

Cultural Services Center in Zamora: between river and highway

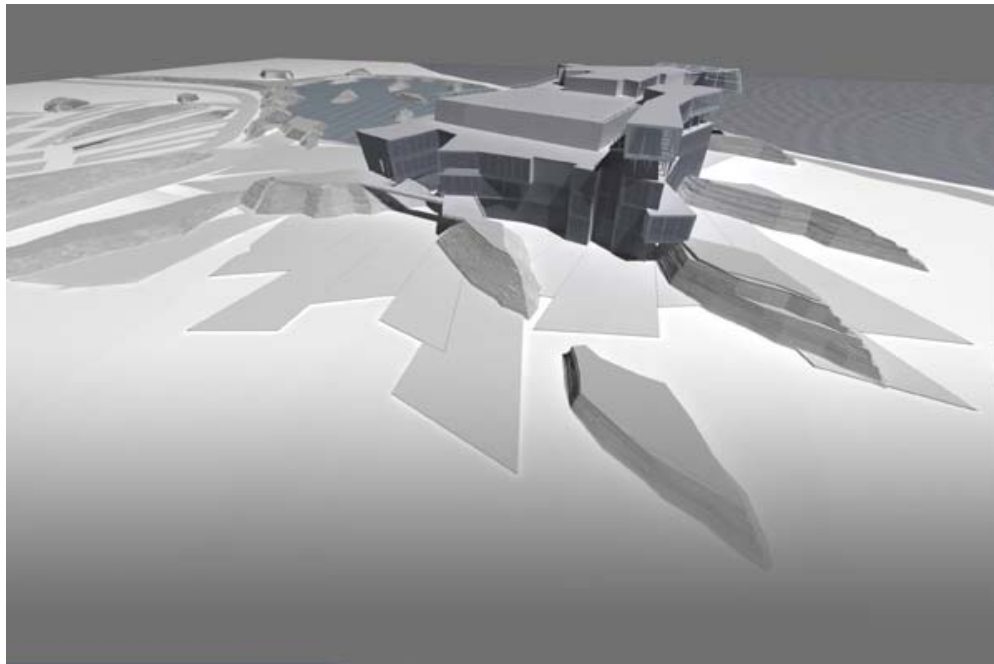
by Mattia Collo

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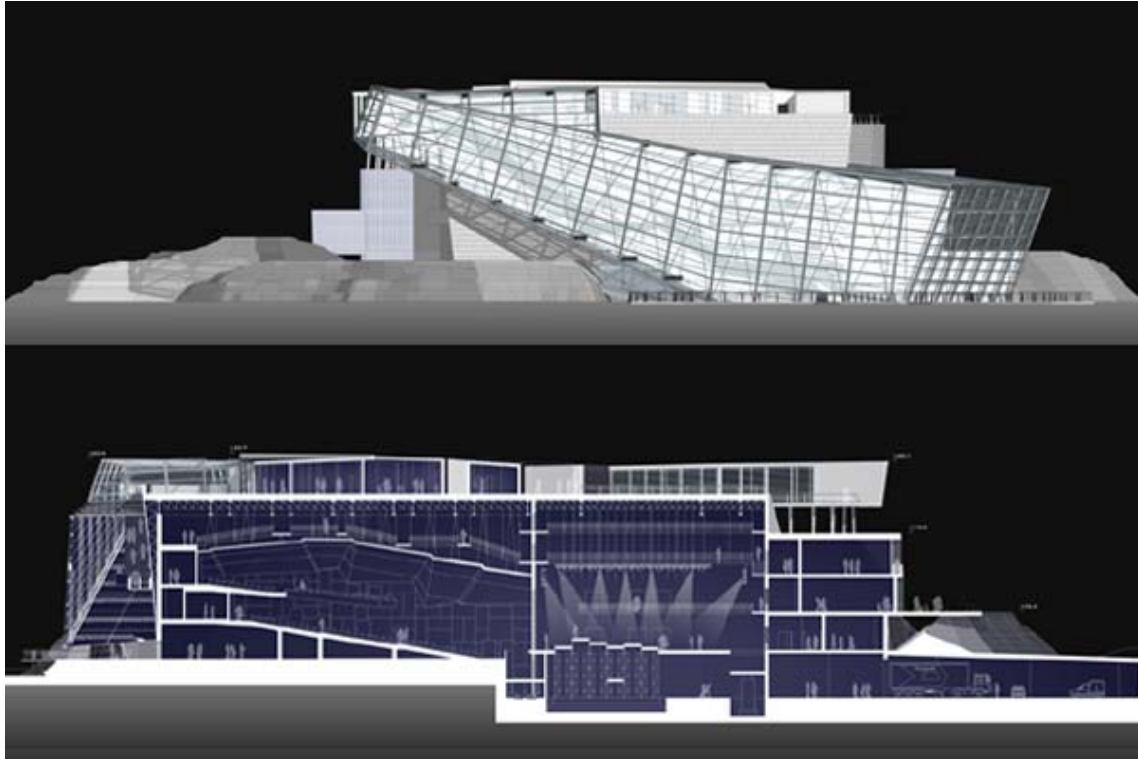
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Zamora, a medium town in *Castilla y Leòn* country, is actually the target of conspicuous urban transformations, that are concerned in particular with the value of infrastructures as elements for the urban development. The area consists of a space characterized by different flows or movement arrays: as well as the *Carretera of Aldehuela* (a new motor axis between town and country) and *Duero* river, that crosses the region. The *Plan General* foresees to create a fluvial park enforced by the presence of an Auditorium - Theatre to give a new life to this town gate as a basic knot of urban life lied to cultural activities, show and entertainment.

