

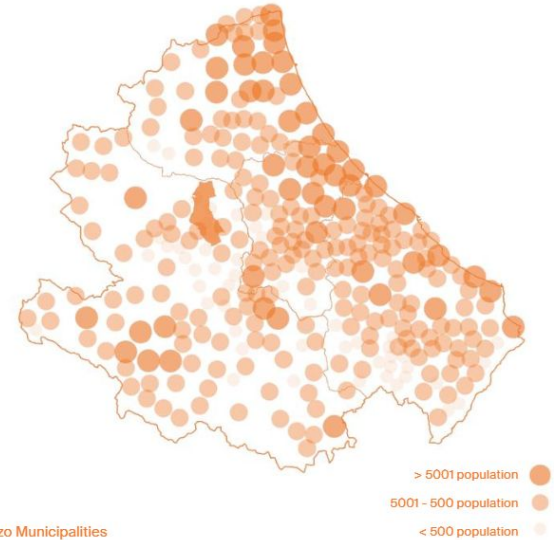


AWARENESS OF THE PAST AND RESPONSIBILITY FOR THE FUTURE: DIFFUSED REGENERATION OF BARONIA

- The idea is to give life to these abandoned cities by creating a network that allows for further cooperation between the four villages.
- So the goal will be to strengthen the existing community and generate interest in new people outside the local community who have a passion for local traditions and contribute to an innovative environment through this project.
- Restarting the local economy of these amazing, amazing things, potential places by calculating population decline by increasing controlled ecotourism services and enhancing the characteristics and characteristics of the place where people always live in these villages.
- Based on these assumptions, we want to develop a tangible project, based on reuse and sustainability, with a focus on urban renewal and landscaping of the place, which is unique in relation to the natural heritage.

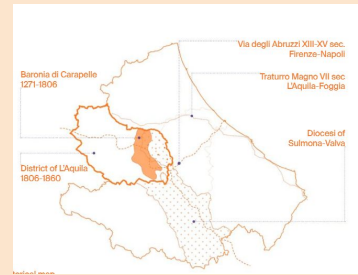
# ABRUZZO MUNICIPALITIES

- **sparsely populated** areas but they have great development resources.
- the settlement transformations have changed the distribution of the population on the territory of Abruzzo. The territorial fabric has been fragmented into **small units**, most of which have less than 5000 inhabitants.
- migratory movements have impoverished the demographic fabric of Abruzzo.



Img. 8 - Abruzzo Municipalities

# BARONIA OF CARAPELLE



## IS INCLUDES

- SANTO STEFANO DI SESSANIO
- CARAPELLE CALVISIO
- A CASTELVECCHIO CALVISIO
- CALASCIO
- CASTEL DEL MONTE
- VILLA SANTA LUCIA DEGLI ABRUZZI

- THE MUNICIPALITIES OF THIS AREA ARE MARKED BY A STRONG HISTORICAL IDENTITY THAT HAS HAD IN THE LATE MIDDLE AGES AND EARLY RENAISSANCE ITS MAXIMUM SPLENDOR.
- DUE TO THE DEMOGRAPHIC DECLINE, THAT BEGAN WITH THE TWO WORLD WARS, THEIR TERRITORIAL, CULTURAL AND SOCIAL IDENTITIES HAVE BECOME INCREASINGLY WEAK.
- THE DECREASE IN POPULATION AND THE HIGH INDEX OF AGEING HAVE CAUSED A REDUCTION IN ECONOMIC ACTIVITIES, IN PARTICULAR AGRICULTURAL ONES.

