

51N4E PLAN COMÚN

D - ARCHITECTURE REPORT

FESTIVAL

D ARCHITECTURE REPORT

1. General Principles |
2. Preliminary Project Idea Building Passports
3. Preliminary Project Idea for Infrastructure, sports field and open spaces

Contents

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1. General Principles

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The following chapters introduce the architectural ambitions envisioned for the system of 14 buildings that compose the FESTIVAL proposal and their surrounding squares and gardens. Illustrated here is a collection of design decisions and intentions that reflect a thorough investigation of themes such as urban weavings, typology, topographic relations, environmental conditions and variety – of form, use and users.

After a 8-months process of evaluation and synthesis, the system is laid out according to 4 main subjects:

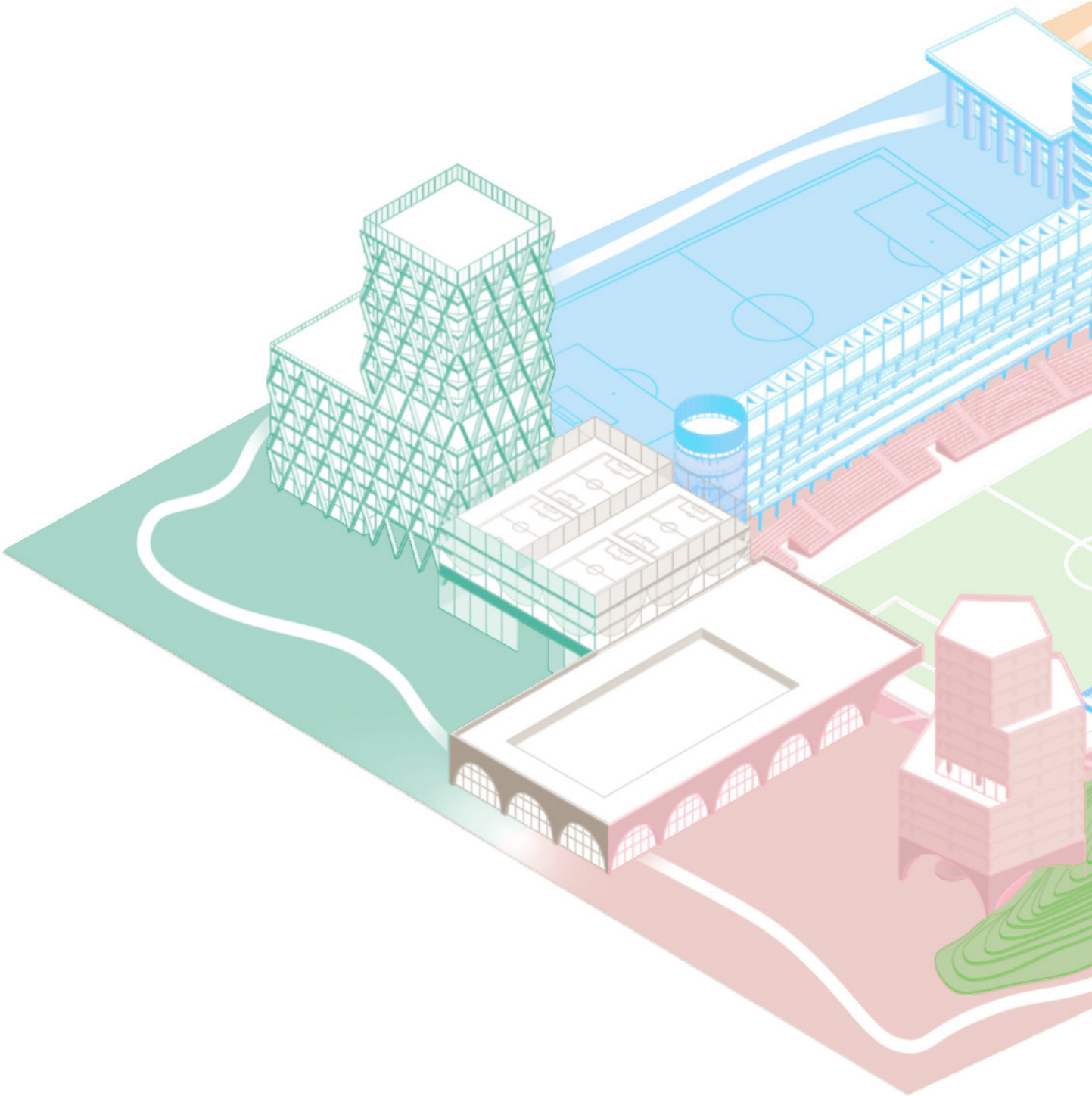
- 1 - Technical Performance:** An adaptation of building volumetric according to efficient system grids from the underground parking (managing the conflict with water level) to flexible upper levels.
- 2 - Economical Model:** An increase of building capacities ensuring the financial feasibility of the whole operation.
- 3 - Urban Role:** Each building offers an updated role in its coexistence with public space, highlighting a sequence of thresholds in the ground level and allowing a fluid continuity in between buildings, gardens and squares.
- 4 - Program Capacities:** A reviewed proposal, integrating demands by different stakeholders and actors (ADF, Municipality of Durrës, the Albanian Football Association and Teuta FC).

Starting from an overview of the project's different Development Areas – building clusters that work together to shape and mediate the urbanscape around them –, the report proceeds to elaborate on the architectural characteristics of all 14 buildings that compose the Festival. Each of these is presented in the form of a Building Passport: a summary that contains a description of its main attributes, a clarification of its potentials and a series of references illustrating desirable qualities in order to achieve optimal environmental and social conditions. The Passport is, essentially, a critical scan of a building that elaborates on program, capacity, porosity and façade design.

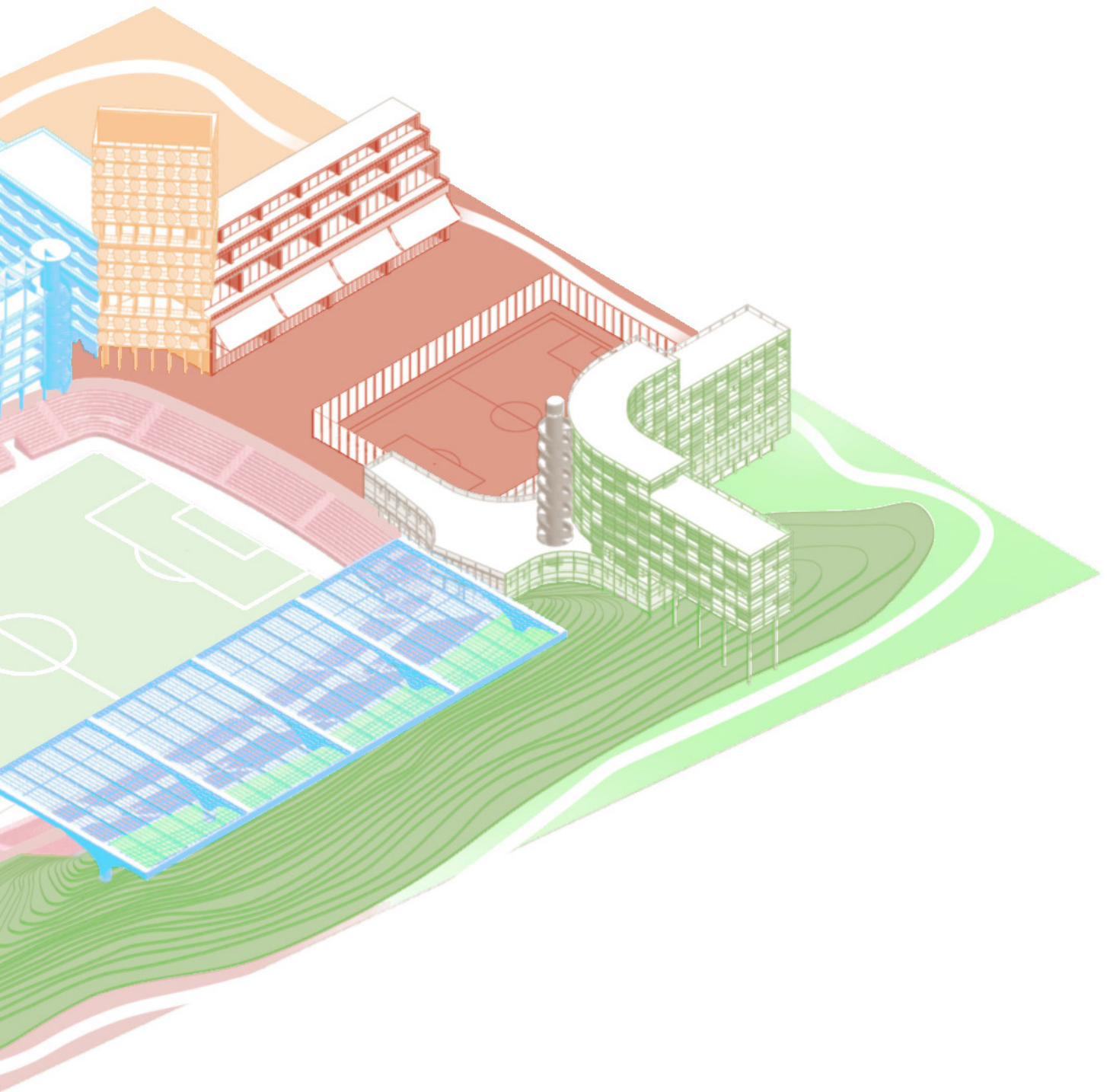
The last chapter presented here exposes initial design ideas for the green areas that surround the different building clusters, as well as for the sports infrastructure. It contains, respectively, principles and references for the treatment of the gardens and squares; and a general review of the standards to be met concerning the multiple sports equipments.

As in a soccer team, there is a strong sense of collaboration and coordination in between our players. All together, they bring a performative and lively urban environment, a rich weaving of buildings, squares and gardens for both inhabitants and visitors of Durrës.

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COMPETITION PHASE PROPOSAL



A collection of 14 buildings compose FESTIVAL.

They are organised in 5 Developments:

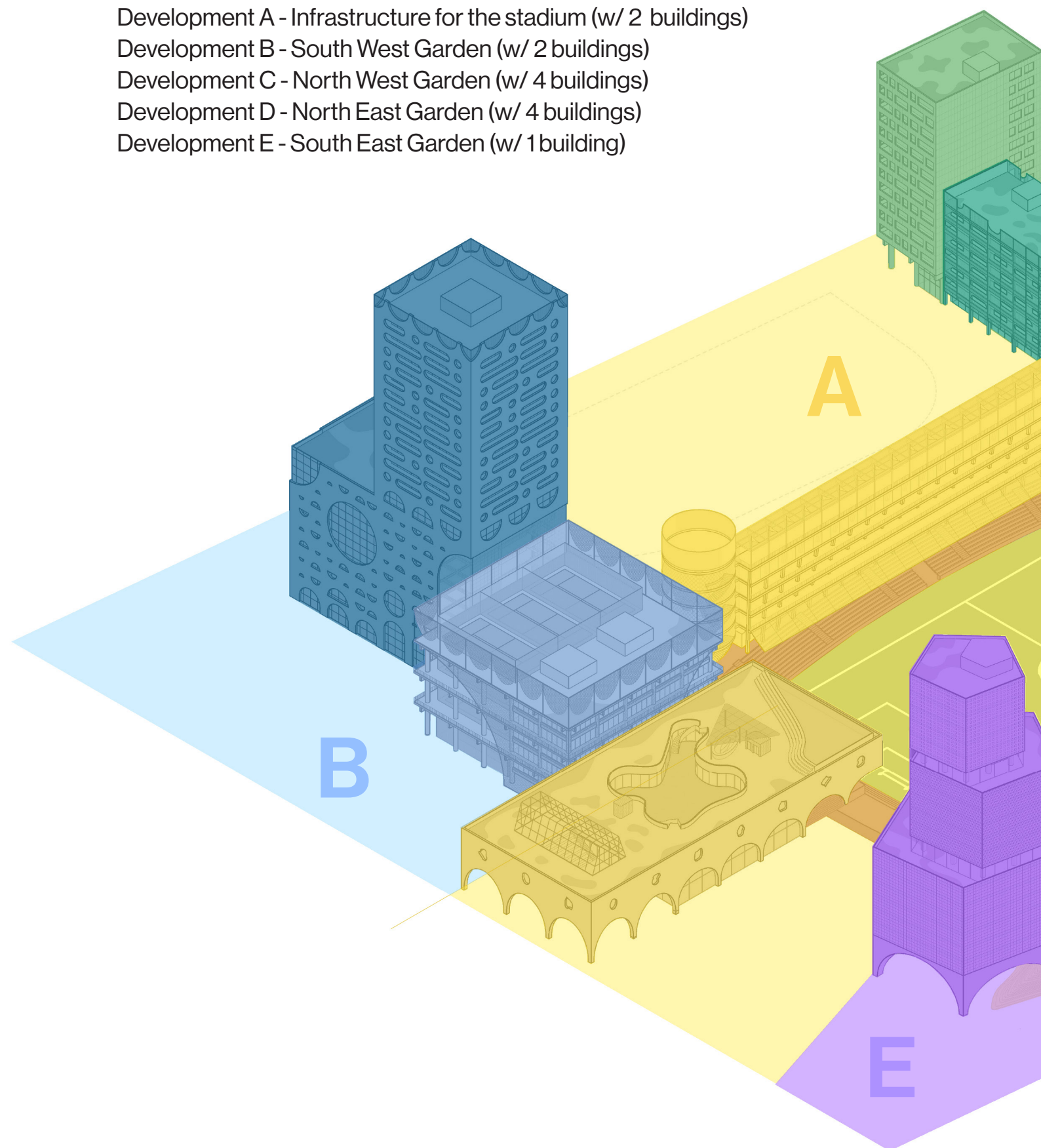
Development A - Infrastructure for the stadium (w/ 2 buildings)

Development B - South West Garden (w/ 2 buildings)

Development C - North West Garden (w/ 4 buildings)

Development D - North East Garden (w/ 4 buildings)

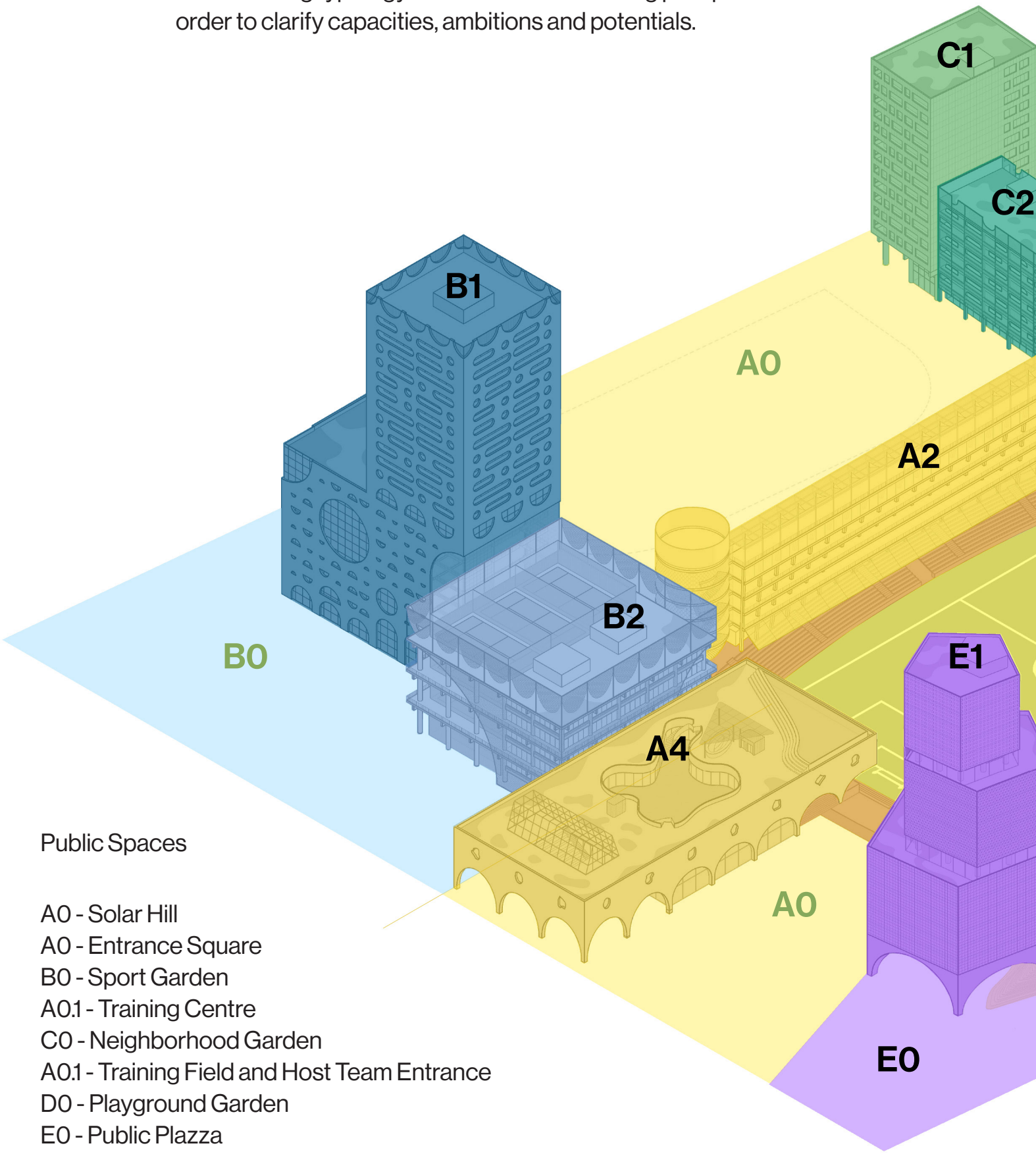
Development E - South East Garden (w/ 1 building)

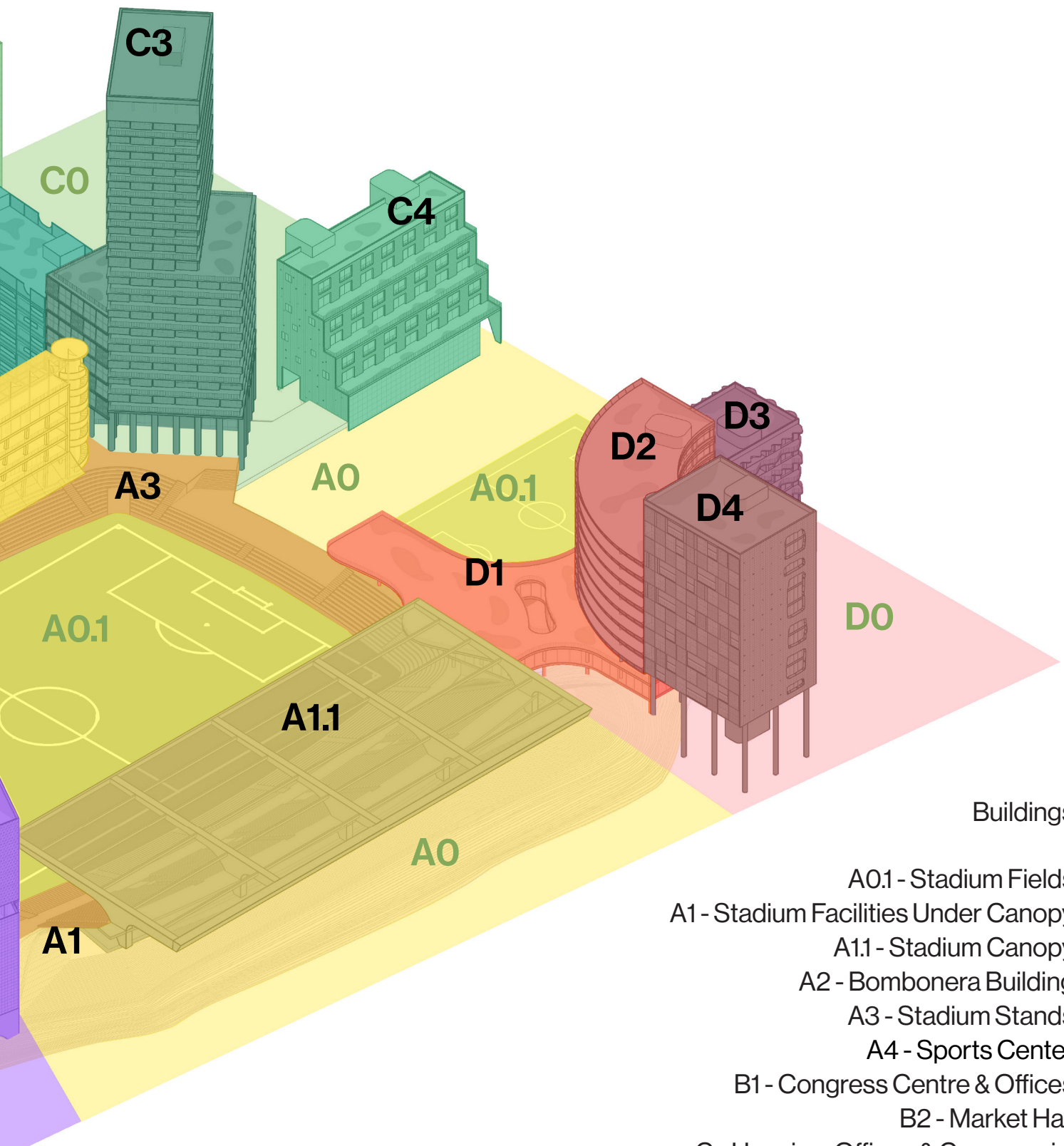


PHASE IV - MASTERPLAN



Each building typology will have its own building passport in order to clarify capacities, ambitions and potentials.

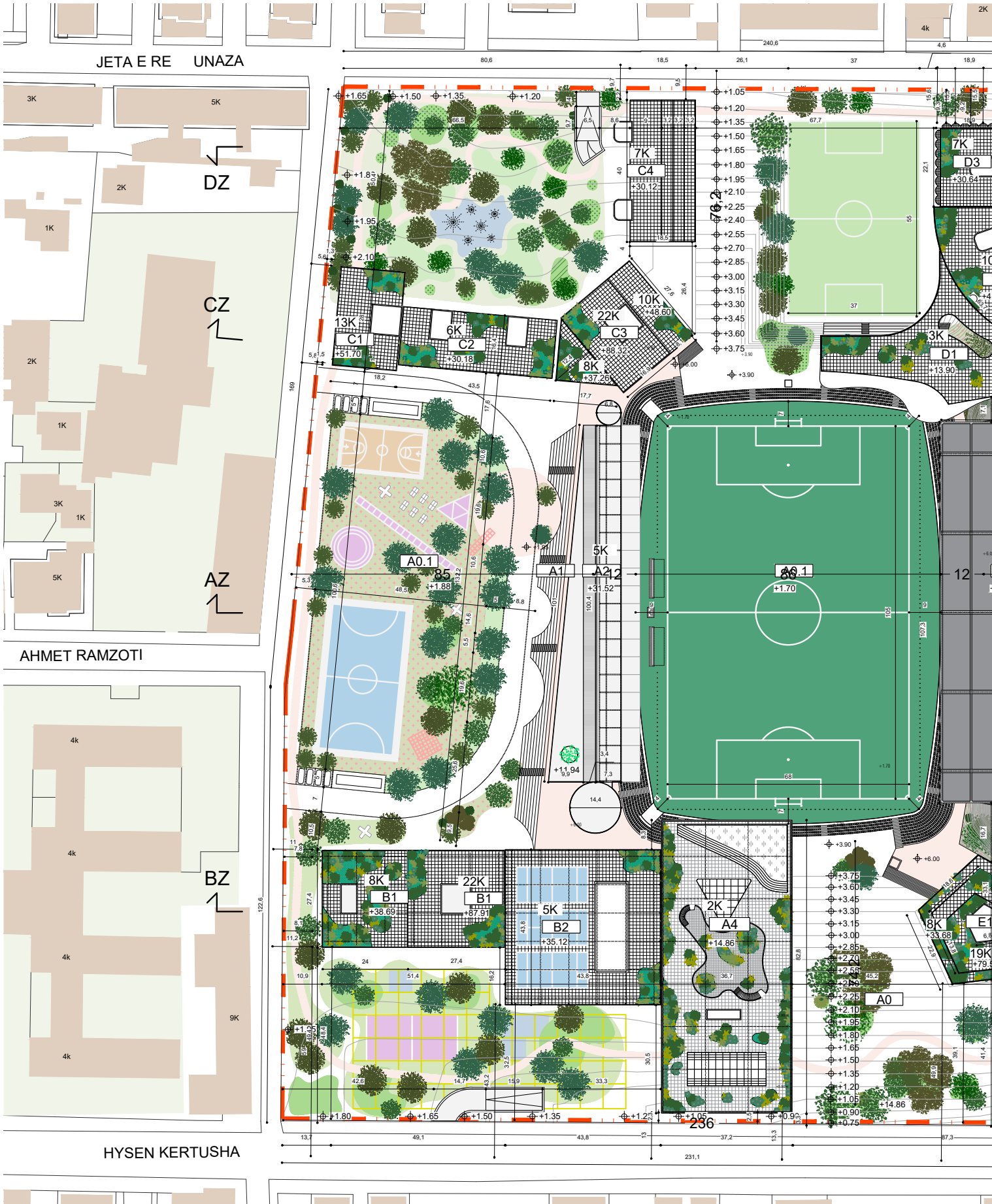




Buildings

- A0.1 - Stadium Fields
- A1 - Stadium Facilities Under Canopy
- A1.1 - Stadium Canopy
- A2 - Bombonera Building
- A3 - Stadium Stands
- A4 - Sports Center
- B1 - Congress Centre & Offices
- B2 - Market Hall
- C - Housing, Offices & Commercial
- D - Multifunctional, Housing & Commercial
- E - Lighthouse Hotel

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FESTIVAL. A choreography of Buildings, Squares and Gardens.

