

# RUNNER-UP/ LINZ/

---

## URBAN MONOLITH MANGA STUDIO

---

TEAM LEADER	Gian Luca Zoli (IT)
TEAM MEMBERS	Marcello Galiotto (IT), Nicola Montini (IT), Alessandra Rampazzo (IT), Marco Montagnini (IT), Francesco Fusaro (IT)
PROJECT COLLABORATORS	Paola Scalvini (IT), Alessia Barbiero (IT), Enrico Nascimben (IT), Ludovico Pevere (IT), Francesco Della Motta (IT)
BASED IN	Faenza, Italy
WEB	<a href="http://www.mangastudio.org">www.mangastudio.org</a>
E-MAIL	<a href="mailto:info@mangastudio.org">info@mangastudio.org</a>

---

“MANGA Studio, born in December 2010 and based in Faenza, Italy, is a young dynamic group composed by 3 teams of architects (Alessandro Bucci Architetti, Studio Montini-Zoli, Atelier A+M) linking professional experience to “fresh” ideas. It was set up to do architectural research through participation in national and international Architecture competitions. The slogan of the group is cooperation. In fact, for several competitions and also for E11, MANGA collaborate with 2 other Venetian architects Marco Montagnini and Francesco Fusaro.”





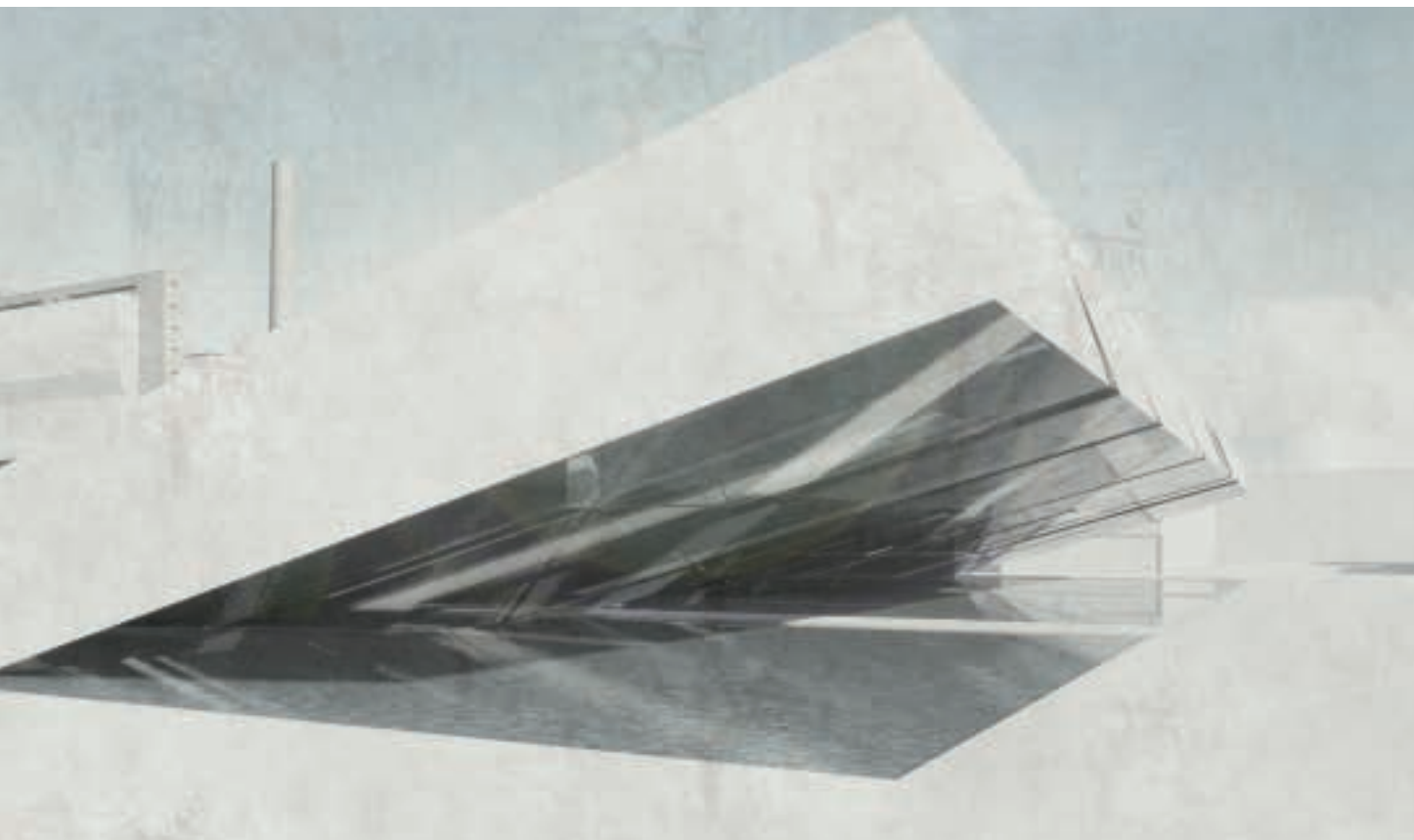
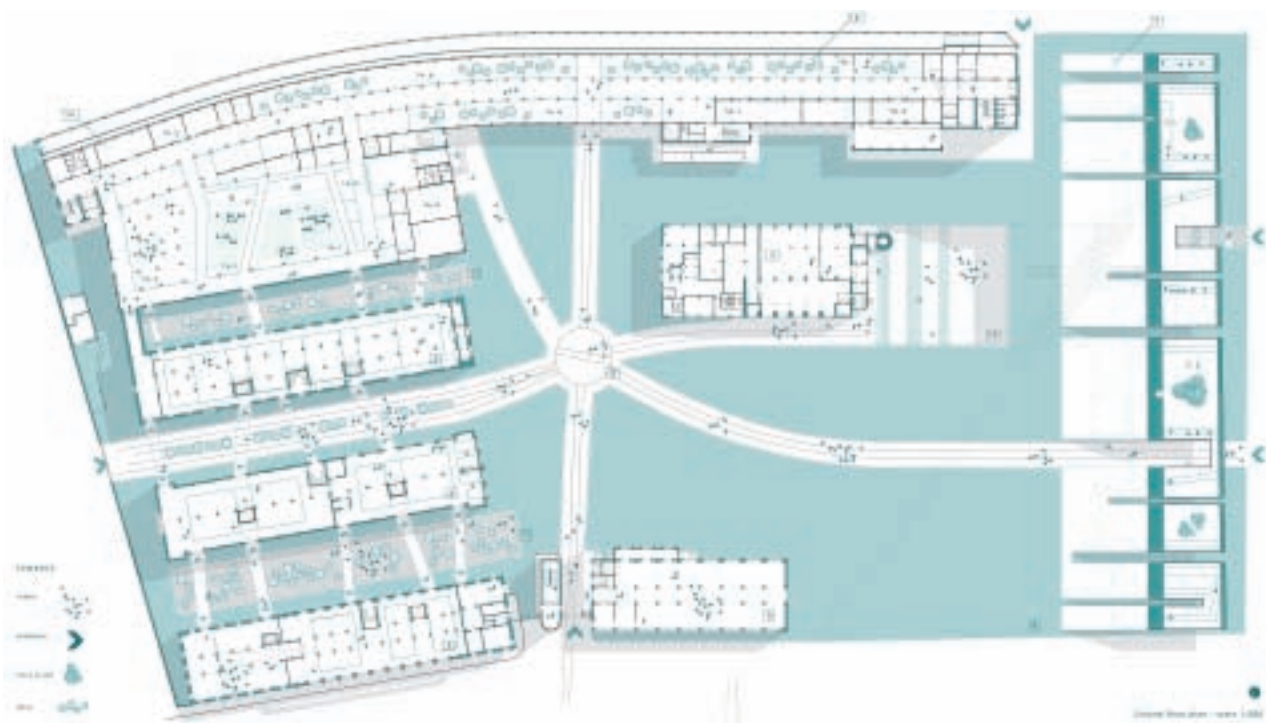
---