# ANALYSIS

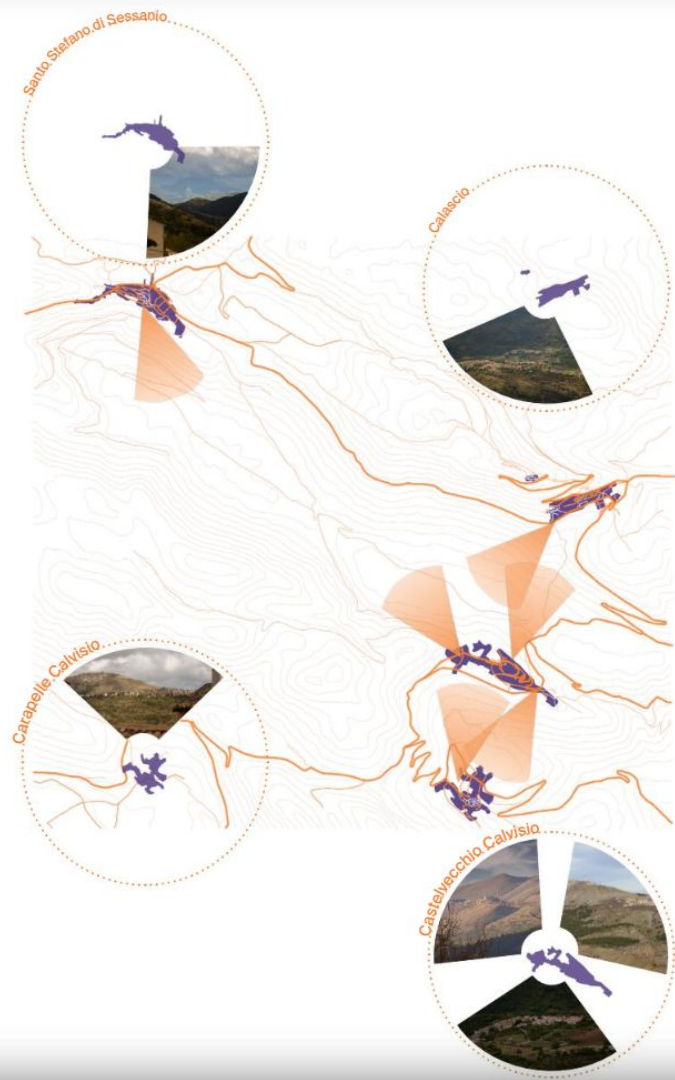


THROUGH THE STUDY OF A SPECIFIC BIBLIOGRAPHY AND THE ON-SITE VISIT, IT WAS DECIDED TO DEVELOP ANALYSES AT FOUR DIFFERENT SCALES

- NATIONAL SCALE:
  - IT'S LOCATED IN AN AREA WITH A STRONG NATURALISTIC VALUE, AS IT IS LOCATED BETWEEN SEVERAL NATURAL PARKS.
  - IT CAN ALSO BE NOTED THAT THE SITE IS IN AN AREA OF HIGH SEISMIC AND LANDSLIDE RISK.

- REGIONAL SCALE
  - IS CLOSE TO THREE AND REGIONAL PARKS OTHER LARGE NATURAL PARKS .
  - THIS REGION IS RICH IN TYPICAL PRODUCTS.
  - IS THAT A LARGE A PERCENTAGE OF THE TERRITORY OF ABRUZZO IS WOODED AND FRAGMENTED BY AGRICULTURAL AREAS.

- BARONIA SCALE
  - ALMOST ALL THE VILLAGES ARE LOCATED ON HIGH GROUND. ( CONTROL ENEMIES)
  - ALL THE VILLAGES WERE BUILT ON THE TAP OF THE MOUNTAIN, WHERE THE HISTORIC CENTRE IS NOW LOCATED, AND THEN OVER TIME THEY EXPANDED AND DEVELOPED ALONG THE SLOPES TOWARDS THE VALLEY WHERE AGRICULTURE AND LIVESTOCK BREEDING DEVELOPED

