

# PORTABLE AIR-INFLATED MODULE

## CineArch

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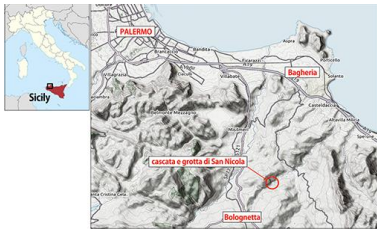
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## PROGRAM

### Site



The world demanding greater cooperation rather than protectionism, acknowledgement of heterogeneity rather than homogeneity. Moreover balance between nature, architecture and human is adequately responsive to the direction of how the world is moving. Students will find the most effective way to install places as 'Cinema Paradiso' by adding some architectural means at peaceful landscape of waterfalls and cave of San Nicola in Sicily

Waterfalls and Cave of San Nicola is located in the territory of Bolognetta in Sicily, in a valley where the two promontories Torretta and Pizzo Cicero create a restriction of the Milicia river. In these enchanting places it will be possible to experience an atmosphere of tranquility and well-being and come into direct contact with the extraordinary nature that the area offers.

### Film: Cinema Paradiso

Cinema Paradiso (Italian: Nuovo Cinema Paradiso) is a 1988 Italian drama film written and directed by Giuseppe Tornatore.

The plot of Cinema Paradiso is loosely based on the story of the Protti family, who have owned a movie theatre in Mantua, Italy, since 1904.

The film stars Jacques Perrin, Philippe Noiret, Leopoldo Trieste, Marco Leonardi, Agnese Nano and Salvatore Cascio, and was produced by Franco Cristaldi and Giovanna Romagnoli, while the music score was composed by Ennio Morricone along with his son, Andrea.

It won the Academy Award for Best Foreign Language Film at the 62nd Academy Awards.

