

# PORT FOLIO PROJECTS

MARCO MAZZOLA / 2016



# MARCO MAZZOLA ARCHITECT

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# TRUCCA PARK PAVILION

The key concept of this project is the pavilion overlap on the existing paths of the park.

The building has a simple compact form marked by a cantilever roof and by a raised basement crossing the existing path. These two structural elements define an exterior covered public space in which people can stay or just pass by.

The pavilion is closed on its shorter sides and permeable on its longer, allowing the view towards the hills and the lake. The plan is arranged around a central service core which defines the

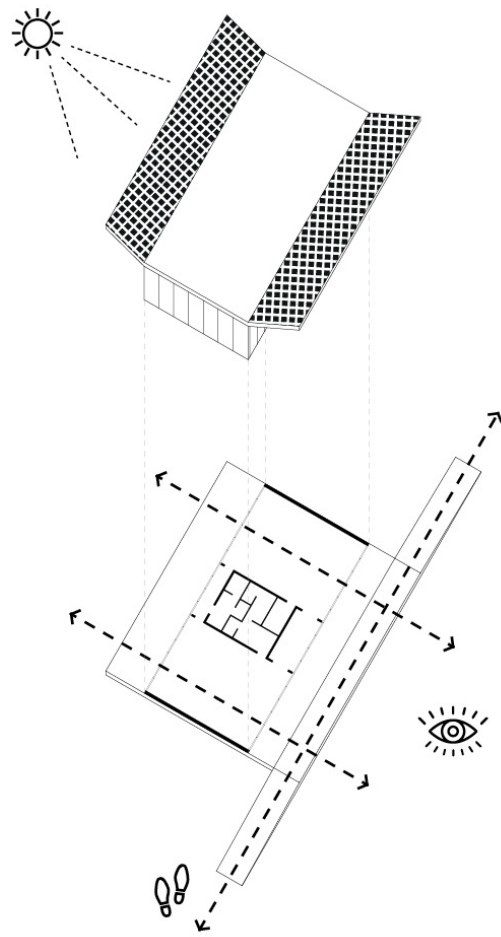
spaces demanded by the program: a coffee bar and a multipurpose room for classes and small events.

The building has a timber structure (LVL and x-lam) and a copper cladding. The metal has a red color contrasting with the park green tones at the beginning; then, with the work of time and rain, the metal will turn green and light blu matching the park color palette.

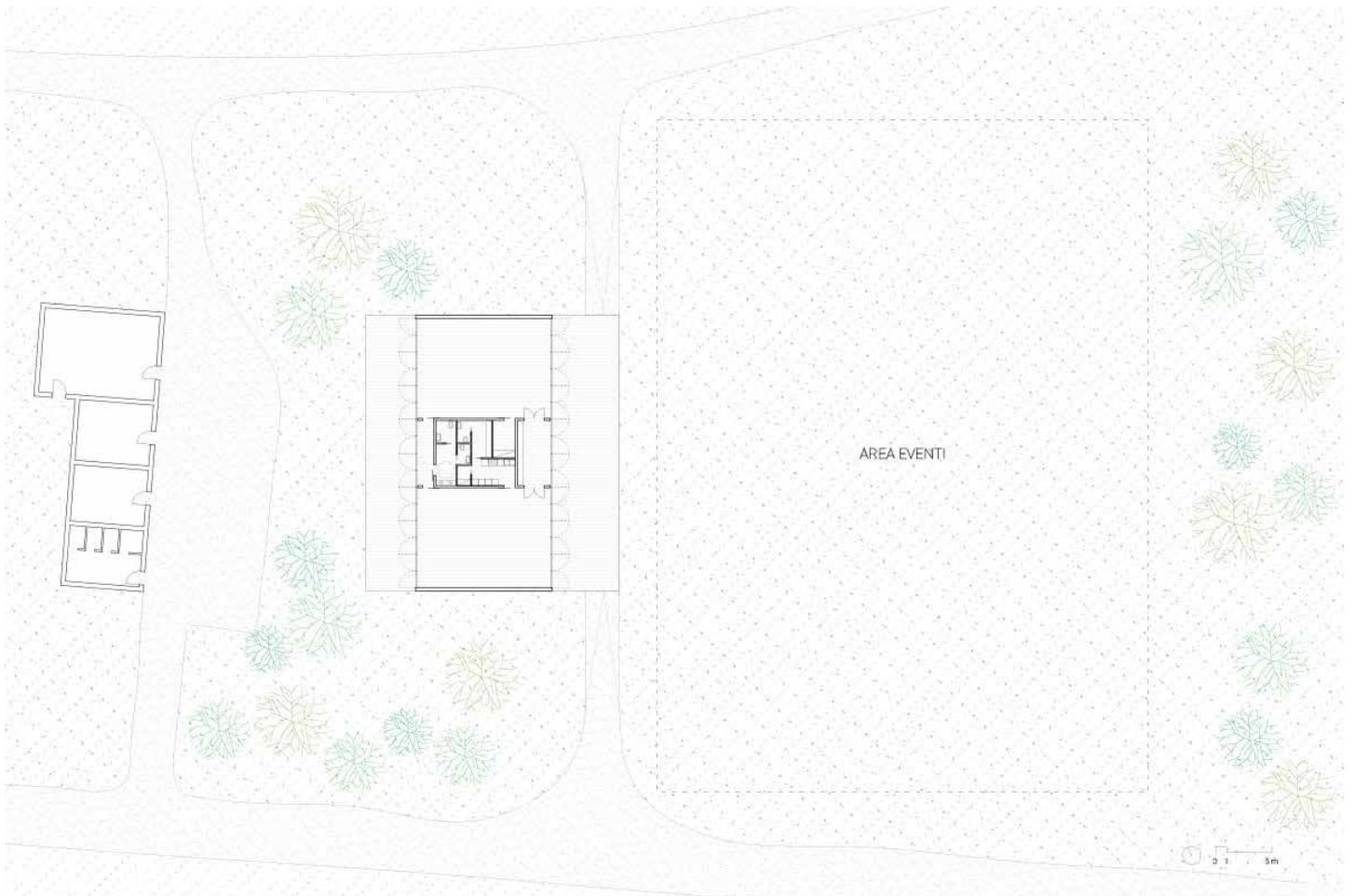
Finally, the roof upper face is covered with solar cells for energy production and climate control.