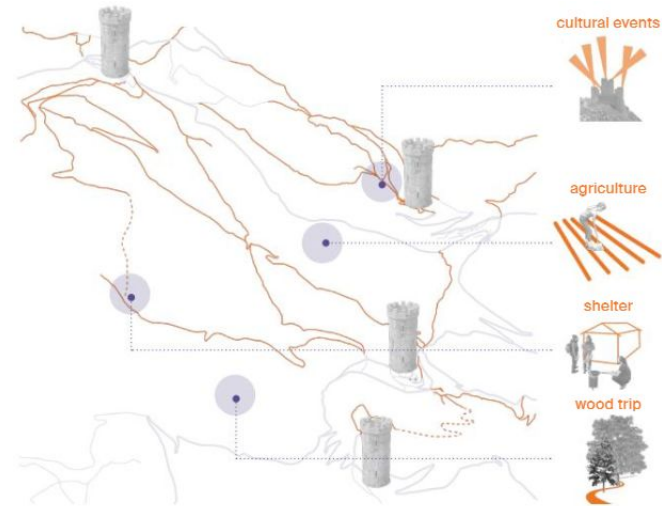
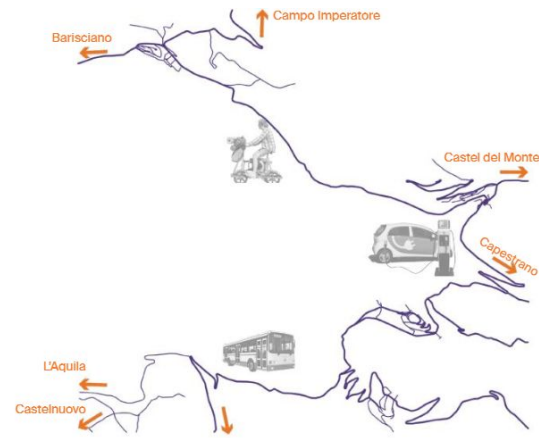


-MOSTLY THE FOUR VILLAGES ARE CONNECTED BY A **MAIN ROAD**, BUT THERE ARE ONLY A FEW PEDESTRIAN AND BICYCLE PATHS.

- IT TAKES ABOUT **FIVE TO TEN** MINUTES TO GET FROM ONE VILLAGE TO ANOTHER.

-THESE VILLAGES ARE LACKING IN **COOPERATION**.

-THE IDEA OF CREATING **TOWERS**, AND NEW **LANDMARKS**, DOES NOT FORESHADOW THE **VISUALLY LINKING** OF THE FOUR VILLAGES OF BARONIA. THE TOWERS ARE ALSO RELATED TO THE **HISTORY** OF THESE VILLAGES AS IN THE PAST,



# URBAN SCALE

-the **green areas** that create a **buffer** between the village and the surrounding nature, consisting of woods and agricultural fields, are mostly uncultivated and abandoned.

- conditions are due to a progressive **abandonment** that began in the 1960s and various **seismic** events, such as that of 2009.





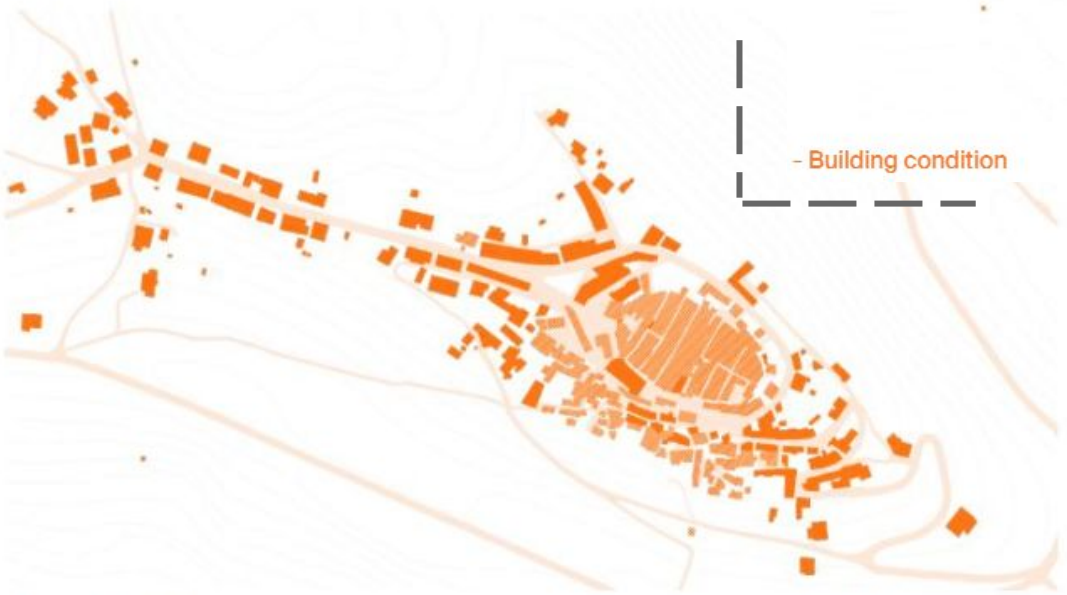
-IN THE VILLAGE THERE ARE ONLY A FEW ESSENTIAL FUNCTIONS , THERE IS A SMALL MARKET WITH BASIC NECESSITIES, TWO RESTAURANTS, THE TOWN HALL AND THE POST OFFICE. THERE ARE A FEW BED AND BREAKFASTS AND ONE GUESTHOUSE. FROM THE INTERVIEWS, HOWEVER, IT EMERGED THAT ALL THESE REALITIES DO NOT COOPERATE WITH EACH OTHER, MAKING IT DIFFICULT TO CARRY OUT EVEN SMALL .



