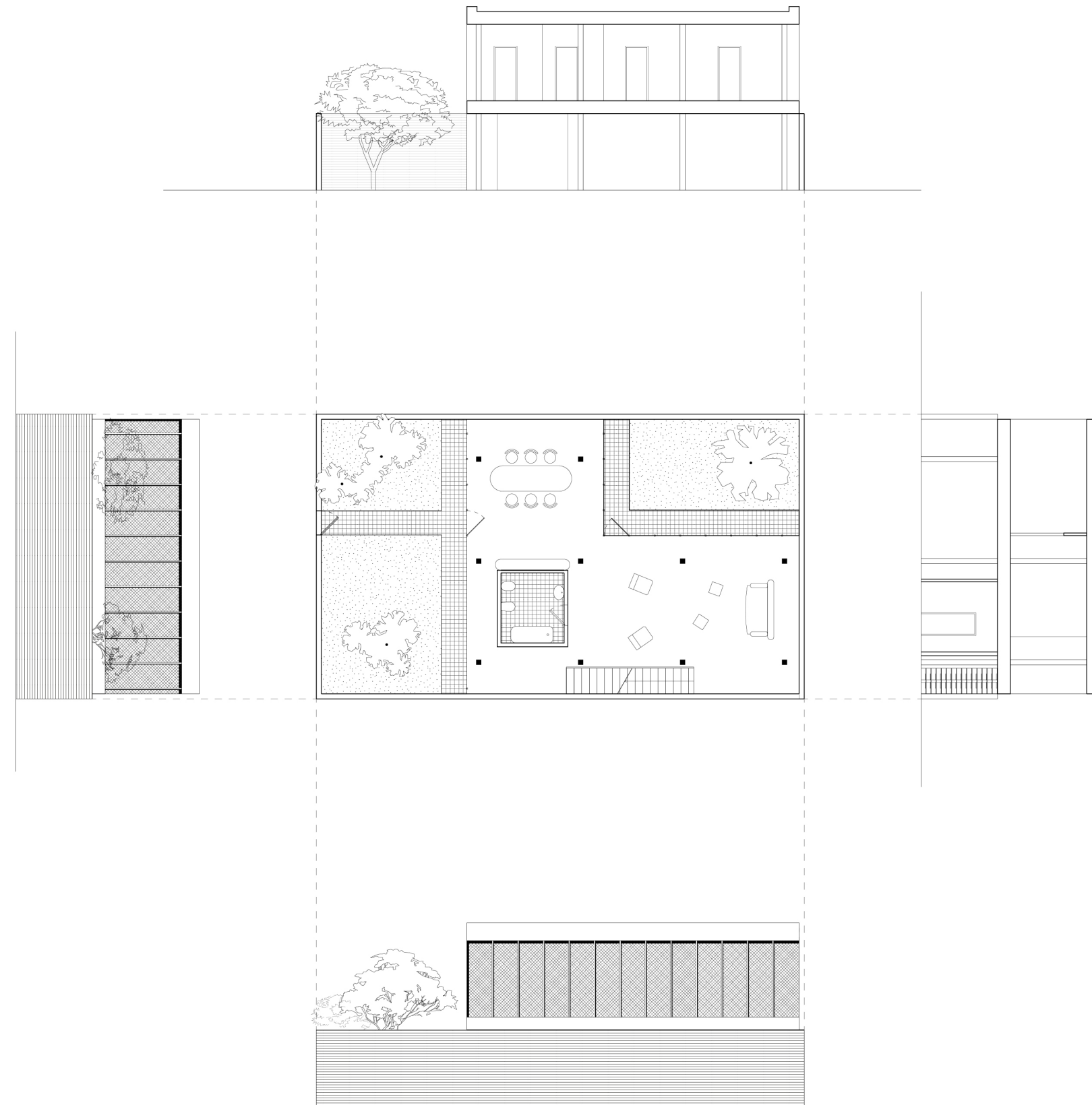
● Courtyard Houses

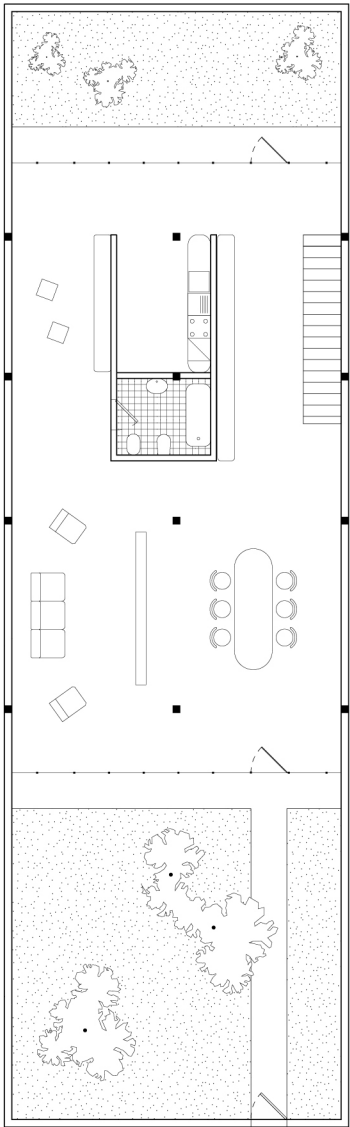
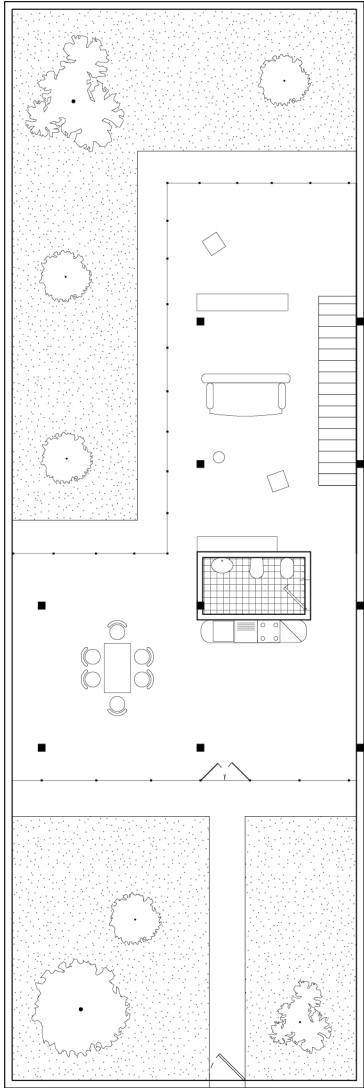