YEAR:	LOCATION:	PROGRAM:	TEAM:	STATUS:
2016	TRUCCA PARK (BERGAMO)	FACILITY PAVILION	MARCO MAZZOLA ALESSANDRO MENINI	COMPETITION PROPOSAL



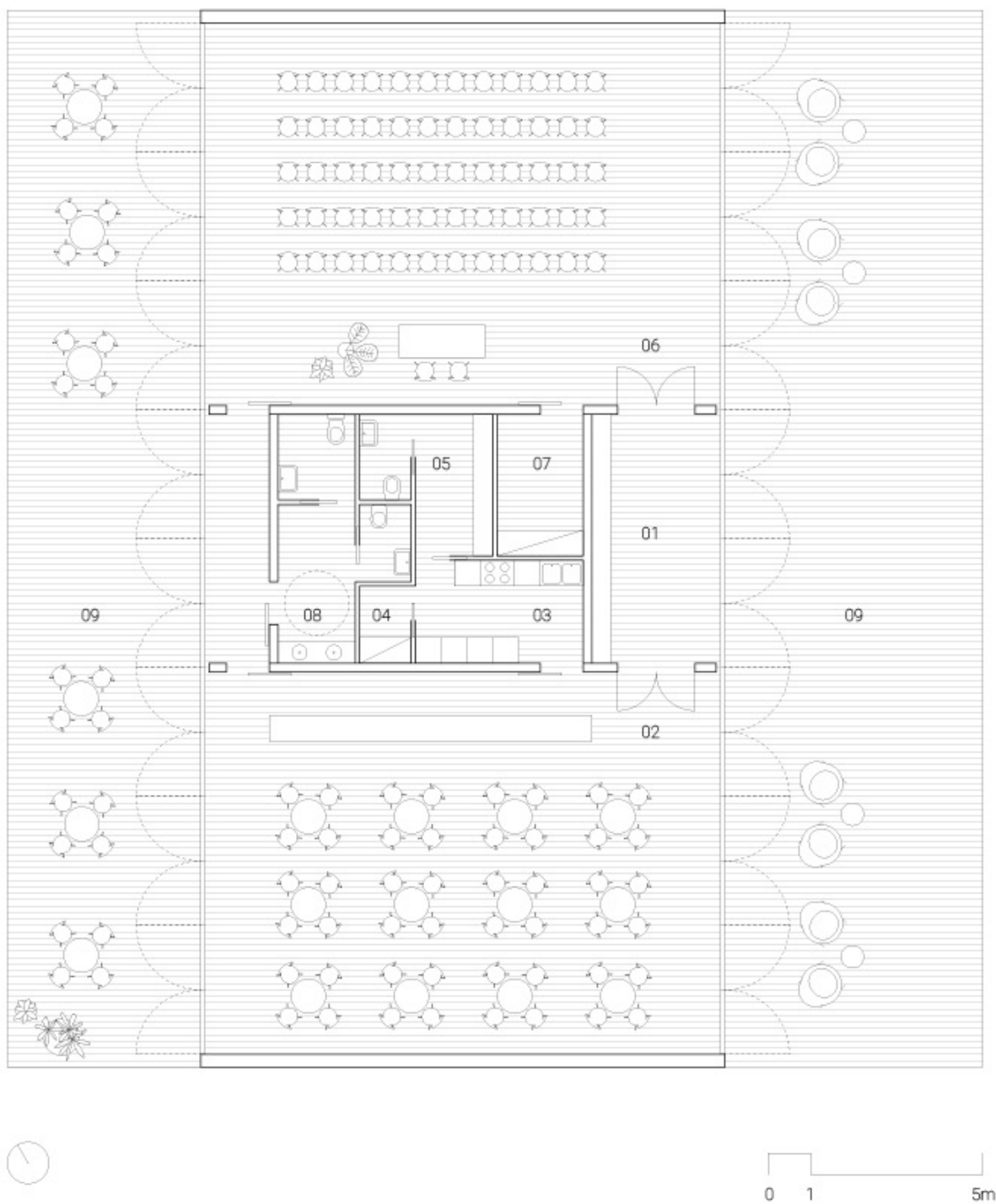


Concept



General plan





**Legenda:**

01. Ingresso / 02. Bar / 03. Cucina / 04. Dispensa / 05. Servizi per il personale /  
06. Sala polivalente / 07. Locale di servizio / 08. Bagni per il pubblico / 09. Dehor

Pavilion plan

Celle fotovoltaiche

Struttura della copertura

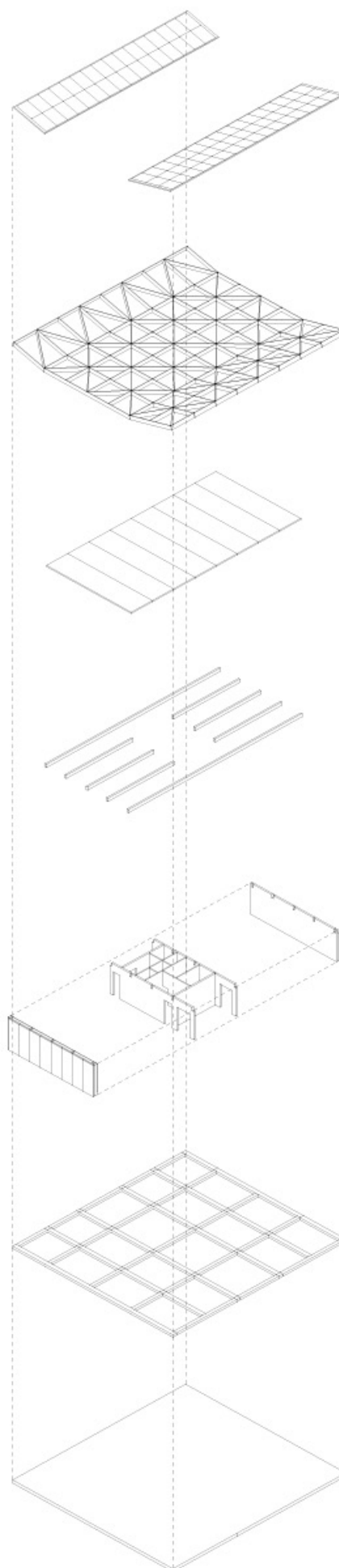
Solaio in legno x-lam

Travi in legno microlamellare LVL

Setti portanti in legno x-lam

Telaio in travetti prefabbricati

Fondazione a platea



Structural axonometric exploded



View of the pavilion



View of the pavilion with copper cladding oxidized



# CULTURAL CENTRE “G. MILESI”

## CULTURE HOUSE IN 4 STEPS:

### 1. (RE)ENACTING A CONTEXT

We will preserve the existing building - an early XX century villa then used as a police station - and design an extension. We will make a “post-production” process on the existing situation to set up a new context and a new set of relationships.

### 2. ACTING ON THE EXISTING BUILDING

The existing house is completely gutted (a part from the beautiful stone stairs) and its interiors redesigned to suit properly to the new program. The old external plaster-work is removed to reveal the stone walls and the walls are painted white. The old roof is removed and replaced with a new white metal chimney-shaped roof providing new light to the interiors and laying on the building as a new layer of history.

### 3. GRAFTING THE NEW:

The extension is a new building “tween” of the existing one and linked to it. It is embedded in the hillside and rotated respect the existing house, to define new perspectives both on the historical town centre and the mountain landscape. The new volume is clad with black local natural stone while the big windows are modelled on the landscape perspectives and made vibrant with a golden metal sheet.