The critical scan of the collection of buildings during this phase includes:

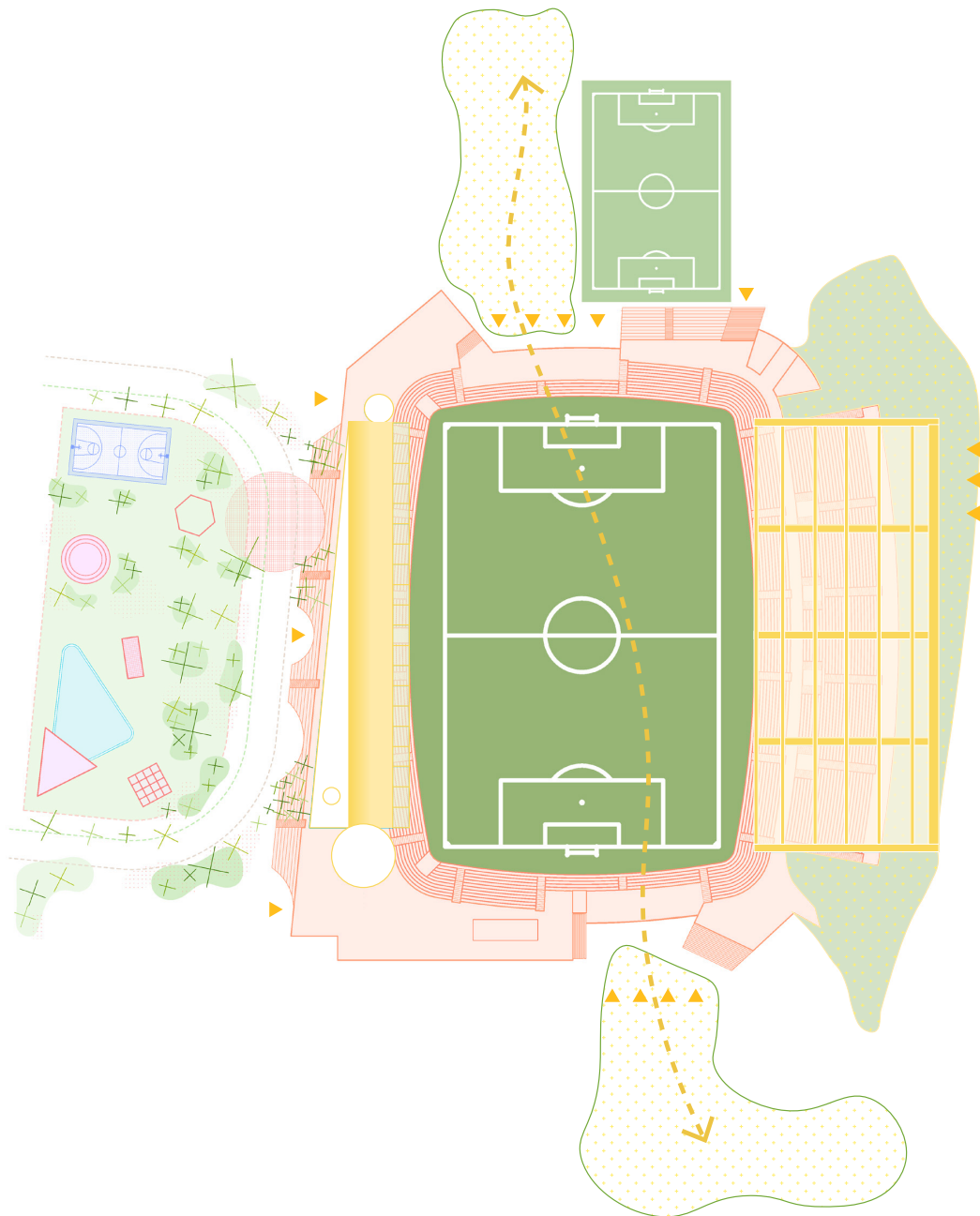
1. To adapt and fit them into the proposed topographic system.
2. To optimise its general capacities for allowing more flexibility in programming them.
3. To reinforce and clarify the collaboration and porosities in between buildings and public space: towards an open and fluid neighbourhood.
4. To look for mixed use.
5. To maximise the use of rooftops and in-between spaces (introducing both sports and gardens in them) giving them an special character and identity within the complex.
6. To introduce passive strategies through diverse spatial devices (patios, atriums, thick facades, open-air rooms, etc.). Building as displays for vegetation.

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1. Preliminary Project Idea Building Passports

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Zone A of development considers to redesign the 2 fields (main and training ones in North). Four buildings are also part of this process:

A1. Stadium Facilities Under Canopy

A1.1 Stadium Canopy

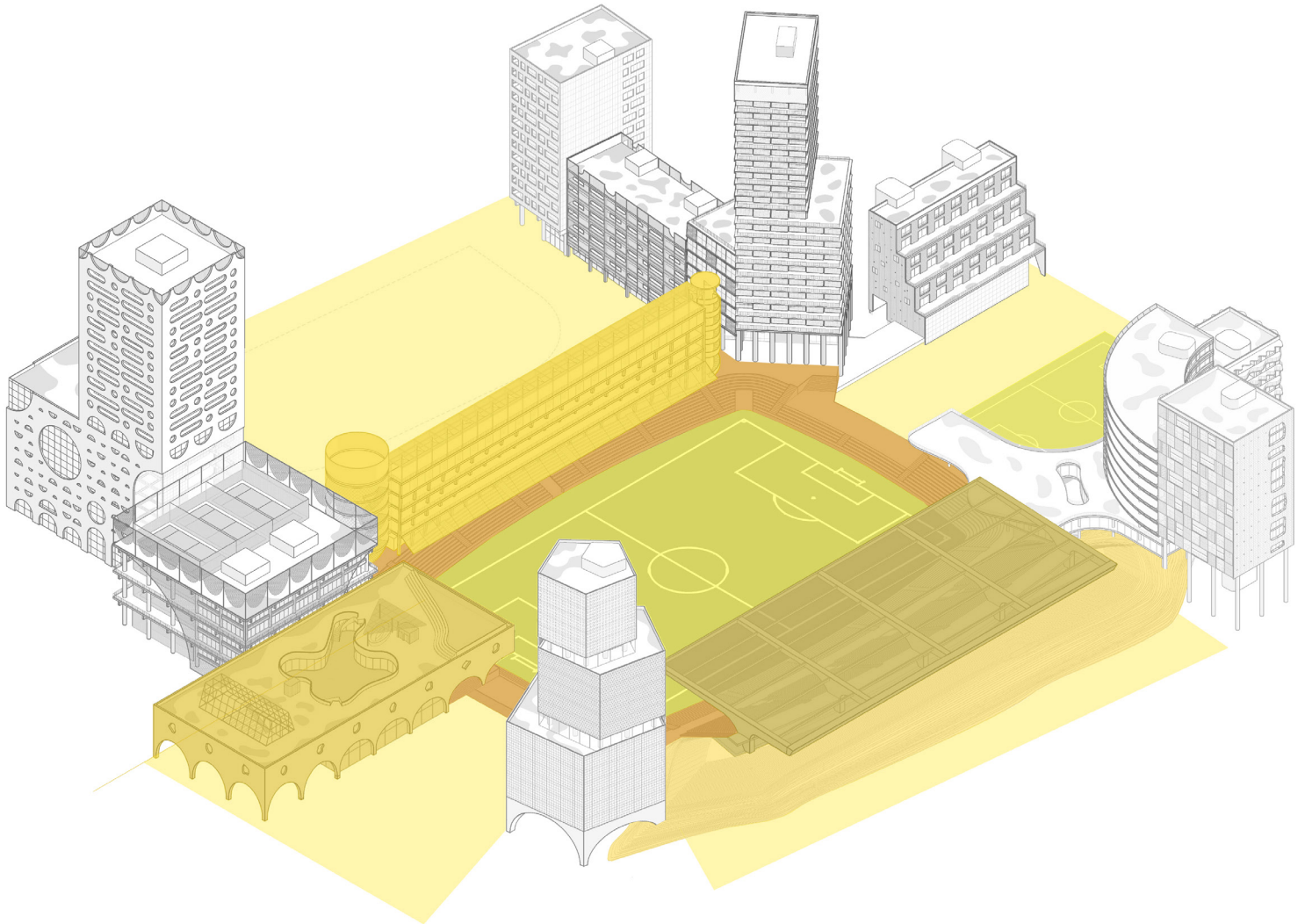
A2. The Bombonera Building (VIP, Media, Players and Staff)

A3. Stadium Stands

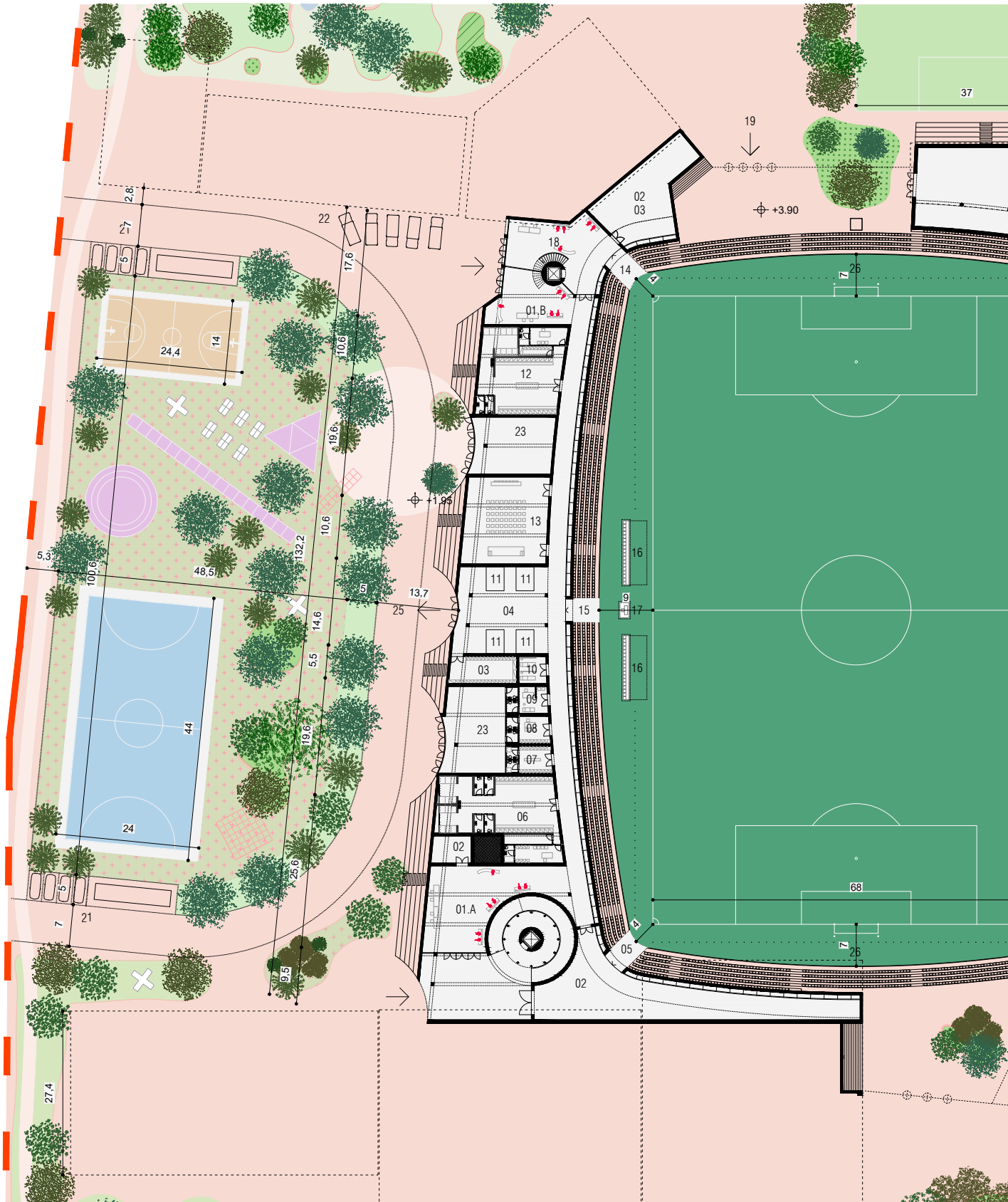
A4. Sports Center

All together, they start framing the main field towards both East and West.

DEVELOPMENT A

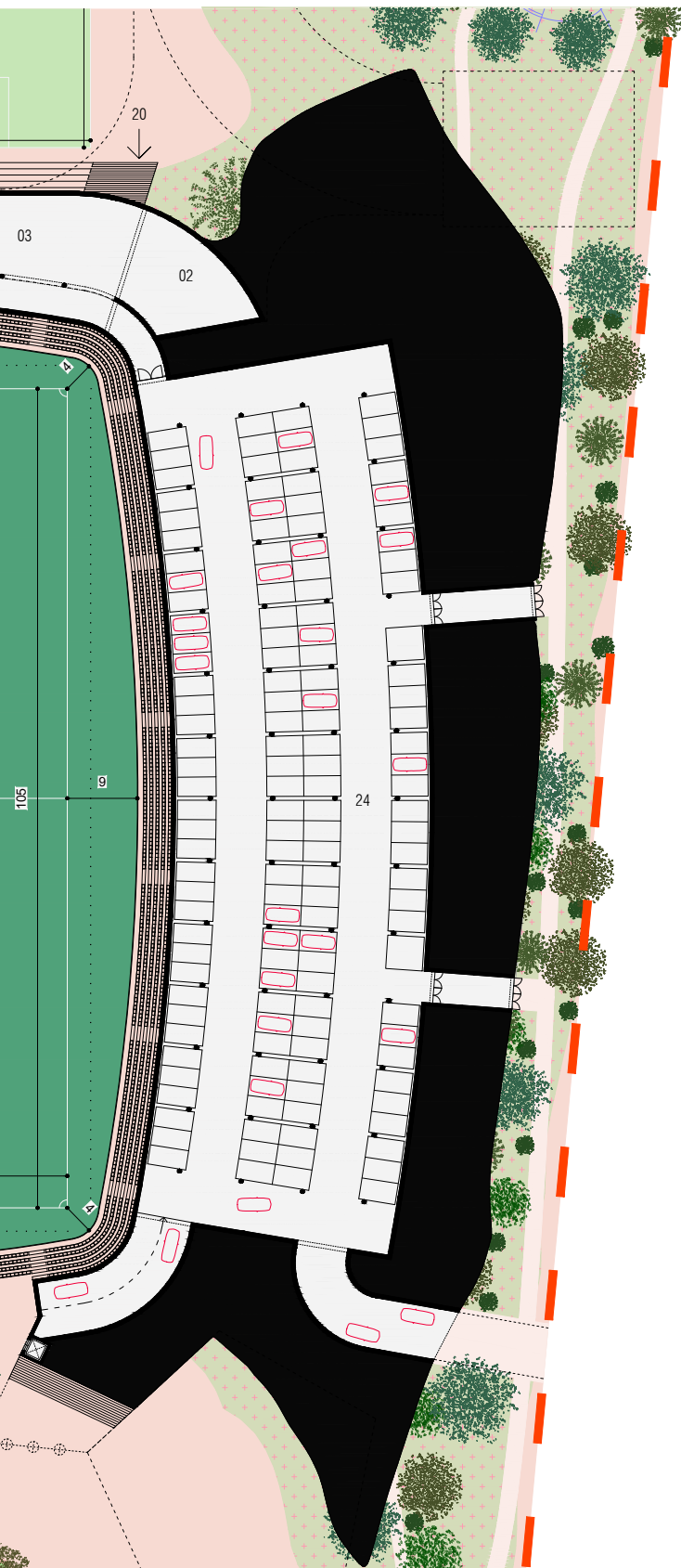


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Groundfloor Plan

DEVELOPMENT A



STADIUM SECTORS AND ACCESS DISTRIBUTION

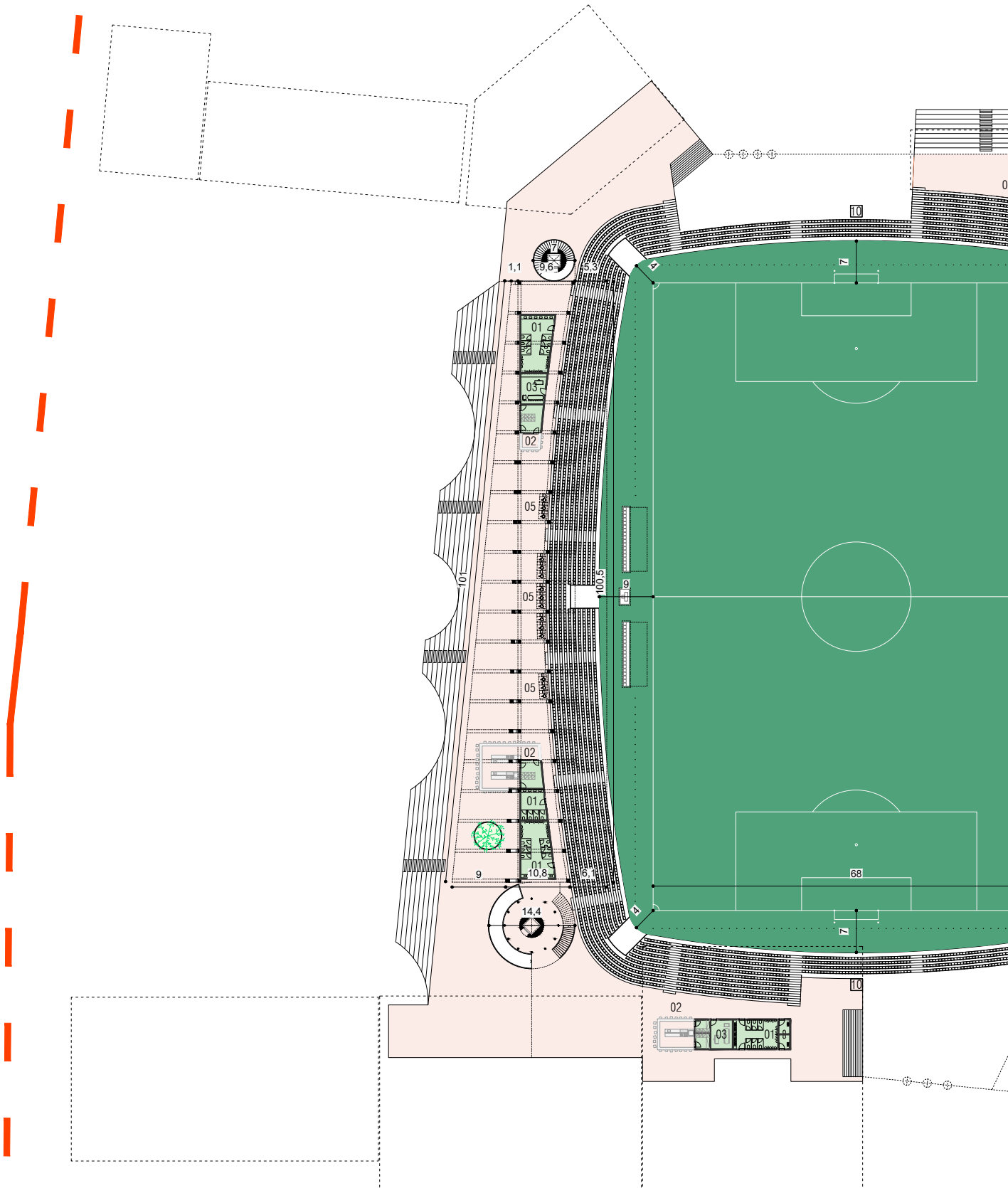


groundfloor stadium facilities

- 01. players access
 - 01.A local team
 - 01.B visitor team
- 02. storage
- 03. stadium staff and administration facilities (space available for offices, storage, technical rooms, etc.)
- 04. mixed zone (players / media) for interviews
- 05. field access for cars (ambulance, maintenance, etc.)
- 06. local team dressing room
- 07. referees dressing room
- 08. UEFA delegate and referee observer
- 09. doping control station
- 10. medical room
- 11. flash interview positions
- 12. visitor team dressing room
- 13. press conference room (50 seats)
- 14. field access for media, vip and stadium administration
- 15. field access for players and referees
- 16. covered benches for substitute players
- 17. fourth official position
- 18. vip and media access
- 19. general spectators access (1 turnstile per 660 seats = 16 turnstiles total)
- 20. access for visiting teams fans
- 21. teams and officials parking
- 22. parking for TV broadcast vans
- 23. commercial space (accessible from street)
- 24. general parking
- 25. fan zone
- 26. warm-up area

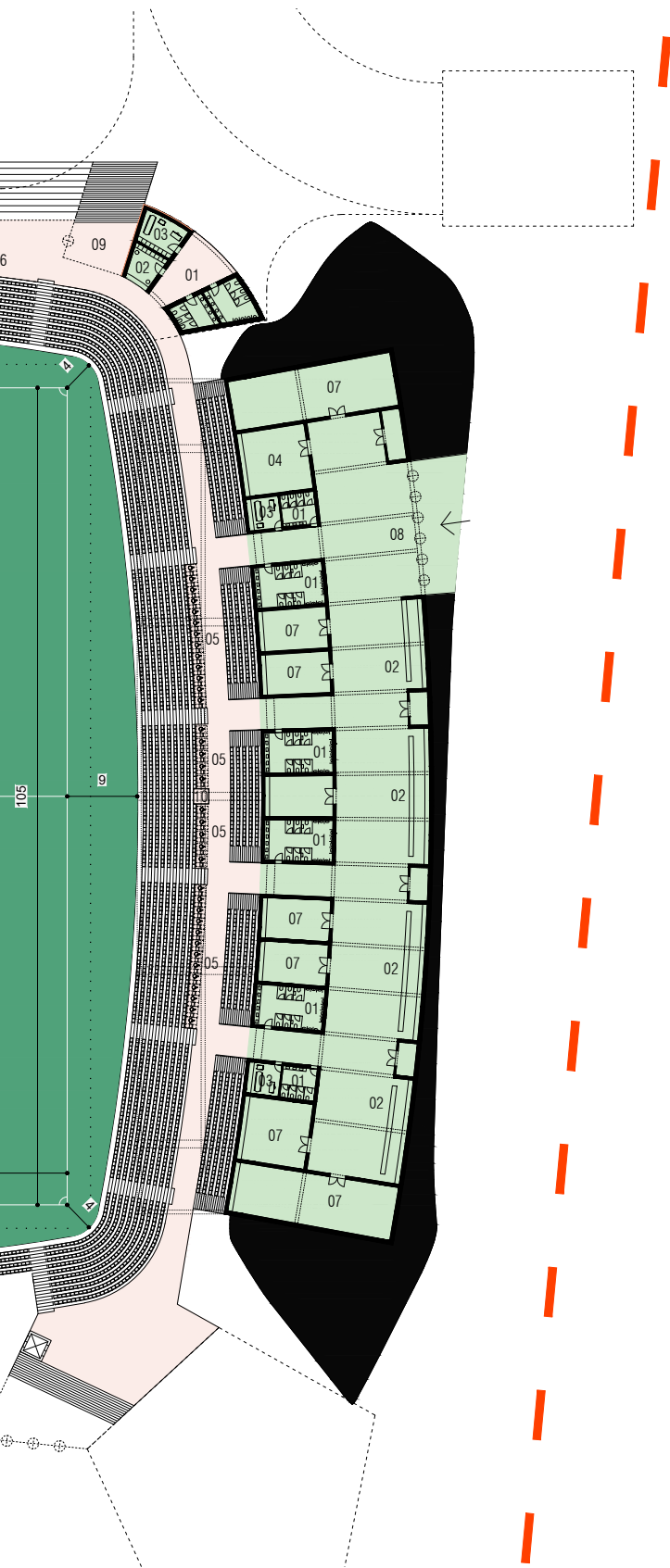


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Plan K+1 Stadium

DEVELOPMENT A



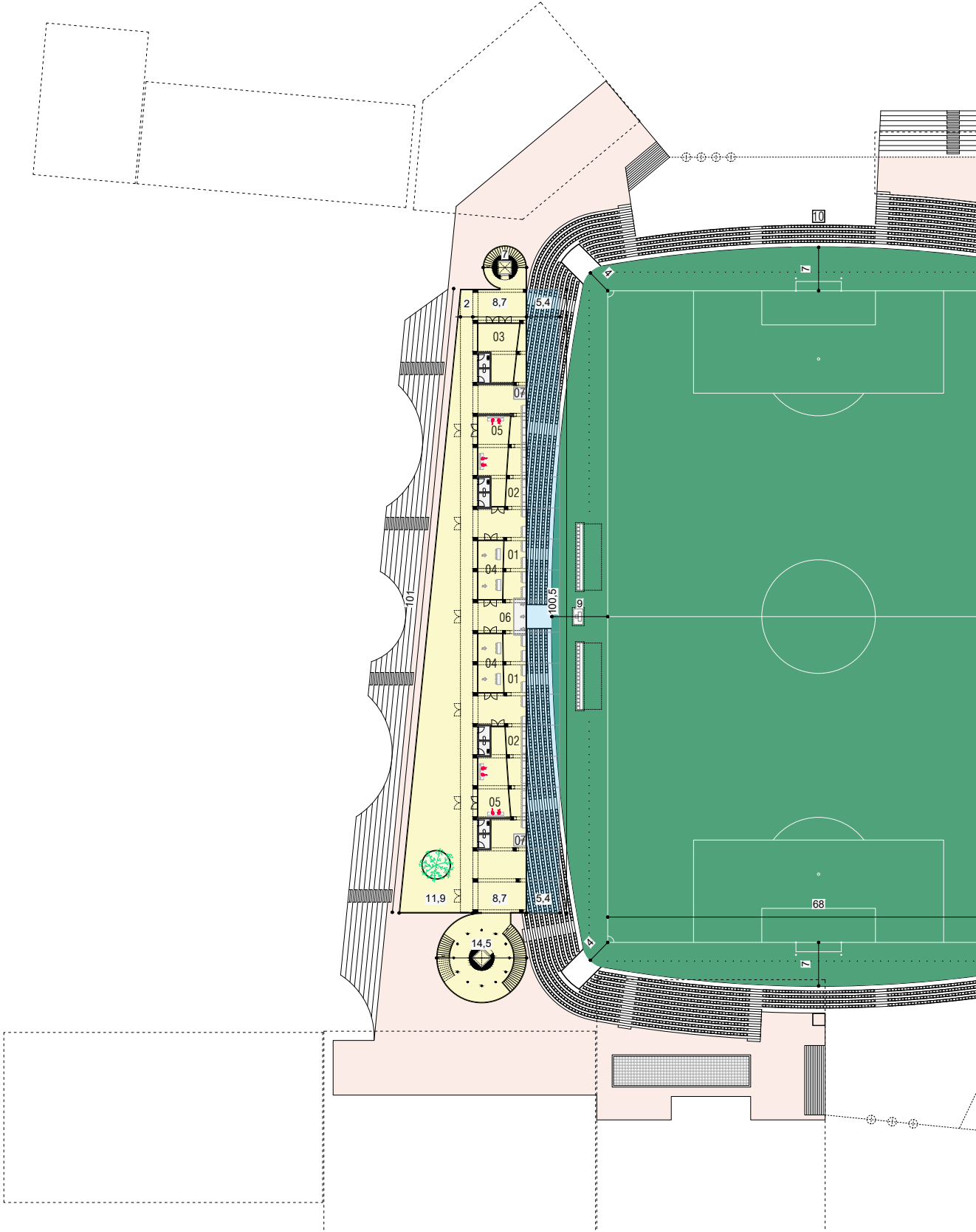
STADIUM SECTORS AND ACCESS DISTRIBUTION



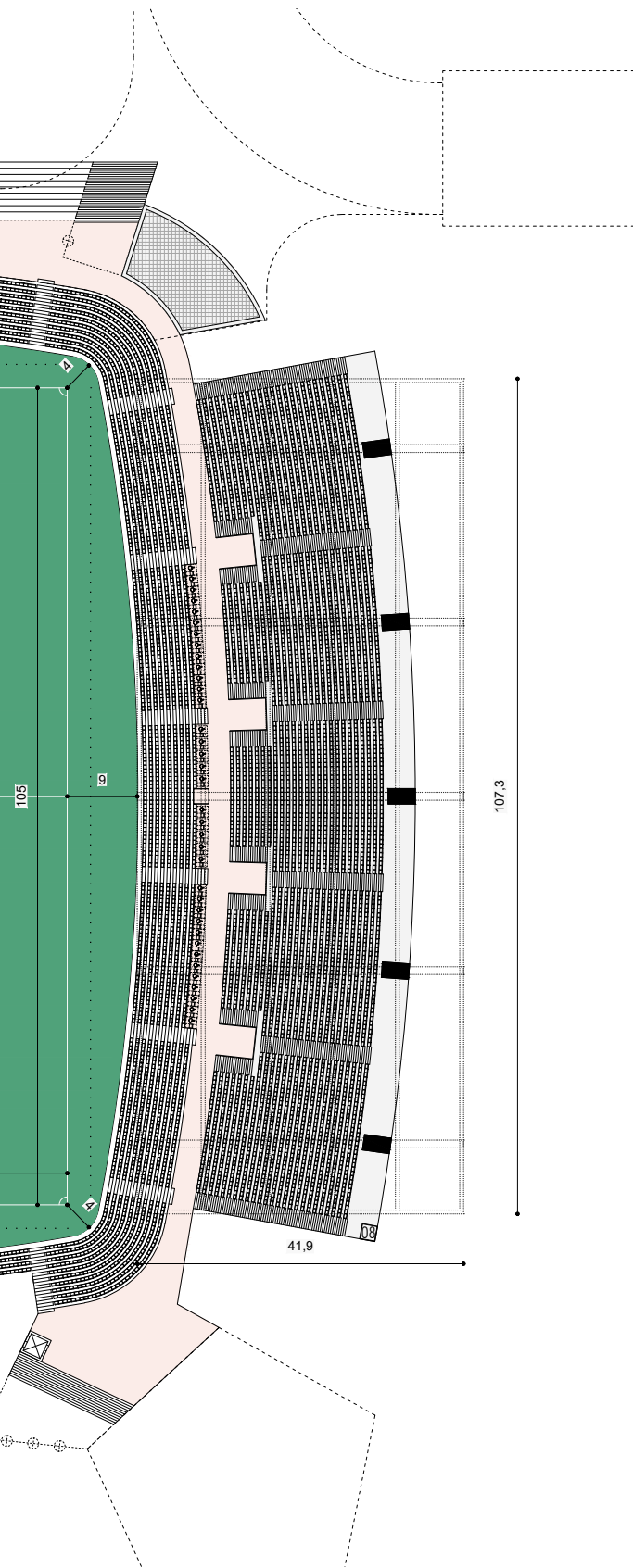
R+1 stadium facilities (level +6.00m)

- 01. spectators bathrooms
- 02. food store / bar
- 03. medical care (first aids)
- 04. stadium security
- 05. seats for disabled spectators and their companions (51 seats)
- 06. segregated seats for visiting spectators (663 seats)
- 07. stadium staff and administration facilities
(space available for offices, storage, technical rooms, etc.)
- 08. general spectators access
- 09. access for visiting teams fans
- 10. camera platforms

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Plan K+2 Stadium



R+2
level +11.94

- 01. TV commentators
- 02. written press and radio commentators seats
(with desk)
- 03. control room - police
- 04. TV studios
- 05. facilities for media representatives
(food, bathrooms, storage, etc.)