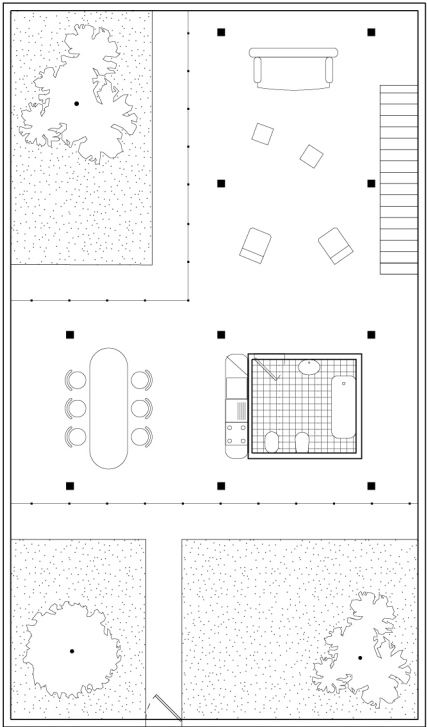
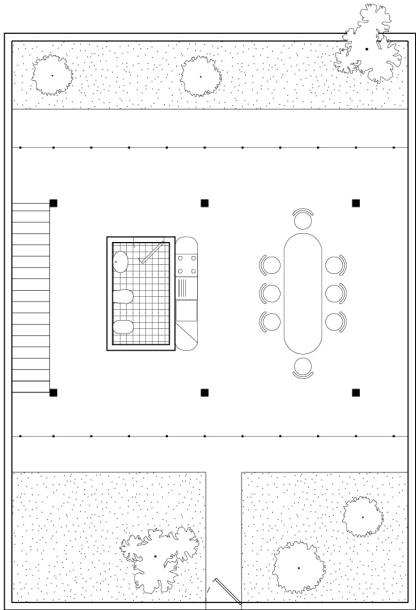
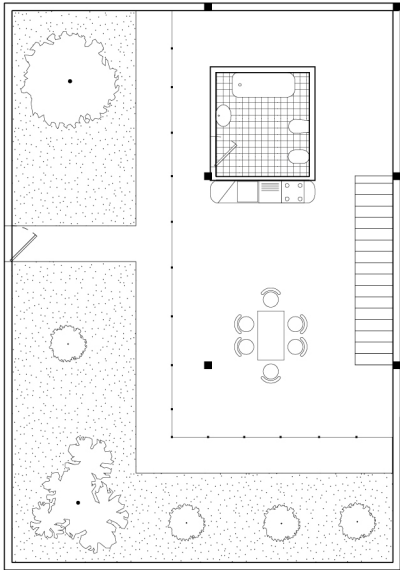
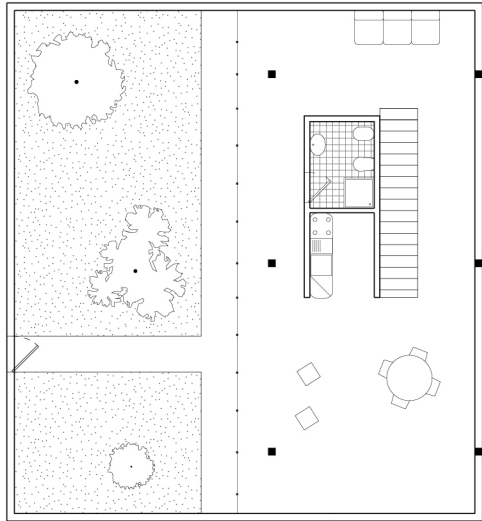
● Row Houses