THE BUILDINGS THAT MAKE UP THE URBAN FABRIC CAN BE CLASSIFIED INTO THREE CATEGORIES: POOR, MEDIUM AND GOOD CONDITIONS



- Building condition



- Abandoned building

-Abruzzo is the one with the greatest number of parks and protected areas: three National Parks, one Marine Protected Area, one Regional Park and over thirty Nature Reserves, a record that makes the region the largest naturalistic area in Europe, the true green heart of the Mediterranean.

-As can be seen, in each park there are common species, but also types of vegetation that characterise the individual parks.



Gran Sasso  
national park  
2364 species

1



Majella  
national park  
2100 species

2



Abruzzo  
national park  
2000 species

3



Sirente-Velino  
regional park  
1570 species

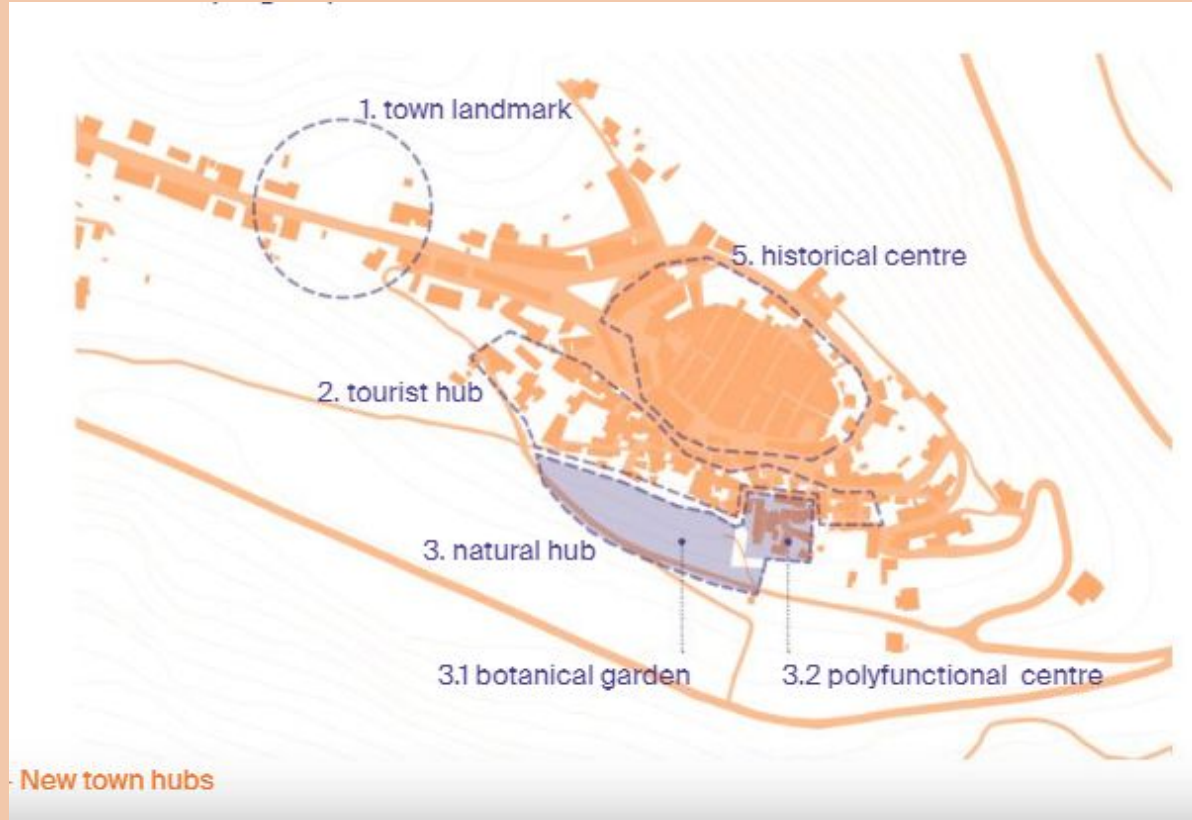
4

Different parks vegetation



CASTELVECCHIO CALVISIO.