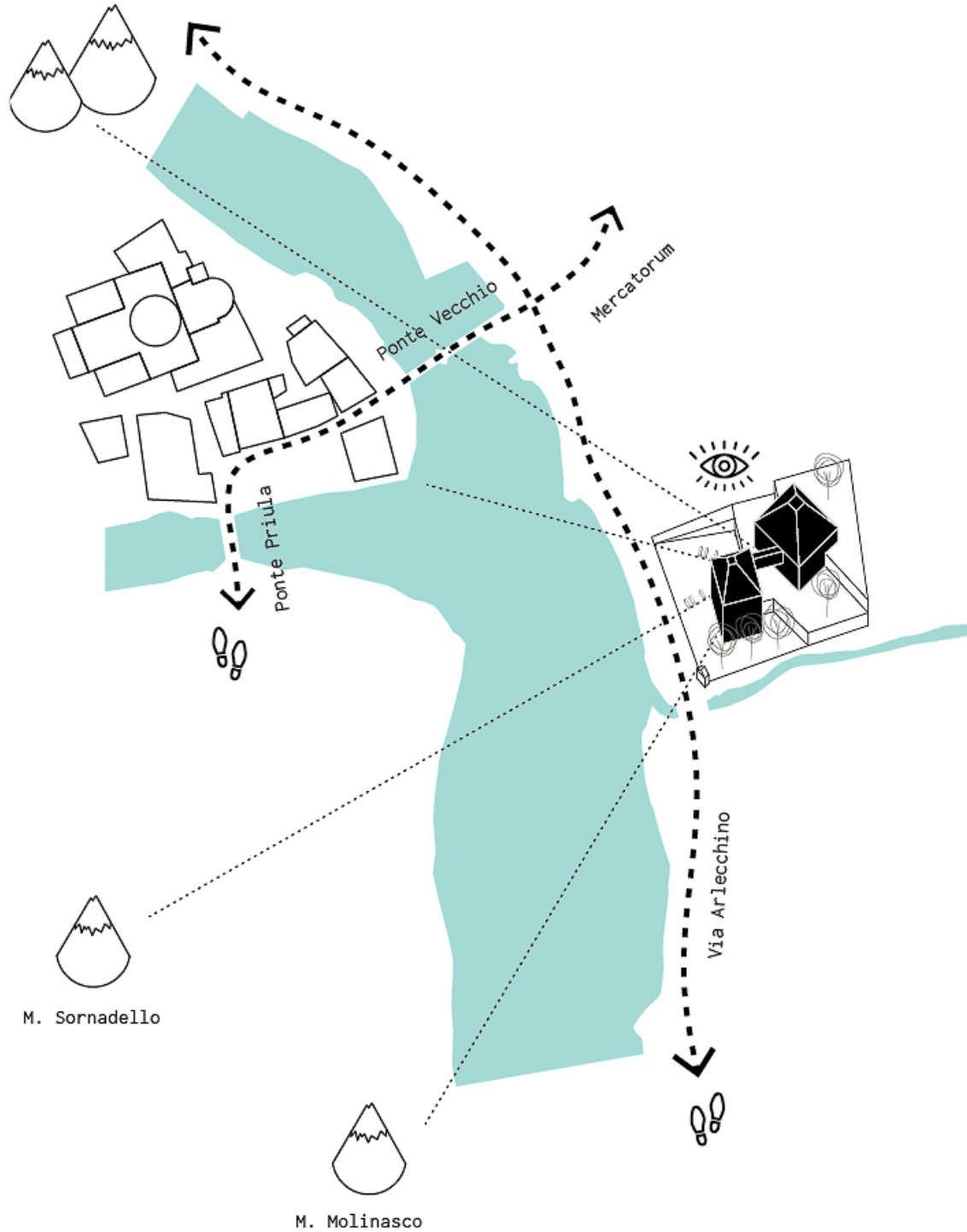
### 4. MAKING PUBLIC SPACES:

The relationship between the old and the new buildings produces a system of public spaces with pavement and garden organized in three levels following the natural slope of the ground. They are the connective tissue linking the river promenade, the old building and the new one.

YEAR:	LOCATION:	PROGRAM:	TEAM:	STATUS:
2016	SAN GIOVANNI BIANCO (BERGAMO)	MUSEUM LIBRARY	MARCO MAZZOLA MICHELE CAVALLERI	COMPETITION PROPOSAL