- 06. main camera platform
- 07. secondary camera platforms
- 08. beauty-shot camera platform
(on opposite stand)

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

A1.1 Stadium Canopy & A3 Stadium Stands

A1.1 is a building and landscape in the east side of the plot.

The first action is to reuse rubble from the existing facilities to create a new artificial topography.

During the competition phase, this building was integrating 10024 seats and the use below the stands was punctual. At this stage its total area was 960m².

After reviewing its capacities more in detail during this phase, we propose:

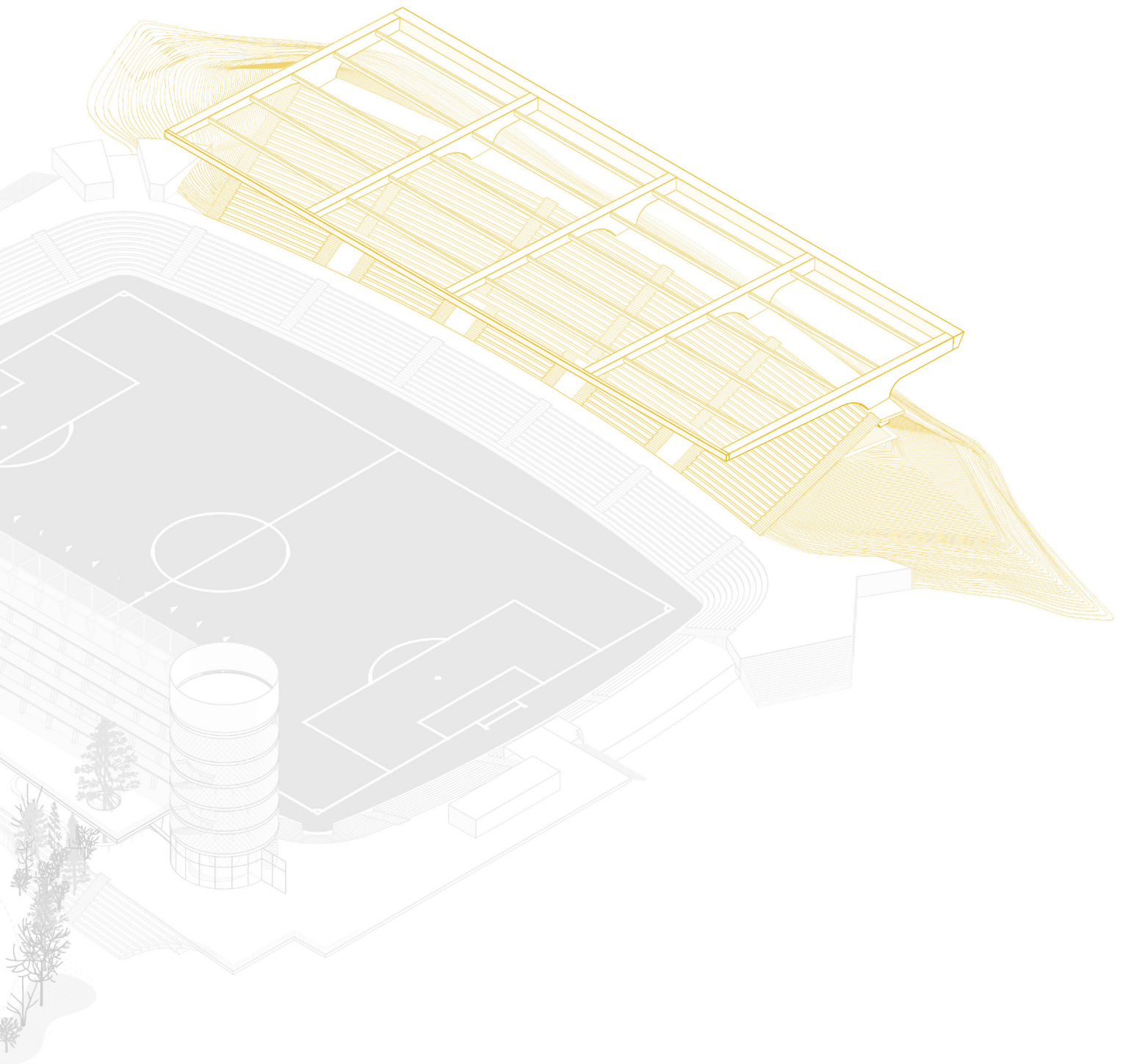
a) Stands: To increase its capacity to 10147 seats in order to absorb the changes in the distribution of the stadium.

b) Cave: To take advantage of existing volume of air below the stands in order to provide (commercial) facilities for both the stadium and neighbourhood.

c) Hill: The hill increases its volume and considers several layers in order to achieve the required stability.

d) Photovoltaic roof: The structure is optimized, now lighter. Its current area is 980m².

DEVELOPMENT A



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports A1.1 Stadium Canopy & A3 Stadium Stands



The space below the stands as a generous volume of air to be programmed

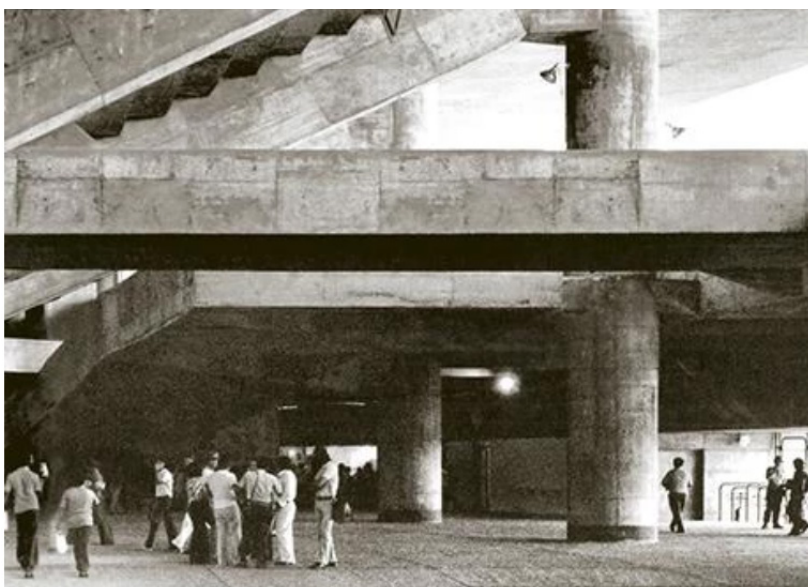
DEVELOPMENT A



4 000 m² of solar
energy



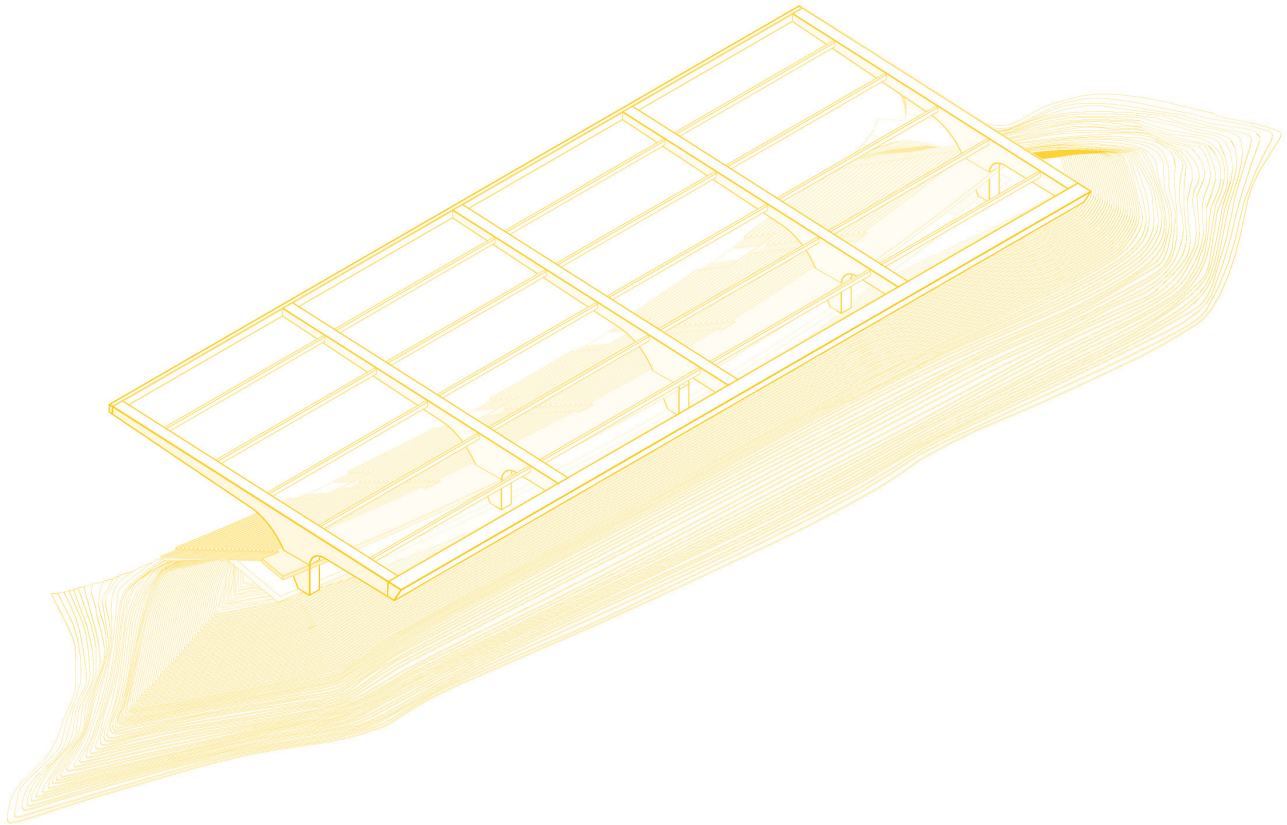
10147 seats /
Optimal "C" value



An urban cave
below the stands

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports A1.1 Stadium Canopy & A3 Stadium Stands



Northala Fields: park using the rubble from Wembley Stadium



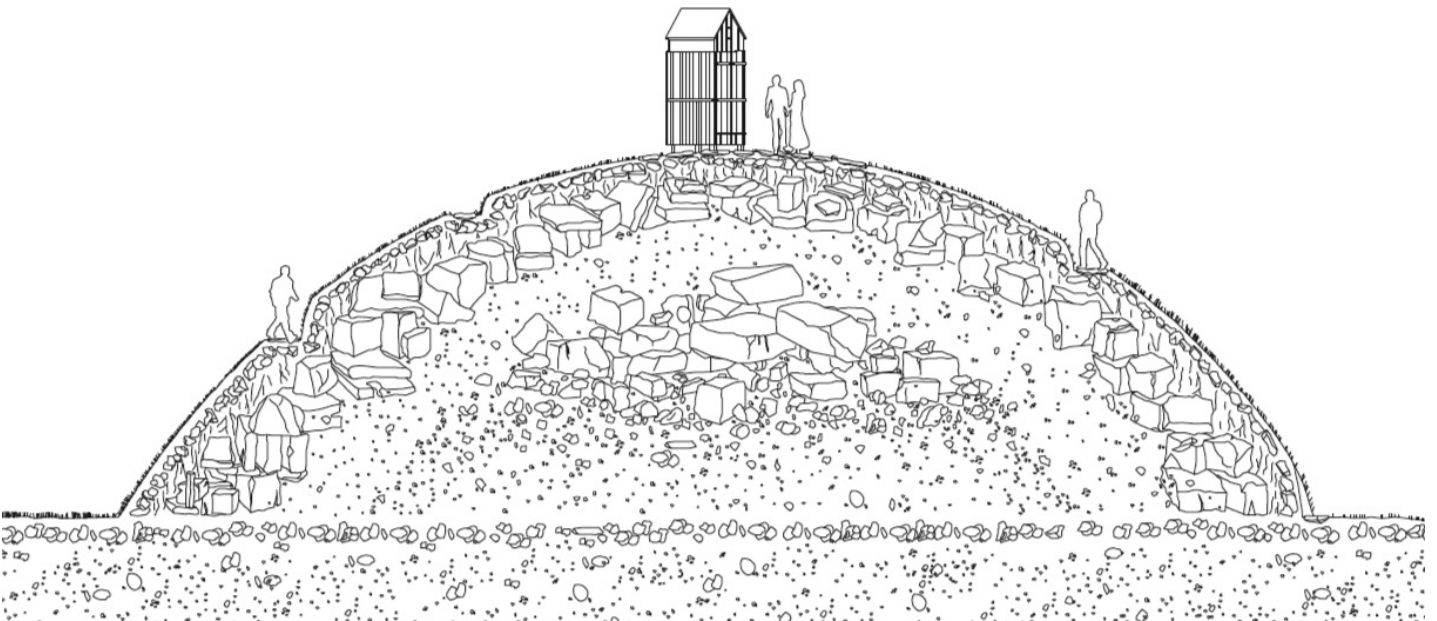
DEVELOPMENT A

The Hill is an hybrid urban device introducing facilities for the stadium and a new topography for the neighbourhood.

It integrates 2 levels of parking in lower levels and a generous food / commercial hall -the cave- in the level +6.00, with its own access. All this is concentrated in half of the volume, towards the fields (west).

The rubble from the demolition of existing facilities will be reused for shaping the ground and defining a new topography towards the East of the plot. The specific composition (rubble, stones, gravel, etc.) will be studied in next phase and it will consider other successful experiences (i.e. North-ala Field or Thufa Memorial).

Thufa / Composition:
Stones, Gravels and Rubble



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

A2. Bombonera Building

A2

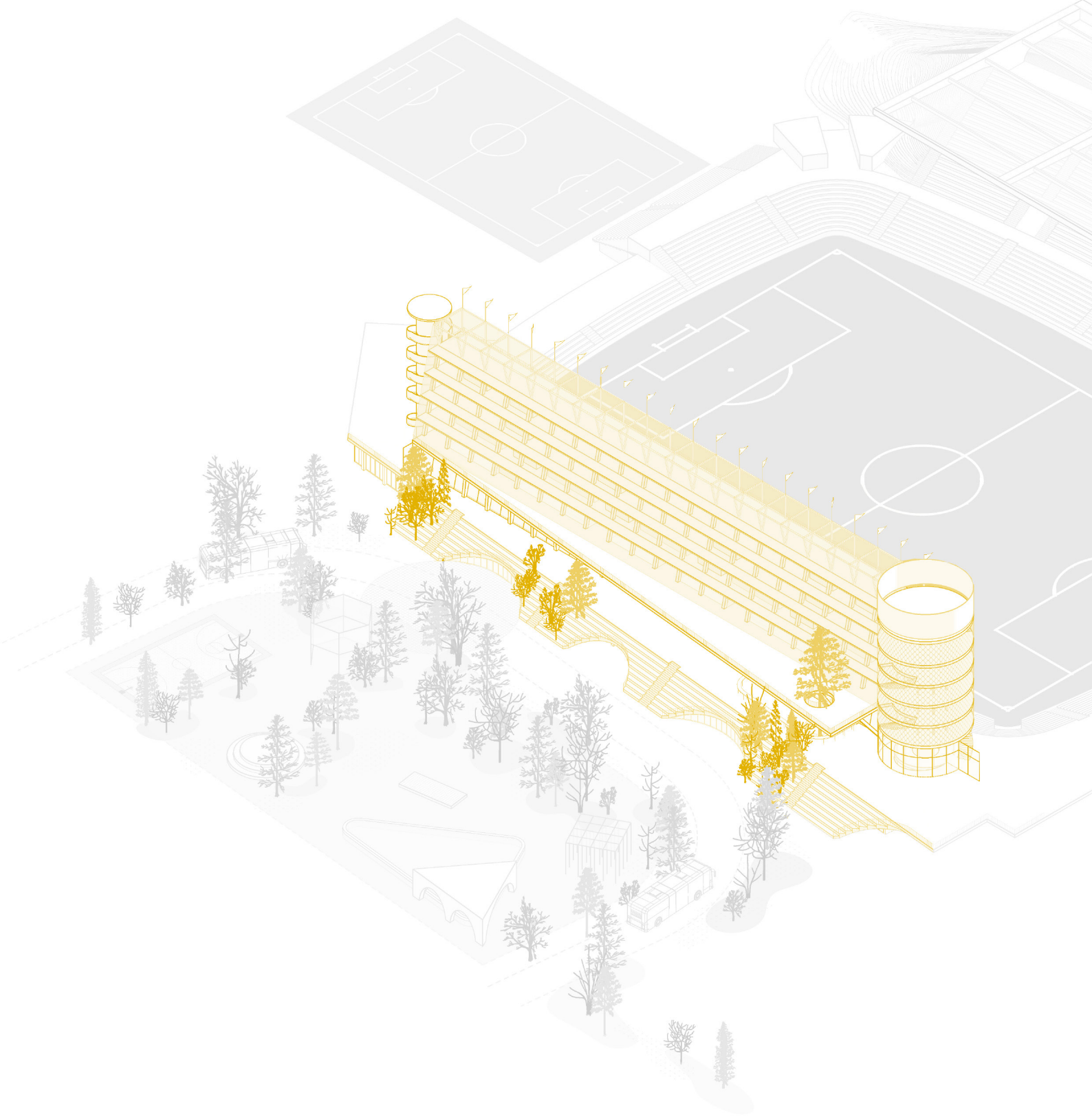
The A2 is probably one of the most remarkable ones. It is a tribute to 'Bombonera' famous stands in Buenos Aires, Argentina.

During the competition phase, this building was integrating vip seats, media and other facilities. At this stage its total area was 4580m².

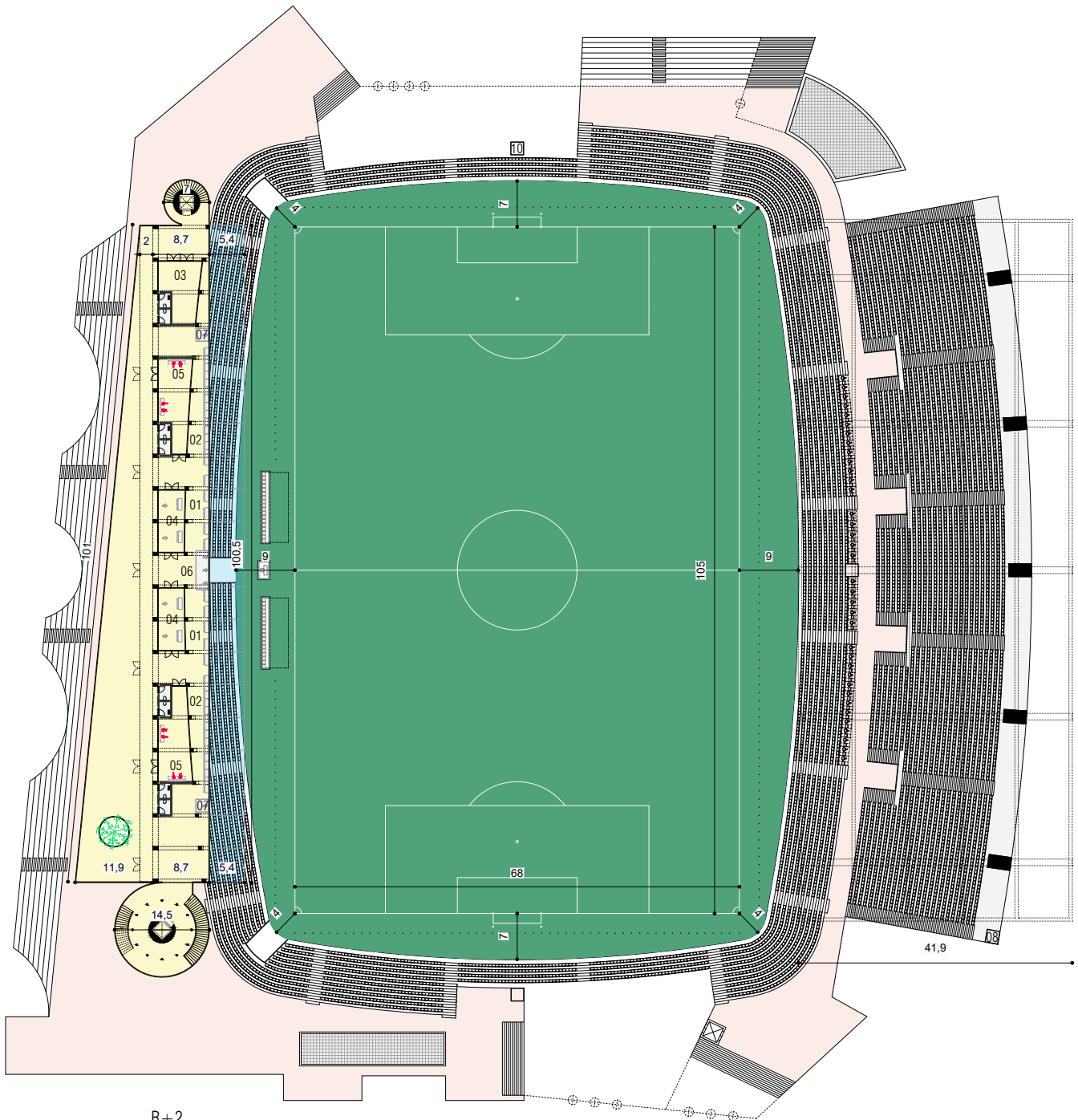
After reviewing its capacities more in detail during this phase, we propose:

- a) An active groundfloor defined by public steps towards the west. This device integrates differentiated accesses (for media, vip and players), commerce and gardens. The steps arrive to a bar that serves the stadium during the games and the city everyday, extending the public life almost until the field.
- b) A linear distribution allows to organise VIP areas and Media in upper levels. The inclination of the building allows to have amazing and inedit views to the field.
- c) A long terrace available for events and venues of different kind.

DEVELOPMENT A



D ARCHITECTURE REPORT

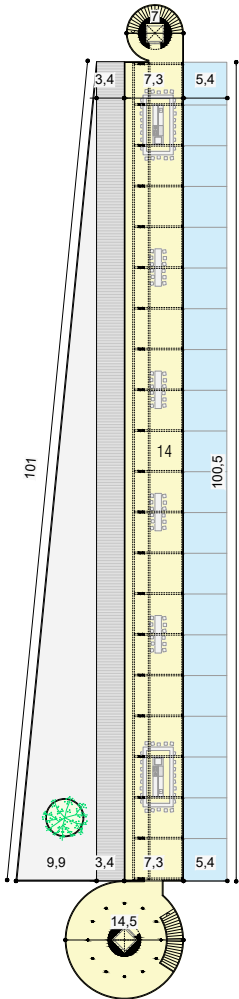


R+2
level +11.94

- 01. TV commentators
- 02. written press and radio commentators seats
(with desk)
- 03. control room - police
- 04. TV studios
- 05. facilities for media representatives
(food, bathrooms, storage, etc.)

