

# ENVIRONMENTAL DESIGN ARCHITECTURE AND ENVIRONMENT LAB

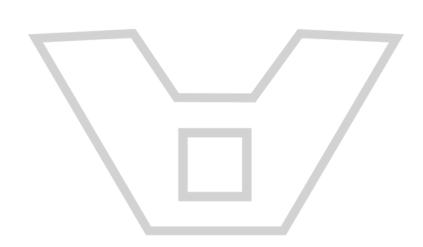
# PROJECT MISSION STATEMENT, USERS' REQUIREMENTS MODELING & SPACE PROGRAM

- Architectural Brandscaping. Designing spatial experiences and architectural identity
- Space dimensioning and layout organization using digital tools
- Modeling human behaviours and computing users' comfort

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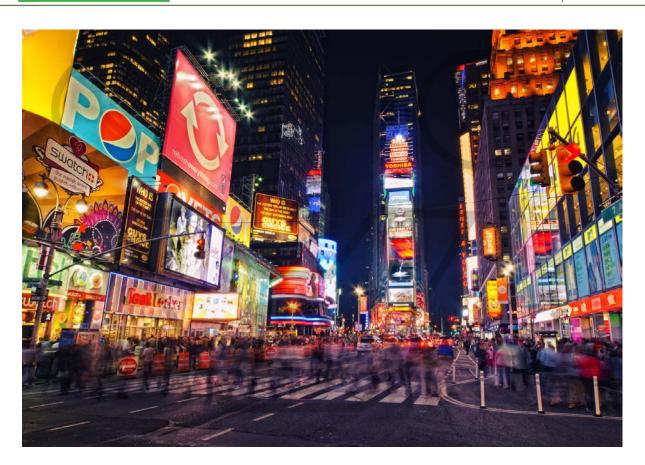
Prof. Giuseppe Ridolfi, PhD

# ARCHITECTURAL BRANDSCAPING DESIGNING SPATIAL EXPERIENCES AND ARCHITECTURAL IDENTITY









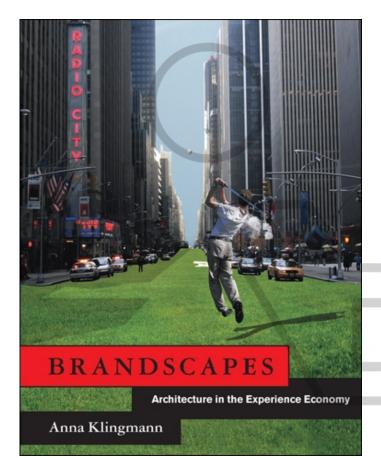






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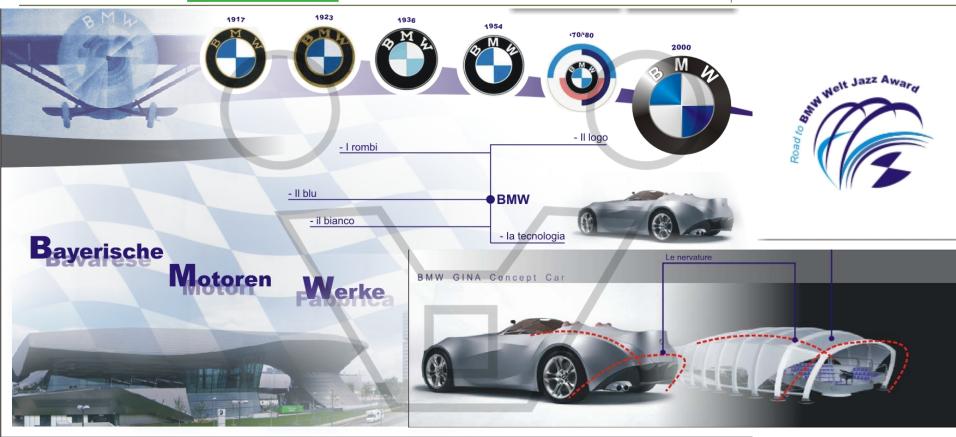


Klingmann argues that architecture can use the concepts and methods of branding--not as a quick-and-easy selling tool for architects but as a strategic tool for economic and cultural transformation. Branding in architecture means the expression of identity, whether of an enterprise or a city; New York, Bilbao, and Shanghai have used architecture to enhance their images, generate economic growth, and elevate their positions in the global village. Klingmann looks at different kinds of brandscaping today, from Disneyland, Las Vegas, and Times Square--prototypes and case studies in branding--to Prada's superstar-architect-designed shopping epicenters and the banalities of Niketown.

But beyond outlining the status quo, Klingmann also alerts us to the dangers of brandscapes. By favoring the creation of signature buildings over more comprehensive urban interventions and by severing their identity from the complexity of the social fabric, Klingmann argues, today's brandscapes have, in many cases, resulted in a culture of the copy. As experiences become more and more commodified, and the global landscape progressively more homogenized, it falls to architects to infuse an ever more aseptic landscape with meaningful transformations.

How can architects use branding as a means to differentiate places from the inside out--and not, as current development practices seem to dictate, from the outside in? When architecture brings together ecology, economics, and social well-being to help people and places regain self-sufficiency, writes Klingmann, it can be a catalyst for cultural and economic transformation.