- CASTELVECCHIO CALVISIO IS THE VILLAGE WHICH, AFTER VARIOUS ANALYSES AND REASONING, WAS CHOSEN AS THE HEART OF THE PROJECT.
- FOLLOWING THE DEVELOPMENT OF THE NETWORK OF PATHS CONNECTING ALL THE VILLAGES OF BARONIA.



The part of the old stables, now completely abandoned, will be reused to form a tourist hub. The buildings in this part of the town will be reused to provide all useful services for tourists.

The southern part is now a semi abandoned green area; a natural hub has been planned for this area, a botanical garden that recreates the typical flora of Abruzzo on a small scale. A multifunctional centre will be attached to it.

The village's landmark, as mentioned above, will be a tower. It has been positioned in a strategic place, at the entrance to the village, and thanks to its size it will be visible from all the villages in the barony, and at the same time it will be an excellent vantage point over the surrounding landscape



1. town landmark



2. tourist hub



3.1 botanical garden



3.2. polyfunctional centre

# THE HISTORICAL CENTRE,

now completely uninhabited, is characterised by particular and interesting buildings: the ground floors are all used as wine cellars, while the upper floors are former dwellings. Hence the idea of reusing the cellars, now disused, as areas for art installations and events. The upper floors, on the other hand, resume their former function as dwellings, but following a particular distribution method.



cinema



music



visual art exhibition




summer end festival "sagra"

THE ANALYSES SHOWED THAT THE HISTORICAL CENTRE OF CASTELVECCHIO IS ENTIRELY PEDESTRIAN AND BUILT ON SLOPES; BASED ON THIS STUDY, THE HOUSES IN THE OUTER CIRCLE WILL BE ALLOCATED TO THE INHABITANTS WHO LIVE IN THE VILLAGE ALL YEAR ROUND, AS THE BUILDINGS ARE MORE EASILY ACCESSIBLE, IN THE INTERMEDIATE CIRCLE THERE WILL BE HOUSES FOR TEMPORARY INHABITANTS AND FINALLY, THE HEART OF THE HISTORICAL CENTRE, THE MOST CHARACTERISTIC BUT ALSO THE MOST DIFFICULT TO REACH, WILL BE ALLOCATED TO TOURISTS, TOGETHER WITH THE AREA OF THE OLD STABLES. IT CAN THEREFORE BE SAID THAT THE STRATEGY WILL BE ALMOST ENTIRELY BASED ON A PHILOSOPHY OF REUSING EXISTING BUILDINGS. ONLY HIGHLY UNSAFE STRUCTURES WILL BE SECURED AND PARTIALLY DEMOLISHED IN ORDER TO CREATE SMALL GREEN SPACES EVEN WITHIN THE HISTORIC CENTRE, WHICH CURRENTLY LACKS THEM.








number of buildings:  
42

This map shows a cluster of buildings in a central urban area. The buildings are represented by orange rectangles of varying sizes. A central core of buildings is highlighted in a darker orange color, indicating they are 'houses for workers'. The surrounding buildings are in a lighter shade of orange.

number of users:  
84

total mq:  
2237mq

**houses for workers**



number of buildings:  
89

This map shows a larger cluster of buildings in a central urban area, similar to the one above. The buildings are represented by orange rectangles. A larger central core of buildings is highlighted in a darker orange color, indicating they are 'houses for tourist'. The surrounding buildings are in a lighter shade of orange.