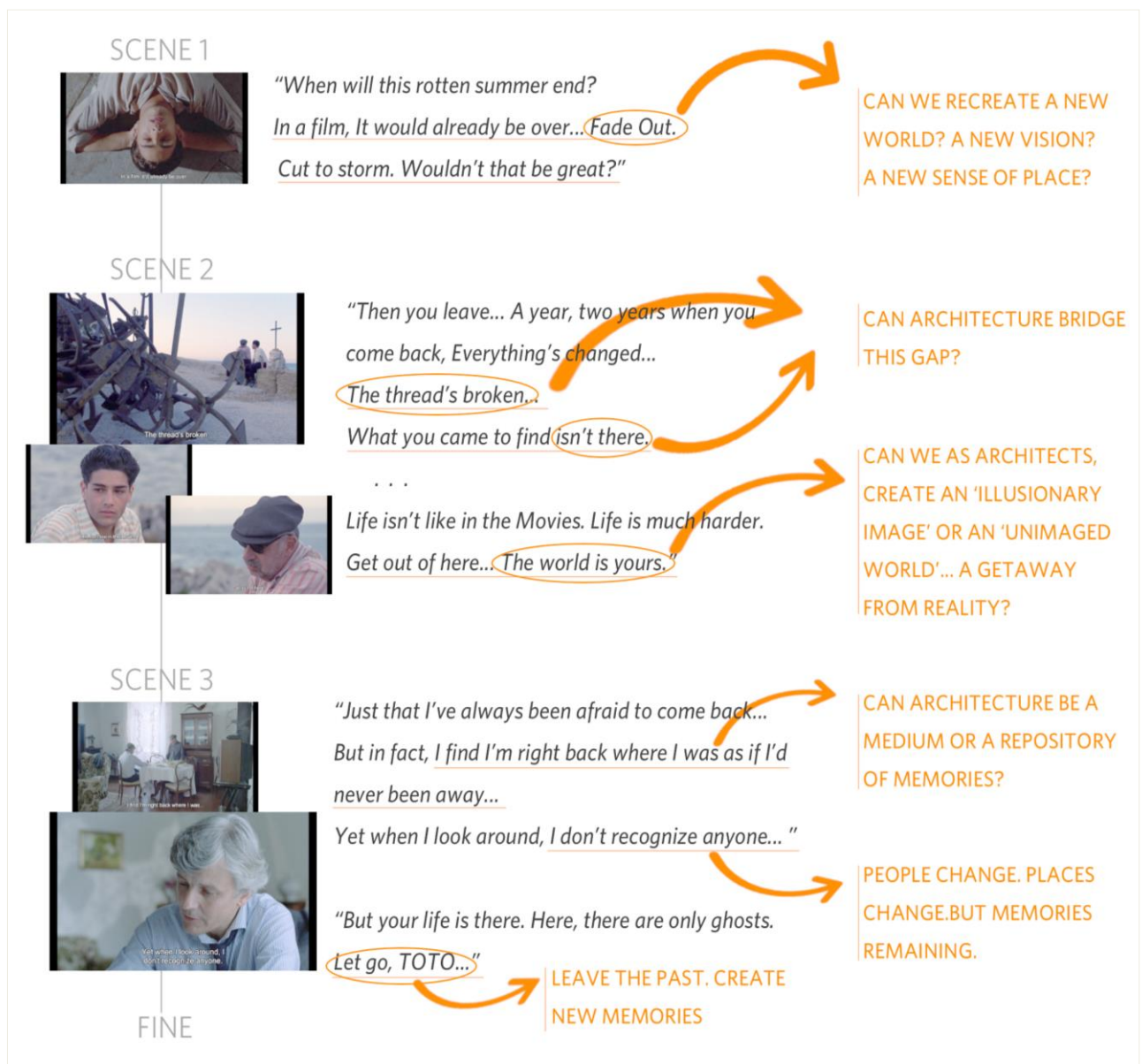


## CINEMA PARADISO

The movie 'Cinema Paradiso' screens a light-hearted, compelling and nostalgic story revolving around Gianca Ido, a Village in Bagheria, Sicily. The story portrays the recollection of childhood memories of Salvatore (Toto) with the people of the town. It explains the connection between 'Characters (people)' and their belonging to a 'Place' through emotions, feelings and thoughts of the characters. The movie gives us an insight about the relation between Time, Place and Memory which can be foundation to establish a new experiential dimension in architecture. After watching the movie, we tried to explore a new perspective of placemaking emphasizing on the connection between cinema and architecture.

We developed our architectural thought by reflecting on the scenes from the movie "CINEMA PARADISO" as follows.

### Movie Scenes



## SITE CONDITION

### LOCATION & CONNECTIVITY

"THE SITE HAS THE POTENTIAL TO CONNECT COASTAL CITIES OF SICILY WITH THE HINTERLAND CITY NETWORK.

WITH THE MINIMAL ARCHITECTURAL INTERVENTION, THIS RURAL LANDSCAPE CAN BE A JUNCTION POINT WHERE BACKPACKERS, TRAVELERS AND NEIGHBORING VILLAGERS CAN REST, RELAX AND SOCIALISE."

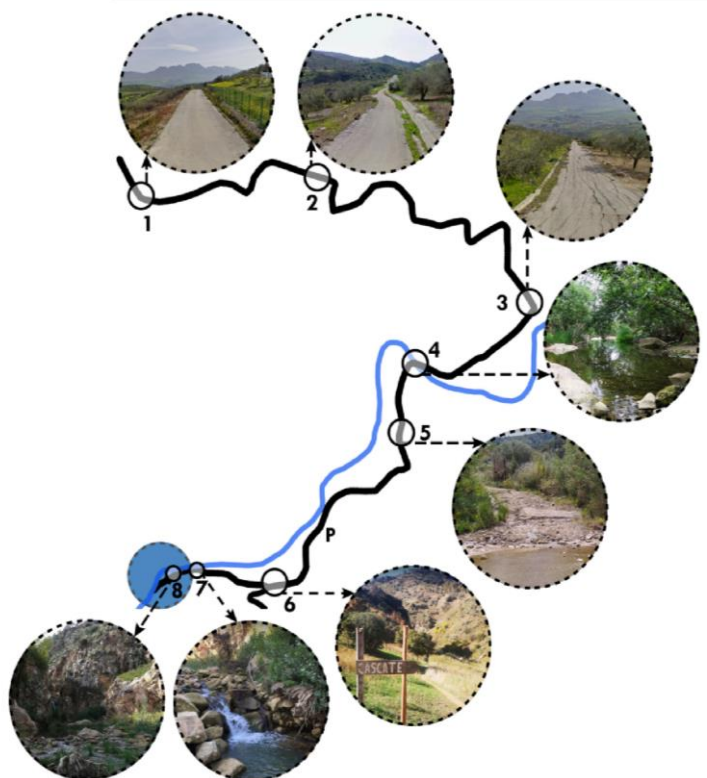


This Sicilian landscape has a strong connection with major cities and can be accessed through two approach roads from Bolognetta. These roads end at a point from where the users walk towards the waterfall. The site can be an interesting 'pause' point for people travelling to the hinterland.