M. Cancervo e Venturosa



Context and project

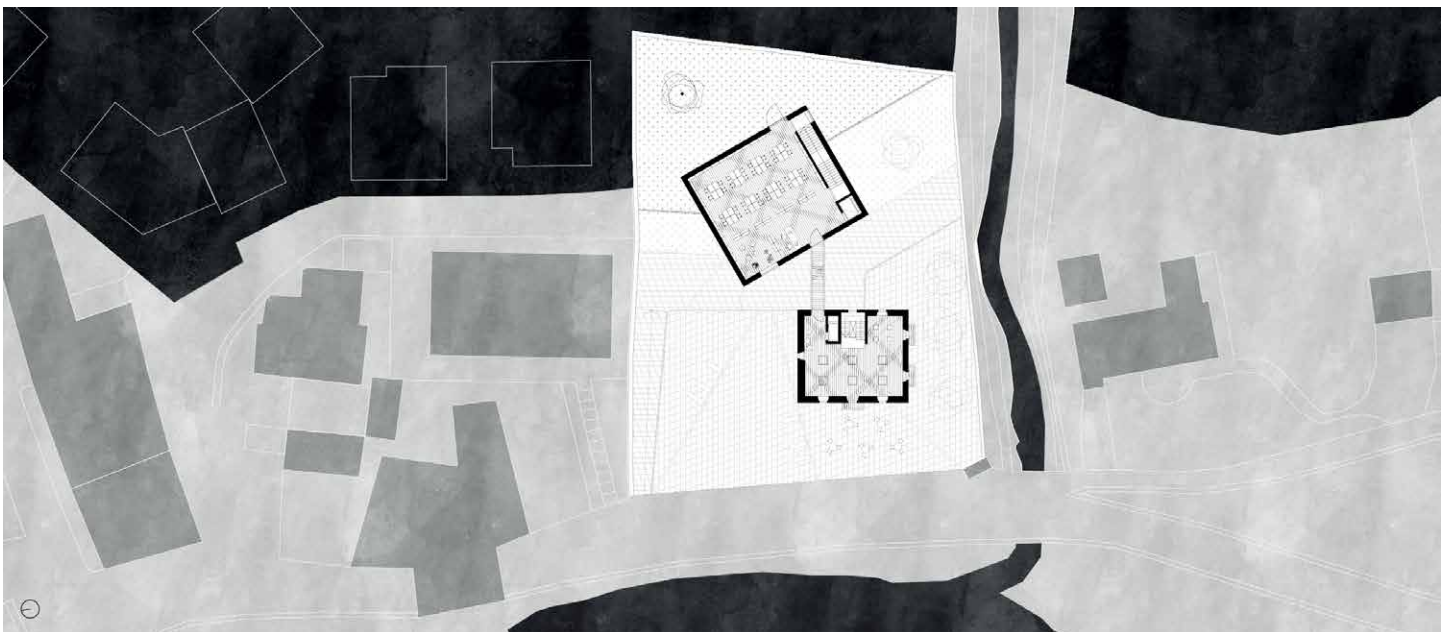




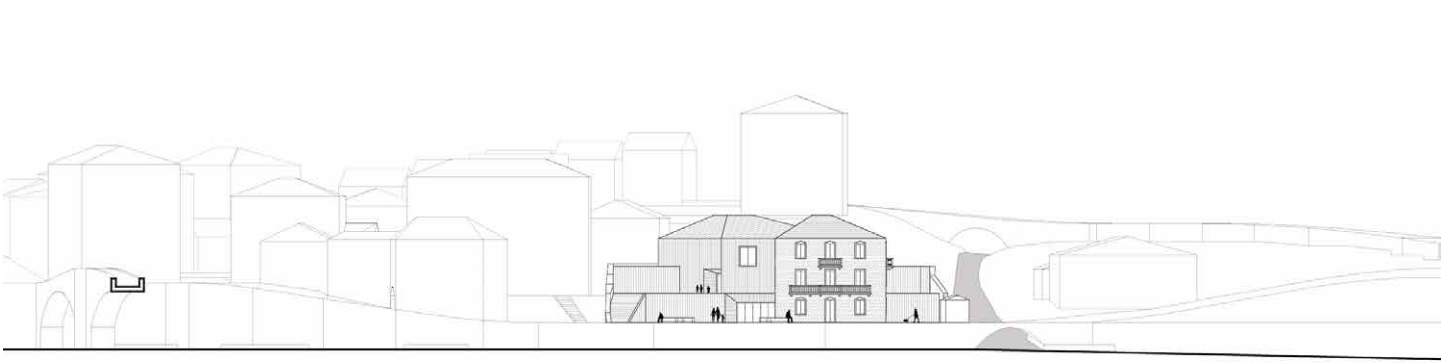
Ground floor plan



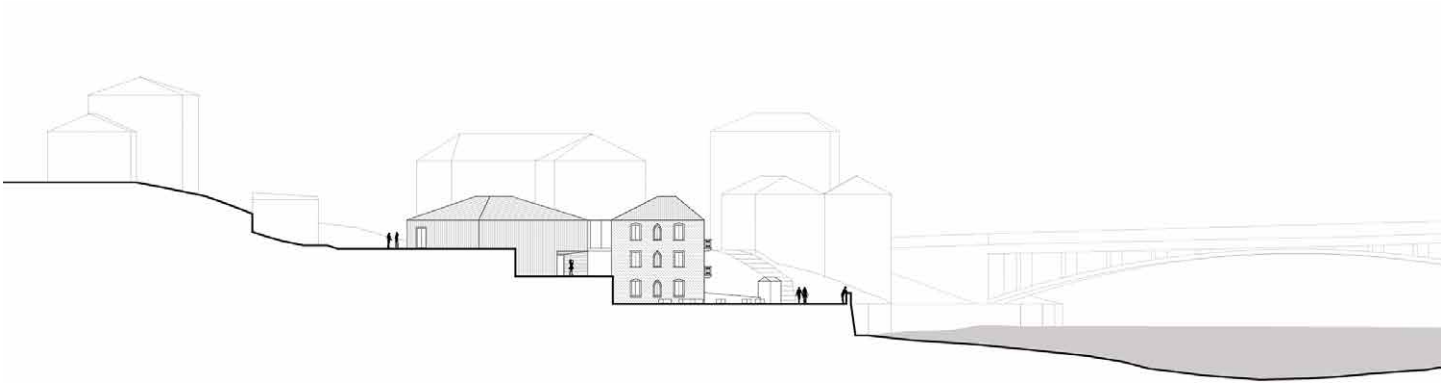
1st floor plan



2nd floor plan



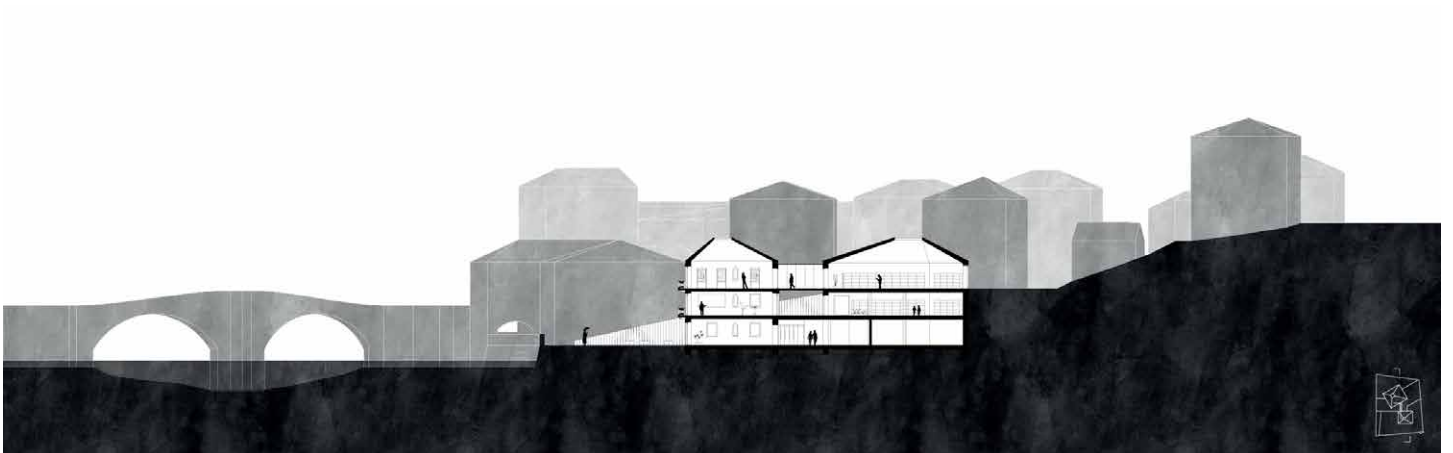
West front



North front



South front



Section





New entrance from the riverside promenade



Reading hall

# MI4345 – TOPOGRAPHY OF MEMORY

This project is part of a wider research lead by the Design for Conflict Heritage Lab based in Politecnico di Milano, a multidisciplinary think tank which investigates new ways for memorial forms. The aim of the lab is to make them less monumental, more communicative and more close to everyday life, saving the memory but in a less dramatic way.

Our project MI4345 – Topography of Memory collects and communicates the most relevant WWII places of memory in Milan. People can discover all these places on the web app [www.mi4345.it](http://www.mi4345.it) with its interactive and geo-tagged map.

In April 2015, on the occasion of the 70th anniversary of Italy's Liberation Day, we used laser-cut cardboard stencils and chalk spray paint to mark the city with QR codes, revealing the topography of memory – which is invisible nowadays – and linking the physical city places with the digital contents on the website. Moreover, 4000 paper maps of the topography of memory have been spread out in different places of the city.

After 70 years, the invisible memories of buildings, streets and squares have been recalled for few days, until the QR codes have been erased by the rain.

