Redevelopment project of the north eastern area of roman Aosta
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The idea of designing a redevelopment of the Roman theater area in Aosta was born from a previous lab, self-interest to the theme of the link history-project and the fact that Aosta has proven a city pioneer in the development and implementation of structures protection for its archaeological remains. Is currently sponsoring a project of the Archaeological Park, in the megalithic area of Saint Martin de Corleans. Given the complexity of the topic, the thesis has also developed some theoretical chapters, of which I enclose the titles:

- Reflections on ruins and time;
- Pedagogical vocation of the ruins;
- Dualism history-project;
- Dualism memory-architecture;
- The exploitation of archaeological sites;
- The coverage of archaeological sites;
- The archaeological park.

Teaching area
The area of the theater has a high artistic and cultural value, is the subject of memory, but the whole area has not yet been the center of a specific redevelopment project.
The north east area of the city offers significant archeological findings: the Roman theater, the roman amphitheater, almost completely buried in the garden of the Sisters, the Roman walls and towers, the free area of the Zimmermann brewery. During a study trip in 2006, archaeologist Dr. MC Ronc emphasized the importance of this place and the need to expand right here a small teaching area.

Walking through walkway landscape of path

The area outside the walls to the north-east has some barracks that the plan expected to be destroyed. The amphitheater can not be visited, because the only part left is part of the building of the convent. Area in question can not produce structures with foundations.
The project involved the creation of different architectures. Primarily for the restaurant and reception area, but especially for teaching area, which is located in the former Zimmermann brewery, within ephemeral architecture, consisting of structure with wooden pillars and beams to X (rescheduled for all the other buildings designed). The shape of a closed courtyard and the gap created by the plinths, which are located above the zero level of the square, permit to fill the height difference with land and to use this wide area of space as a simulated excavation.
The findings of the theater are visible through a walkway that passes over them at a height of almost three meters and can reach a height of the area outside the walls. The foundations of the stage, opposite the front wall remaining, which is used as a fifth stage, stands a staircase for the spectators and a stage. Outside the walls, instead of the barracks, the existing building rises as restaurant-pizzeria, and it is remade with the same structure of the building for teaching. To overcome the visit of the amphitheater-convent, adjacent to the restaurant stands a walkway landscape of path which reaches six metres tall and gives you a comprehensive look at this Roman Aosta corner and can become the subject of a evening light show.

To allow a visit of future excavations of the amphitheater a trolley for excavation was designed, placed on tracks, then a sliding structure to protect the relics, which allows the storage of materials and equipment and at the same time can allow small groups of inspect the excavation work in progress.
Close to the access have been designed boards / staging points, to be achieved with the same wooden structure to X of the other buildings. The project was started by a cultural walk, which occupies the entire pedestrian area, it is enriched by elements and shows emergencies, also affected by future archaeological excavation, it offers lay-bys and refreshments, opportunity to see the excavation work in progress and evening events.

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