

CHIESA DIRUTA - RISVEGLIA

IDEA

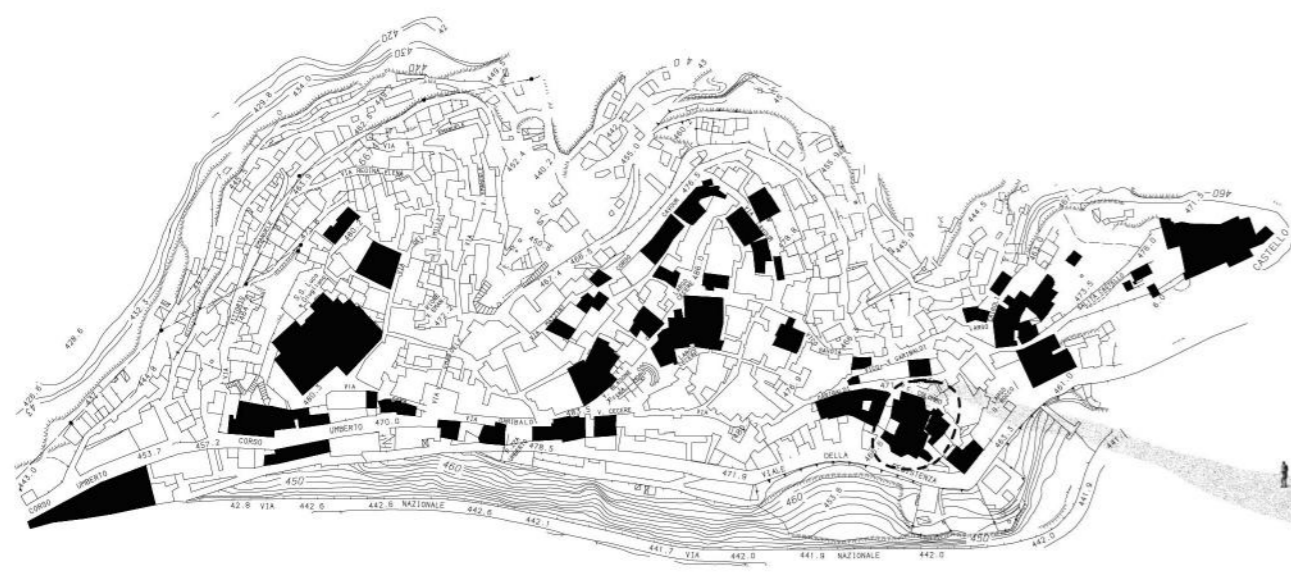
The church was originally created to connect - human with God and with other humans. Everyone was to be equal in it and everyone was to have access to it, regardless of age or role in society. Chiesa Diruta may once again become a place open to people. It can become not only a temple of music where many find connection with the sacred but also a soundbox for sounds...

PROCESS

Initially shaped by architects and craftsmen, it was created in the 15th century. Later, Nature became its designer - as a result of an earthquake, it stripped it of some fragments, planted plants inside it, eroded its walls - creating a mosaic of time. Chiesa Diruta - Risveglia is a project that respects and emphasizes not only the form shaped by humans, but also the one shaped by Nature. Its aim is also to highlight "the rooting" - in physical and metaphysical way to the landscape of Grottole.