### WALKING ROUTE



- LEGEND**
- PRIMARY ROAD
  - SECONDARY ROAD
  - RIVER
  - WALKING ROUTE
  - P - PARKING, TOILET, WIFI



The 'Walking Route' creates an interesting way of exploring the site with scenic views and places to relax. The surrounding scenery across the route creates a calm and pleasant backdrop for the users. This route can also be used as a biking route and includes a parking place with Wi-Fi and toilets for the users.

## CONNECTION WITH MOVIE SCENE



This scene shows Alfredo turning the square into a movie theatre for the people. With the simple way of turning the projector around, in this scene Alfredo turning the square into a movie theatre for the people. There is no physical change in the existing space, yet it creates a new sense of place.

Our group use this as an inspiration to create a "Portable Air-Inflated Module."

Just like this scene, this module creates a Placeness according to the user's choice and comfort by not harming the nature at all. By assembling the modules with their creativity, it brings back one's childhood memories.

The module is ensemble of Time, Space and Memory.

## PHILOSOPHY



Our design concept start by questioning ;

*"Can Architecture be a bridge to reconnect man and nature by creating unimaginable world?"*

As MARTIN HEIDEGGER said "building back into that domain to which everything that is belongs",

Our group tried to design that will blend with the nature by creating a space where one can escape from the reality

With this design philosophy, we devised "Portable Air-Inflated Module" to provide the space people need while staying on the site.

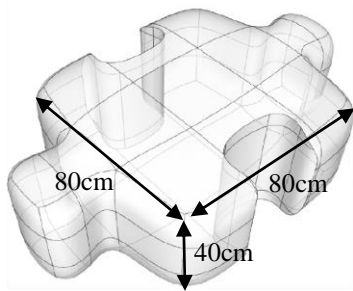
This module is portable tool that can be built in various forms according to the user's choice.

## PORTABLE AIR-INFLATED MODULE

### BASIC MODULES

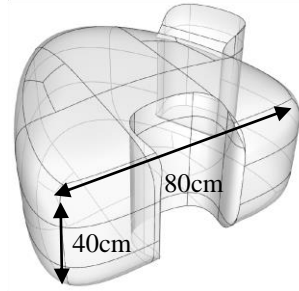
*Three modules are designed for faster and easier assembling of spaces by the users.*

- *Nature Friendly*
- *Reusable, Sustainable*
- *Portable*
- *Entertaining, Variations*
- *Instant*
- *Multi - Functional*



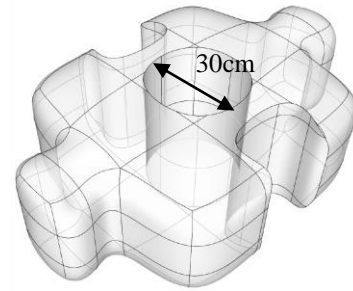
**Main Module**

Used as an 'Interlocking Piece' and also can be used individually



**Connector**

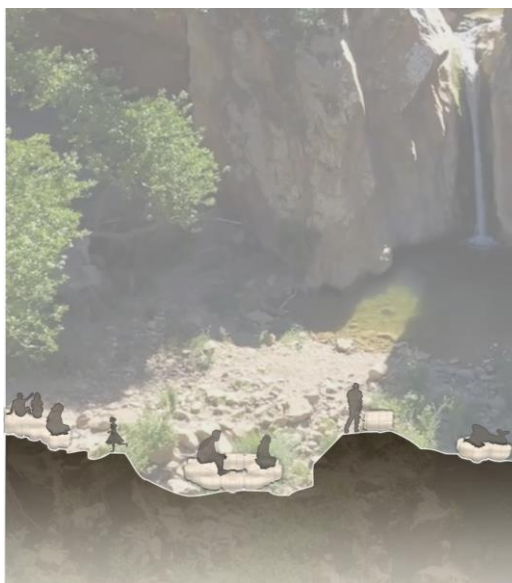
Used to connect two main modules and as an 'Edge Piece'