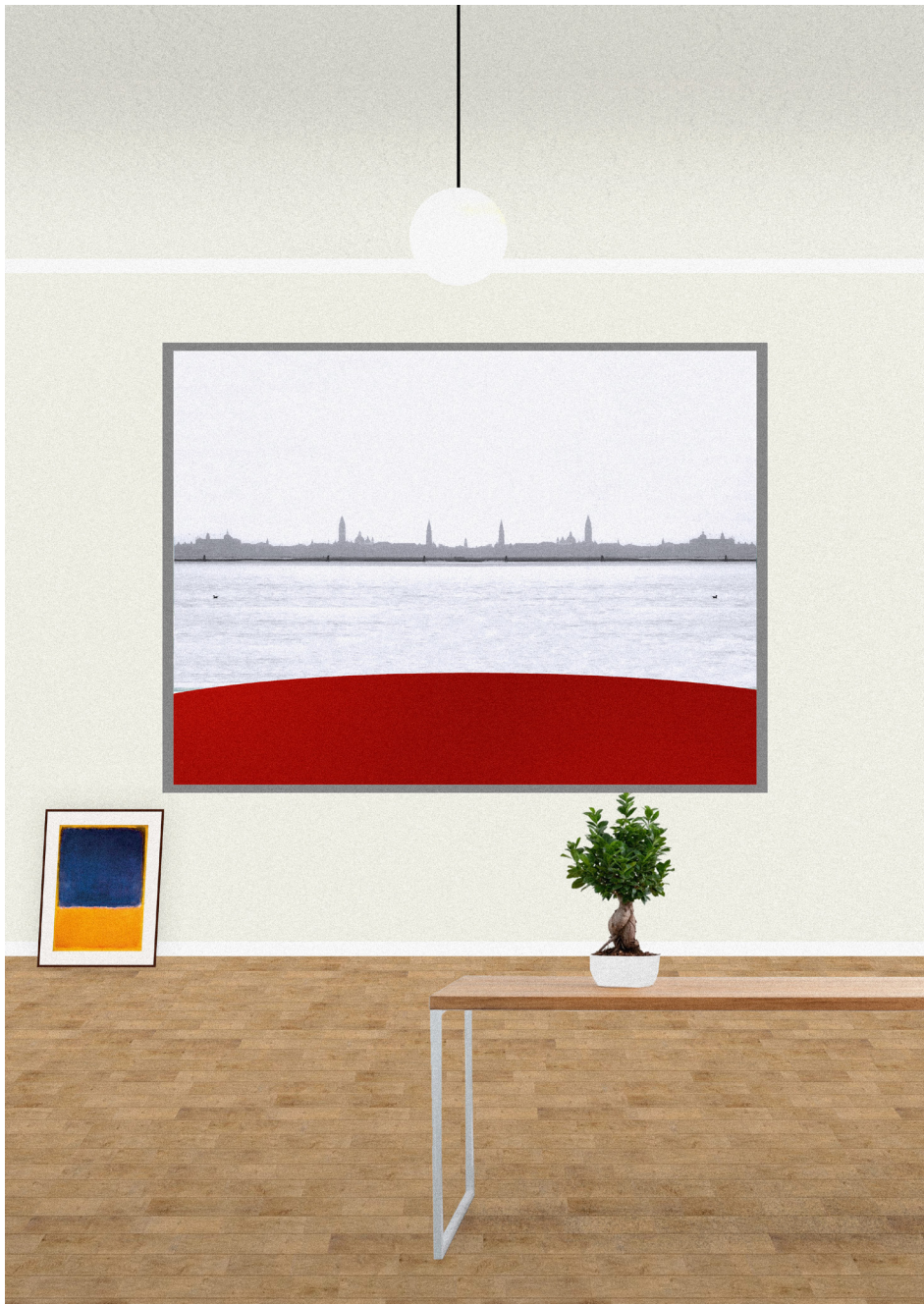


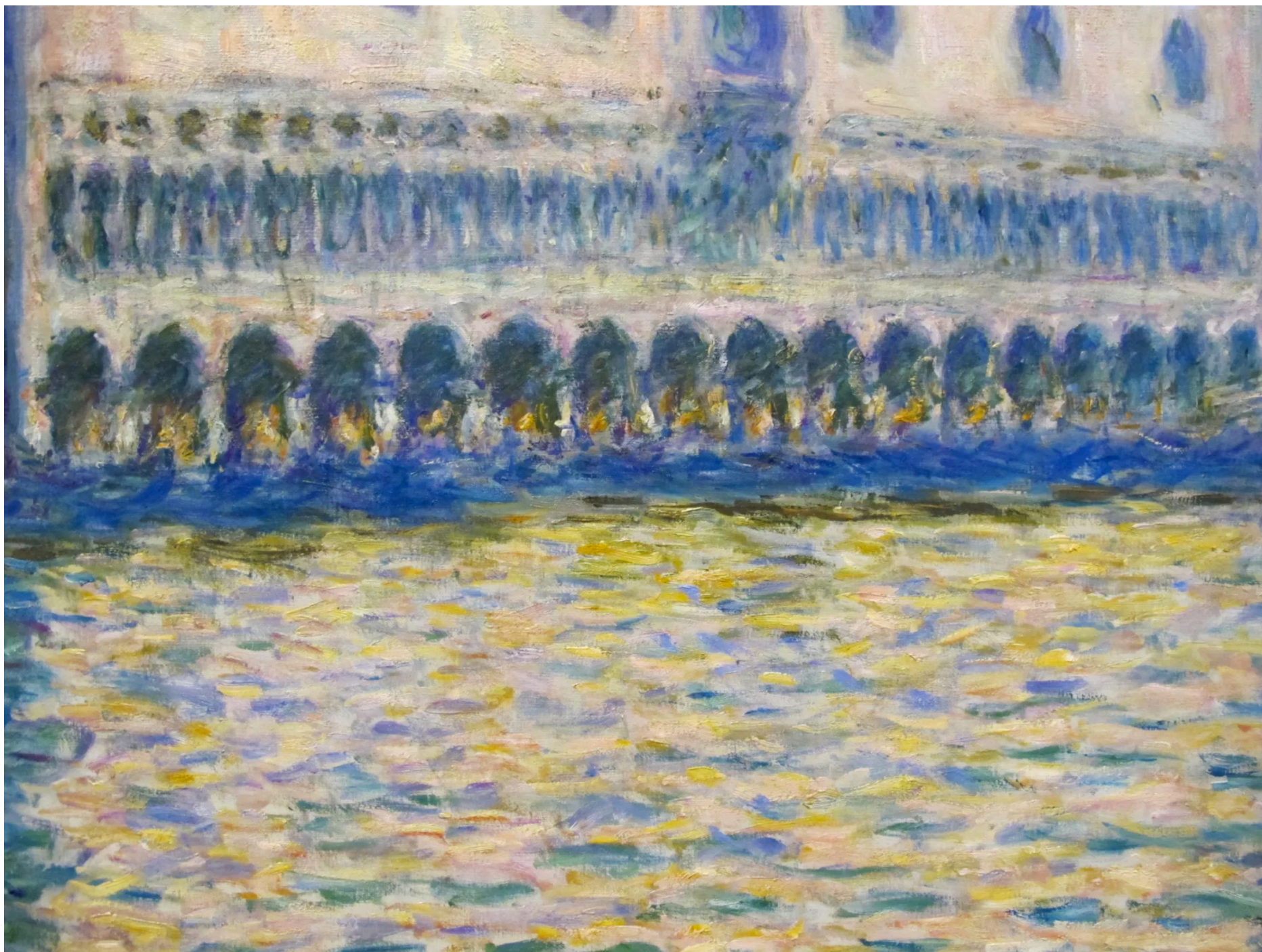