number of users:  
222

total mq:  
4638mq

**houses for tourist**

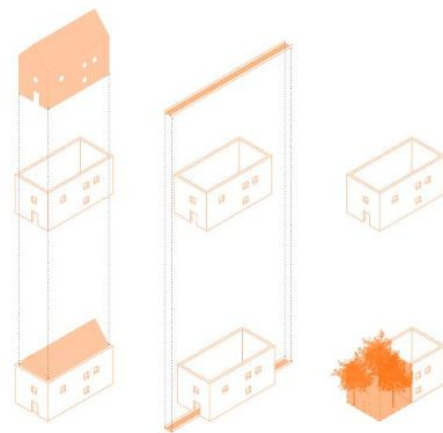


number of houses:  
14

number of reuse green area:  
4

total mq:  
2154mq

Img. 43 -Green areas



Reusing existing building scheme

# INTRODUCTION

Project goals:

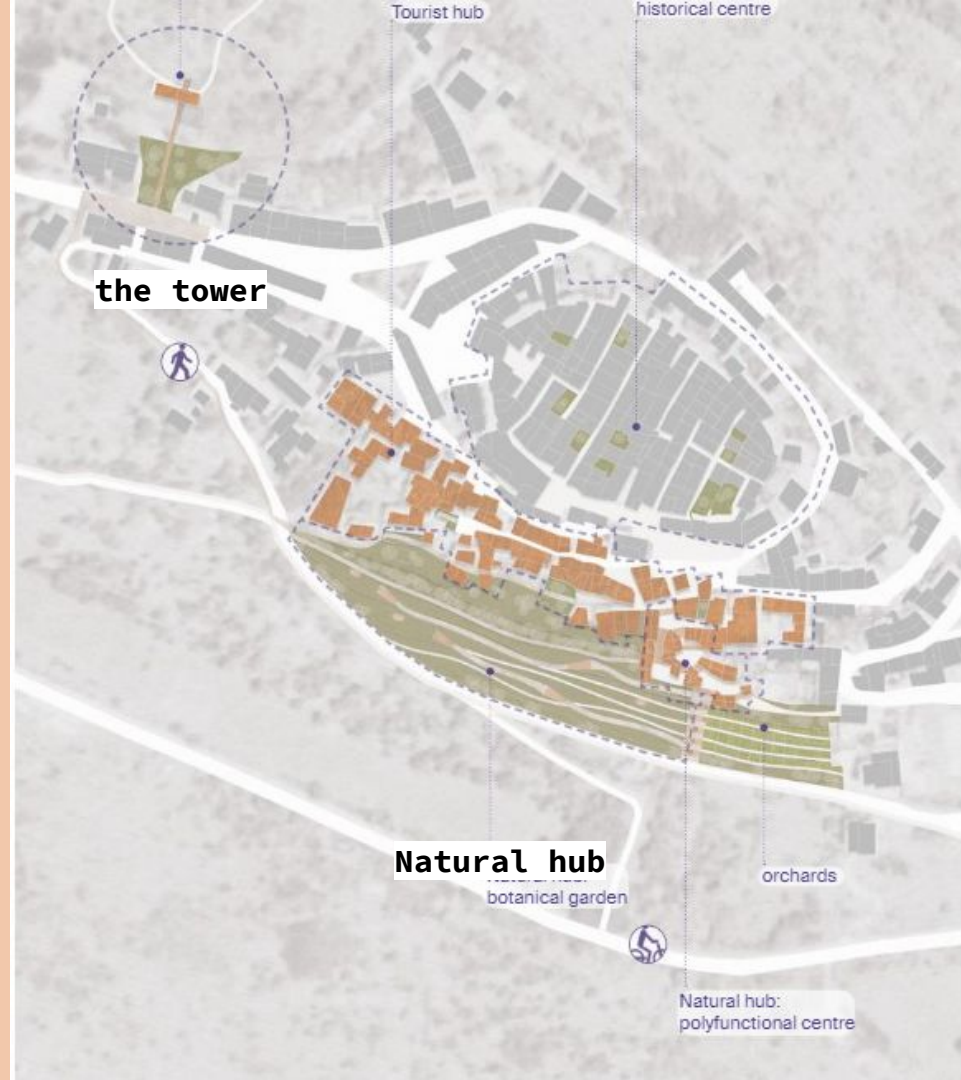
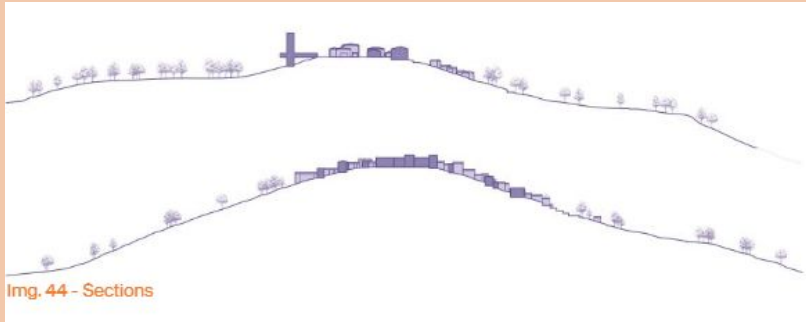
- restarting the local economy
- contrasting depopulation through the increase of services and controlled ecotourism and enhancing the characteristics and peculiarities of the place.