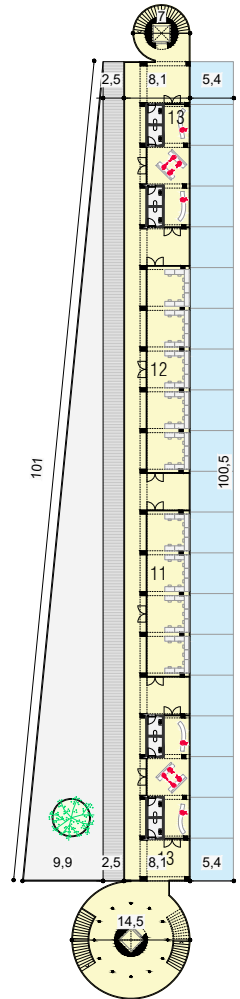
- 06. main camera platform
- 07. secondary camera platforms
- 08. beauty-shot camera platform
(on opposite stand)

DEVELOPMENT A



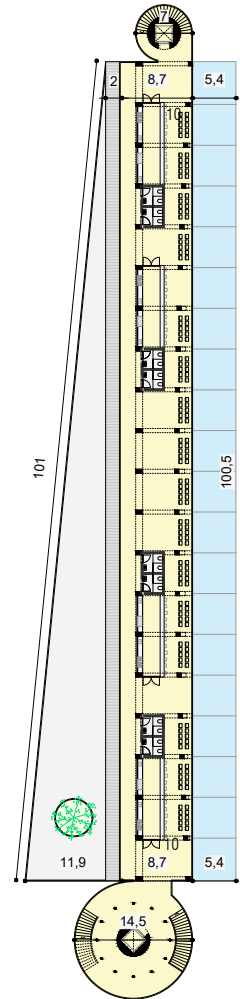
R+6
level +27.06

14. rooftop terrace + bar



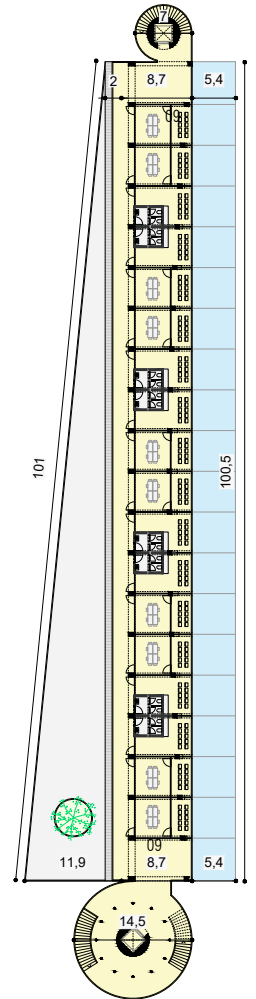
R+5
level +23.28

11. photographers working area
(20 positions)
12. media working area
(30 positions)
13. facilities



R+4
level +19.50

10. VIP hospitality area
(160 seats)



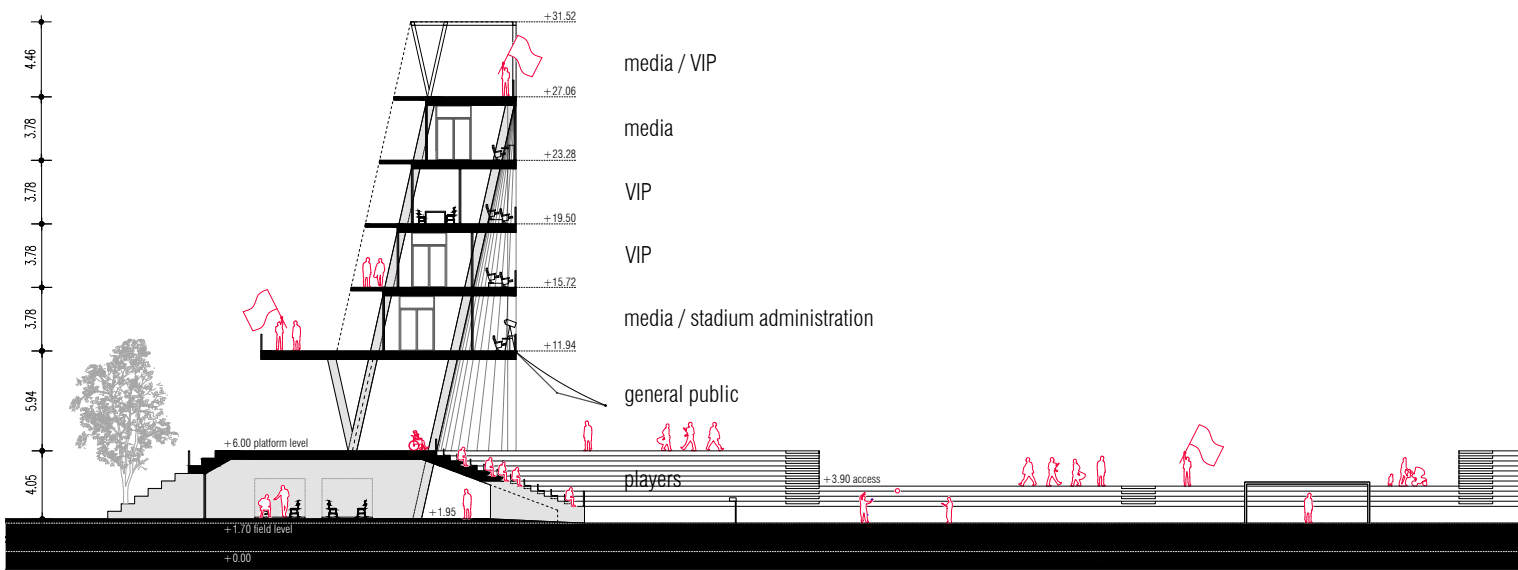
R+3
level +15.72

09. VIP booths
(18 units, 180 seats)

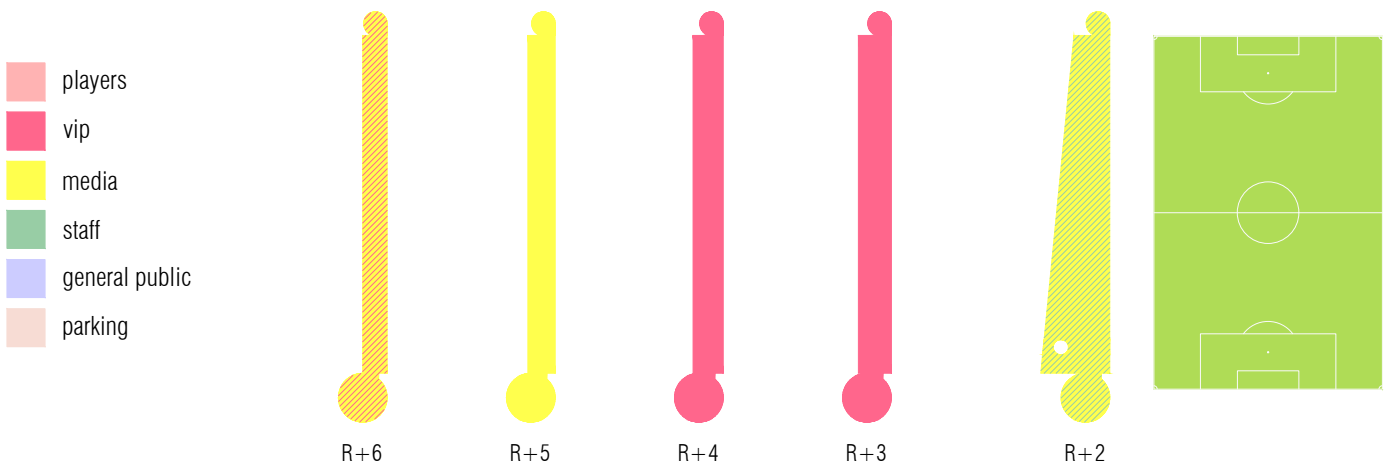
D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports A1.1 Stadium Canopy

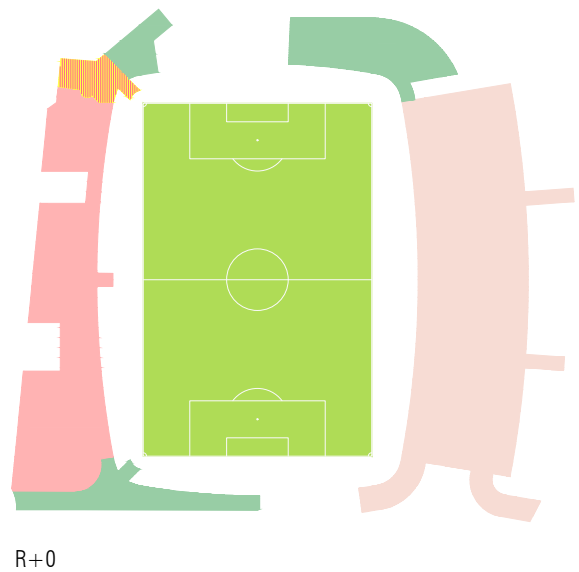
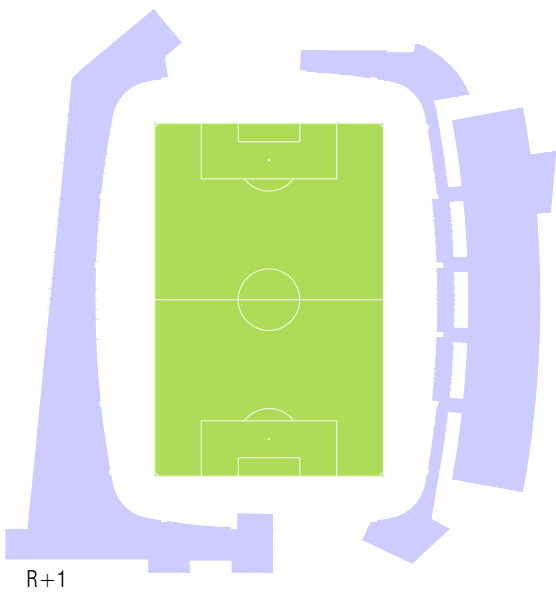
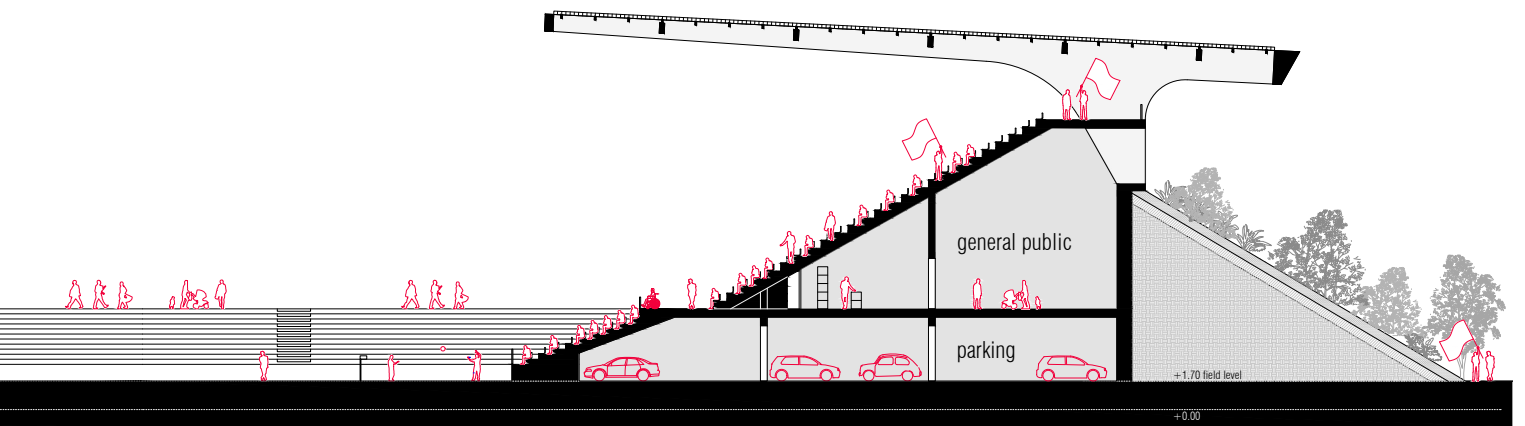
TRIBUNES SECTION / 1:200



STADIUM PROGRAM DISTRIBUTION



DEVELOPMENT A



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports A2. Bombonera Building



A resistant and sculptural concrete frame

DEVELOPMENT A



A light frame leaving open space at its base

Lighter steel structure for the circulation in the south



Concrete Stairs for the fire scape in the north



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

A4. Sport Center

A4

The A4 building is a capable and sculptural structure defined by a performant grid of concrete arches, highlighting the stadium's main access.

During the competition phase, this building was programmed as a market hall in the ground floor (understood as a space able to change regularly in time) and an olympic swimming pool and terrace in the rooftop. At this stage its total area was 4090sqm.

After reviewing its capacities more in detail during this phase, we propose:

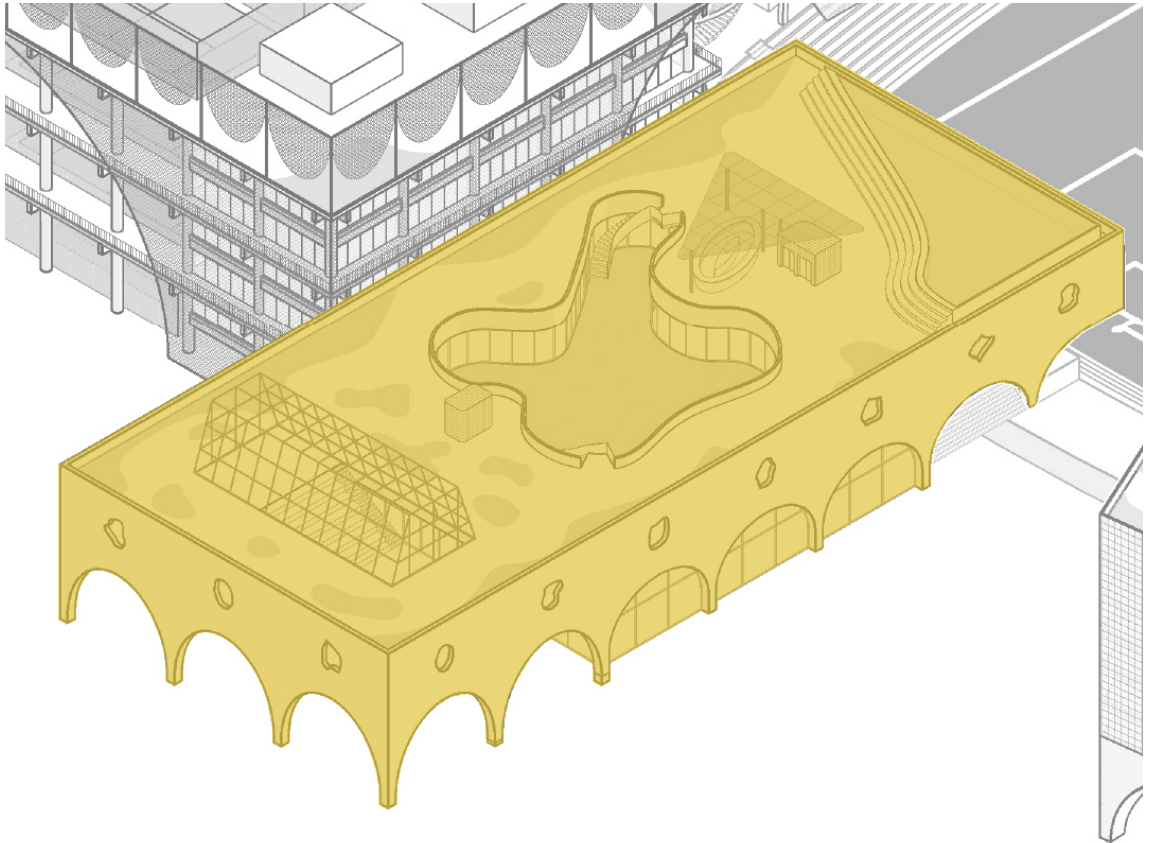
a) To extend the building towards the south creating a covered open space (integrating bus tops, gardens and urban furniture) and allowing a proper pedestrian connection in between the garden in the west and the main square in the south.

b) To optimize the footprint of the enclosed space in the ground level bringing a food court, potentially connected with B2 towards the west.

c) All the infrastructure and facilities needed to serve the main space (offices, storage spaces, bathrooms) are placed in the north side of the building. A water tank is placed in the underground (allowing to contain rainwater before being delivered to the general sewerage system). On top of the mezzanine, a 'reversible' bar establishes unexpected porosities in between the stadium and market hall.

d) On top a full floor for retail activities introducing gardens for allowing natural ventilation and light but most importantly generous connection with an active rooftop.

d) The terrace is a landscape of micro-interventions and pavilions including cafes, open cinema and a recreational pool with stunning views to the field.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports | Projekt-Ideja Paraprake. Pashaportat e Objekteve A4. Sport Center



An efficient and optimized space made by a grid of arches.

DEVELOPMENT A



An open air swimming pool on top.



A double-sided bar, towards the market and the stadium.



Gardens bringing light to the retail floor



A polyvalent space, potentially connected to B2

D ARCHITECTURE REPORT

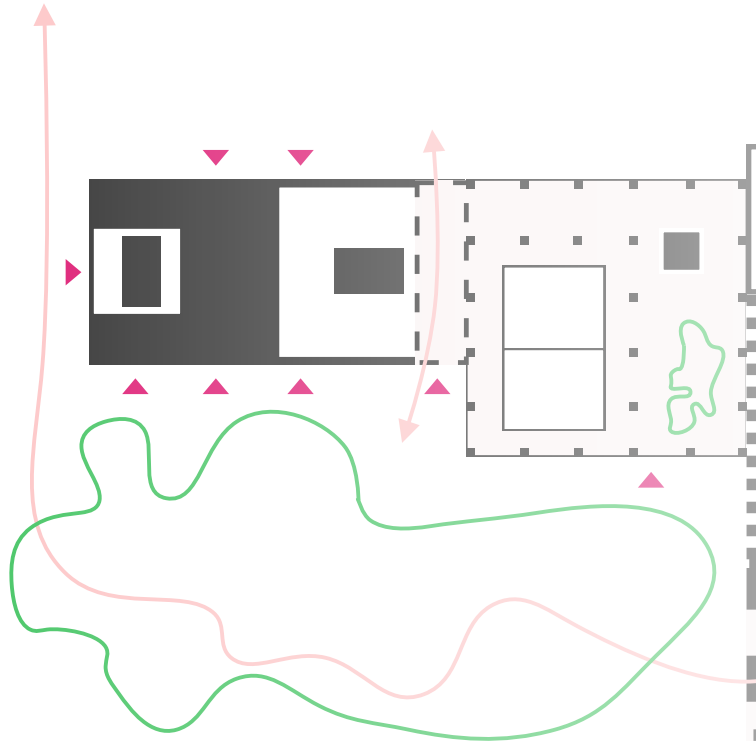
2. Preliminary Project Idea. Building Passports | Projekt-Ideja Paraprake. Pashaportat e Objekteve B. Square meters

No.	Typology	Quantity m2	stad
<i>*The commercial area within Zone A (public dimension) shown in this table is calculated by taking</i>			
Zone A			
A0	Stadium Landscape - Public space	19,782	
A0.1	Stadium Fields	11,591	
A1	Stadium Facilities Under Canopy	5,029	
A1.1	Stadium Canopy	4,998	
A2	Bombonera Building	7,895	
A3	Stadium Stands	5,881	
A4	Sport Center	4,521	
A-1	Parking A	3,250	

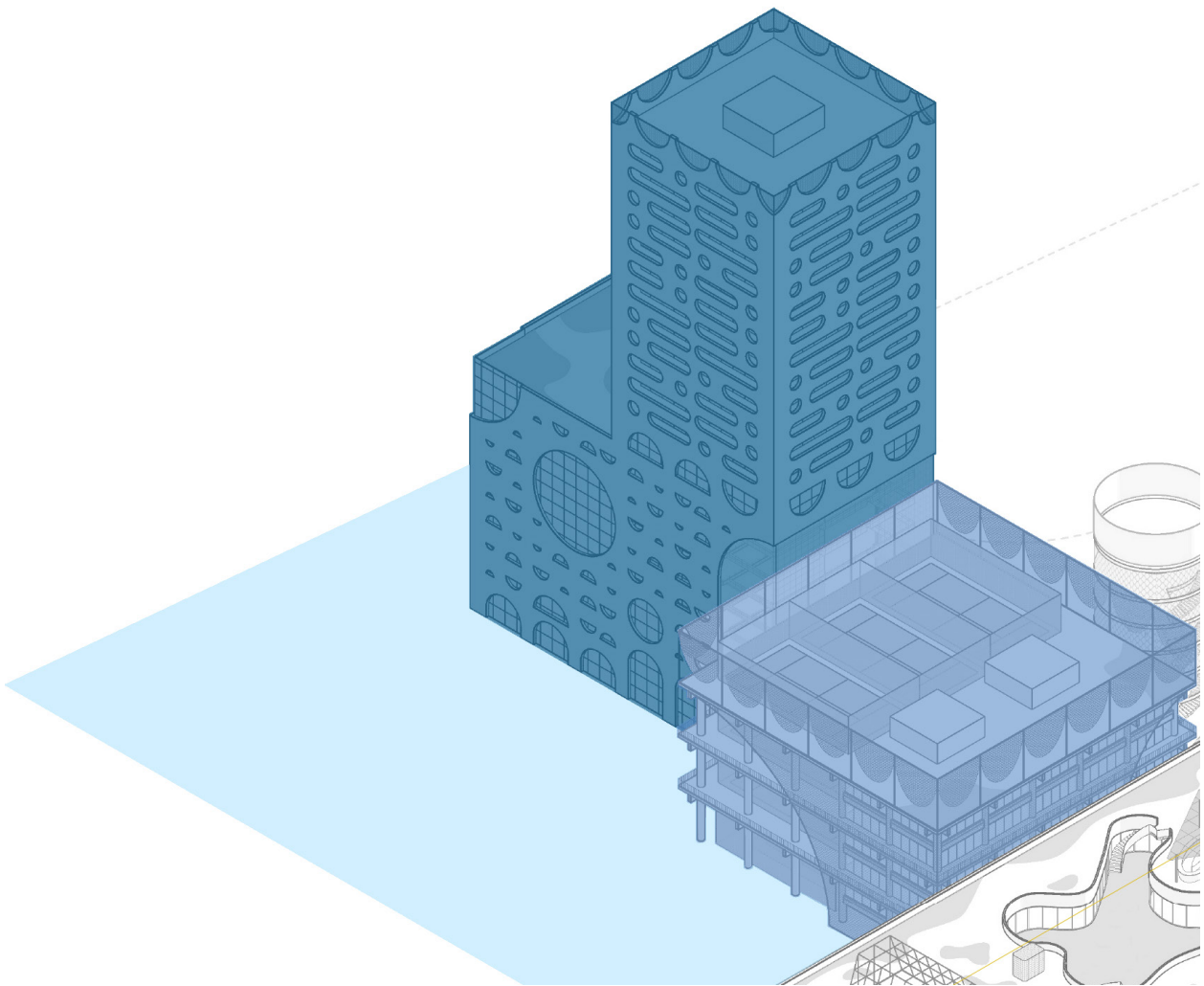
DEVELOPMENT A

adium	sports	commercial	housing	hotel	office
<i>g into account areas that are purely commercial or have the potential to become commercial.</i>					
-	-	-	-	-	-
11,591	-	-	-	-	-
3,992		1,037.0	-	-	-
4,998					
4,756	-	3,139	-	-	-
5,881	-	-	-	-	-
-	4,521	-	-	-	-
-	-	-	-	-	-

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Two buildings of different height, proportion and use frame the garden in the south east corner. They touch each other and look for collaboration in between them, in the ground floor but also on specific moments in the upper levels.

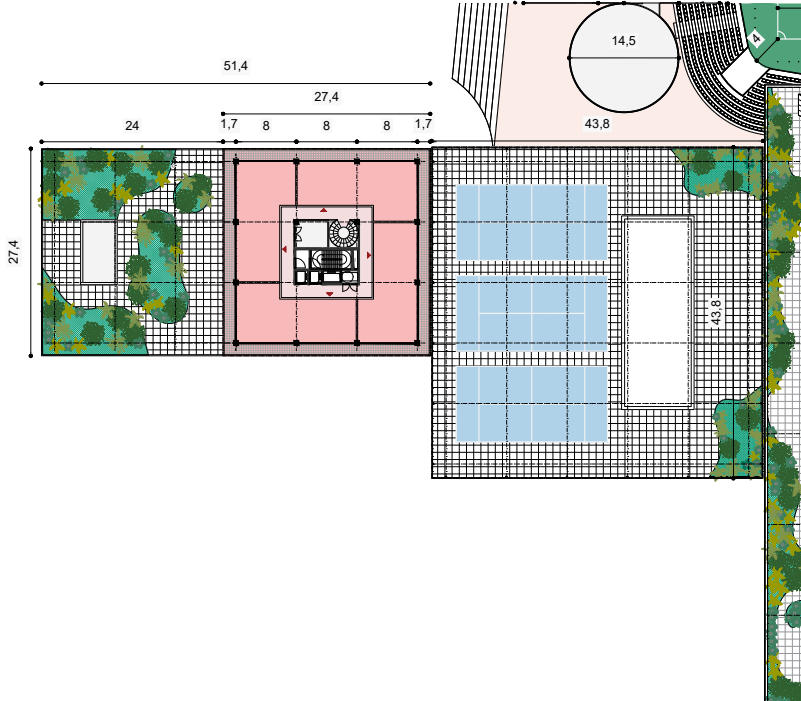


The two buildings work together, keeping a compact footprint leaving enough open space around them.

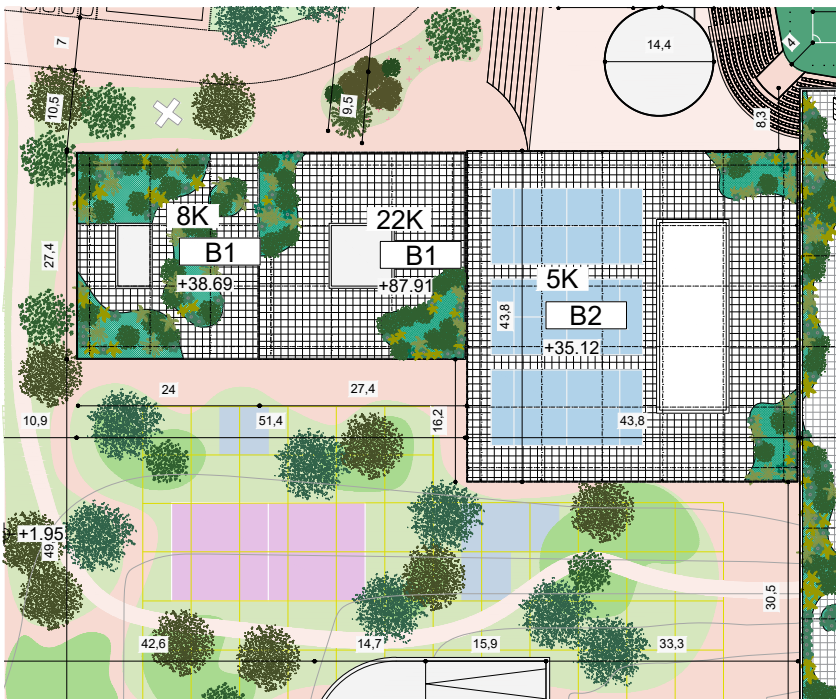
On the other hand, all buildings look for introducing passive behaviours (i.e. enclosed but non-heated areas, natural ventilation and light).