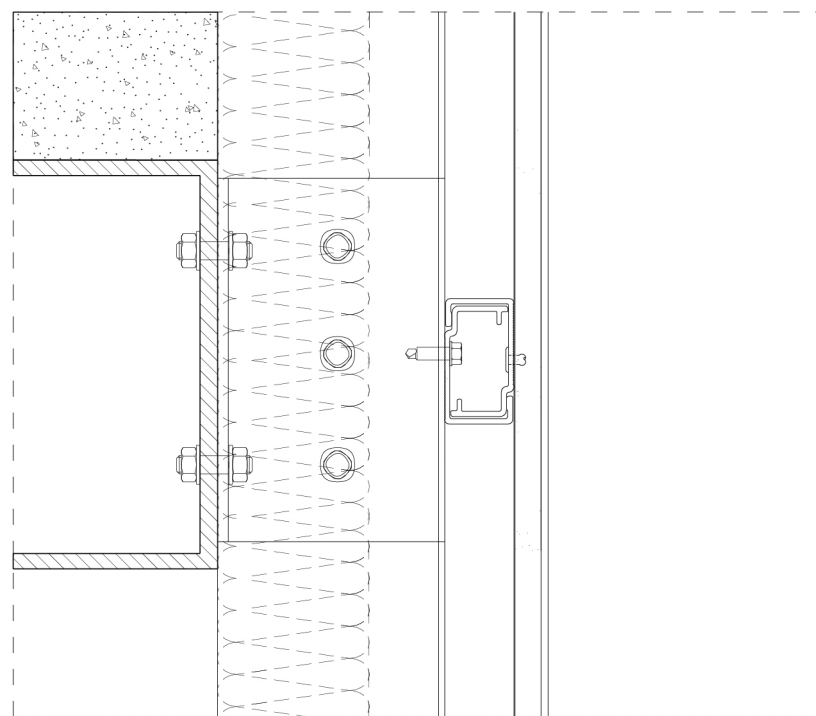