PATH

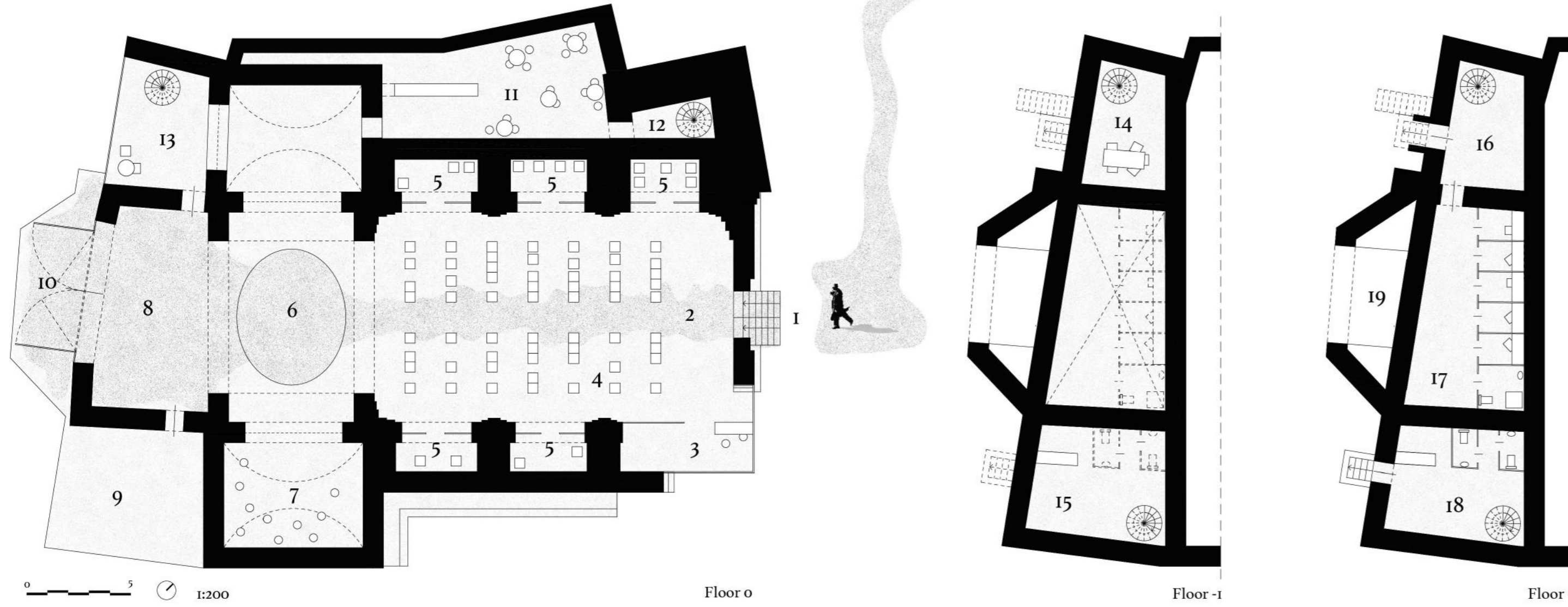
The project assumes the continuation of the road that runs along Chiesa Diruta. We can say that the path flows into the building penetrating its interior, emphasizing the inextricable connection between Chiesa Diruta and the city. The path is made of the same material as the outer road, and around it is, compacted with thousands of footsteps, natural soil that shows the passage of time.



Grottole - morphology of city - different kinds of historical buildings are an integral part of the city, which creates own, individual path. Chiesa Diruta has a good location that would both - allow and help to create there a successful concert hall