DEVELOPMENT B

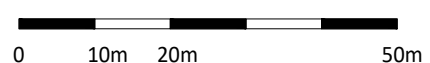
Retail/Commercial
 Residential
 Office



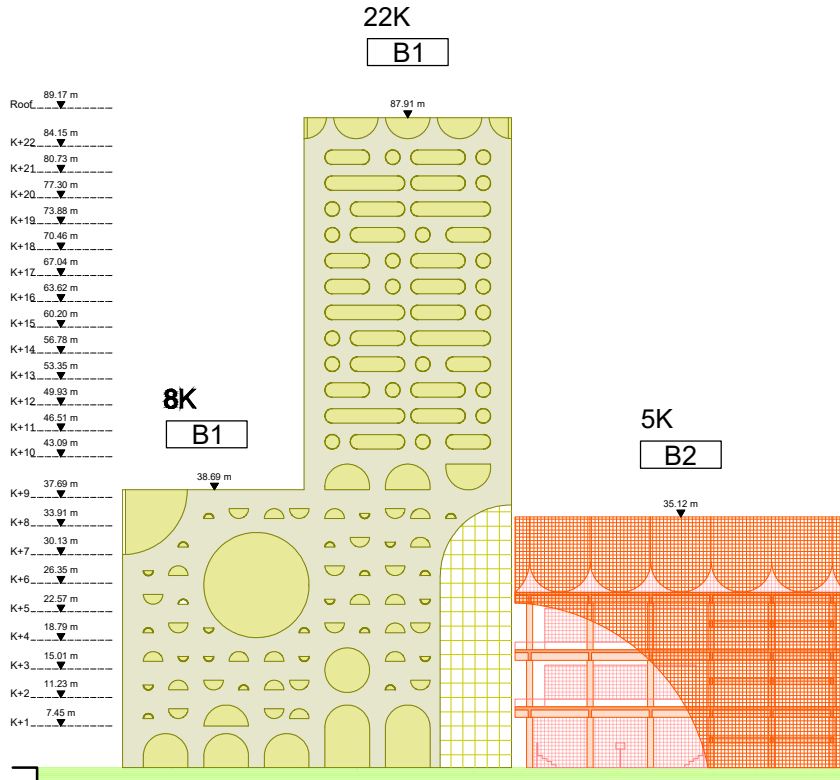
Plan K+15



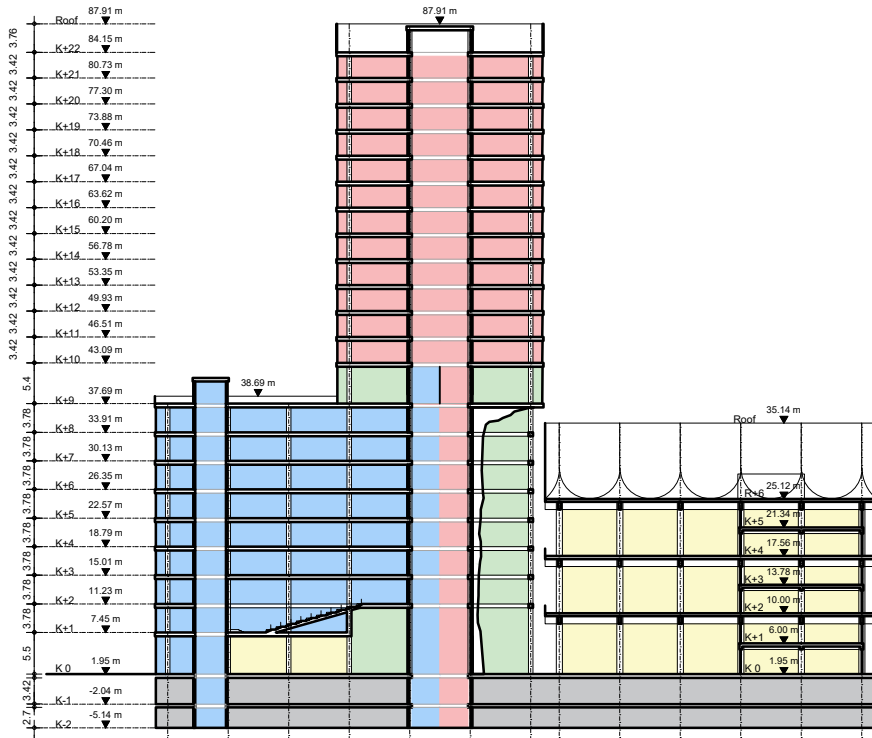
General Plan



D ARCHITECTURE REPORT



South elevation



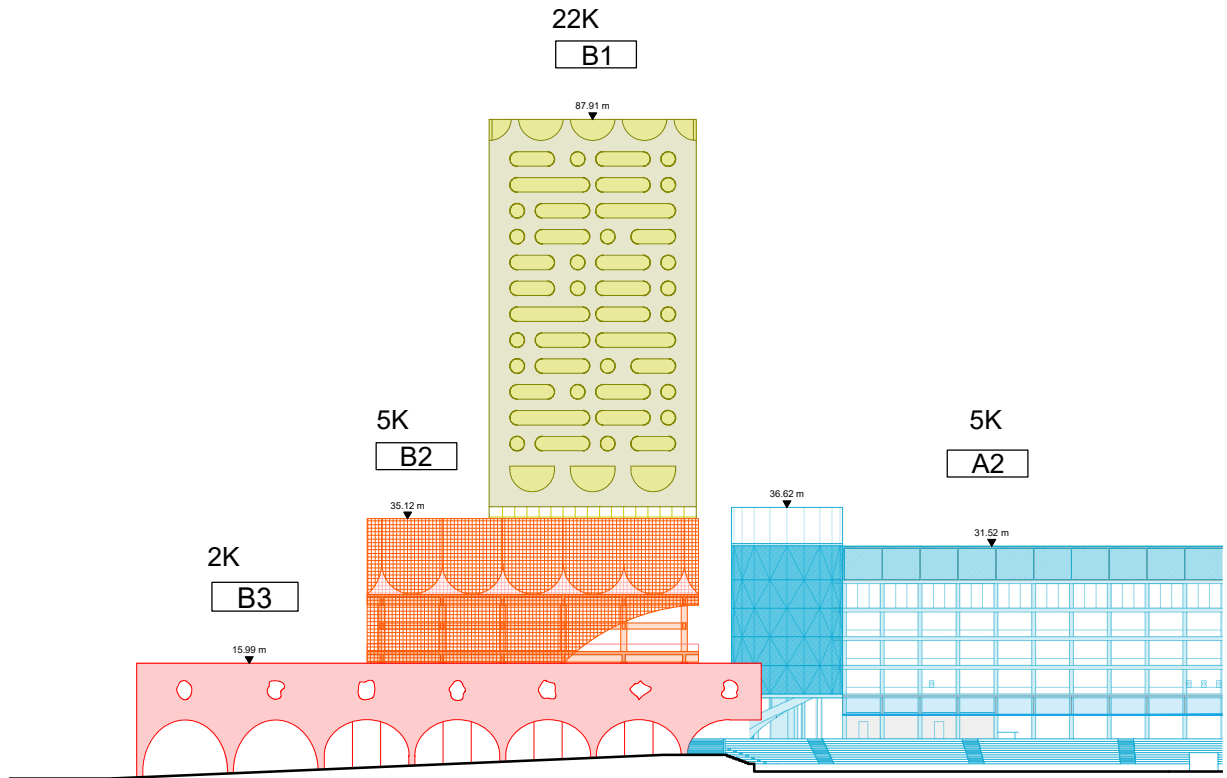
Trasversal section

Yellow Retail/Commercial

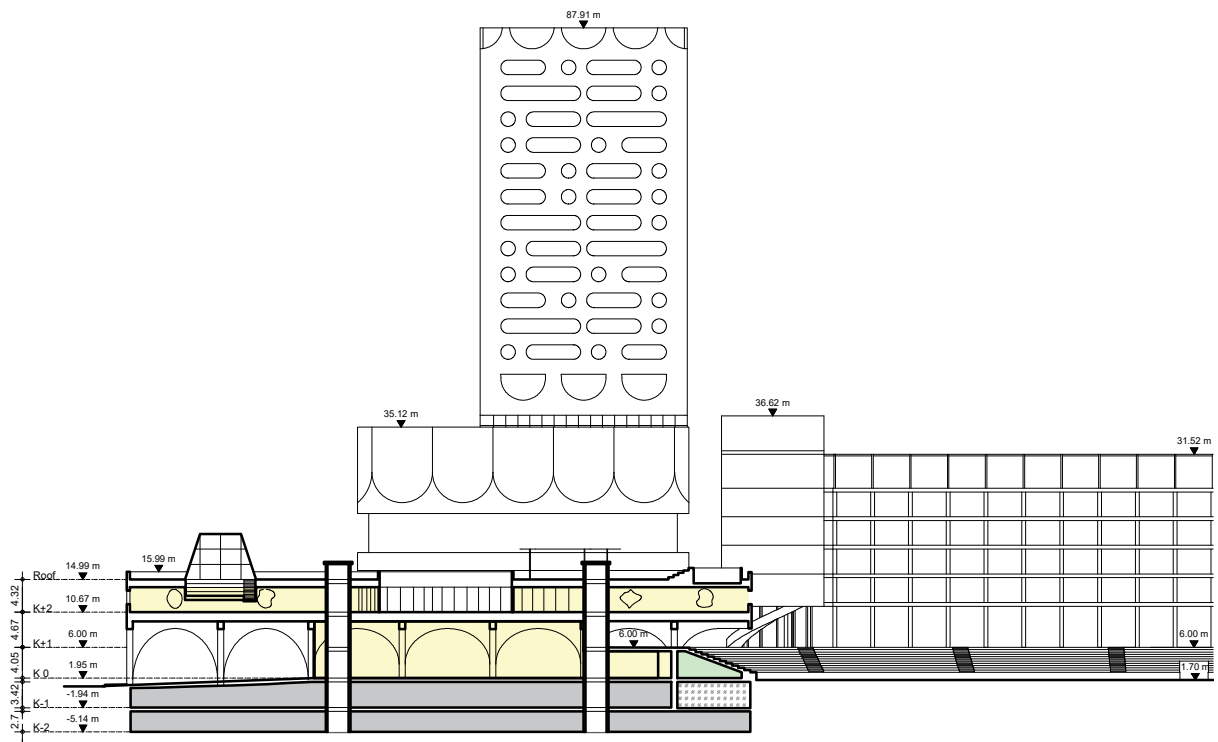
Pink Residential

Blue Office

DEVELOPMENT B



East elevation



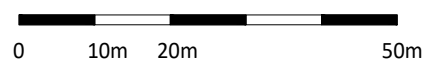
Longitudinal section

Retail/Commercial
 Residential
 Office

FESTIVAL



1:1000



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2. Preliminary Project Idea. Building Passports B1. Congress Tower

Three buildings co-exists in the Neighbourhood B in the south-west corner of the plot. The first building from West to East is the B1.

B1

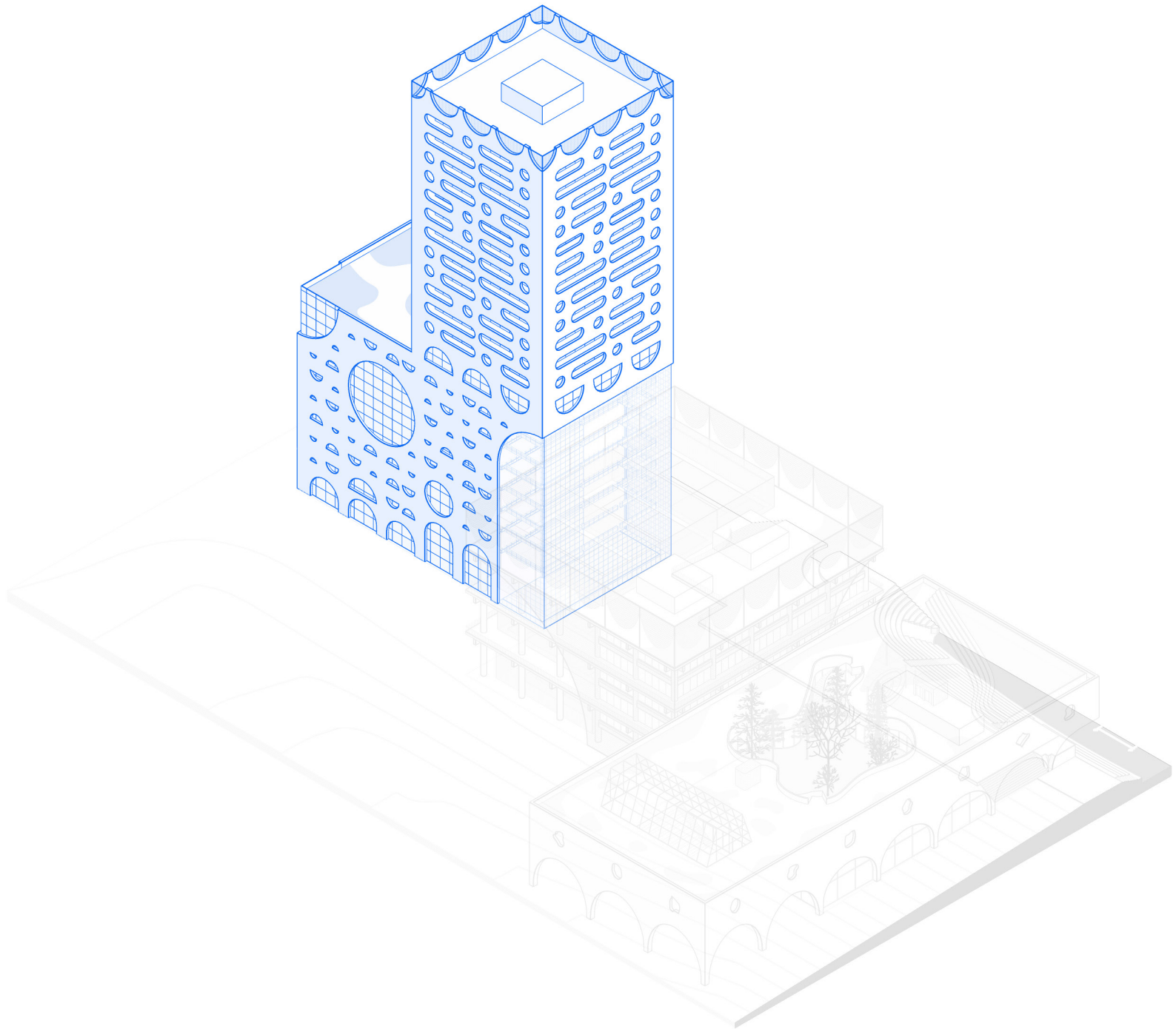
The B1 building is the highest (and biggest) building of the whole proposal with 22 floors and 20743 m². Its urban form is divided in two strats: a) the first one framing the garden in the south) and considering a generous roof garden in the 9th level) the second one, with privileged and vast views towards the city and sea. It is a massive yet welcoming to the neighbourhood.

The program of this building in the competition proposal was a Convention Center & Offices. At that stage the total area was 13600 m²,

After reviewing its capacities more in detail during this phase, we propose:

- a) An active and porous ground floor towards South, West and North (introducing commerce, halls and a climbing wall in a N-S threshold).
- b) The first strat (levels R+1 to R+8) introducing services, offices, workspaces and auditorium (i.e. Convention Center).
- c. The second strat (levels R+10 to R+22) introducing housing.

The building is crowned by a garden in the rooftop at level 23th.



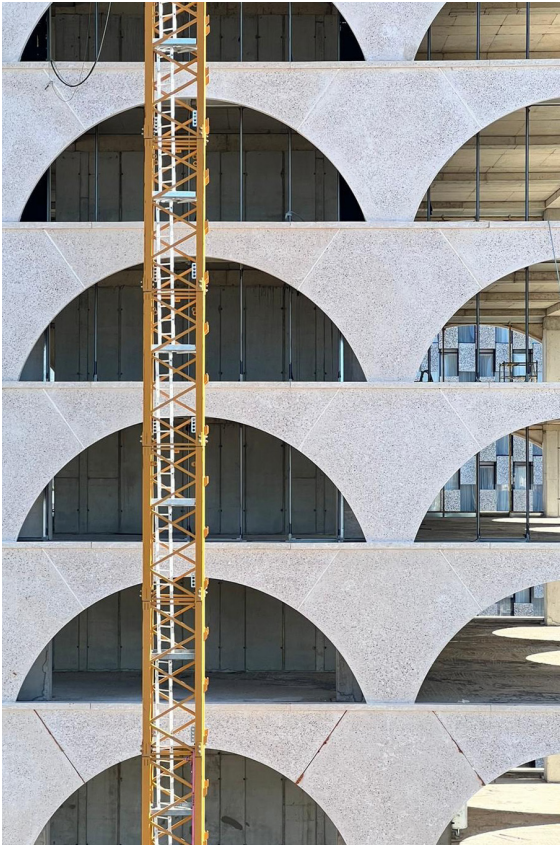
D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports B1. Congress Tower



The Model: Book Building by
51n4e in Tirana, Albania

DEVELOPMENT B



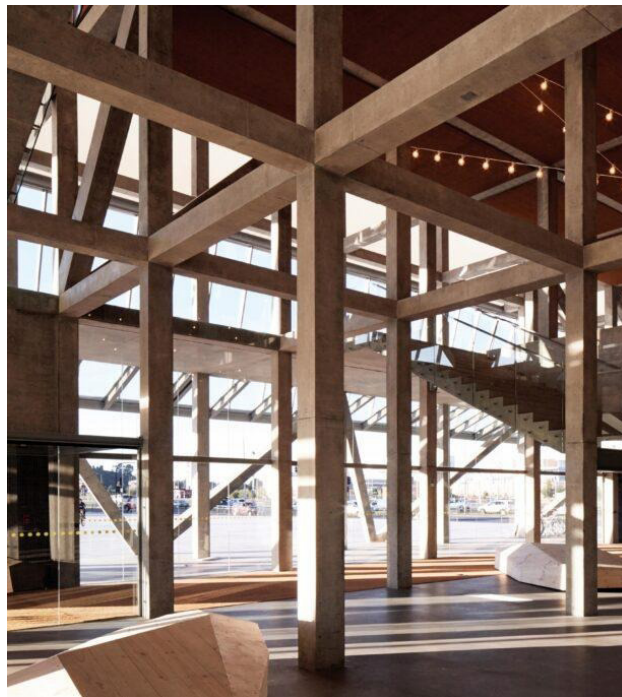
Either an exoskeleton or a screen



Sports (a climbing wall) within the volume.



A generous double or triple height hall with a micro garden inside.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports B2. Market Hall

The second building from West to East is the B2.

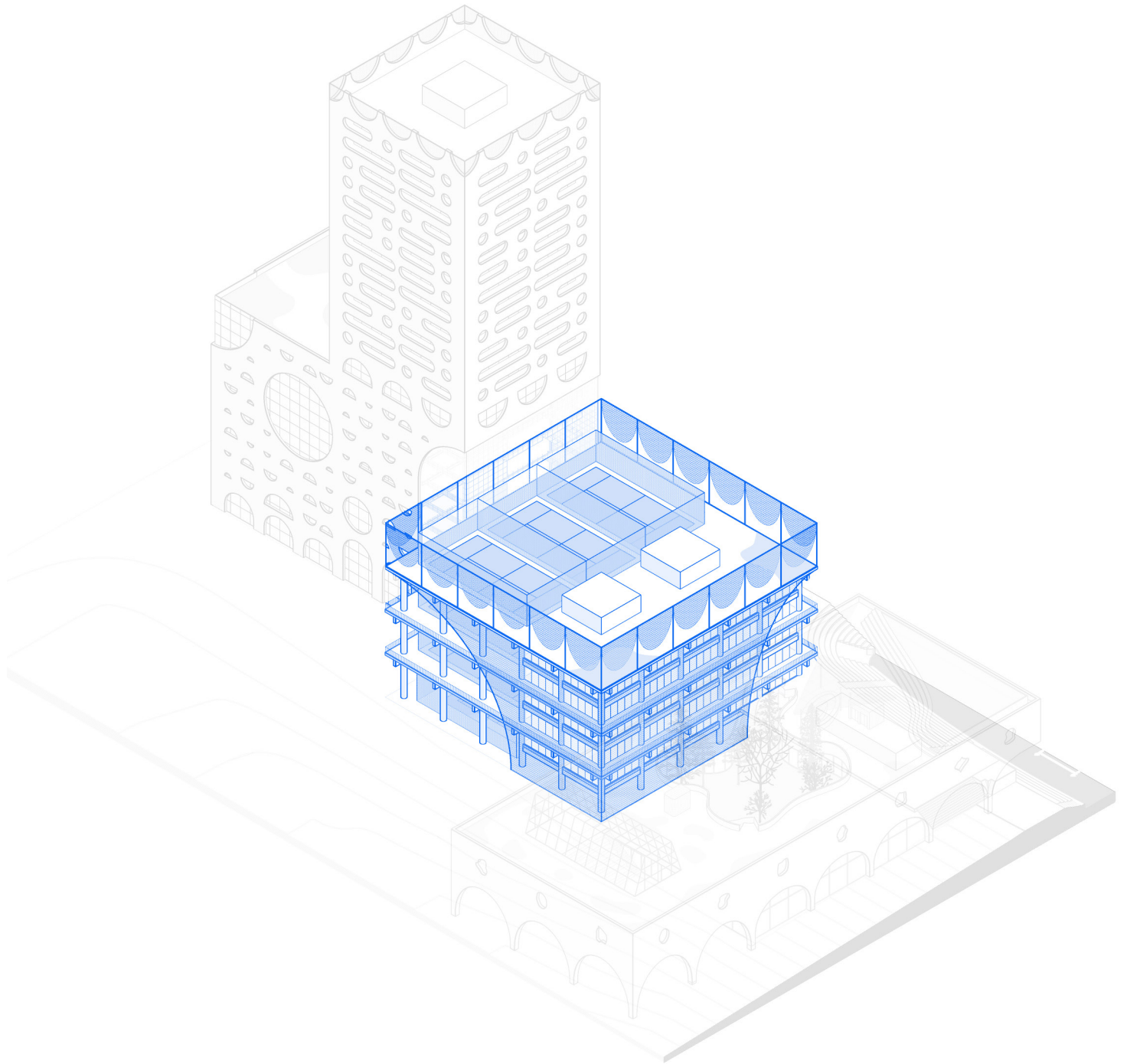
B2

The B2 building is a polyvalent and open box of 40 x 40 x 30 m dedicated to shopping mall facilities and various commercial activities in platforms on air. Its identity is defined by exposing its skeleton, an architecture of bones carefully dressed with a light metal mesh.

This building was programmed as a semi-open sports facilities during the competition phase. At that stage its total area was 9800 m²,

After reviewing its capacities more in detail during this phase we propose:

- a) An open groundfloor including a commercial activity and leisure spaces for the inhabitants and visitors, potentially connected to other piazzas and urban life.
- b) A system composed by double height floors able to be programmed with fields for diverse commercial activities.
- c) A system of 6 floors introducing infrastructure needed (bathrooms, dressing rooms) and retail related to leisure and health.
- d) A rooftop introducing open fields and leisure spaces with privileged views to the city.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports B2. Market Hall

If the building is programmed exclusively as shopping mall, the strategy of open platforms can be maximized and extended to all floors.



DEVELOPMENT B



Open Rooftop



Combining shopping with entertainment in fashion in open plaza

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

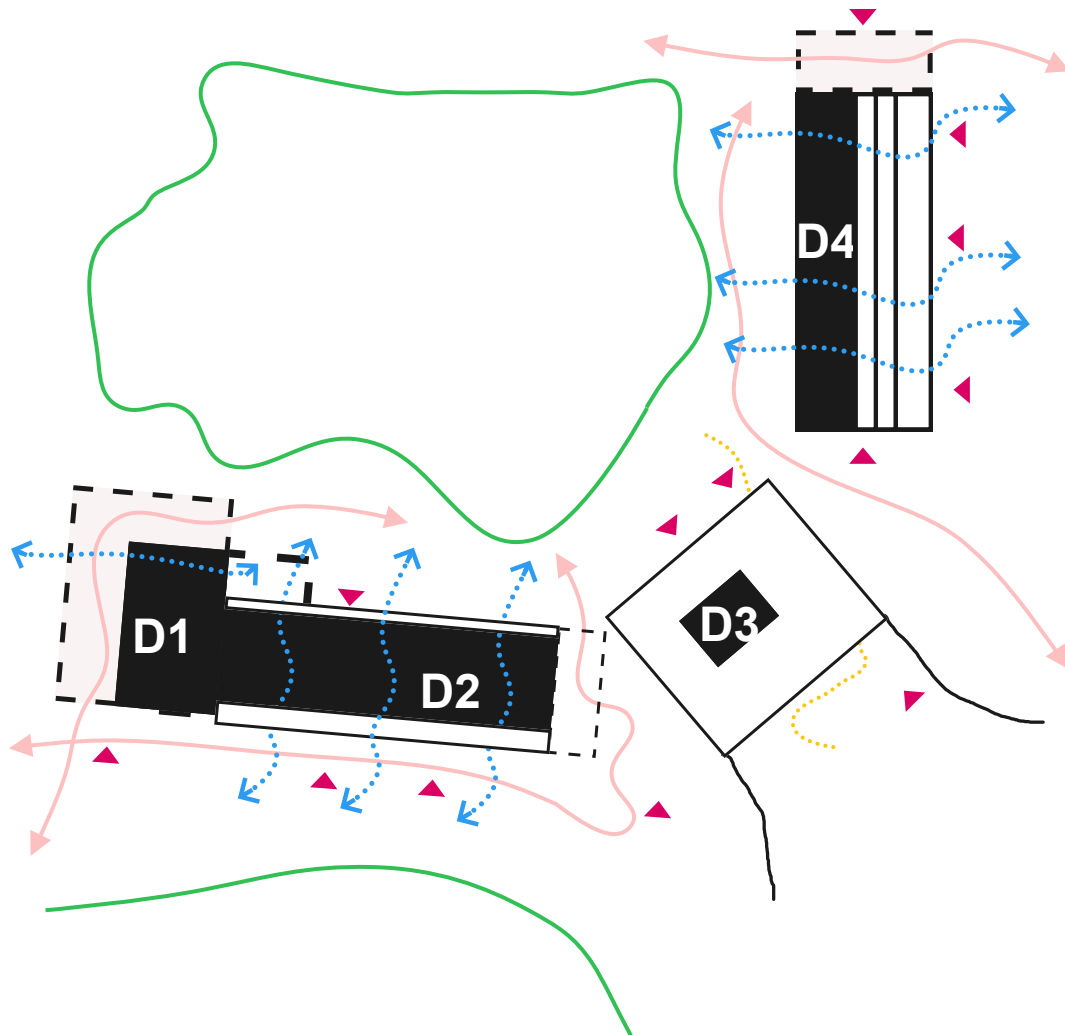
B. Square meters

No.	Typology	Quantity m2	stad
Zone B			
B0	Zone B Landscape - Public space	12,746	
B1	Congress Tower	20,334	
B2	Market Hall	7,860	
B-1	Parking B	16,340	

DEVELOPMENT B

adium	sports	commercial	housing	hotel	office
-	-	-	-	-	-
-	-	999	10,500	8,835	-
-	-	7,860	-	-	-
-	-	-	-	-	-

D ARCHITECTURE REPORT



Four buildings of radical differences interact creating both a background and a set of porosities in between the open spaces in north and east, ensuring the continuity of the park.