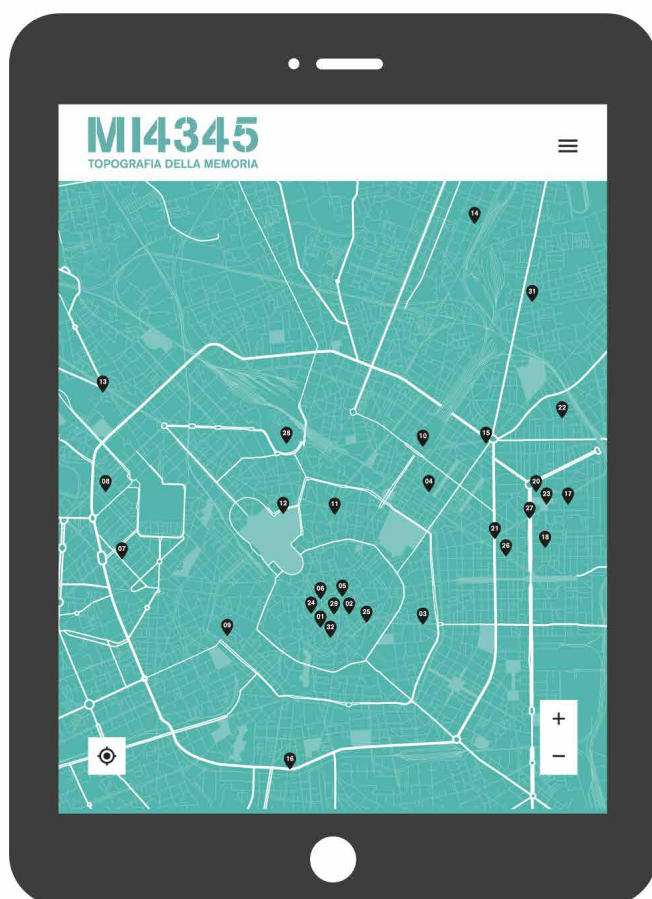
YEAR:	LOCATION:	PROGRAM:	TEAM:	STATUS:
2015	MILANO	TEMPORARY MEMORIAL	MARCO MAZZOLA ALESSANDRO MENINI	COMPLETED (APRIL 2015)







[www.mi4345.it](http://www.mi4345.it)



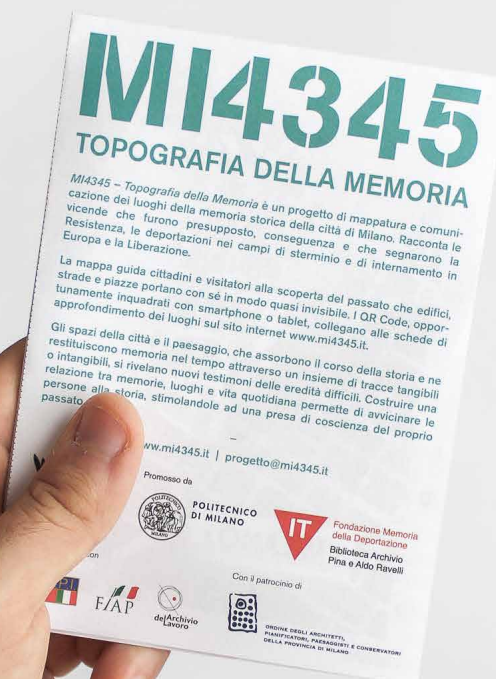
[www.mi4345.it](http://www.mi4345.it)







Paper map



Paper map











# URBAN STATION: RELOADED

At the beginning of the 1950s the architect Mario Bacciocchi designed a set of futuristic petrol stations resembling spacecrafts for the Italian petrol company Eni. One of the most impressive of them stands out beautiful and dismissed in Milan.

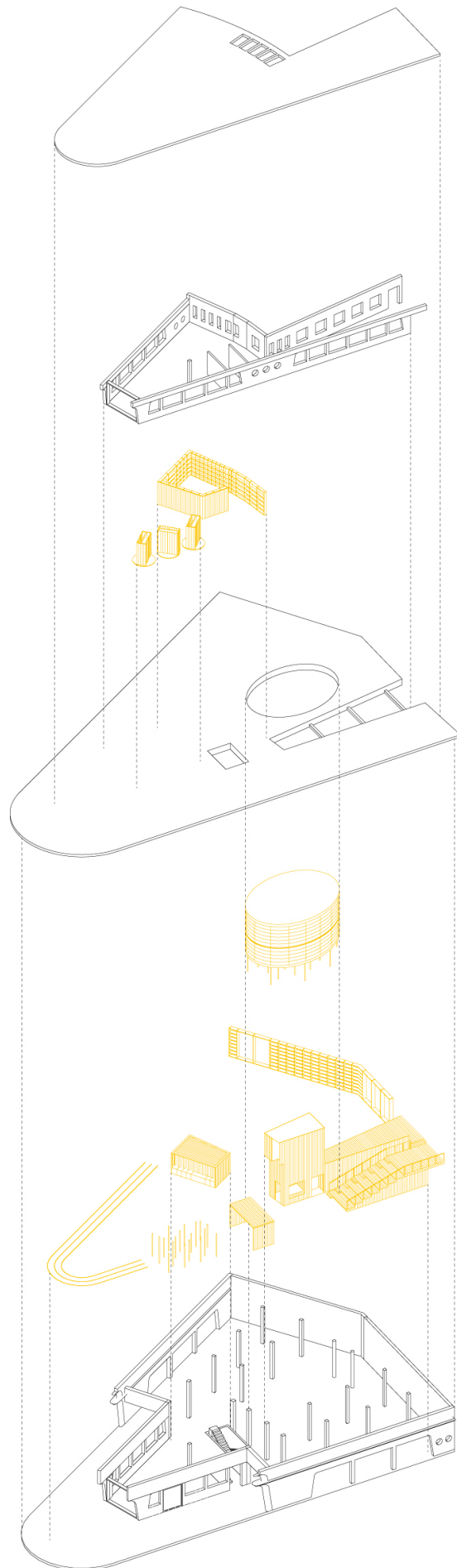
Our proposal for its adaptive reuse is to convert the station into a coworking hub for participate and open source projects for the city of Milan.

To solve the program we have design a set of steel and wooden elements hosting facilities and defining different types of working environments. The only radical action on the building is the demolition of the existing skylight and its replacement with a new translucent volume suspended between inside and outside hosting a meeting room. This element is a light catalyst for the workspaces during the day and a landmark for the city during the night.