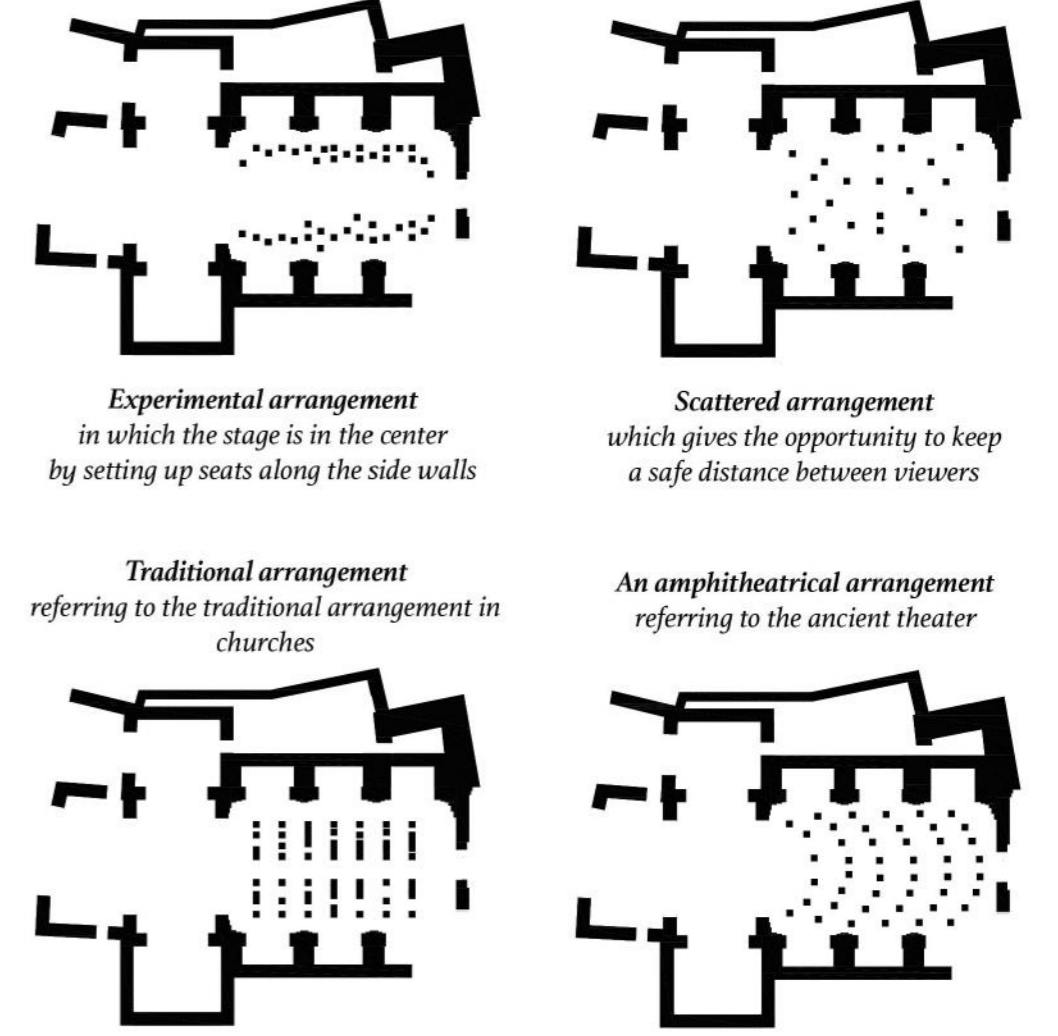


By reducing the city landscape to a synthesis based on fullness and emptiness - black and white, we can notice the relationship between objects, which shows that the empty - white place in Chiesa Diruta perfectly complements the entire city



1. Main entrance 2. Path permeating the church 3. Reception space 4. Main auditorium space 5. Grottoes of sound 6. Stage of water and light (main stage) 7. Side stage of shadow 8. Stage of light 9. Outdoor stage of wind 10. Outdoor stage of views 11. Cafe/bar 12. Tower of city's sound 13. Backstage 14. Additional space for artists 15. Administration 16. Entrance zone for artists, place for storing temporary elements 17. Dressing rooms with private spaces, a common area and a bathroom 18. Gift-shop point and restroom 19. Information zone - a place to hang posters informing about events