DEVELOPMENT C

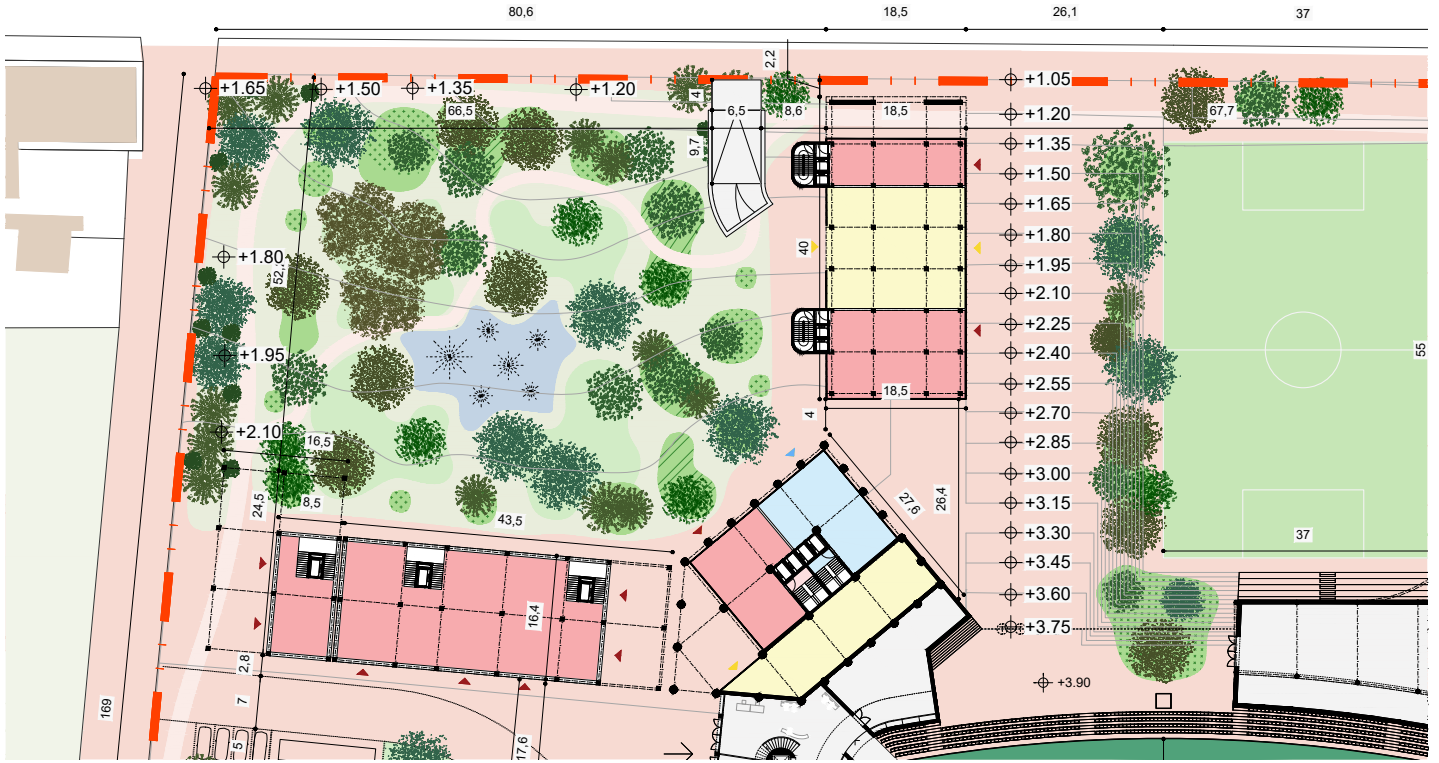


This development understand each building as contributor of an active urban life, with safe spaces for inhabitants of all ages.

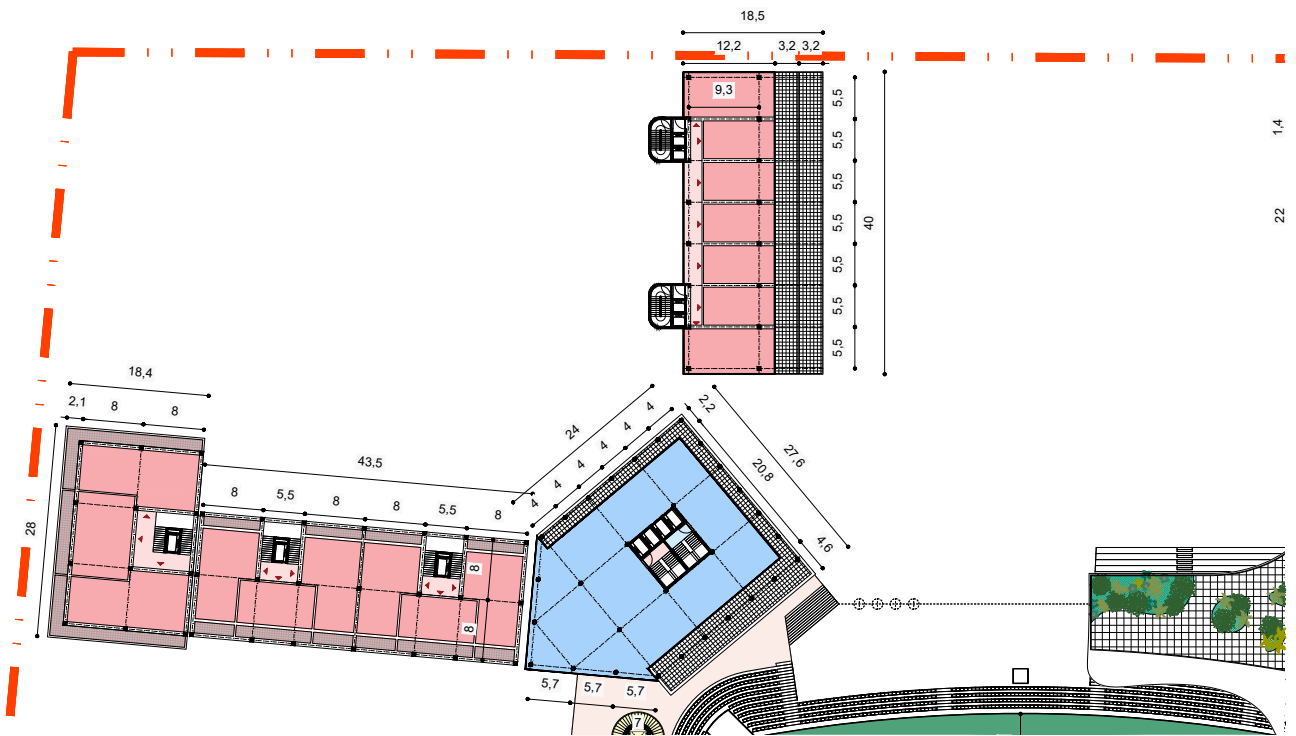
The proposed built system proposes a strong use of rooftop gardens.

D ARCHITECTURE REPORT

Retail/Commercial
 Residential
 Office



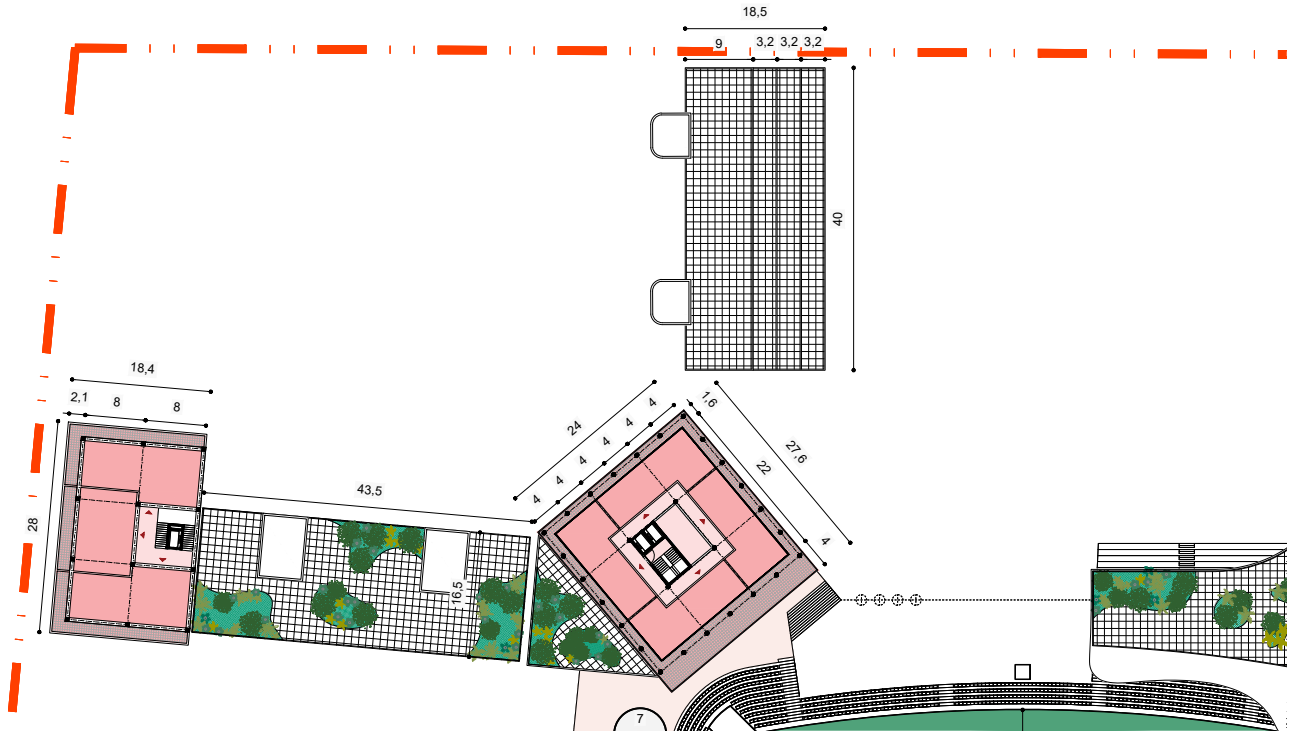
Groundfloor Plan



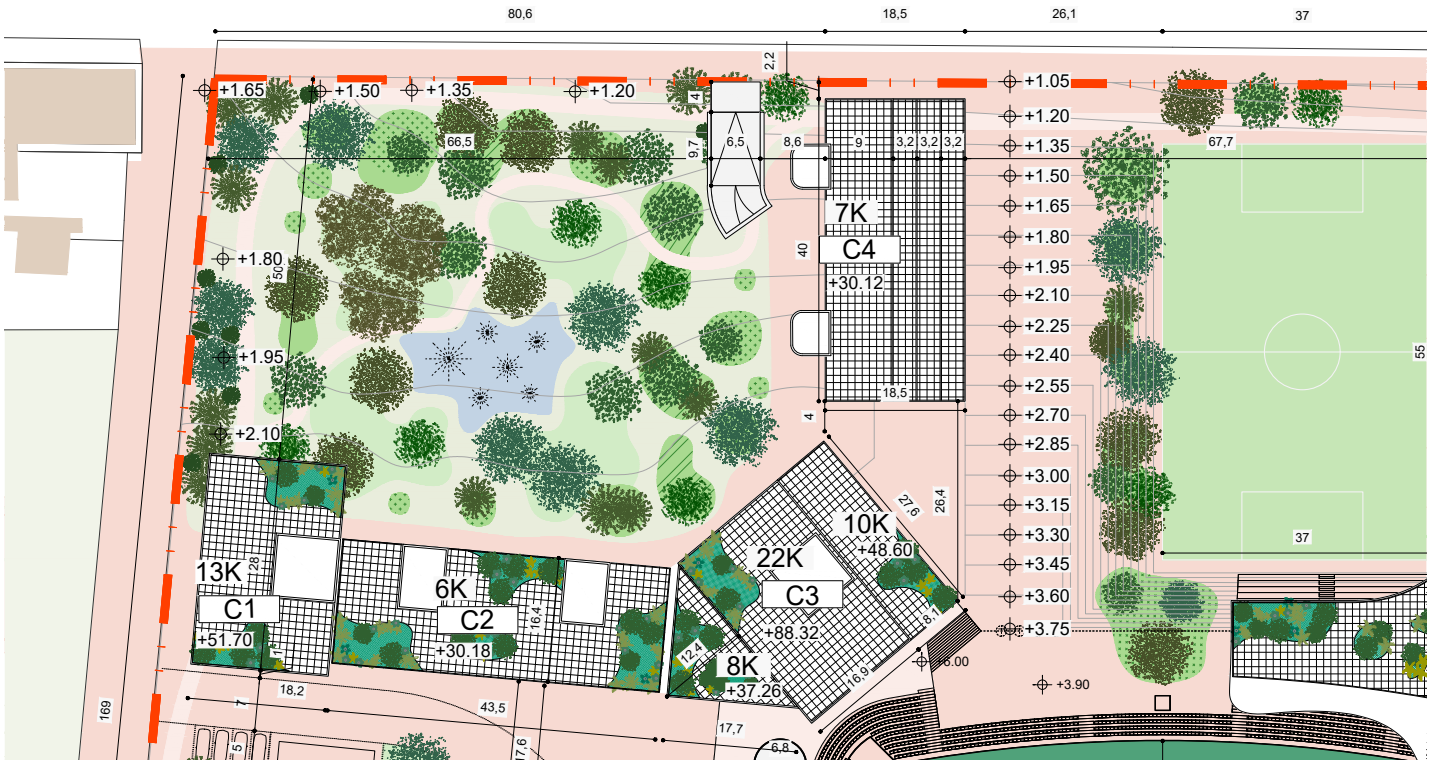
Plan K+4

DEVELOPMENT C

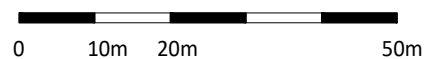
Retail/Commercial
 Residential
 Office



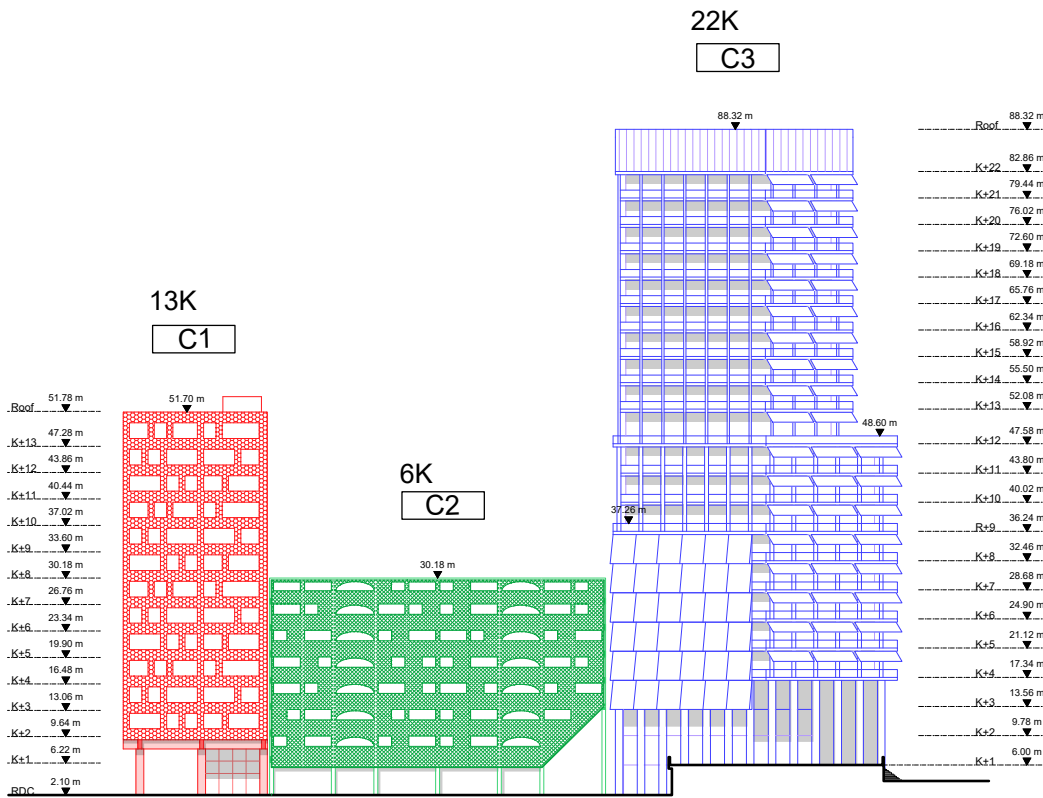
Plan K+11



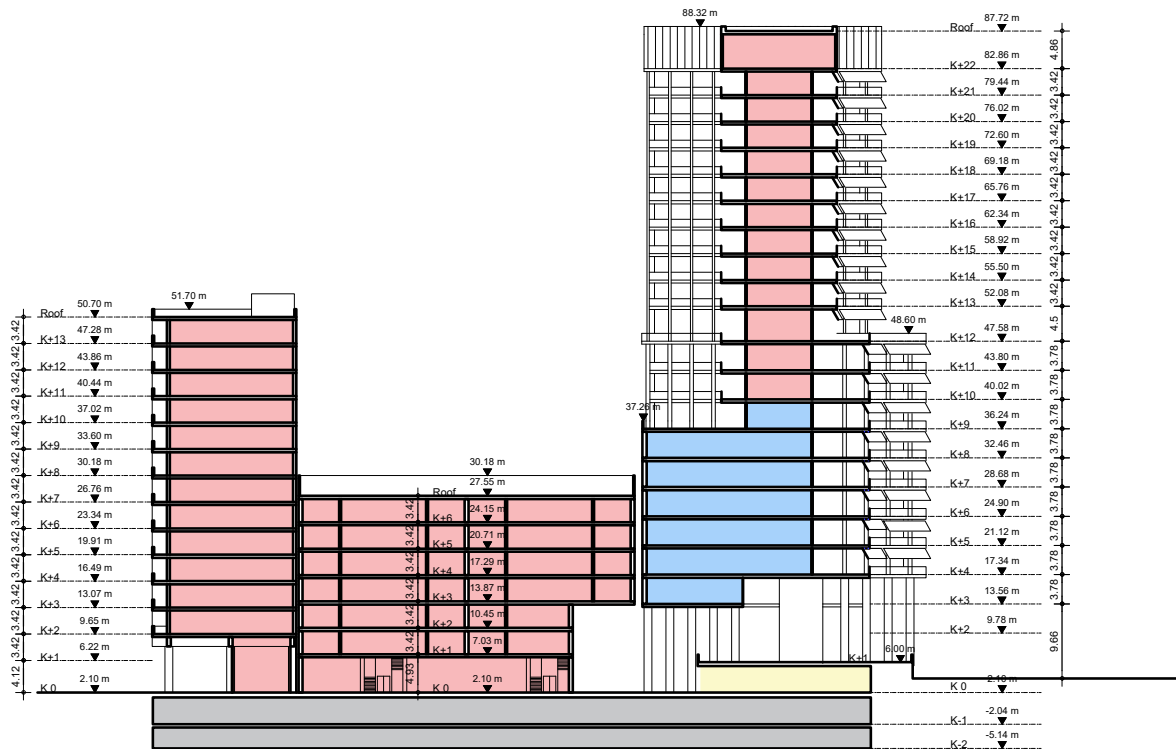
General Plan



D ARCHITECTURE REPORT



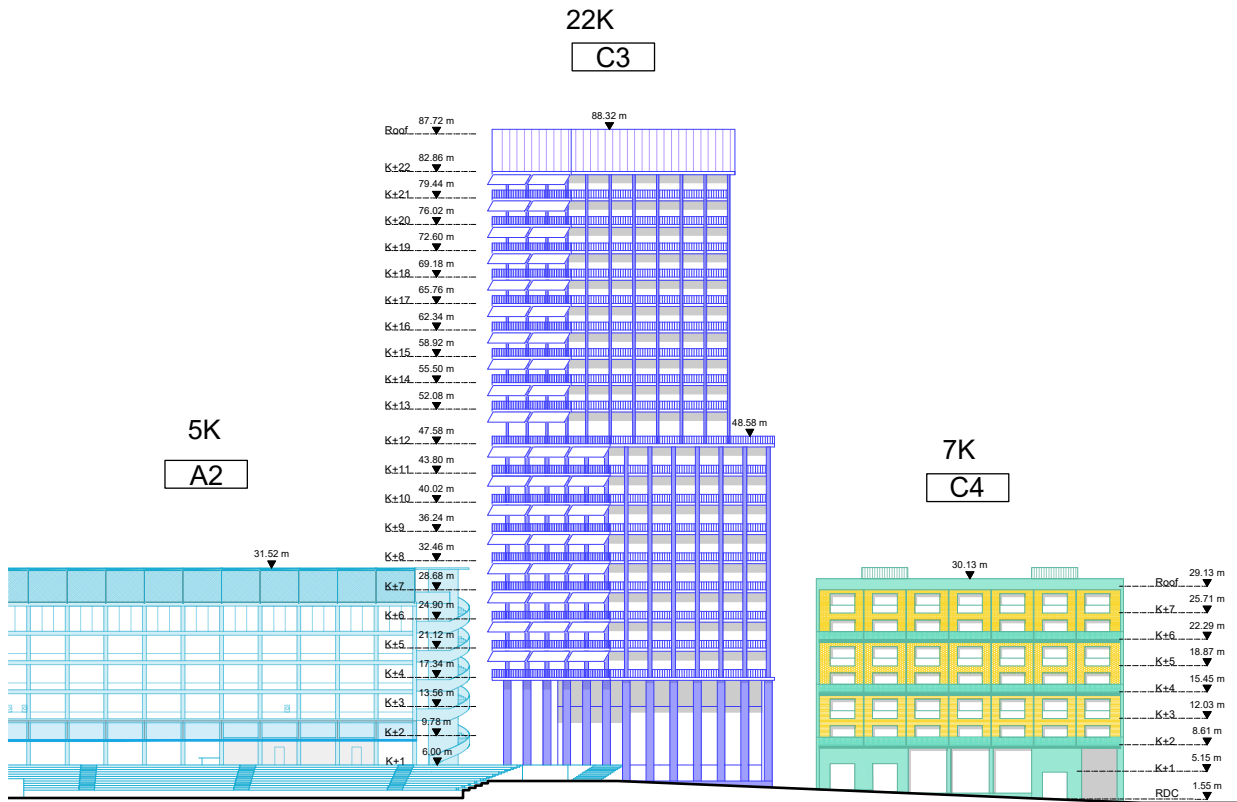
Trasversal section



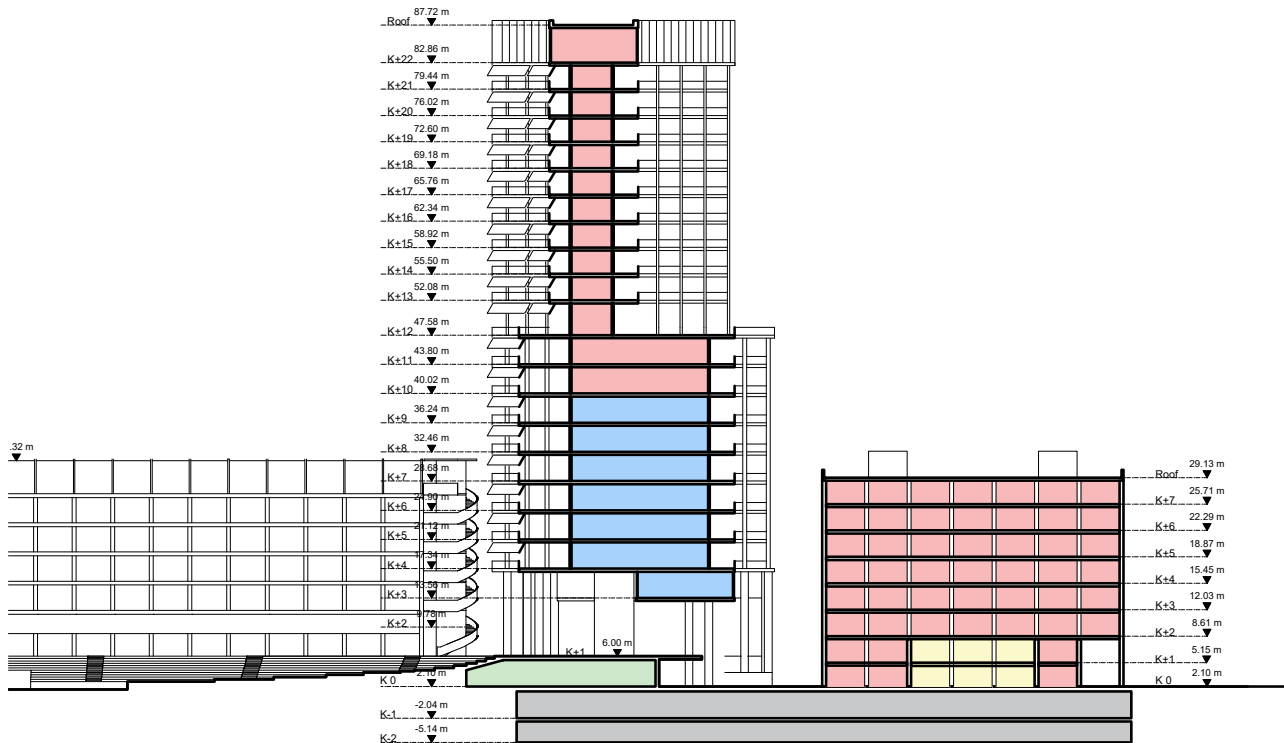
Trasversal section

Retail/Commercial
 Residential
 Office

DEVELOPMENT C



Longitudinal section



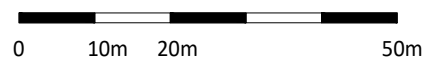
Longitudinal section

Retail/Commercial
 Residential
 Office

FESTIVAL



1:1000



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D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C1. Housing & Commercial

Four buildings frame the garden in the north-west corner of the plot. The first building from West to East is C1.