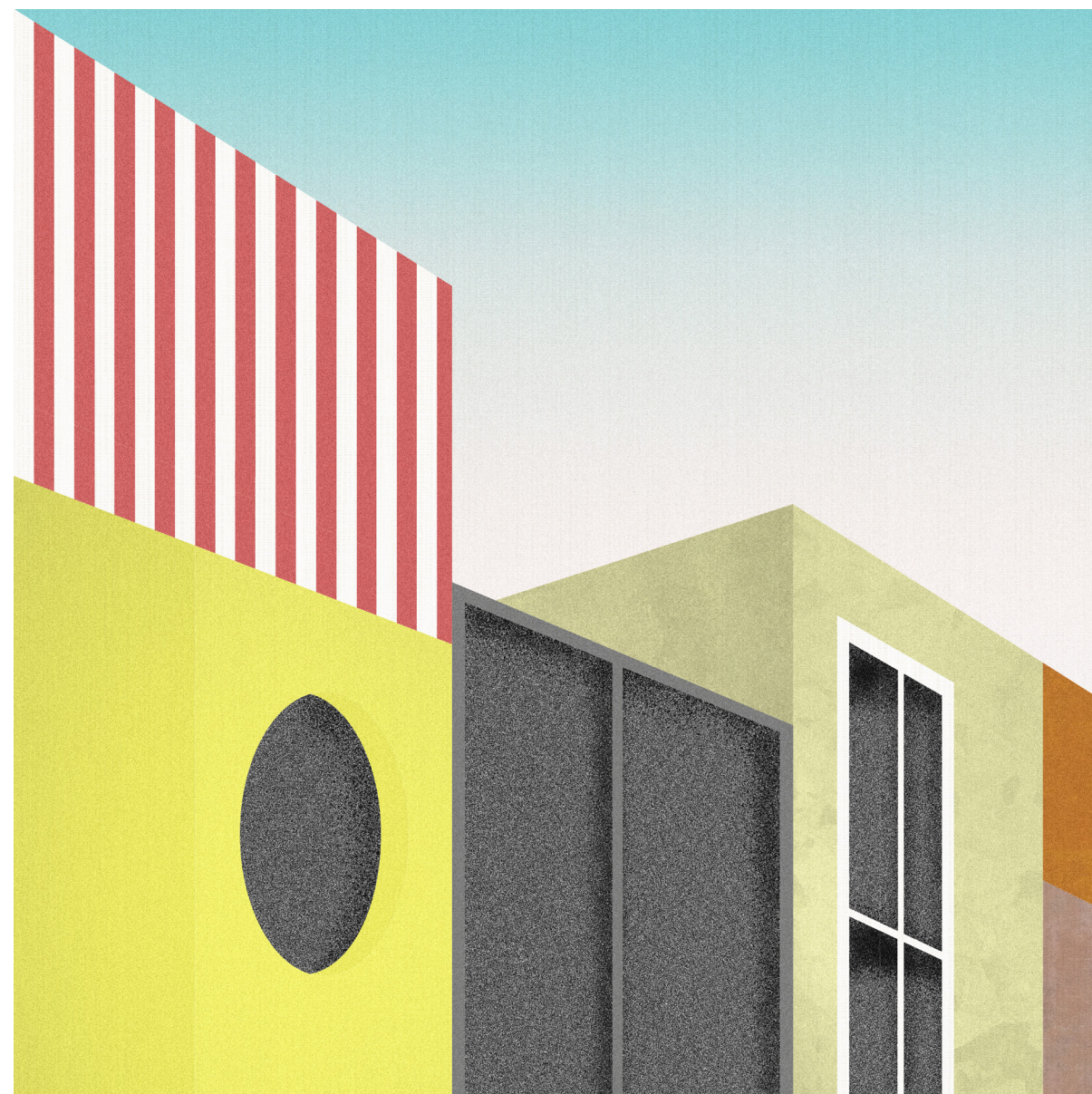