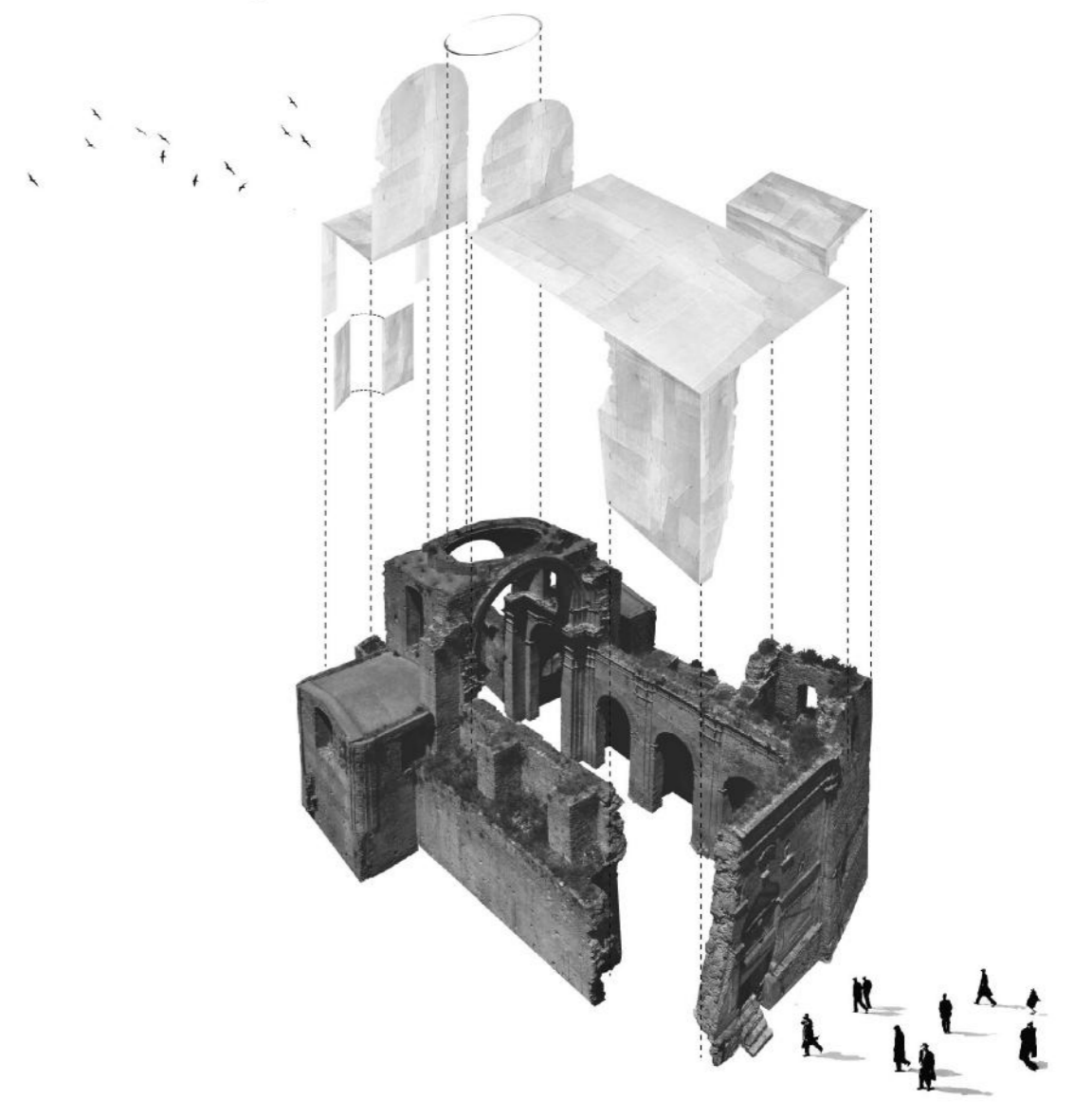
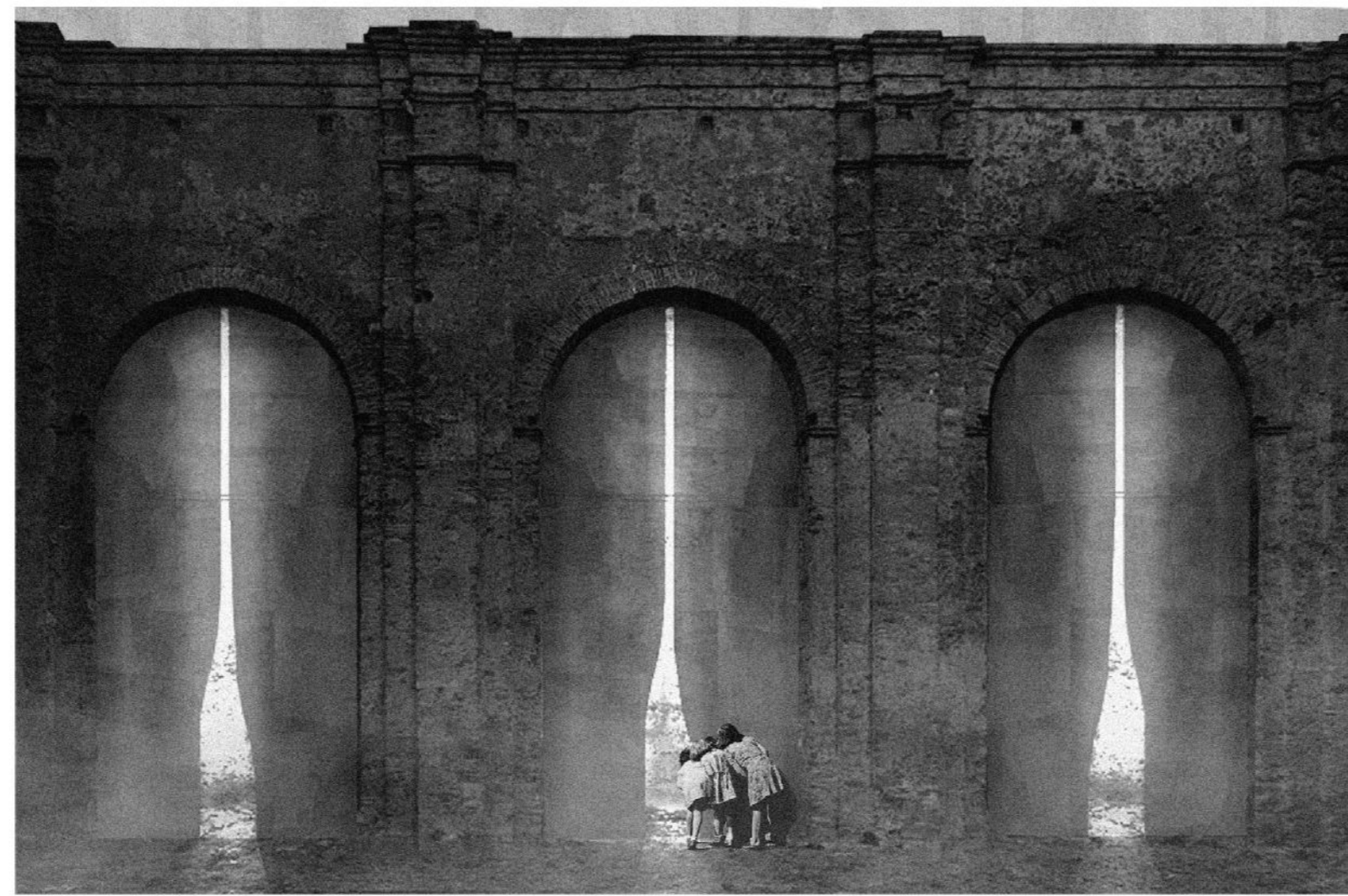
Arrangement scheme