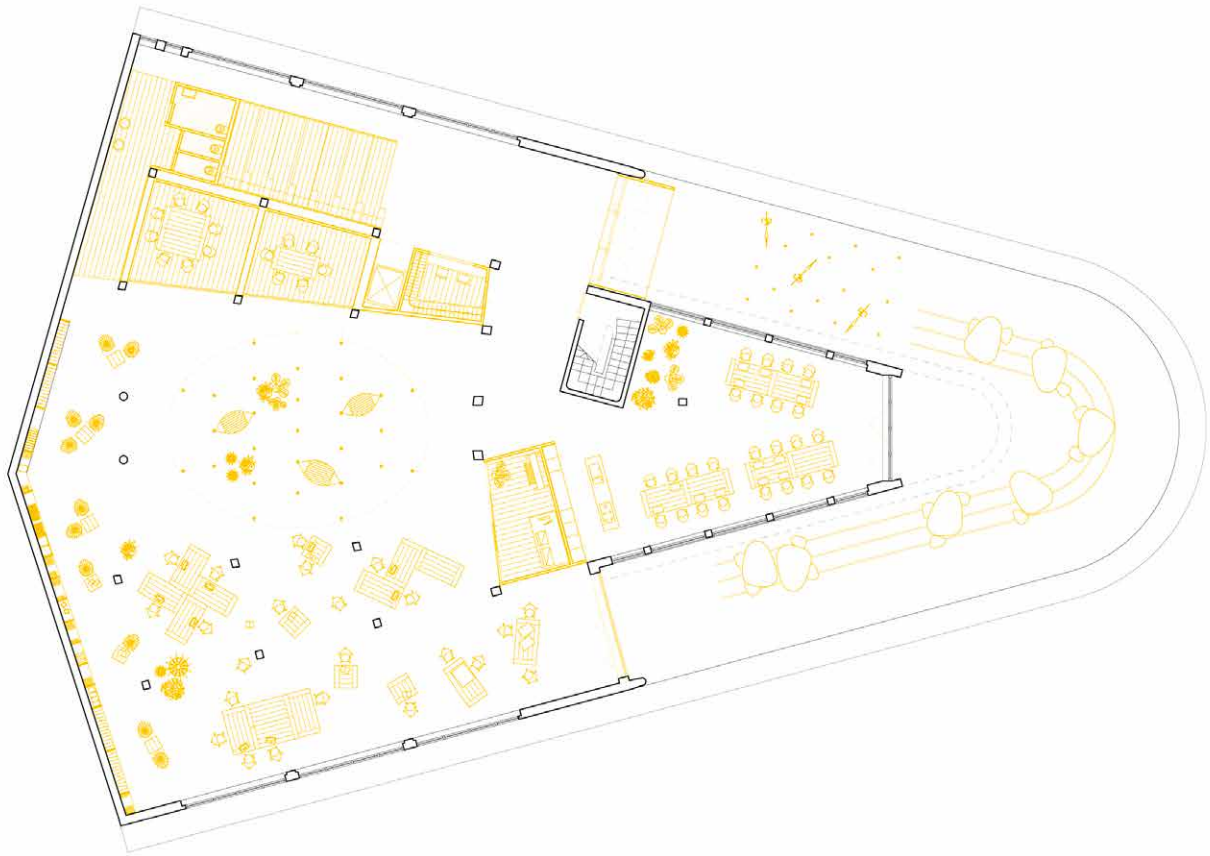
YEAR:	LOCATION:	PROGRAM:	TEAM:	STATUS:
2012	MILANO	ADAPTIVE REUSE COWORKING	MARCO MAZZOLA ALESSANDRO MENINI	ACADEMIC PROJECT



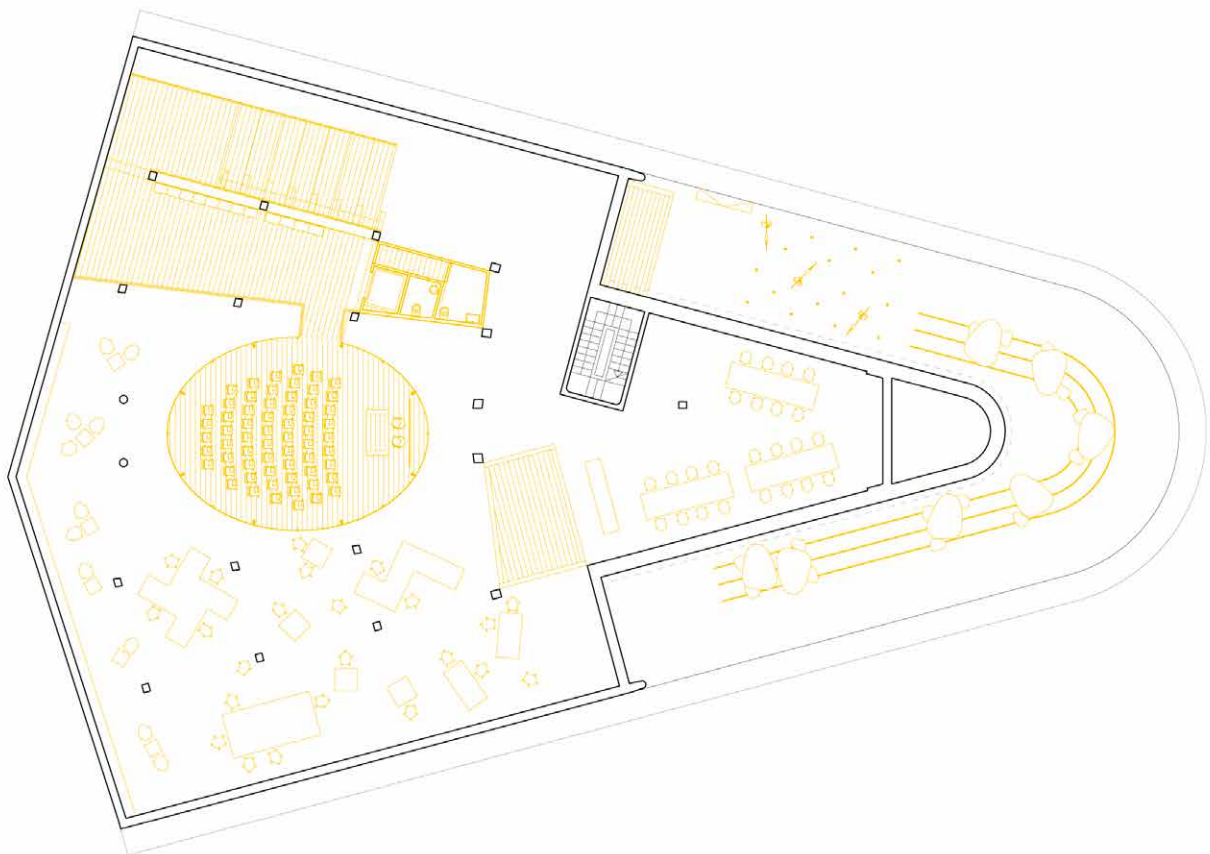




Axonometric exploded



Ground floor plan with work spaces



New mezzanine with suspended meeting room



Section



Section



View on the main working space



View from the new mezzanine



# WEISSENHOF HOSTEL

In 1927, Mies van der Rohe invited the most important architects of the Modernism to design one or more residential buildings in the experimental Weissenhof Siedlung in Stuttgart, which had to be a manifesto of modern urbanism and architecture.

The new hostel has to be located in the plot next to the House 14-15 designed by Le Corbusier. The plot is empty from the WWII, when the bombings destroyed the Hilberseimer's house which raised there, and

present a 4 meter height difference from west to east, due to its position on the hillside.

This topographic situation has become the project key concept: a horizontal concrete plate hosting the building public facilities links the two levels and its roof becomes a new urban public space; at the north side the plate bends vertically to host the rooms and opening in a wooden facade changing depending on how the hosts open or close their room windows.