C1
The C1 is a building of 14 floors that introduces exemplary housing qualities.

During the competition phase, this building was programmed as housing. At this stage its total area was 2160 m².

After reviewing its capacities more in detail during this phase, we propose:

- a) To confirm the relevance of introducing qualitative collective housing in this building (i.e. double oriented apartments with generous exterior spaces towards the south). It will create a transition with the higher infrastructure of the sports complex.
- b) To introduce a massive facade, a system of loggias towards the south.
- c) The building introduces a rooftop garden.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C1. Housing & Commercial



Pigmented concrete or colorful stone for the façade



A building with generous south oriented loggias and terraces.

DEVELOPMENT C

A both playful and rational way of creating holes
within the façade



More porosity on the
ground level.

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C1. Housing & Commercial

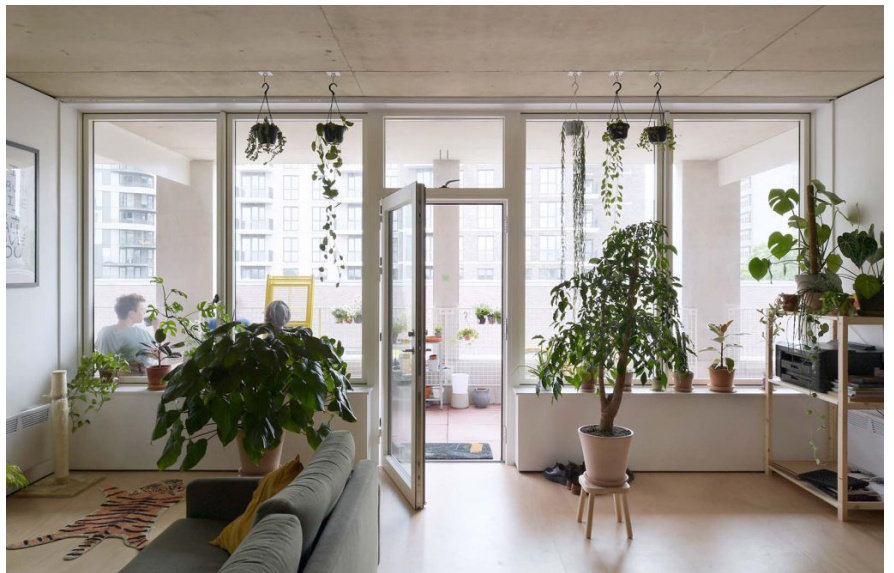


DEVELOPMENT C

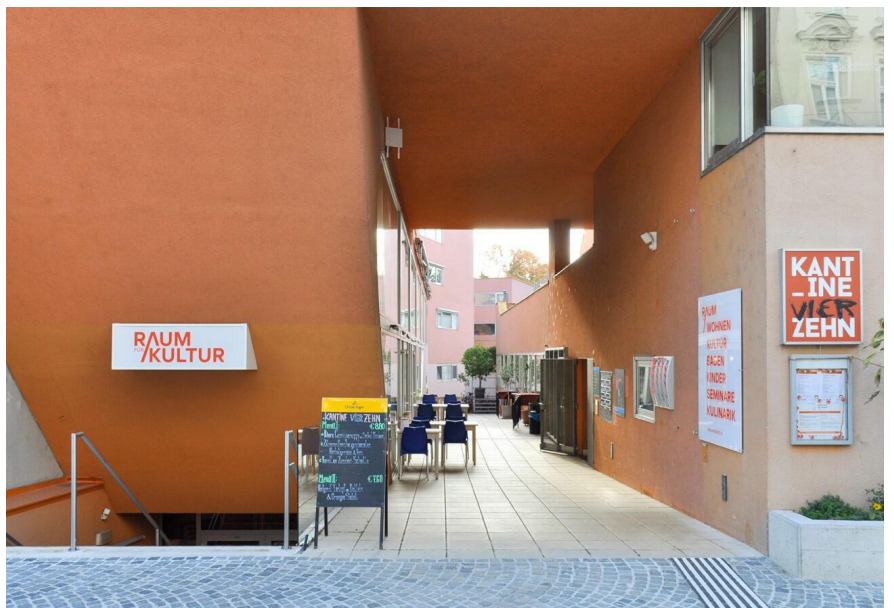
Continuous and deep loggias



Apartments with an exterior
extra "room"



Double height threshold
and integration of access to
underground



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C2. Housing & Commercial

Four buildings frame the garden in the north-west corner of the plot. The second building from West to East is C2.

C2

The C2 is a building that introduces qualitative housing in front of the main square and garden of the sports neighbourhood. It is characterized by balconies introducing gardens.

During the competition phase, this building was programmed as housing. At this stage its total area was 3080 m².

After reviewing its capacities more in detail during this phase, we propose:

- a) To confirm the relevance of introducing qualitative collective housing in this building (i.e. double oriented apartments with generous exterior spaces towards the south).
- b) To include a generous threshold in the encounter with C3, promoting a fluid continuity in between gardens.
- c) To offer a nice and lively rooftop garden.

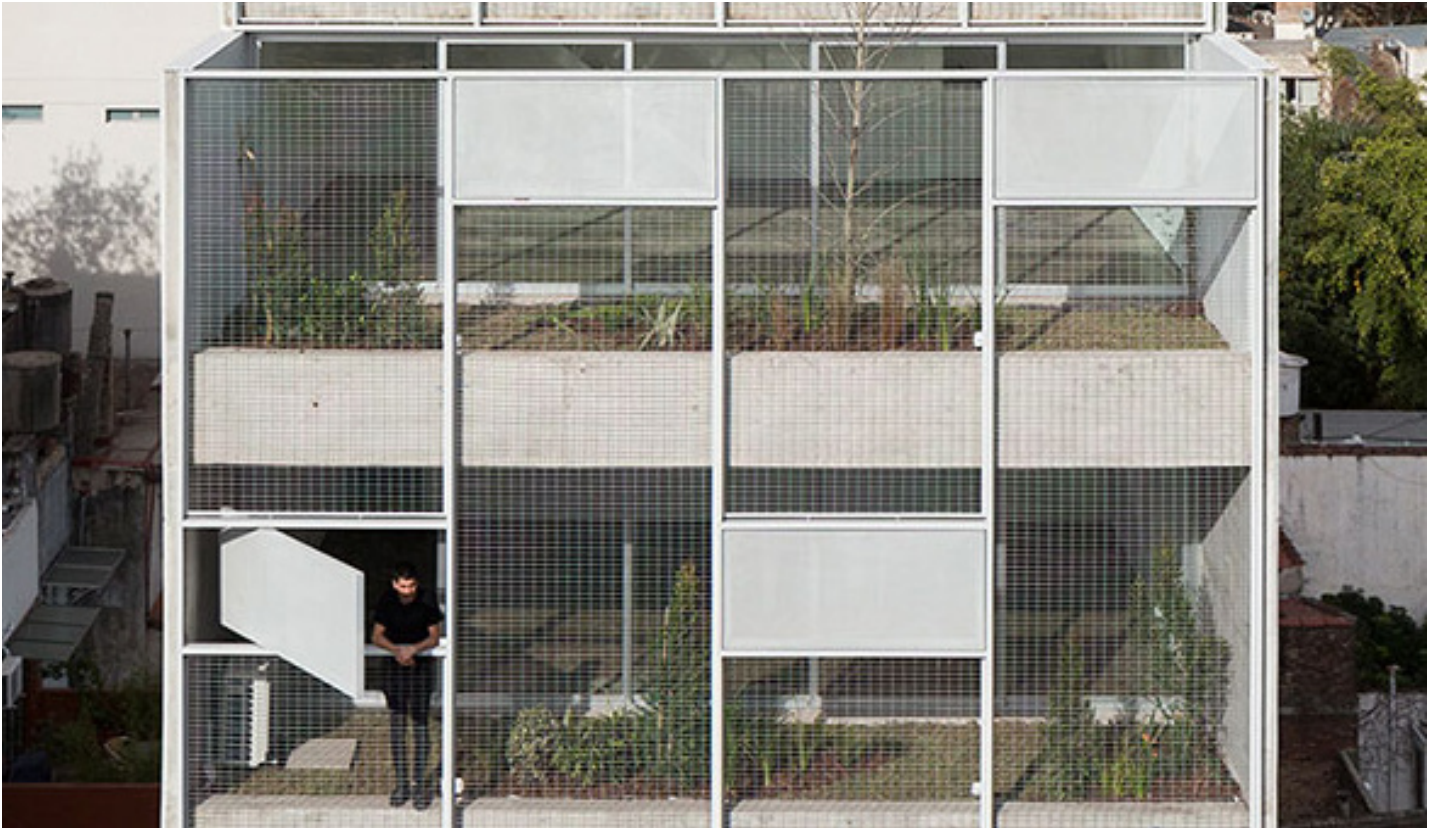


D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C2. Housing & Commercial



DEVELOPMENT C



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

C3. Offices & Commercial

Four buildings frame the garden in the north-west corner of the plot. The third building from West to East is C3.

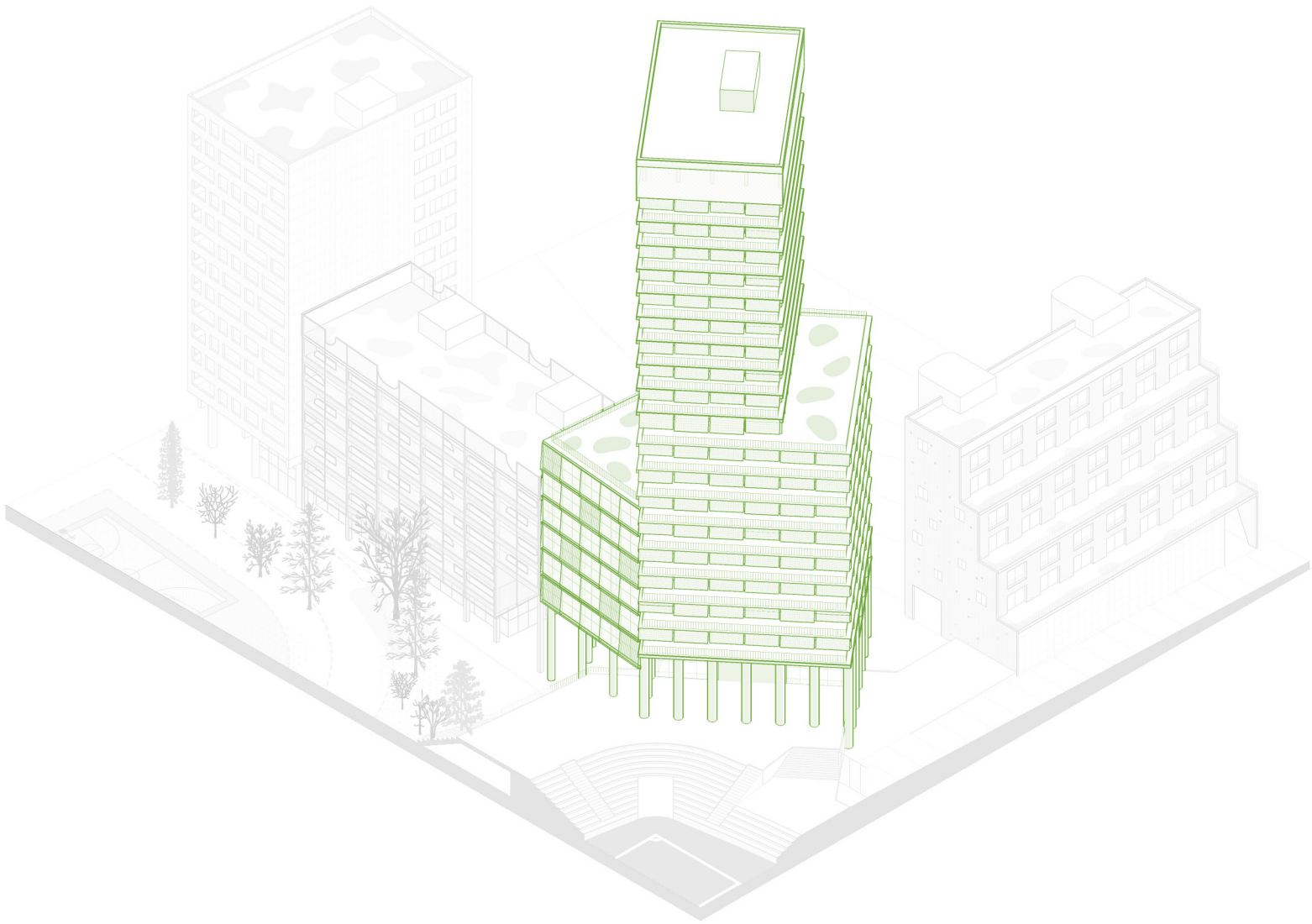
C3

The C3 is the second highest building in the complex. A tower of 23 levels facing the main field in the north.

During the competition phase, this building was imagined as housing nor offices. At this stage its total area was 3150 m².

After reviewing its capacities more in detail during this phase, we propose:

- a) To increase its capacity in order to allow flexibility in programming it: active groundfloor, office and housing).
- b) To weave relationships in between the public ground and the capable first strat of the tower (triple height).
- b) To crown the building with a terrace enclosed by a subtle display towards the surroundings).



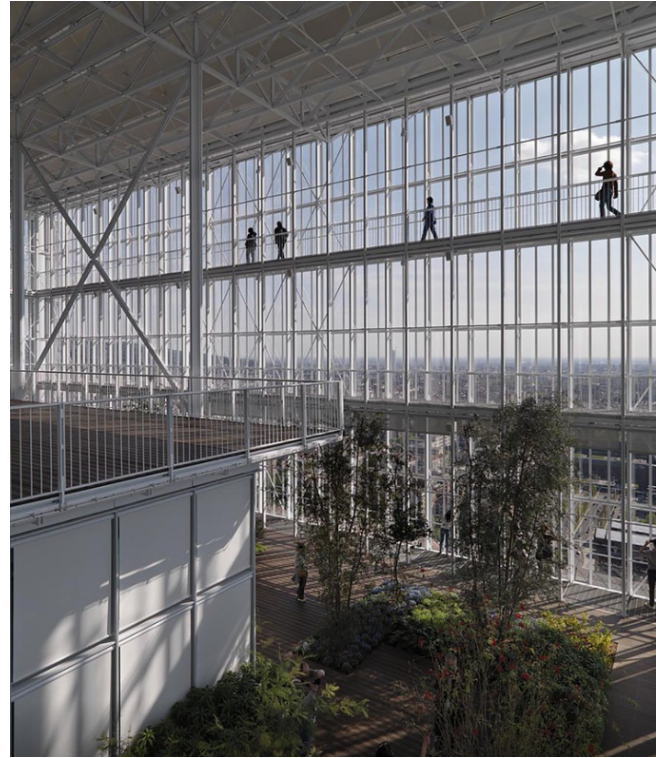
D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C3. Offices & Commercial



Strong structure,
generous double or
triple height ground
floor

DEVELOPMENT C



A bright and spacious room on the last floor.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C4. Offices & Commercial

Four buildings frame the garden in the north-west corner of the plot. The last building of this cluster is C4.

C4

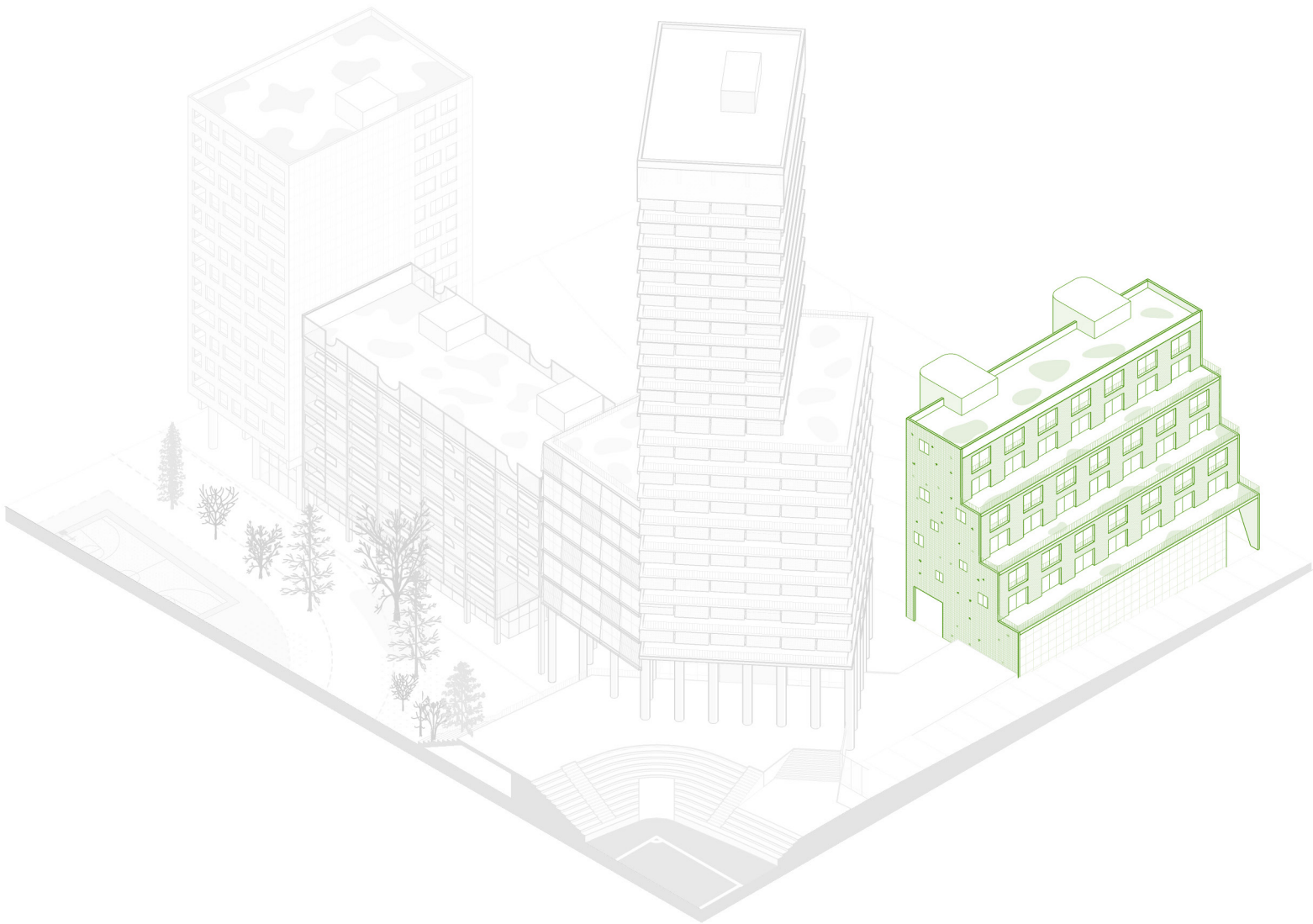
The C4 is a stepped volume with long facades framing both garden in the north west and the access to the stadium from the north.

During the competition phase, this building was imagined as office spaces (co-work or traditional). At this stage its total area was 3200 m².

After reviewing its capacities more in detail during this phase, we propose:

- a) To increase its capacity in order to allow flexibility in programming it as housing building introducing diverse domestic typologies with generous terraces profiting of good orientation.
- b) Side walls towards North and South are proposed as lively facades displaying art works at the scale of the building.
- c) To define an urban threshold in between C4 and the tower in the south, reinforcing public space continuity from W-E.

DEVELOPMENT C

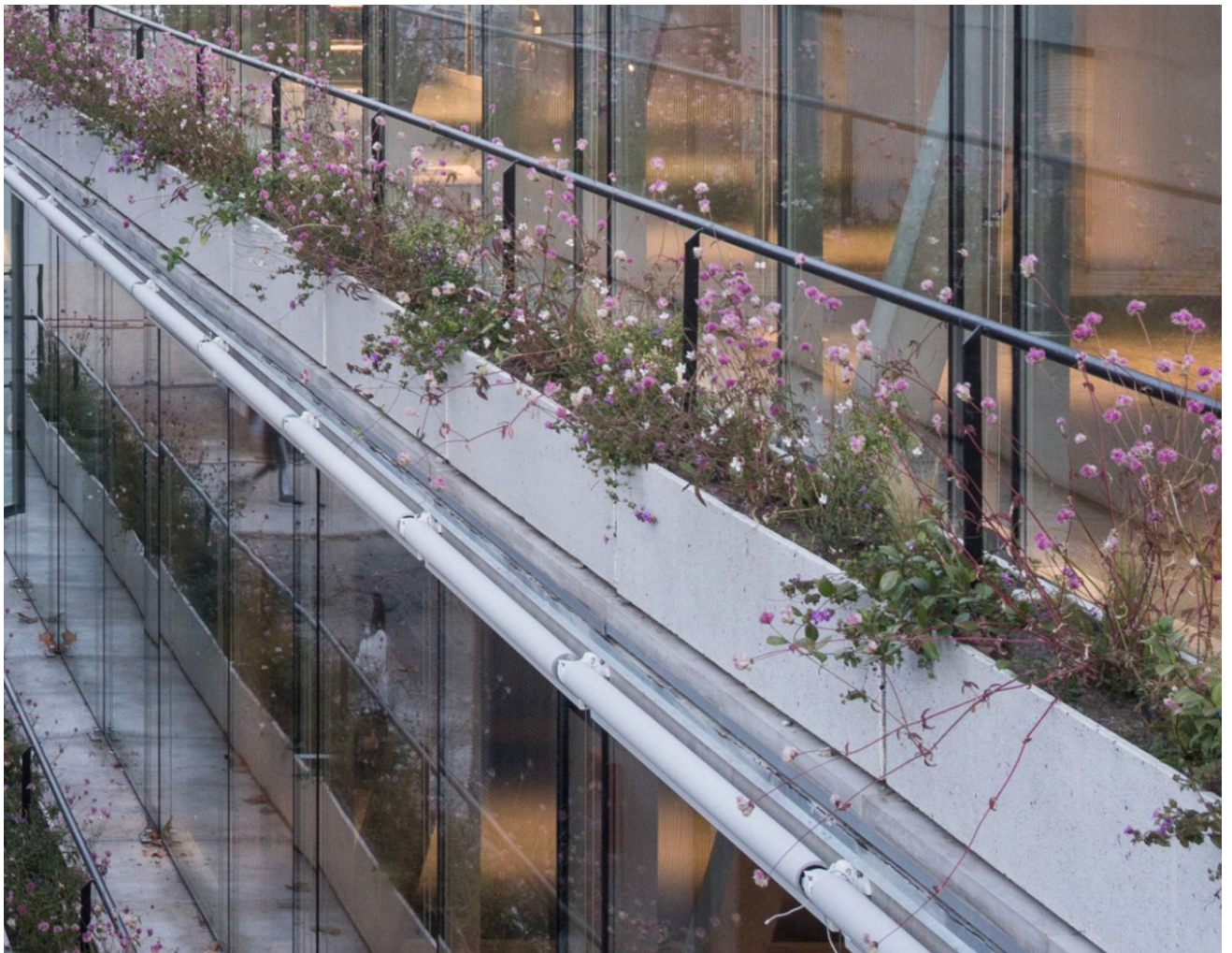


D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports C4. Offices & Commercial



DEVELOPMENT C



A stepped building with continuous terraces and gardens

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

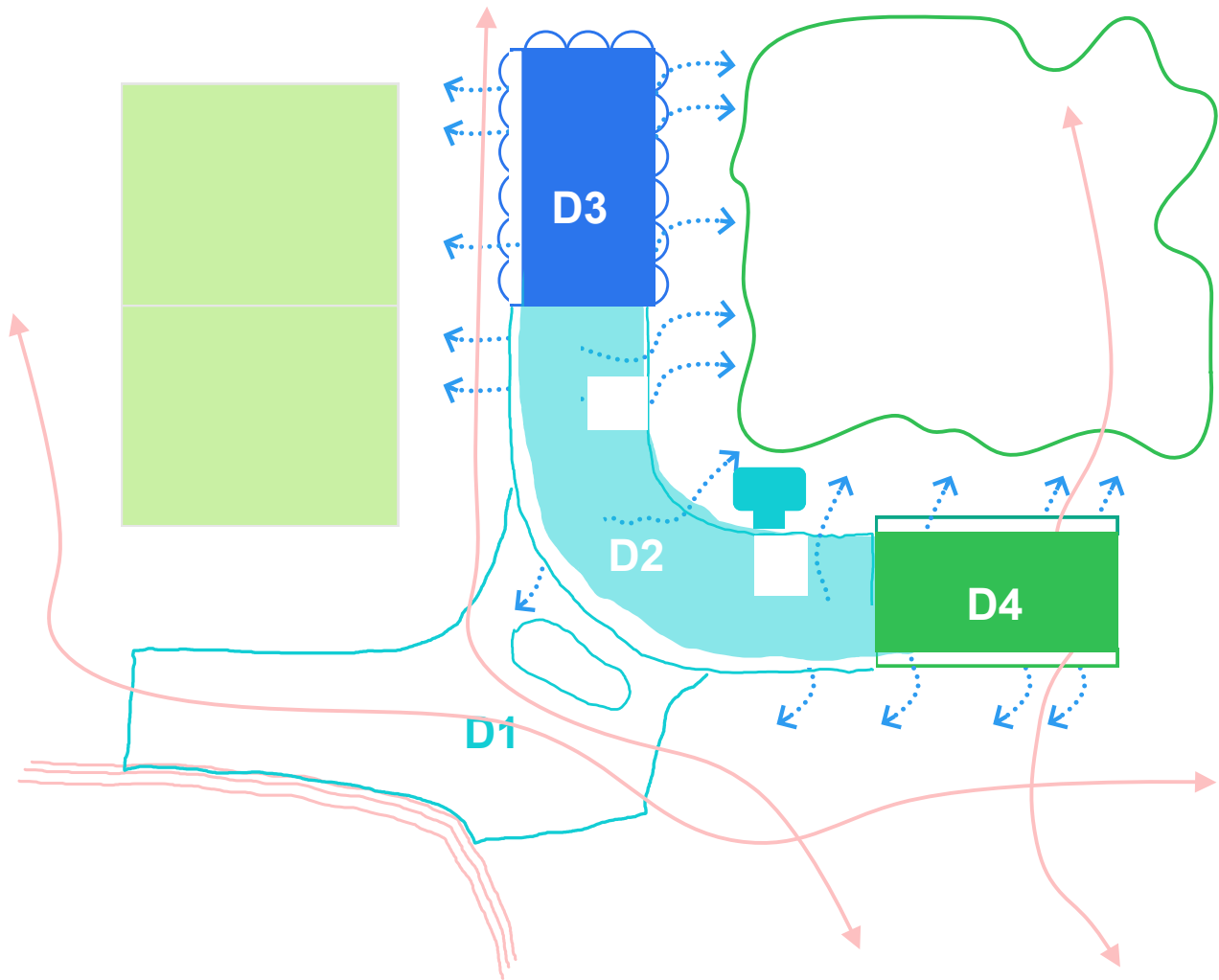
C. Square meters

No.	Typology	Quantity m2	stad
Zone C			
C0	Zone C Landscape - Public space	8,261	
C1	Mixed Use Building C1	6,462	
C2	Mixed Use Building C2	4,641	
C3	Mixed Use Building C3	13,382	
C4	Mixed Use Building C4	4,582	
C-1	Parking C	7,943	

DEVELOPMENT C

adium	sports	commercial	housing	hotel	office
-	-	-	-	-	-
-	-	282	6,180	-	-
-	-	587	4,054	-	-
-	-	951	6,539	-	5,892
-	-	688	1,884	-	2,010
-	-	-	-	-	-

D ARCHITECTURE REPORT



Three buildings are defined by curved lines and framing voids towards different directions: a) the main field in the south, b) the training field and access to the stadium in the west and c) the garden in the north-east corner of the plot. A complex where housing, commerce and facilities coexist.

