

POLITECNICO DI TORINO
SECOND SCHOOL OF ARCHITECTURE
Master of Science in Gardens, Parks and Landscape Design
Honors theses

The Quarries' Sonic Park

Analysis of the experiences on the sound employ in green areas and restore project of the Cacciano's Mining area in the Rive Rosse biellese site

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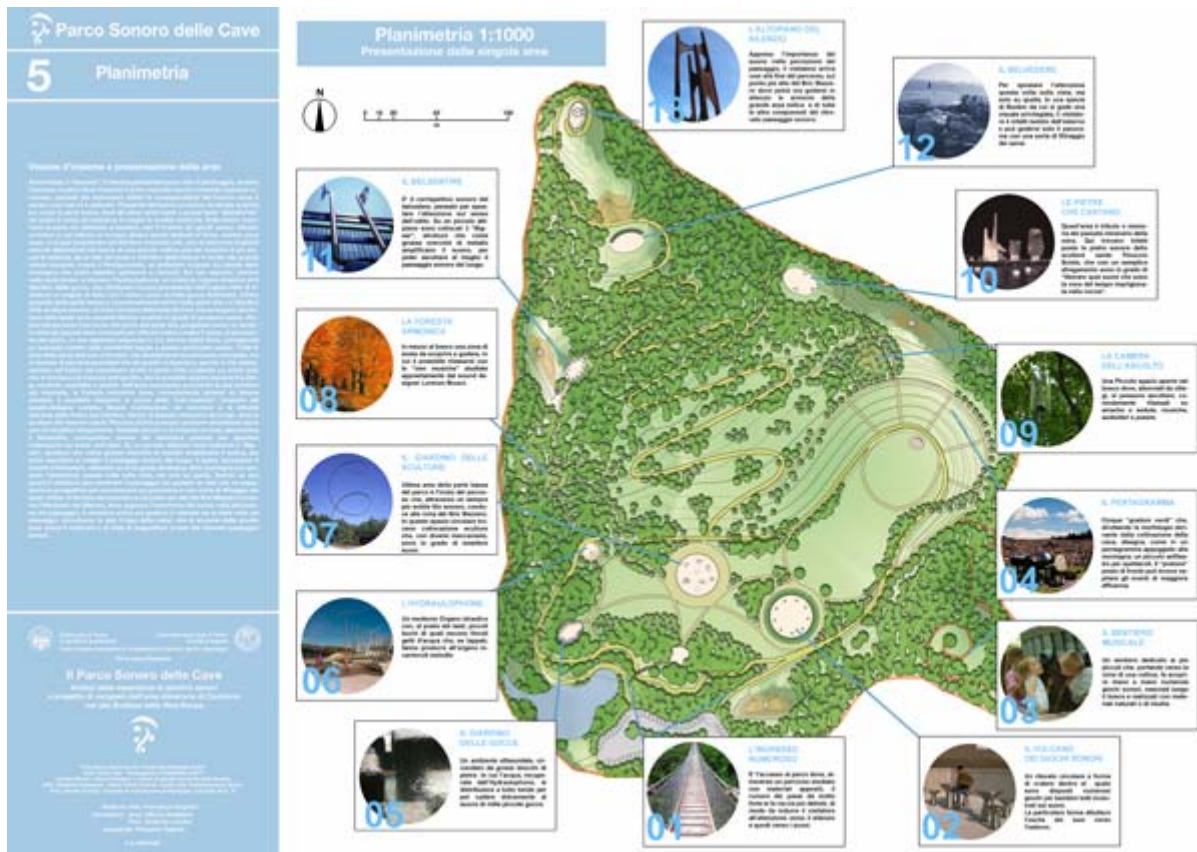
The park has always been known as the place where green benefits are condensed. Infact, this is the place where contemporary man look for protection from his daily stress or try to found his lost healthness. Thus, in the parks projecting is offered the chance to increase the own green areas power to instill "good feelings". The same great power is also recognized to the music and the sounds. Then, I tried to join this two strong means for offer a place where this good fellings could add up.

In the first part of this work, was done a deep research on the employ of the sounds in green spaces, a sperimental topic cause never largely treated in Italy. Firstly, were been analized the theories of the canadian composer Raymond Murray Schafer on the Soundscape, specifing what is a soundscape, what is the sound ecology, the noise influence on human life, and the ralationship between man and landscape depending on the sound. Subsequently, were analyzed the most important cases on the employ of the sounds in green spaces that were collected in standard sheets the founded example both in the storic gardens - water, automata and water organs - and in the contemporary gardens - natural materials, sonic playgrounds, sonic paths, and green areas sound design.



Cards sheet

In the second part of the work the research was applied for collecting in a single project some of the cases founded on the sound employs in green areas, and creating a sound-based park called as The quarries' sonic park.. Firstly was coped with the quarries restore problems, especially tha mountain quarries like the one selected for the park in the Rive Rosse biellese site. Secondly it were developed the repatriation project and the sound-based areas placement. The area project was splitted in two smaller areas, different both on spacial feature and thematic feature.



Plan

The first is the lower and the flat one, has free distribution and the seven sound-based areas has mostly playful feature. Here are placed the noisy entrance, the sonic path, the staff, the drops' garden, the hydraulophone and the sonic sculptures' garden, that ideally connect the two part of the park. The second is the upper one and present a leaded distribution. It consist in a pathway that go up toward the "Bric Mazzero" hill; along the walk on are placed six sound-based areas in a sequence conceived to refine the hearing faculty. This areas are the hearing room, the harmonic forest, the singing stones, the belsentire (well-hearing), the belvedere (weel-seeing) and the plateau of silence, where discovered the importance and the beauty of the sound, the visitor can enjoy both the good sight on the panorama, the great aeolian harp harmonies and the newfound soundscape.



Summarizing sheet of different areas drawings

In the restitution demand of an area took away from the nature, was seen the chance for present a project that suggest something of different by the usual naturalistic park; so was took advantage from the great possibility offered by the thesis work to cope with a sperimental assey, and tring to join the different founded cases on employ of sounds in the green areas in a single thematic park; the quarries' sonic park.

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