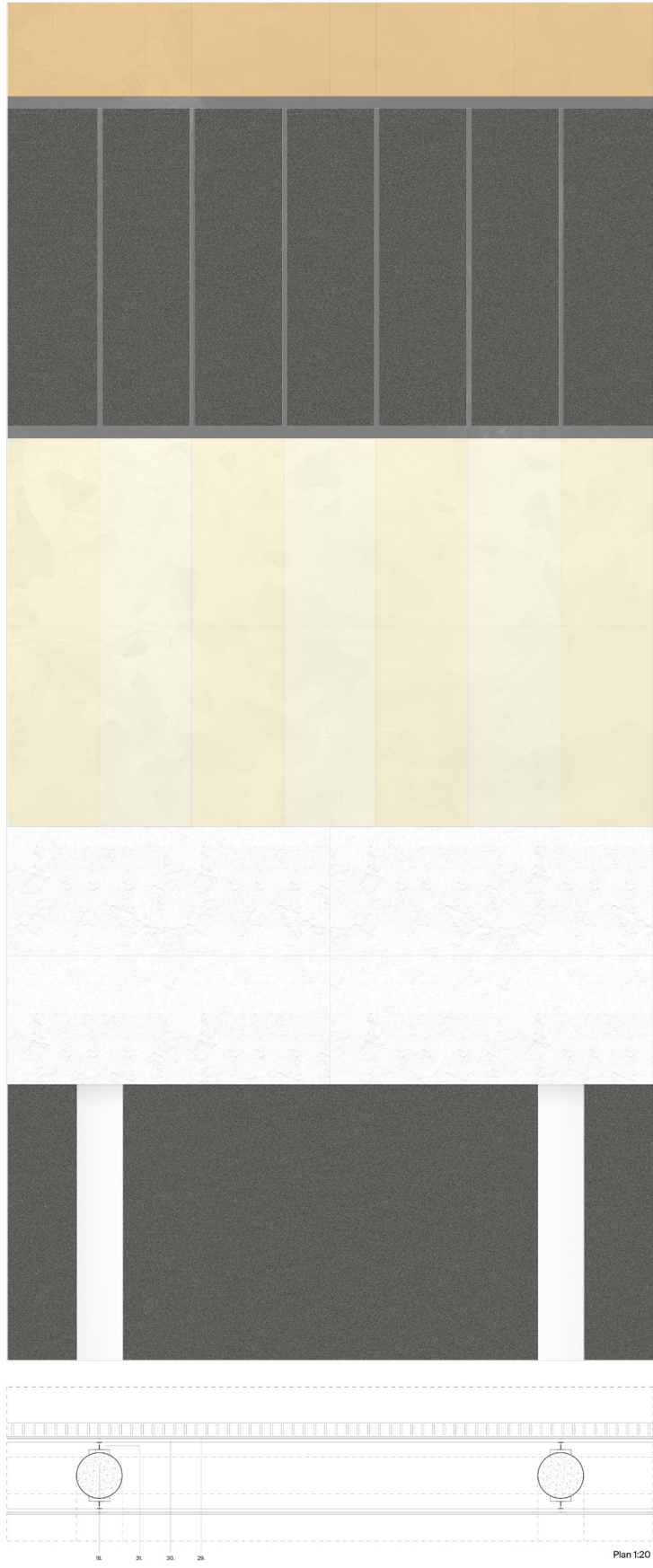
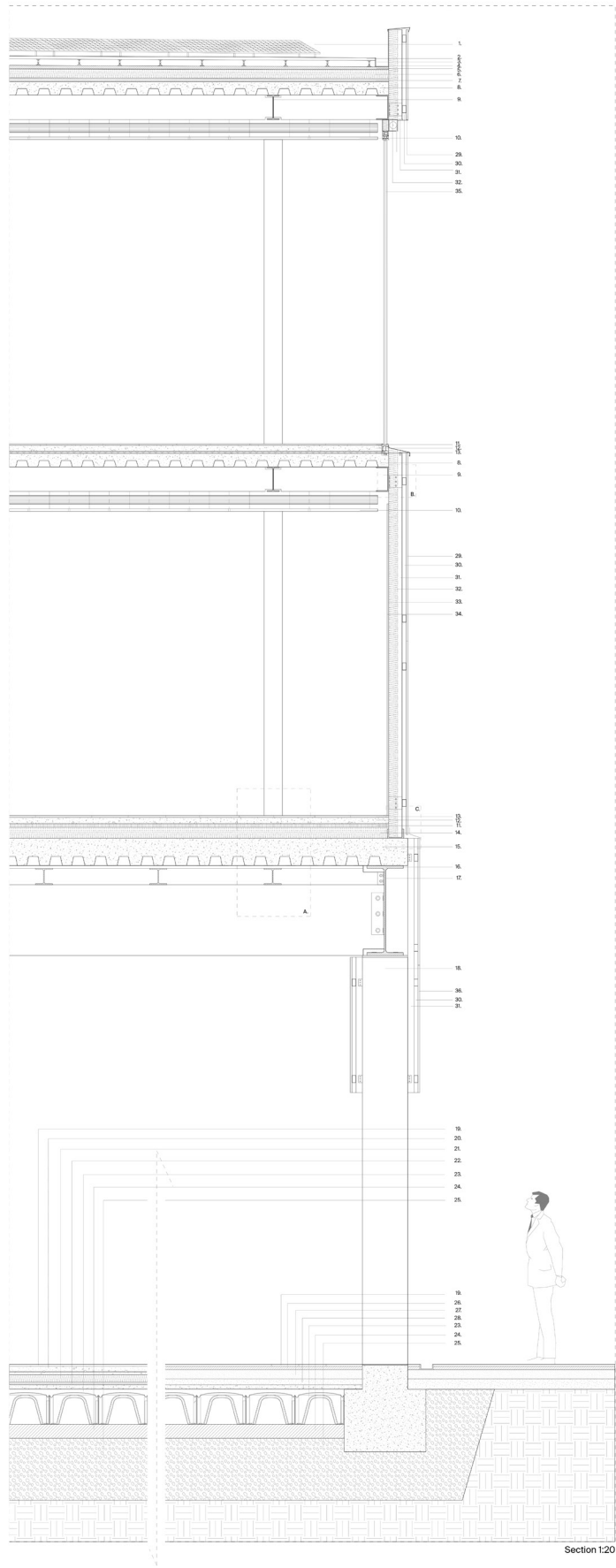