THE IDEA WAS TO INTERVENE IN DIFFERENT POINTS OF THE VILLAGE THAT COULD WORK TOGETHER TO CREATE A NETWORK ALSO ON AN URBAN SCALE.



# MASTERPLAN

- THE DISTINCTION OF THE BUILDINGS THAT WILL BE REUSED IS CLEARLY VISIBLE.
- THE TOWER EXCEEDS THE HEIGHT OF ALL THE SURROUNDING BUILDINGS, SO THAT IT CAN BE SEEN FROM ALL AROUND.
- THE TOWN LANDMARK AND THE NATURAL HUB WILL BE THE PARTS OF THE PROJECT THAT WILL BE DEVELOPED THE MOST





## TOWN LANDMARK



**thanks to its height**, acts both as a visual connection between the villages of Baronía and as a belvedere over the whole area.

it was therefore decided to **design towers in each village**, so that they would be clearly visible from each village during the day, but also at night through an installation of lights

the idea of a building that becomes **immaterial as it rises**, blending into the sky, reducing the visual impact that a tower might have and balancing the viewer's vision of the landscape.



Terrace and bike shop view



Gallery interior



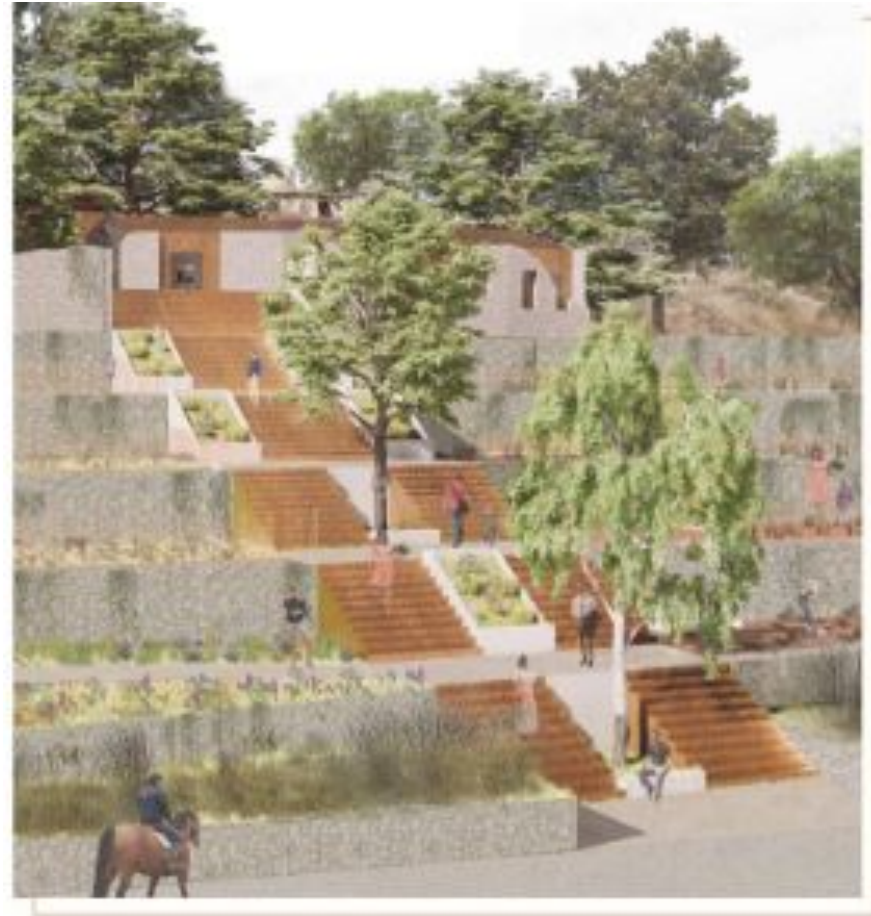
Terrace view



Interior - elevator

# NATURAL HUB

these two areas are physically divided by a large corten staircase from which it is possible to access, from different levels, both the urban gardens and the natural hub. In addition, this staircase is equipped with green spaces that play with heights so as to accommodate trees or flowers in such a way as to blend into the context in which it is located.