**Multi-Use Module**

Used as a connector or main module and also as a swim tube

### BLENDING WITH NATURE



*The module can be used at different locations and heights within the site.*

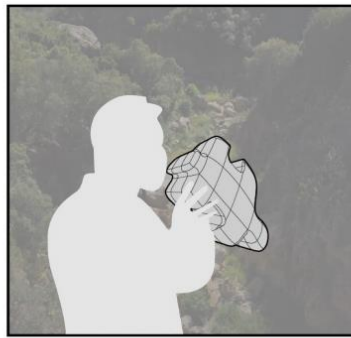
*It has the ability to blend with nature and flexible to adjust on the ground surface of the site.*

*The user has a choice to place the module at any location comfortably and create a temporary space.*

## DIRECTIONS FOR USE



1. Taking the Module



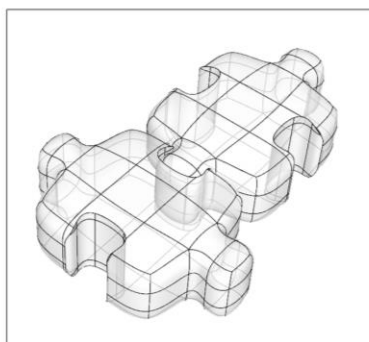
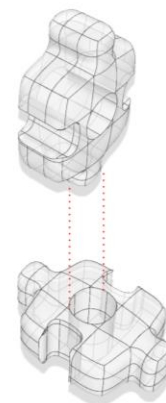
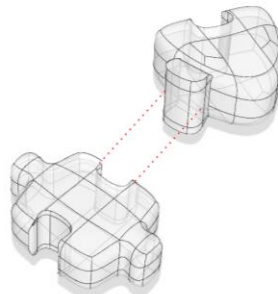
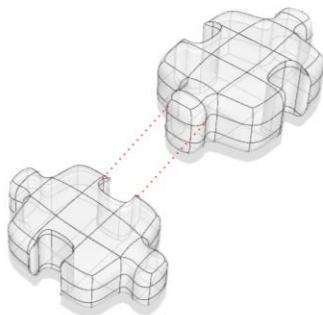
2. Inflate the Module



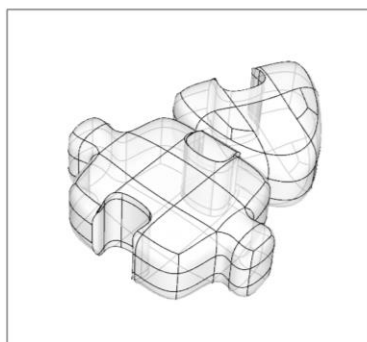
3. Build your own spaces

- While people access the site for events ; They gather in nature for flexible social interaction. The changing natural landscapes of the site can help people to eventually deviate from reality.
- For different events, they form their own space according to their intentions for flexible social activities in nature.
- At the end of the event, people return to reality, and nature retains its perfect state of preservation.