YEAR:	LOCATION:	PROGRAM:	TEAM:	STATUS:
2011	STOCCARDA	HOSTEL	MARCO MAZZOLA ALESSANDRO MENINI	ACADEMIC PROJECT



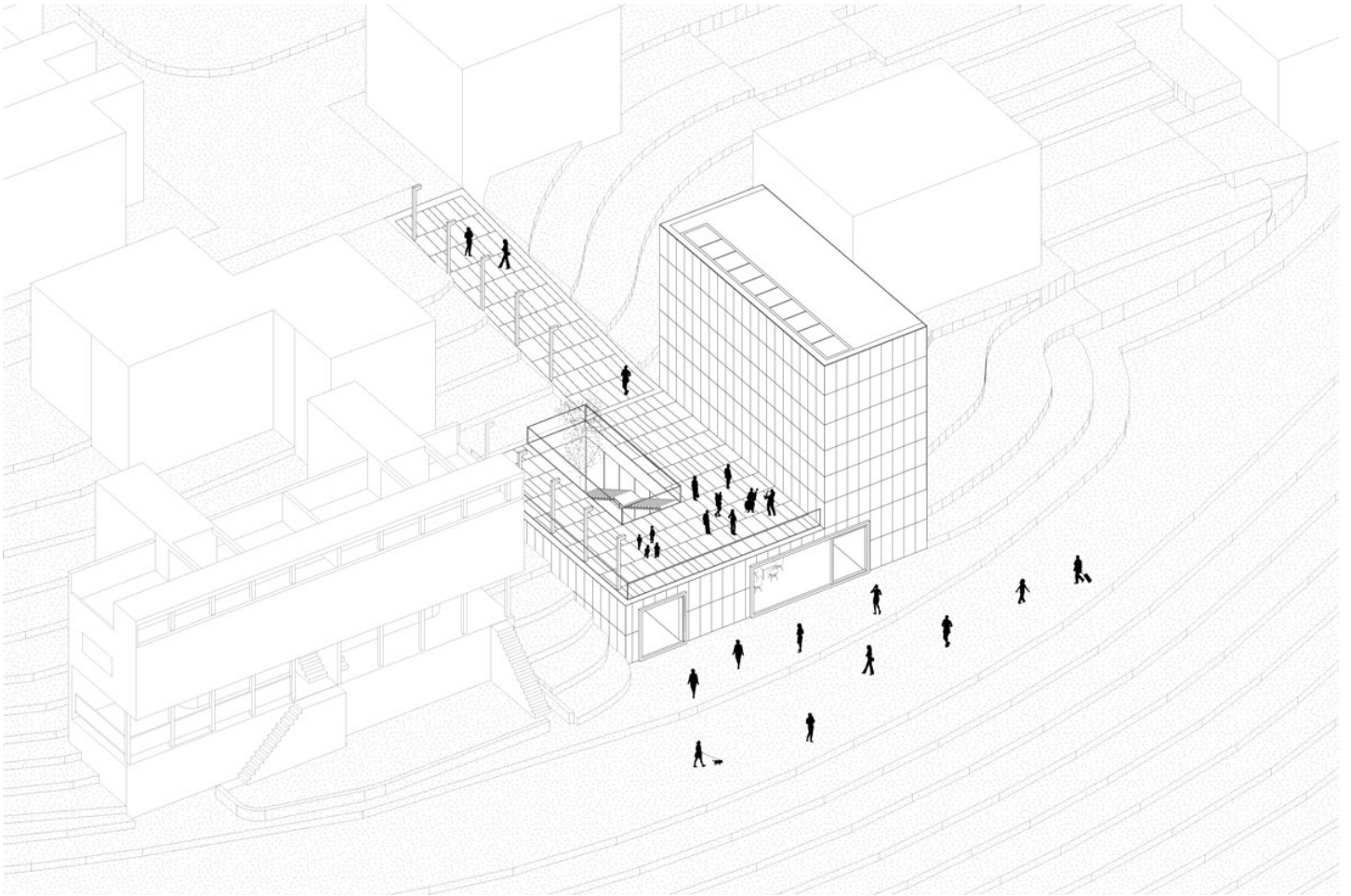


Ground floor plan (0.00 m)