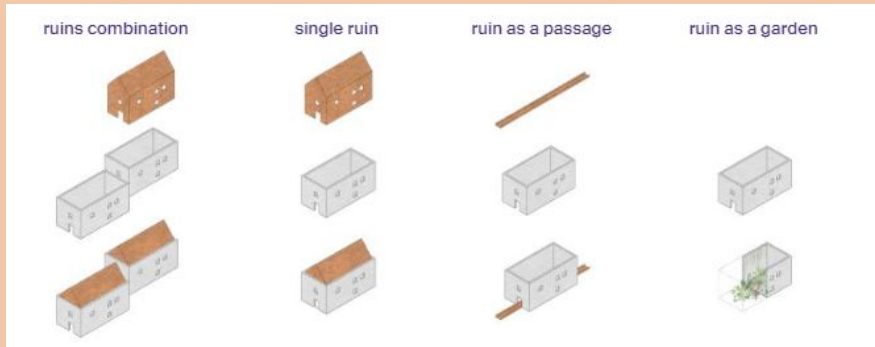






# POLYFUNCTIONAL CENTRE

THE ABANDONED AND DILAPIDATED BUILDINGS NEXT TO THE BOTANICAL GARDEN, WHICH CAN BE ACCESSSED VIA THE STAIRCASE DESCRIBED ABOVE, ARE INTENDED TO BE PART OF A MULTIPURPOSE CENTRE HOUSING: A COVERED MARKET, A CAFÉ, A LIBRARY, SERVICES, AN INFO POINT, OFFICES AND A SMALL WAREHOUSE MADE AVAILABLE TO CITIZENS FOR THE NEW URBAN GARDENS. IT CAN BE SAID THAT THIS MULTIFUNCTIONAL CENTRE BRINGS TOGETHER BOTH THE TOURIST AND THE CITY REALITY



THE BEST COMPROMISE WAS SOUGHT TO MAKE THE OLD AND THE NEW COEXIST

# THE MATERIALS

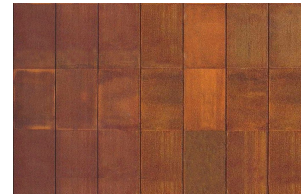
The materials used are both preexisting, such as stone for the outer walls, and new, such as corten, which was chosen not only for its properties as a sustainable, recyclable material with excellent mechanical resistance, but also for its aesthetic appearance, making the project highly visible in relation to the existing building. Corten also has a “ruined” appearance and blends well with the aesthetics of the old village. The interiors are covered with plaster and the openings are all in polymethylmethacrylate (Plexiglas). In addition, waste material and rubble from the demolished stone walls will be used for the external paving of the multifunctional centre and the botanical garden



south elevation



west elevation

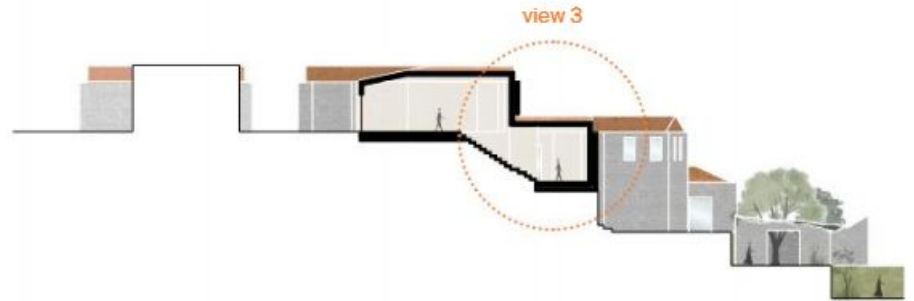


corten

# LIBRARY



view 3



section B, library