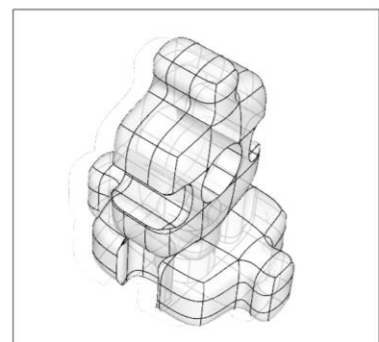
## COMBINATION OF MODULE



HORIZONTAL 1



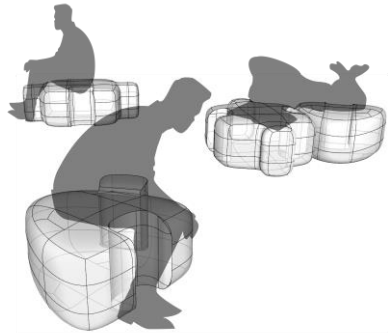
HORIZONTAL 2



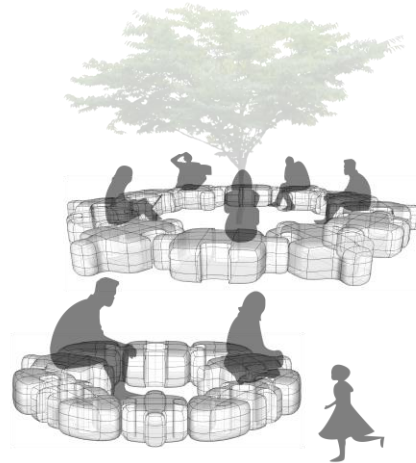
VERTICAL

## ASSEMBLY TYPOLOGIES

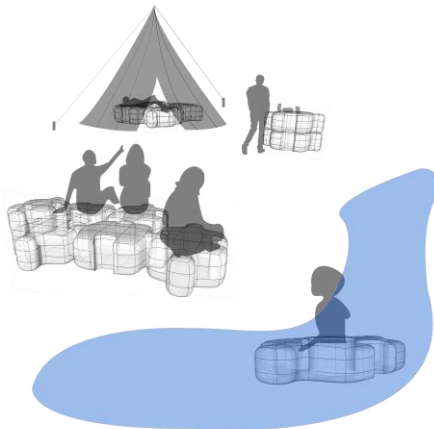
**Type A** *Sit, Relax, Meditate*



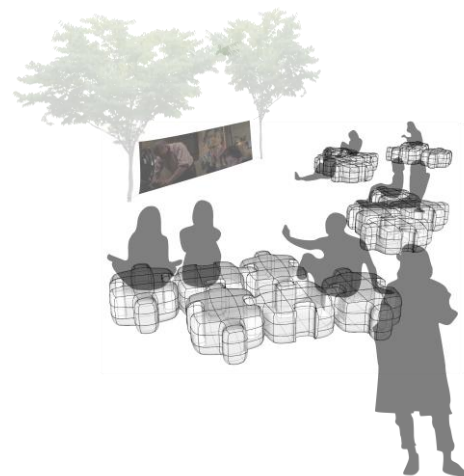
**Type B** *Gathering, Conference*



**Type C** *Camping, Swimming*



**Type D** *Open air theatre*



Users can assemble the modules and create temporary spaces based on their imagination. The forms can be adjusted even on a rough terrain. This process itself can be entertaining and an interesting event for the users.

The individual modules fit for Sitting, Relaxing and Meditating and simply combining them as circular shape, it is perfect for the conference with the atmosphere of gathering. With little more creative assembly methods, Users can turned the nature into a whole new place like Camping and Open air theatre.

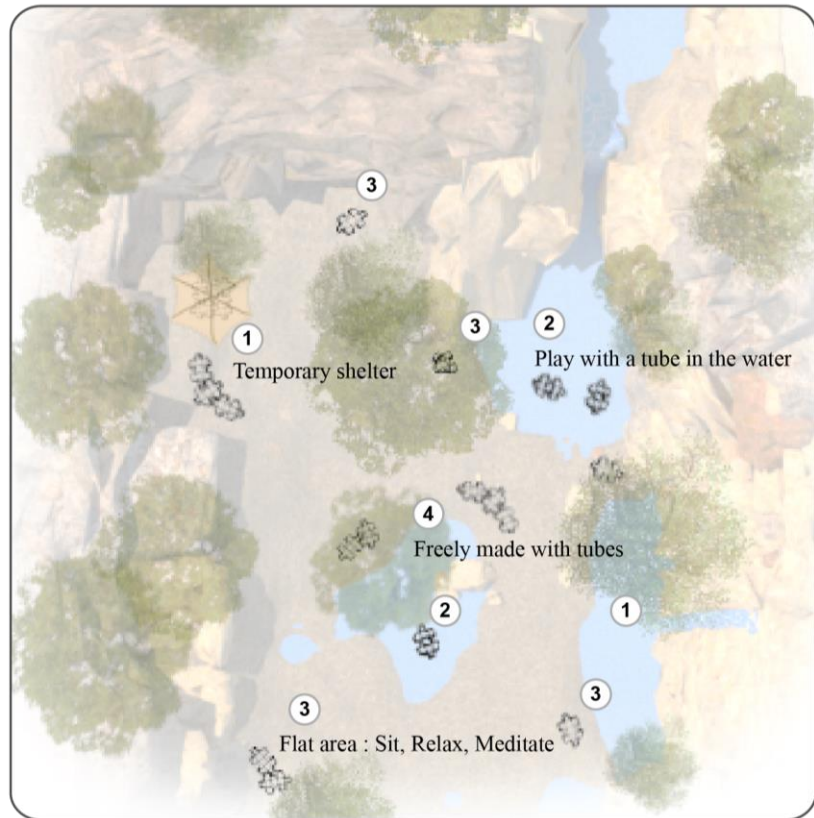
We would like to suggest the choice of color. For individual or smaller group, the natural color that can be blended with surrounding will be good because this color creates more attention to the nature itself.