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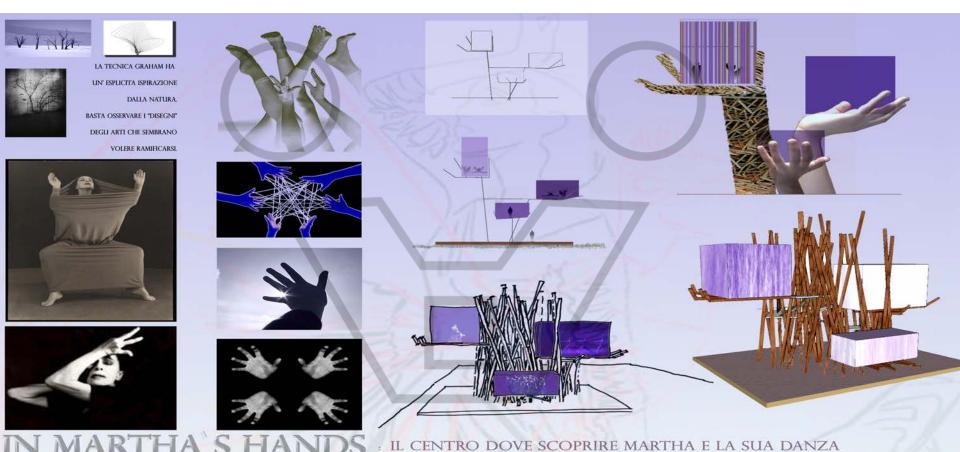








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DY PRODUZION PIETRO TORRICEN



EPROCHIO





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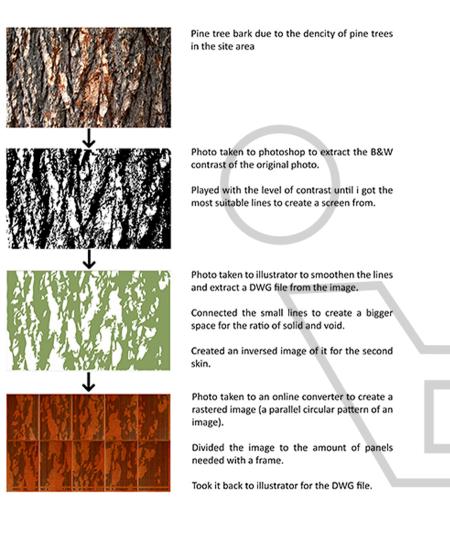
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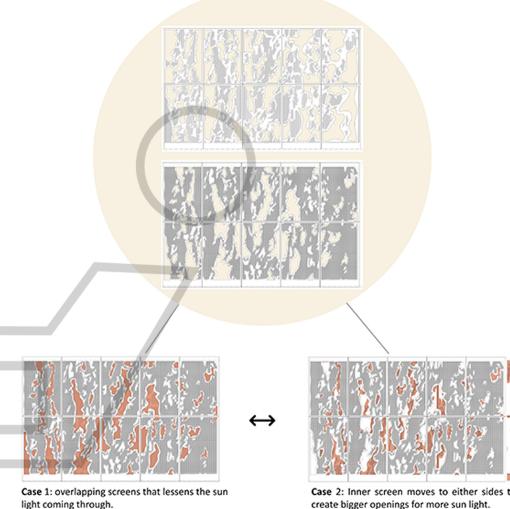




Progetto: PADIGLIONE/PONTE, BRUGES, Belgium Progettista: Toyo Ito and Associates Bibliografia: ABITARE n.422

Il pizzo di Bruges viene presentato come suggestione sul tema della griglia, della struttura leggera e in filigrana, del chiaroscuro; è anche un riferimento contestuale alla tradizione manifatturiera della città per la quale Ito progetta il padiglione. A destra, in piccolo, un particolare della griglia metallica realizzata in seguito alle premesse progettuali.







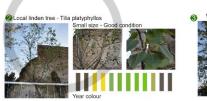


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UNIVERSITY











































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SQUARE/STREET













SHOP/RESTAURANT





Square floor 1

Square floor 2

Car ramp wall

Park entrance wall

Asphalt





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#### **MOOD BOARD**

#### Style

Mirroring a flat, modern style of today's trending website and app design. Using melodic color tones of blues and greys to still give that calming and cool feeling when viewing sometimes hard information.

















Typography

#### **HEADLINES**

Avenir Heavy - CAPS



Avenir Extra Light - CAPS













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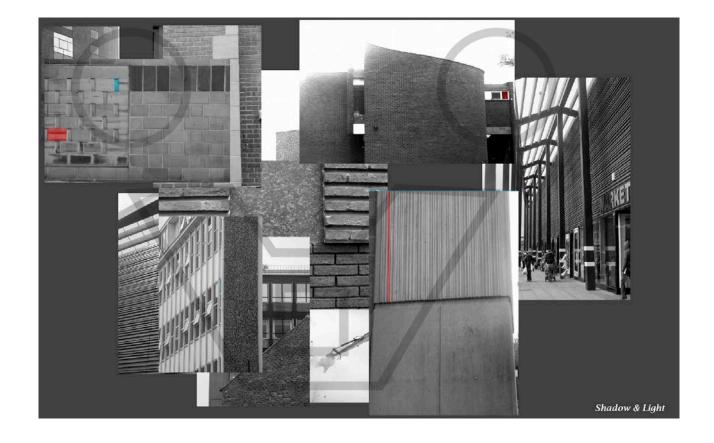




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