FROM SKATESPOTS TO SKATEPARKS:
SELECTED RELEVANT CASE STUDIES

MATTEO BIELLA
4330757
biellaram@hotmail.com

Department of Architecture
Architectural Engineering studio 13

JANUARY 6th, 2015
INDEX

1.0 SKATESPOTS

1.1 Obstacles
China Banks
Parallel

1.2 Banks
Brooklin Banks
South Bank London

1.3 Transitions
Potenza Bridge
Landzhausplatz

1.4 Gaps
Wallenberg
Macba

2.0 RELEVANT SKATEPARKS

2.1 D.I.Y.
Burnside
CONS space Berlin

2.2 Multi-funcions
Daybreak
Edgemont

2.3 Re-use of discarded material
Land of marble
Steel park

2.4 Other reasons:
Woodward snakerun
Die welle

3.0 IMPLEMENTATION OF WOOD

3.1 Casa Pas

3.2 The Pinch library

3.3 Yokohama port terminal

3.4 Bastard bowl
SKATESPOT
Parallel (Barcelona)

SKATESPOT
China Banks (San Francisco)
SKATESPOT

Brooklin banks (New York)

SKATESPOT

South Bank (London)
Concrete
2 functions: Art-park + Skatepark
Daybreak (Utah)
Concrete
MINIRAMP
2 functions: Ditch + Miniramp

Edgemont
(New Mexico)
ALL-ROUND PARK
Concrete + Steel elements
Reuse of discarded steel elements

Steel Park
(Lulea, Sweden)
Concrete
Exploitation of natural sloping terrain
(Woodward snakerun)
(Pasadena, California)
Wood
Rehabilitation of old swimming pool

Die welle
(Berlin)
WOOD

Casa Pas
Malibu, California
(Francois Perrin/Gil Lebon Delapointe)
2012

TYPE OF MERGING:

RELEVANCE:

• Valuable interior design project dealing with the merging of a skatepark into an architectural solution (a house)
• Interesting use of the profile-building construction technique
• Added architectural value
WOOD

The Pinch library
Yunnan, China
(John Lin + Olivier Ottevaere)
2014

TYPE OF MERGING:

RELEVANCE:

• Double curved surface created entirely with wood
• A clear example of merging of a (possible) skatepark into a building with totally different function
• Interesting/flexible truss construction technique
• Good architectural exploitation of the natural context constrains: back wall, split level.
WOOD

TYPE OF MERGING:

WOOD

Yokohama int. passenger terminal
Yokohama, Tokio, Japan
Foreign Office Architects (FOA)
1995

RELEVANCE:

- Wood facilitates skateboarding flow
- A good example of a project that blends flatground and walls into a skate-able surface
- Use of local hardwood as an outdoor material
WOOD

Bastard bowl
Milan, Italy
Studiometrico
2009

TYPE OF MERGING:

4

RELEVANCE:

• Wood exploited as a lightweight material in an ambitious project
• Interesting/unique case of merging
• Forced exploitation of frame-building construction technique as the only possible solution
• Rehabilitation of an old-cinema through an innovative architectural concept related to skateboarding