For larger group, the vivid colors can provide visitor a spatial perception which creates placeness. these colors represent the special events and providing artistic experiences for the users.

## PORTABLE AIR-INFLATED MODULE

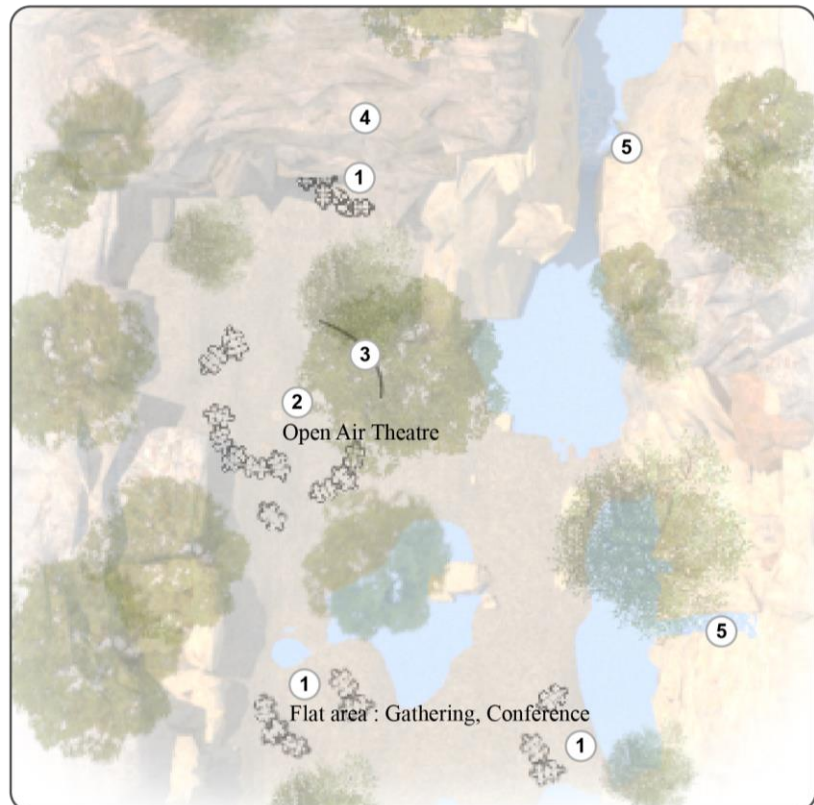
[Scenario - A]

1. Camping
2. Swimming
3. Individual area
4. Playing



[Scenario - B]

1. Conference
2. Outdoor theatre
3. Screen
4. Cave
5. Waterfall





## SCENARIO - A



- FOR SMALLER GROUPS
- THE COLOR OF THE PORTABLE AIR-INFLATED MODULE BLENDS WITH THE SURROUNDINGS.
- THIS COLOR CREATES MORE ATTENTION TO THE NATURE ITSELF

## SCENARIOS - B



- FOR LARGER GROUPS
- THESE COLORS REPRESENT THE SPECIAL EVENTS AND PROVIDING ARTISTIC EXPERIENCES FOR THE USERS.
- VIVID COLORS PROVIDE VISITOR A SPATIAL PERCEPTION WHICH CREATES PLACENESS