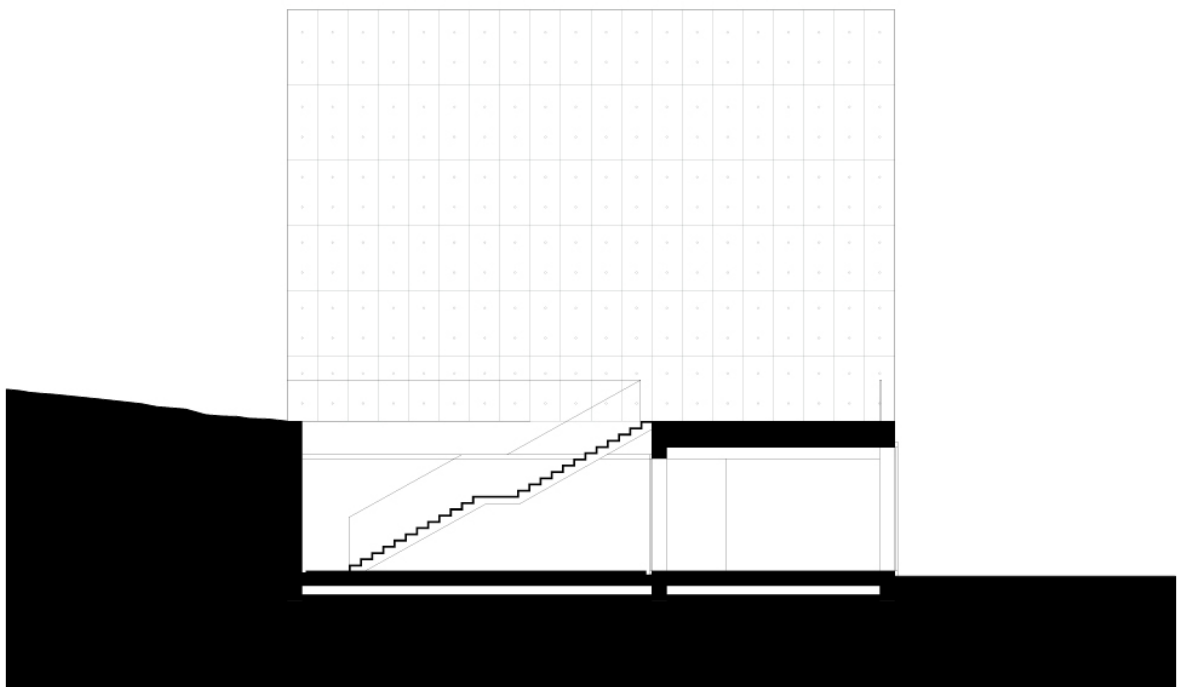




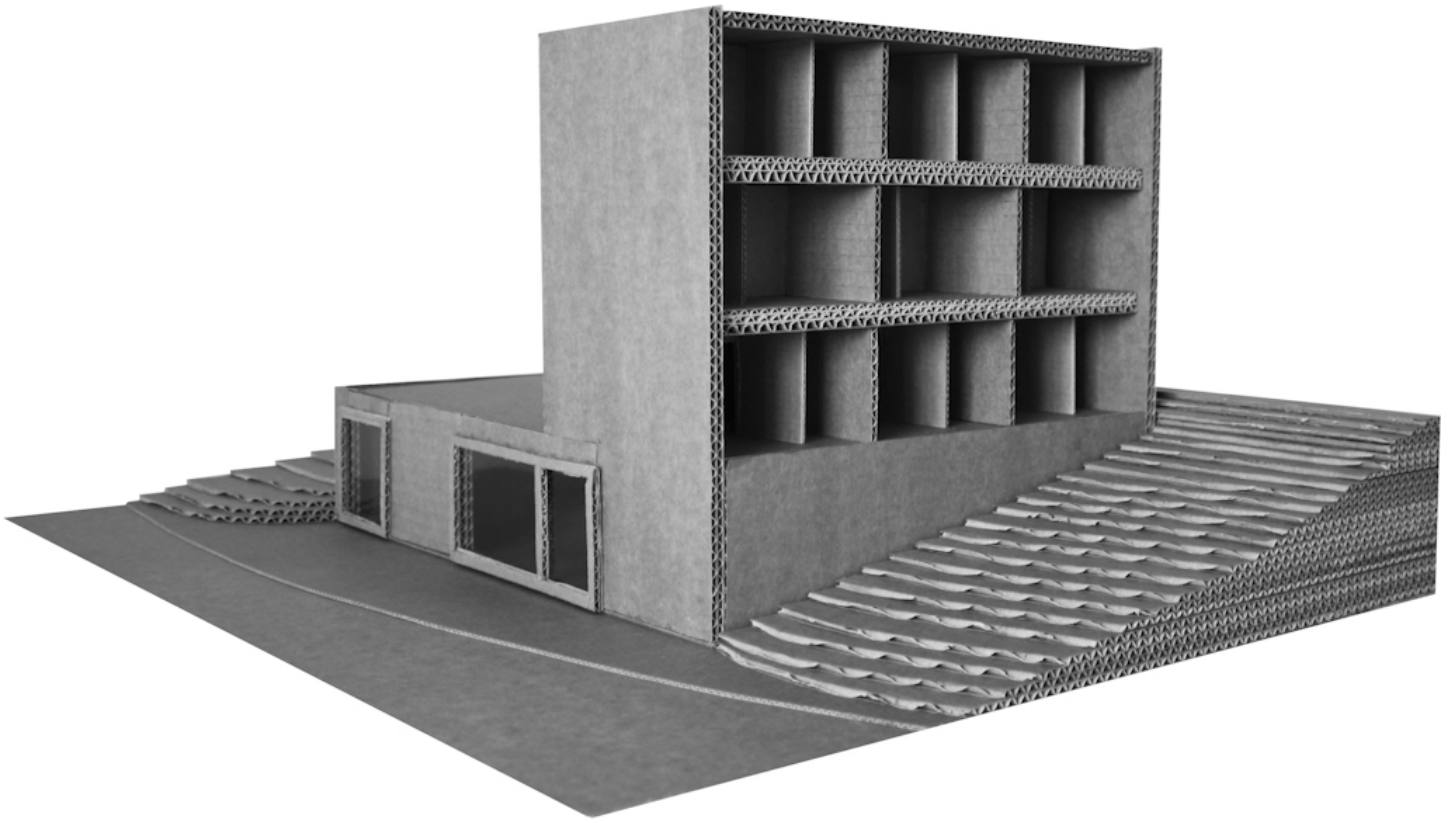
First floor plan (+ 4.00 m)



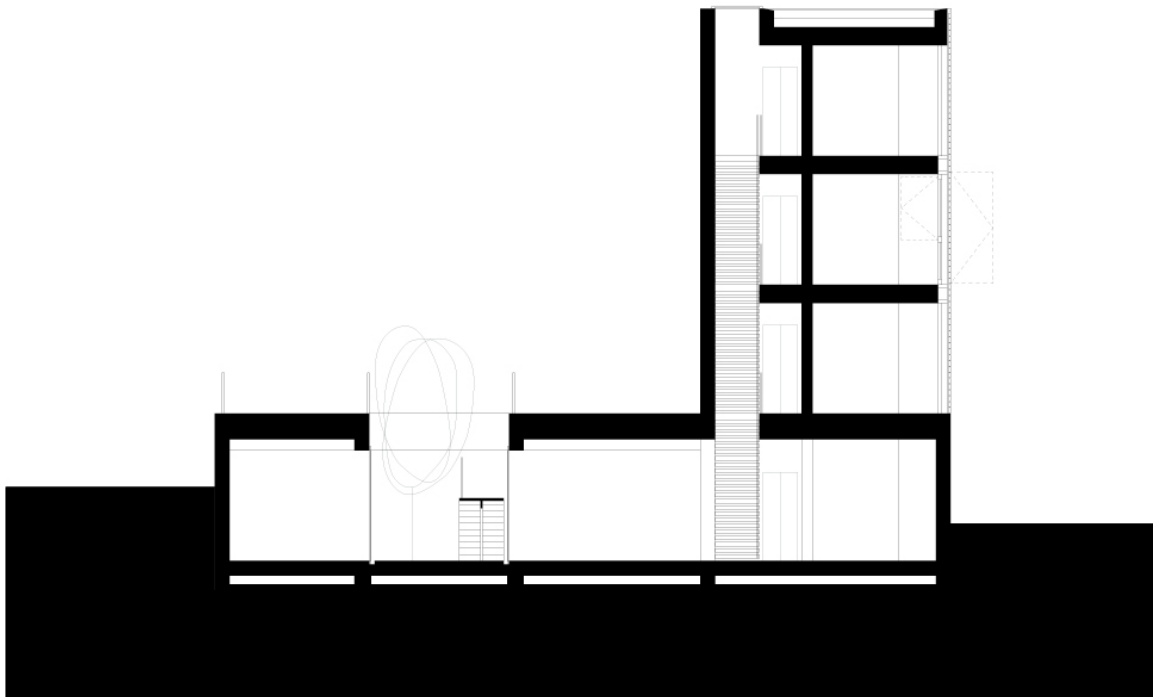
Axonometric view



Section



Maquette



Section

# CURRICULUM VITAE

<u>Born</u>	29.07.89	Ponte San Pietro (BG)
<u>Experience</u>	02.16 - Present	<b>Freelance Architect</b> Bergamo Architecture competitions and works on commission.
	10.16 - 12.16	<b>Liverani / Molteni Architetti</b> Milano Architect, competition projects
	04.15 - 02.16	<b>Polo Culturale Mercatorum e Priula</b> Bergamo Graphic and web design
	10.13 - 03.14	<b>Langarita Navarro Arquitectos</b> Madrid Internship
	09.10 - 12.10	<b>Gualtiero Oberti Architetto</b> Bergamo Internship
<u>Professional qualification</u>	11.15 - 01.16	<b>Politecnico di Milano</b> Board of Architects of Bergamo
<u>Education</u>	10.11 - 04.15	<b>Politecnico di Milano</b>  MSc in Architecture
	10.08 - 09.11	<b>Politecnico di Milano</b> Bachelor in Science of Architecture
<u>Skills</u>	Strong with:	Autocad 2D, SketchUp Pro, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, investigation, critical writing, maquette making, team work
	Familiar with:	Rhinoceros, Artlantis Render, Adobe Lightroom, WordPress CMS.
<u>Language</u>	Spoken and written:	Italian, English, Spanish