Experimental arrangement in which the stage is in the center by setting up seats along the side walls
 Scattered arrangement which gives the opportunity to keep a safe distance between viewers
 Traditional arrangement referring to the traditional arrangement in churches
 An amphitheatrical arrangement referring to the ancient theater
 Various forms of arrangement enable to organize many events that would activate residents e.g. workshops, lectures, thematic meetings, music workshops, performances for children, drawing workshops with music etc.

STAGES AND GROTTOS OF SOUND

After entering concert hall, we are in the main hall (main auditorium space). It can be arranged in various ways - depending on the event and situation. The reception area is located near the entrance in the empty space in the corner. In the side chapels there are grottoes of sound - rooms that allow you to listen to a concert or performance in a secluded space allowing you to have a private experience. The grottoes refer directly to the name, history and topography of the city. There are five types of stages. The main stage, called the stage of water and light, is under a covered oculus. Additionally, on the ground, its main area is marked by a shallow basin, copying the shape above it. When it rains, the basin fills with water, creating a shallow surface that reflects sounds during the performance. Thanks to this Nature sometimes accompanies the performances and sometimes only she plays her subtle concert - with raindrops. On the sides of the main stage, there are two side stages called the stages of shadow. It is a place where are members of orchestra who are not meant to be visible during the performance, or a narrator who will only lead the audience through the performance with his voice. Behind the main stage there is a kind of its extension - the stage of light, the back wall of which can be opened, thus showing viewers a beautiful panorama of the surrounding hills. This is another moment in which Nature participates in the performance - watching the musicians against the landscape, the viewer experiences everything intensely. The opening emphasizes connections with the city - the sounds emanating from the Church penetrate its fragments, quietly reaching the inhabitants. Behind the stage of light is the outdoor stage of views - this is a narrow space for outdoor performances. To the left of the stage of light is the stage of wind - a space that can also be used for outdoor performances.