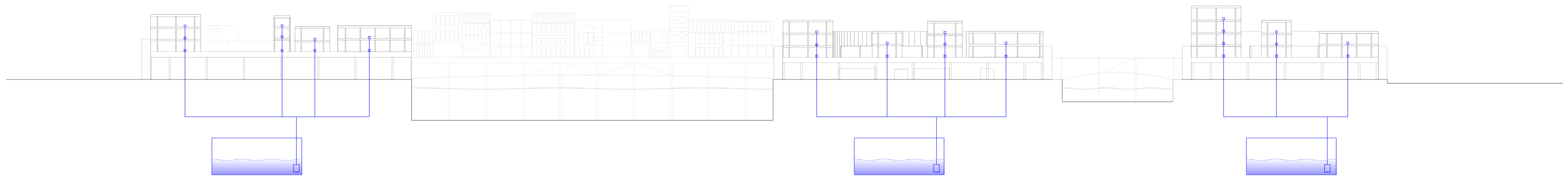
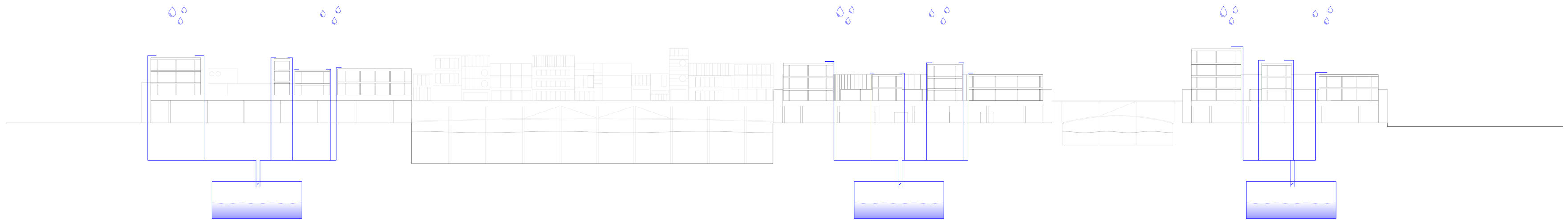




Detail 1:5
B.