In a minimally invasive way the project tries to fit the existing buildings through the design of independent glass boxes, which do not allow us to change the scanning of the original structure. The only addition is the monolith: a compact structure with vertical cuts that enlightens the inside, encouraging the best views of the chimney. In addition, the monolith allows people, inside the complex, not to be influenced by the traffic and redesigns the geometry of the space, respecting the -urban characterizing- court type. The reuse of the factory creates new public and private spaces and an optimal location for a new cultural centrality. The complex focuses on the creativity of young people, on contemporary art that can be accepted in the monolith and be visited through walkways that weave within the monolithic structure. Anyone interested can stay in the

---

receptive structure set inside the Old Cigarette Factory, half used as a hotel and for the other half as a housing space with small exclusive residences. The project will be realized in three stages. The first requires the removal of all accretions that do not respond to the original layout. Then the restoration may start, respecting the idea of a minimally invasive intervention. In the second, the water pervades the complex saving only the former industrial tracks as pedestrian-cycle paths that allows the connection between the all buildings. The third and last phase involves the new building and the realization of the tram underground station. In this way the Tobacco Factory is transformed in an intermodal hub that serves the new functions, combining the tram tracks with the cycle-pedestrian paths.





//RUNNER-UP/LINZ/URBAN MONOLITH//MANGA STUDIO/



OFFICE

SHOPPING CENTER

HOTEL

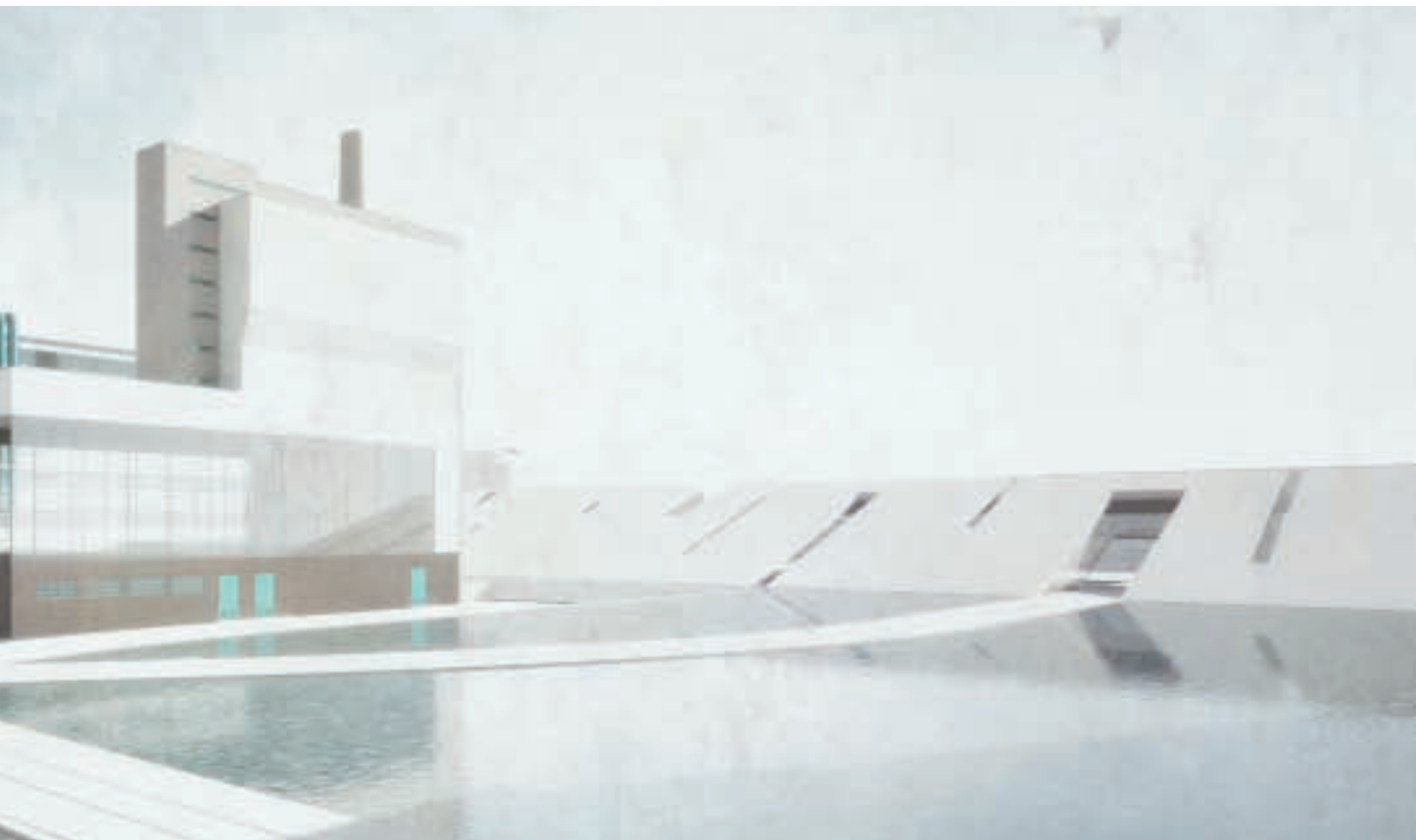
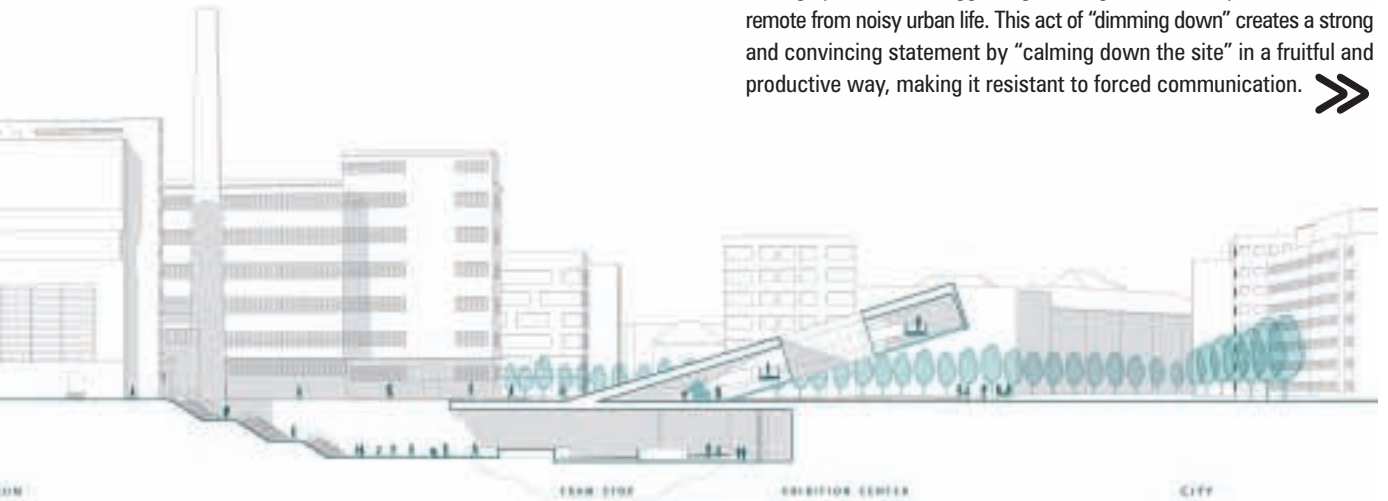
RESIDENTIAL BLOCKS

Section A\_A scale 1:500





“Urban Monolith” illustrates how to make the site a powerful address. It creates a strong accent at the corner giving a convincing balance between existing and new buildings. The images of the water surface are highly seductive, suggesting a “zen-garden” atmosphere, calm and remote from noisy urban life. This act of “dimming down” creates a strong and convincing statement by “calming down the site” in a fruitful and productive way, making it resistant to forced communication. >>



//RUNNER-UP/LINZ/URBAN MONOLITH//MANGA STUDIO/



Section B\_0 scale 1:500 new housing project

NEW HOUSING PROJECT





➤ The project brings up the internationally important discussion about “elephants in the city”. How do planners and architects address this exaggerated size? The authors of “Urban Monolith” respond to this question with a seductive dream. The motif of the dream can be seen as a pragmatic response to the myth of Behrens: the project provides an attractive distance between city and factory, representing strongly the tension between historical time and contemporary demands. The response to the monument is to elevate **”** it even more in order to enter a state of intense dialogue.