TOWER OF CITY'S SOUND

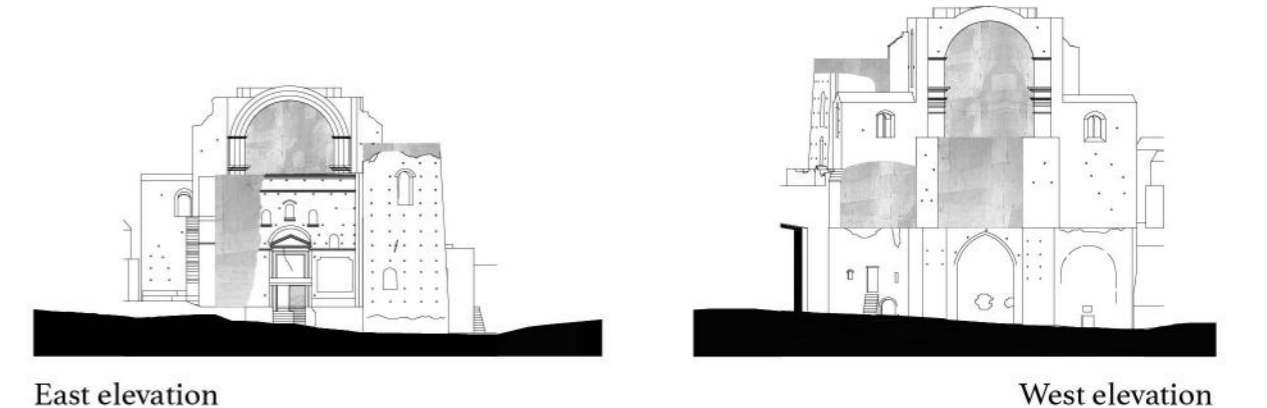
The space in the place of the former bell tower was used to create the tower of city's sound from which we can listen to different sounds and rhythms created by Grottole every day.

OTHER SPACES

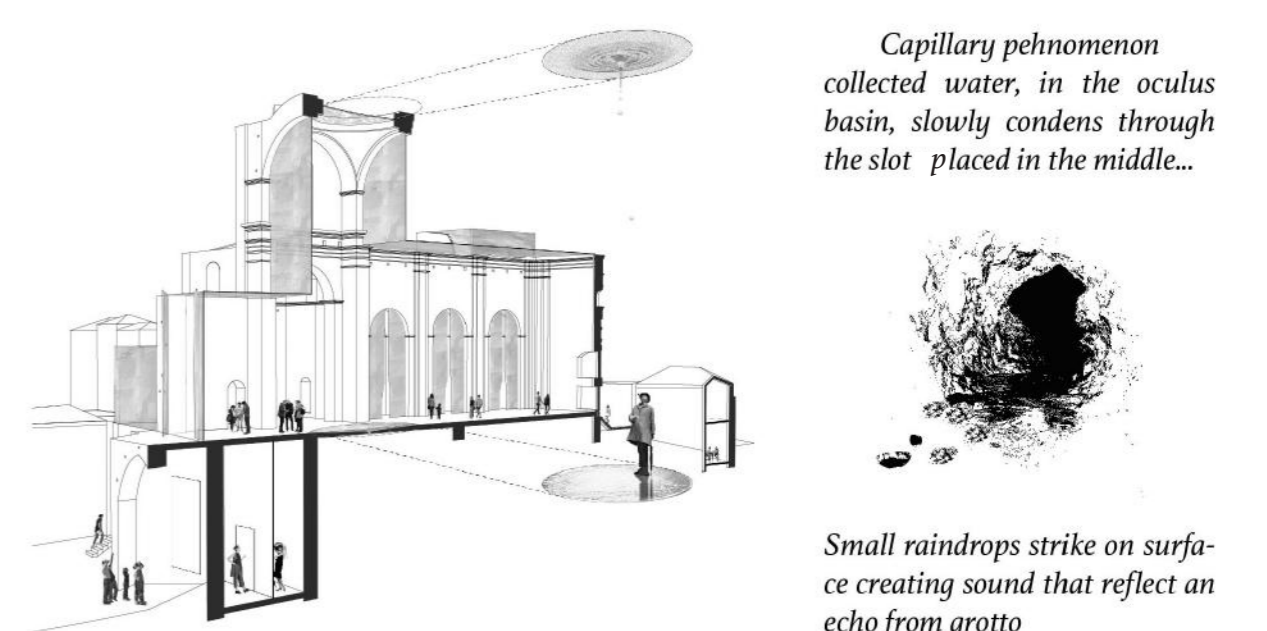
Technical rooms, backstage and a cafe \ bar are located on the right side of the building and on floor -1 (space for artists and administration office) and floor -2 (dressing rooms, storage room, gift-shop, restrooms).

MATERIALS

The material used (glass-fibre) fills every emptiness in the walls caused by destruction and time, thus creating a neutral background for Chiesa Diruta. The material is used both as a cover and also in the interior (grottoes of sound's walls/seats). Depending on the place, the material has a different extent of transparency, thanks to which it is more natural and diverse.



East elevation West elevation



Capillary phenomenon collected water, in the oculus basin, slowly condenses through the slot placed in the middle...
 Small raindrops strike on surface creating sound that reflect an echo from grotto