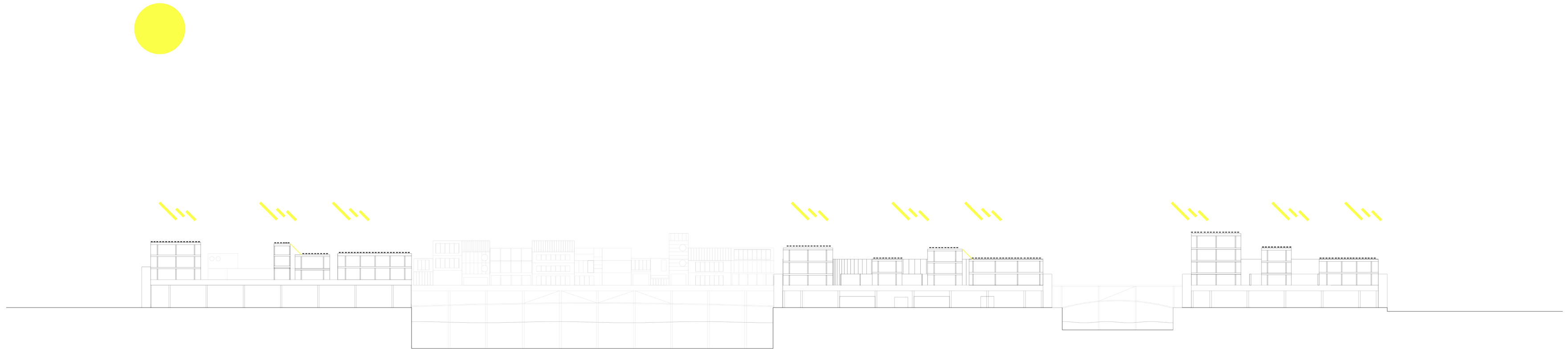






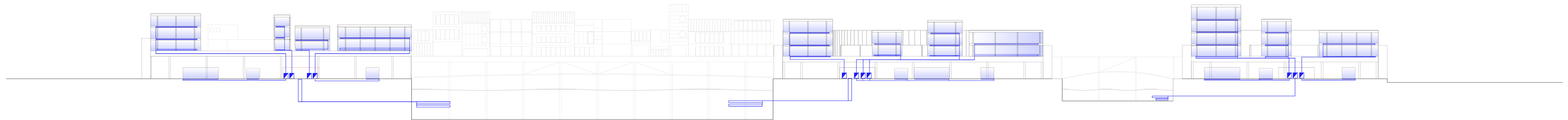
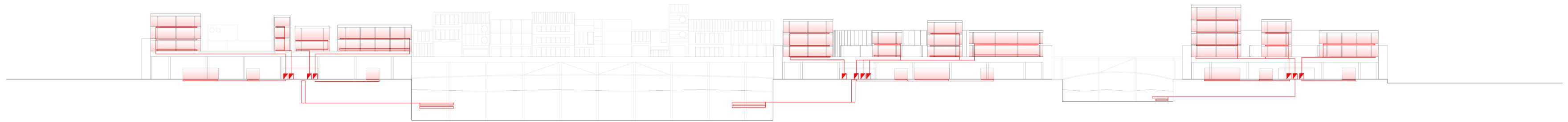
WATER

Rainwater is collected by each living units in underground tanks. From here, it is pumped in the different houses and reused as greywater and as tap water for the irrigation of the courtyards.



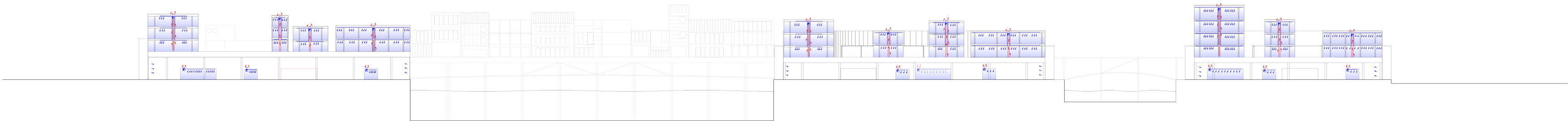
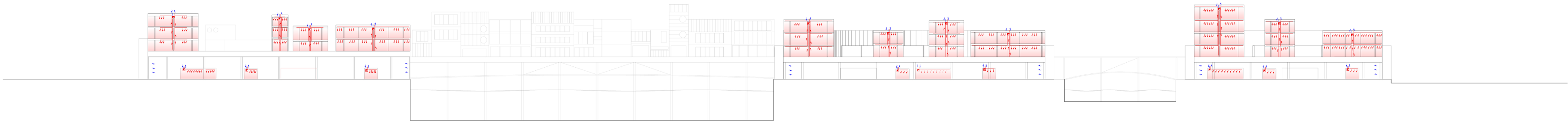
SOLAR ENERGY

Each living units is provided of CV panels, displayed following an east-west orientation in order to maximize the intake of solar energy throughout the entire day. The energy obtained will be used to activate the heat pump present in the heating/cooling system.



HEATING/COOLING

By using the water of the lagoon as a thermal mass, each unit is provided with a heat pump, that facilitate the heating/cooling of the units through underfloor heating system.



VENTILATION

Balanced mechanical ventilation system combined with heat recovery system is provided for every living unit and public activities on the ground floor.

5. A New Assemblage