Therefore, we minded to design a Show Center building whosw activities could reverberate on the surrounding space, creating a landscape of events: to redefine architectural object, the contest/environment and tensions generated between themselves. So, the continuity from the object to its site becomes evident, and therefore the relationship between natural and artificial; indeed, environment is not only a physical space, it is a locus denoted by flows and intensity (natural and mechanic) that fit the specific point of view of the subject/watcher of this urban scene.



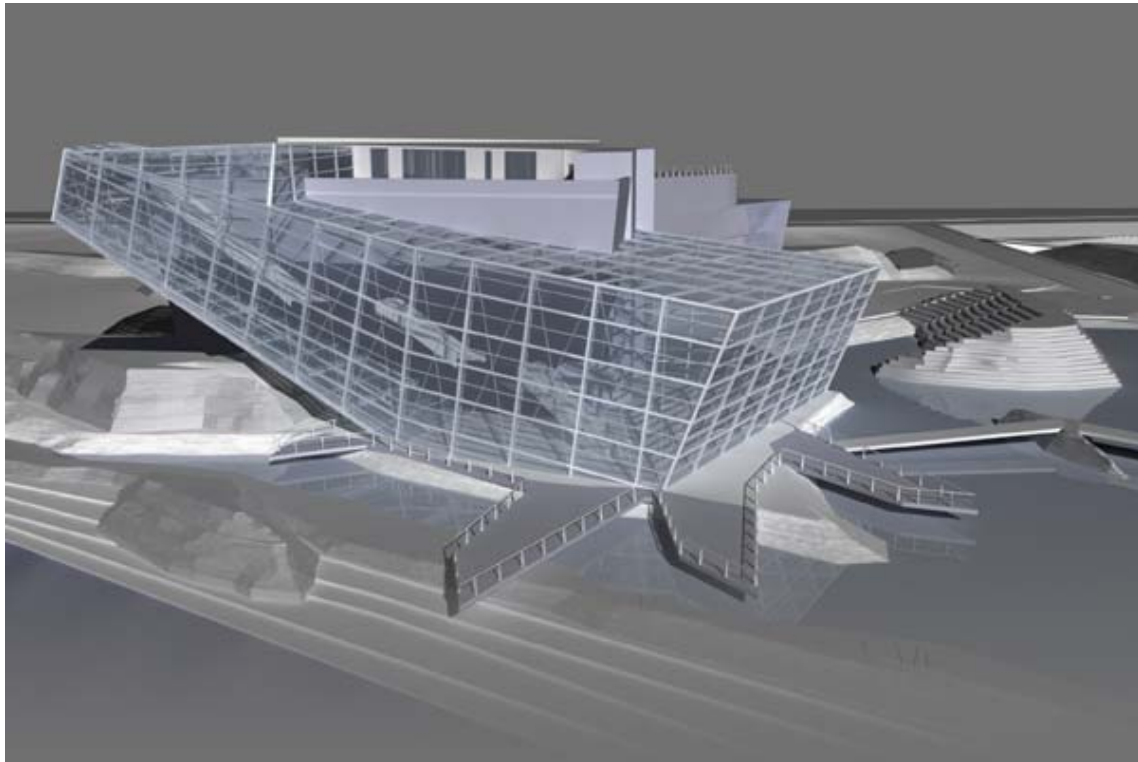
Our project defines an events space in which the functional organization and the formal and spatial answer dialog with nature and with the site by concept as “move” and “change”. Handling of changing landscape, based on the periodic growth of river, in which theatre transforms itself to a quite orographic element, as well as movements and changing of inner circulation flows that recall the cars highway circulation arrays, all of them would retrieve some “Situationist” concepts related to the Guy Debord’s teory of *derive*.



Project shapes evocate movement and multifunctionality. We reach the theatre space throught a glass wedge that contains the hall and escalators. So it will be a vertical path the one by which to reach the show, we must elevate ourselves from the town ground level, considering the foyer as an extension of urban park and the hall as an hanging bubble accessible throuat a labyrinthic path. Continuing to go up, we reach the roof where we can find cafeteria/restaurant and foyer. These elements are mainly made by glass to open sights on the park, a panoramic place from which to see the landscape, but also a pedestal on wich to be seen.

The building we propose, transforms materials in communication elements: object core is covered by stone to underline materiality and tectonic aspect of the central component. Around it other elements are clustered with irregular and dynamic shapes. As for the parts reserved to movements and collective areas, we decided to use glass as an element that allows transparency and so the full communicability of what happens indoor. At the same time, glass transparency makes the envelope fully permeable by the surrounding nature.

For the area reserved to actors we thought a semi transparent covering made combining glass windows and metallic grids. So one could understand the scenic mechanism and could have the sensation to see the theatre machine.



Other translucent or transparent elements would allow, by day, an almost direct contact with nature and, by night, would transform the building in a bright object. As should have said Leonardo “shadow belongs to object, shining to spectator”. The contrast between different materials suggests different functionalities. If room represents a magic cave where show happens, cafeteria and press room are places of immateriality and light.

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