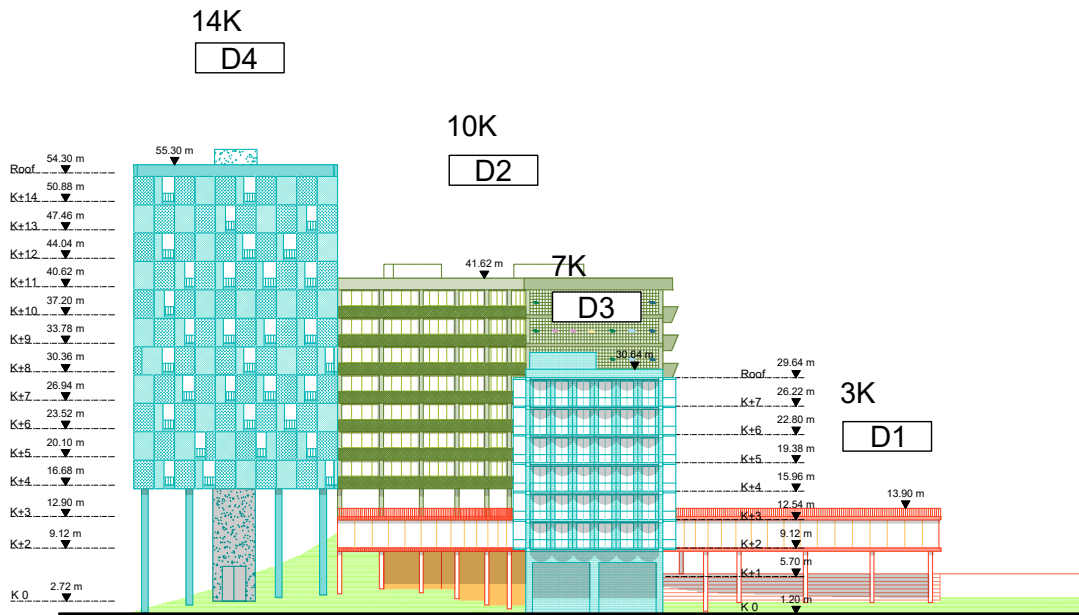
DEVELOPMENT D



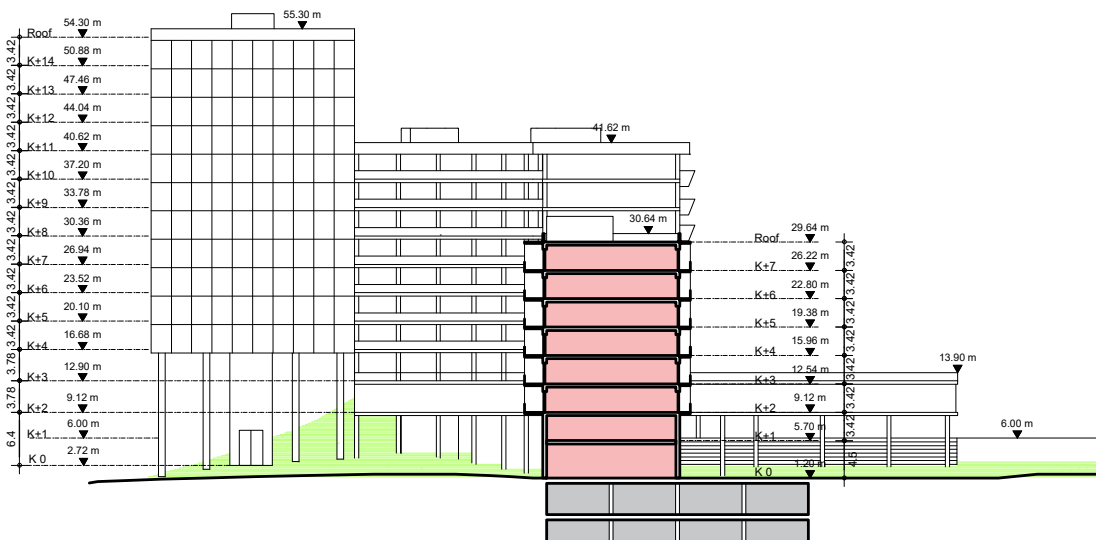
The proposed built system proposes a continuous landscape in the ground level, moving around, below and through the buildings. On the other hand, all buildings look for double oriented spaces (i.e. promoting natural ventilation).

The facade system creates a soft continuity towards the south-west and a more porous one towards the north-east. It brings diversity and unity at same time.

D ARCHITECTURE REPORT



North elevation



Trasversal section



Retail/Commercial

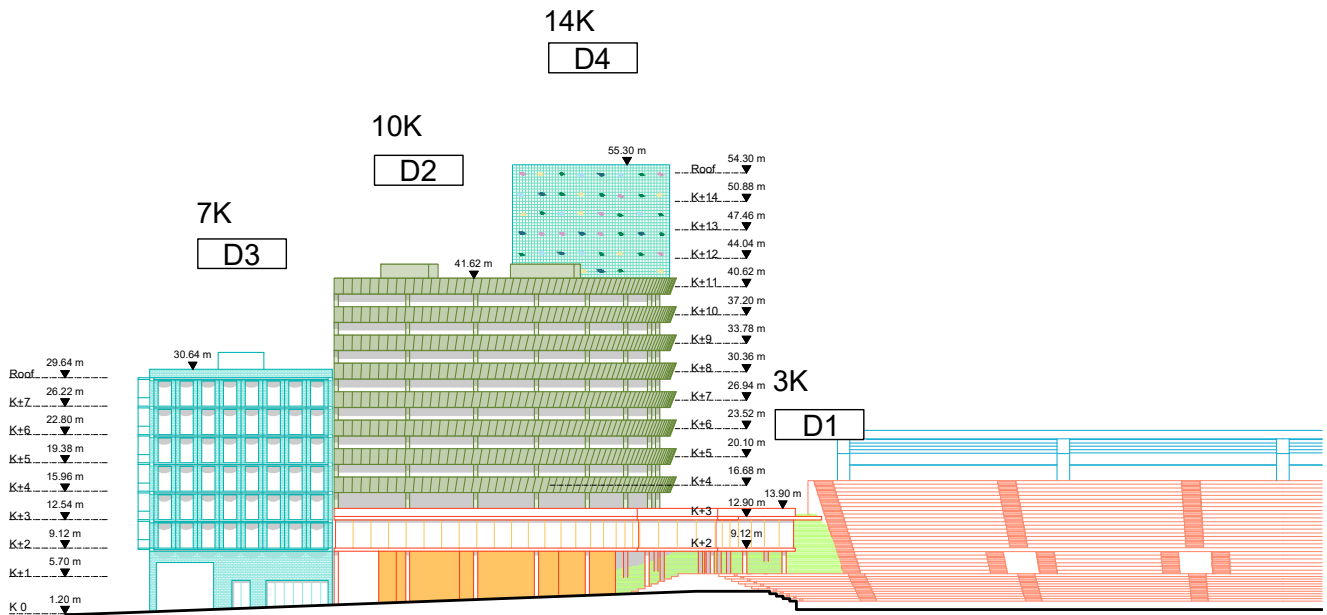


Residential

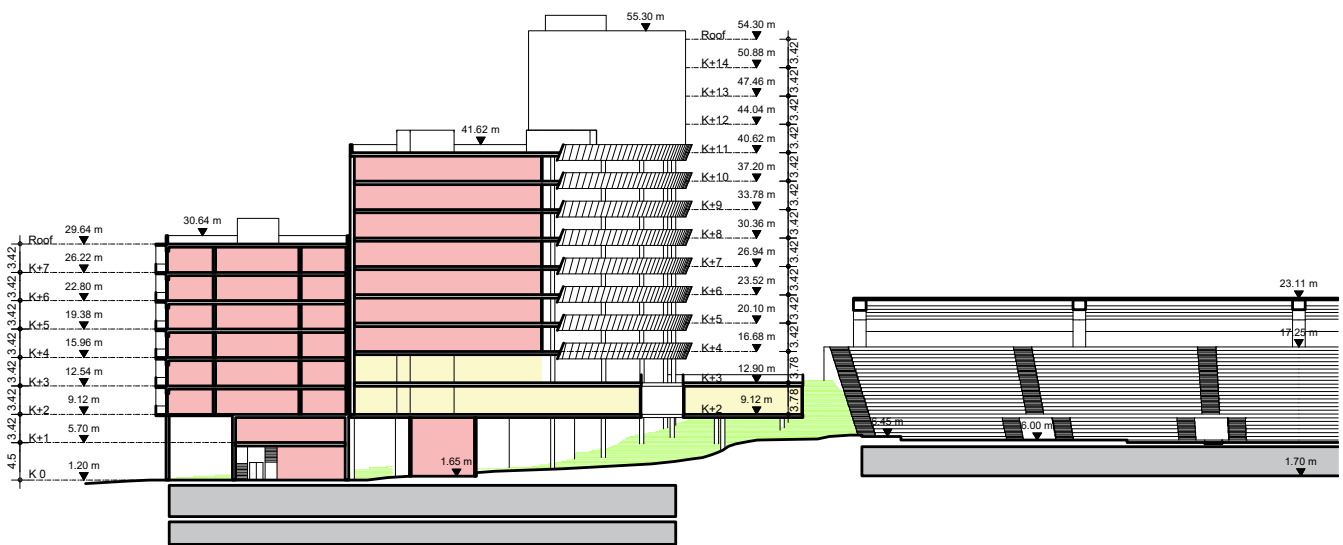


Office

DEVELOPMENT D



West elevation



Longitudinal section

Yellow Retail/Commercial

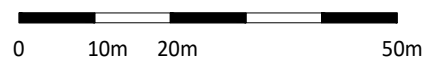
Red Residential

Cyan Office

FESTIVAL



1:1000



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D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

D1. Multifunctional Building

The most important building of the cluster carefully frames the stadium and it is divided in two parts: D1 and D2.

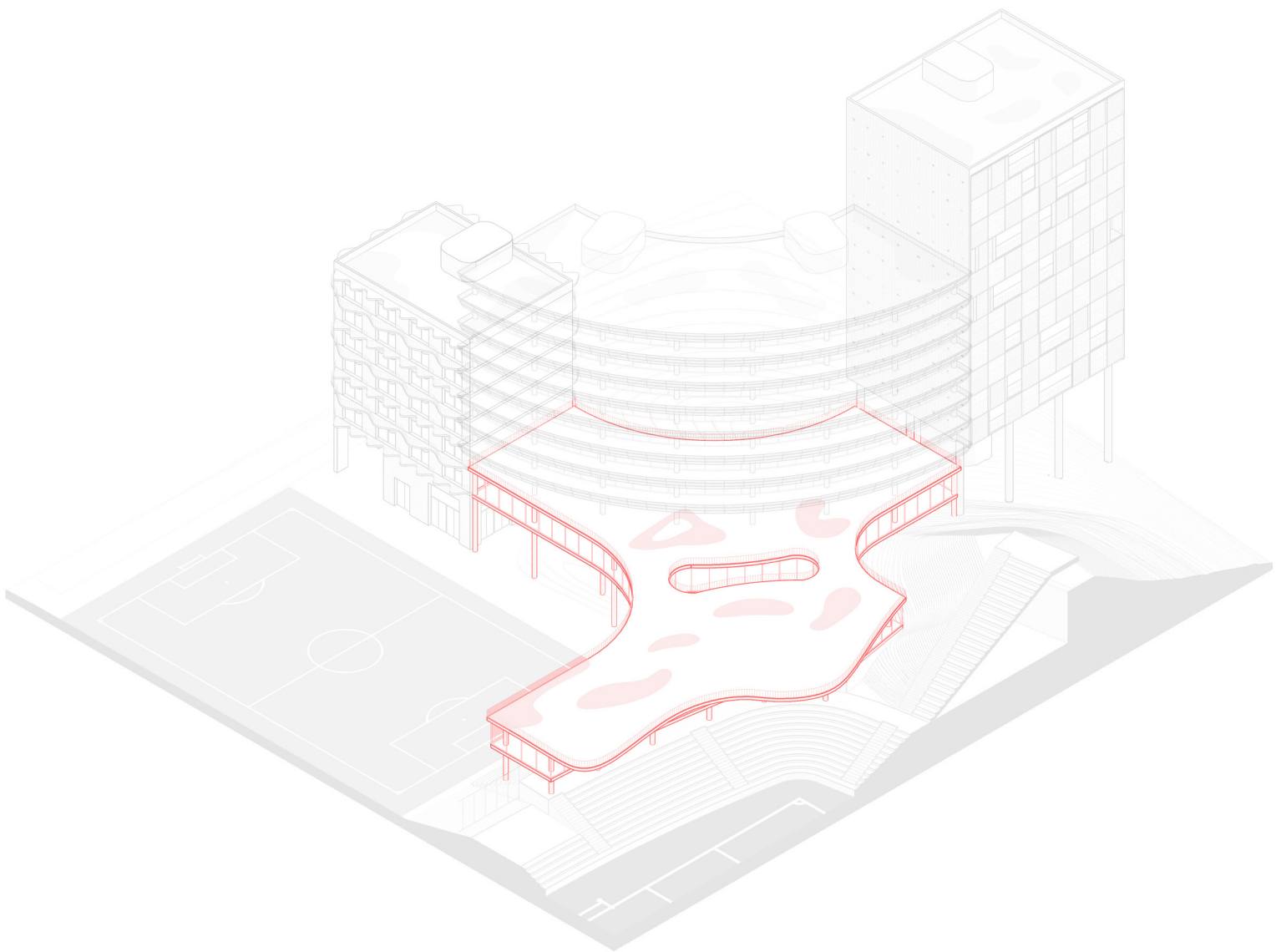
D1

This building is an horizontal landscape mediating in between the public ground (the artificial hill passing below the building) and the housing floors on top. At same time it is a very porous structure -allowing people to move around-, it is also a soft frame towards its four orientations.

During the competition phase, this building was imagined as housing nor offices. At this stage its total area was 1720 m².

After reviewing its capacities more in detail during this phase, we propose:

- a) To increase its capacity according to more functional spaces.
- b) An exclusive access from the groundfloor, allowing to imagine a separate operator than the housing.
- c) Its rooftop used as garden for the housing nor the program below.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D1. Multifunctional Building

A soft interior full of natural light.



DEVELOPMENT D

The slab detaches from the building's footprint to offer coverage to the stands.



A horizontal landscape with public ground above.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D2. Housing & Commercial

The most important building carefully frames the stadium and it is divided in two parts: D1 and D2.

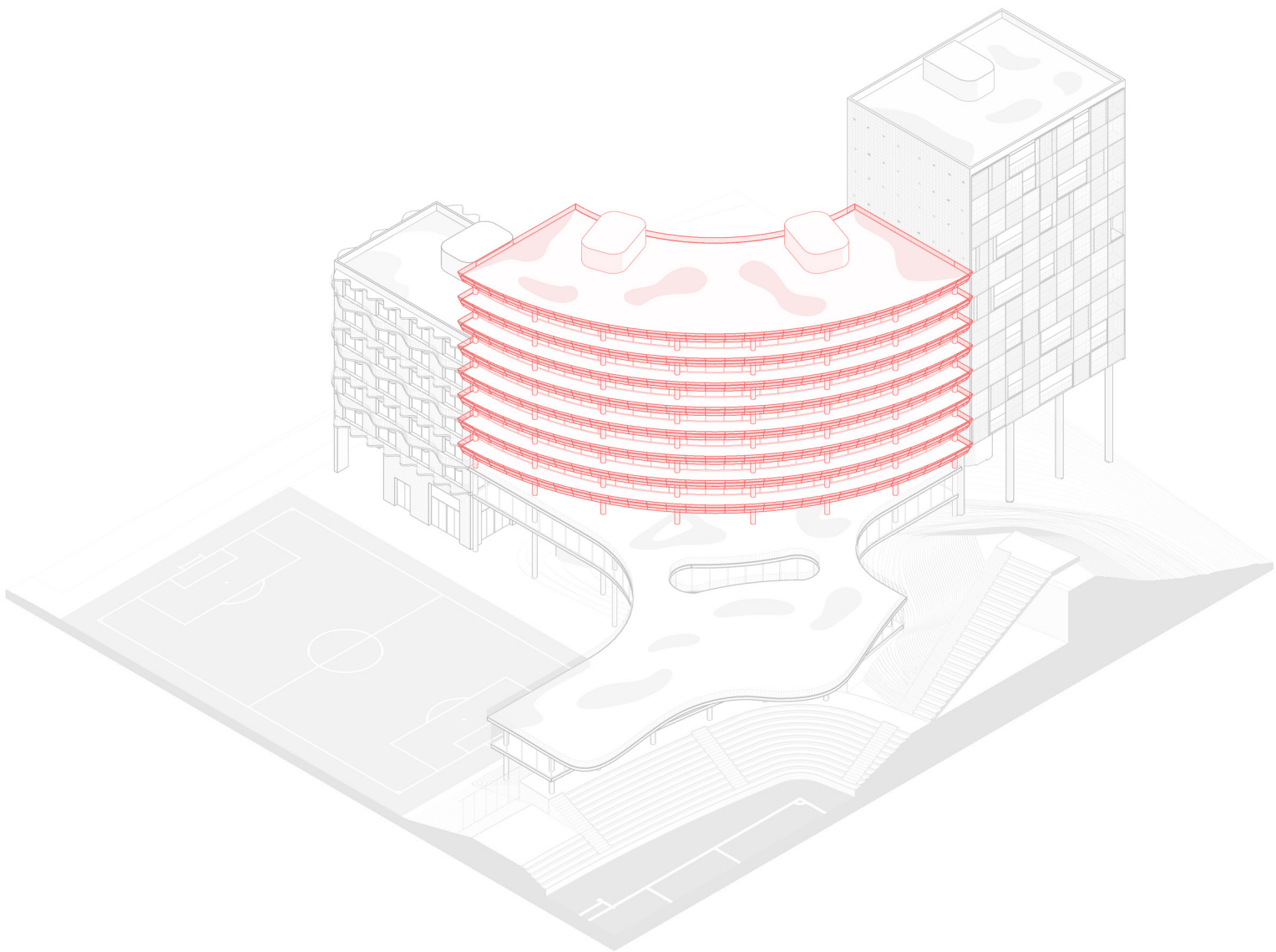
D2

This building is curved volume with perfect dimensions for double oriented apartments. Meanwhile it frames the square in the north it opens towards the south-east providing stunning views to the main field.

During the competition phase, this building was imagined as housing nor offices. At this stage its total area was 4400 m².

After reviewing its capacities more in detail during this phase, we propose:

- a) To increase its capacity in order to leave enough interior and exterior spaces (i.e. generous balconies and terraces towards the field).
- b) An exclusive access from the groundfloor.
- c) Shared facilities on top of D1 allowing the use of the garden.
- d) A terrace with pergola on the rooftop.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D2. Housing & Commercial



Shades placed in the façade.

DEVELOPMENT D



Continuous balconies with varying width.



Terraces as exterior rooms (potentially enclosed to avoid noise).

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

D3. Housing & Commercial

Four buildings frame the garden in the north-west corner of the plot. The northern building of this cluster is D3.

D3

The D3 is a low volume of 8 floors with generous facades towards the east and an exterior circulation system towards the west. Its identity is defined by a lively system of balconies and exterior spaces.

During the competition phase, this building was imagined as housing. At this stage its total area was 1800 m².

After reviewing its capacities more in detail during this phase, we propose:

a) To increase its capacity and sqm in order to allow flexibility in programming it introducing generous double height spaces (mezzanines) in the ground level.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D3. Housing & Commercial



Generous heights (flexibility in time).

DEVELOPMENT D



Variety in width and uses of exterior spaces.



System of circulation and accesses in upper floors.

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D4. Housing & Commercial

Four buildings frame the garden in the north-west corner of the plot. The eastern building of this cluster is D4.

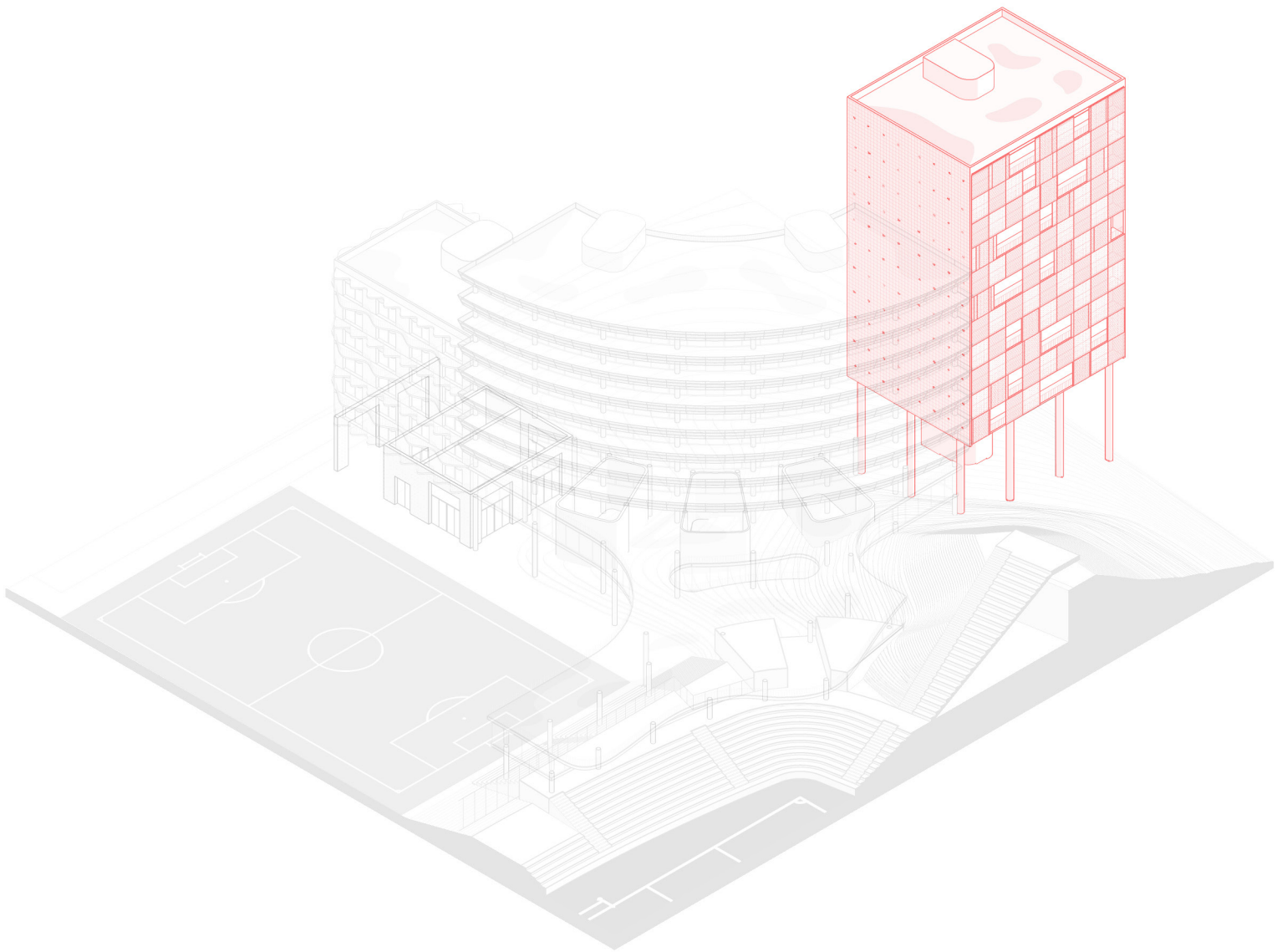
D4/

The D4 is a of 14 floors with generous facades towards the south. It lays on monumental columns of 80cm diameter, switching to a structural wall system on the top portion, where the duplex apartments are located.

During the competition phase, this building was imagined as housing. At this stage its total area was 1040 m².

After reviewing its capacities more in detail during this phase, we propose:

a) Switch the housing typology to duplex apartments in order to make the most use of the South oriented façade, with both living spaces and bedrooms can enjoy generous natural light and passive heating.



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D4. Housing & Commercial



DEVELOPMENT D



Massive columns
arriving directly to
the garden.



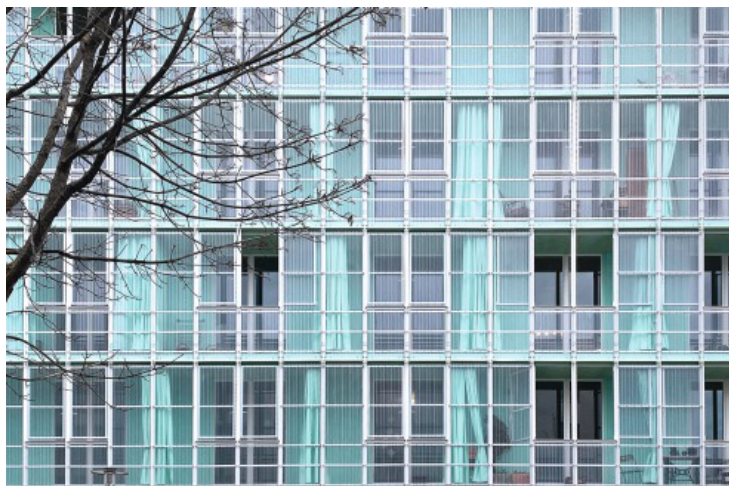
Apartments
with generous
environmental
conditions.



Continuity below
the building.

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports D4. Housing & Commercial



System of Wintergardens for the North façade

Balconies and shades for the South façade



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

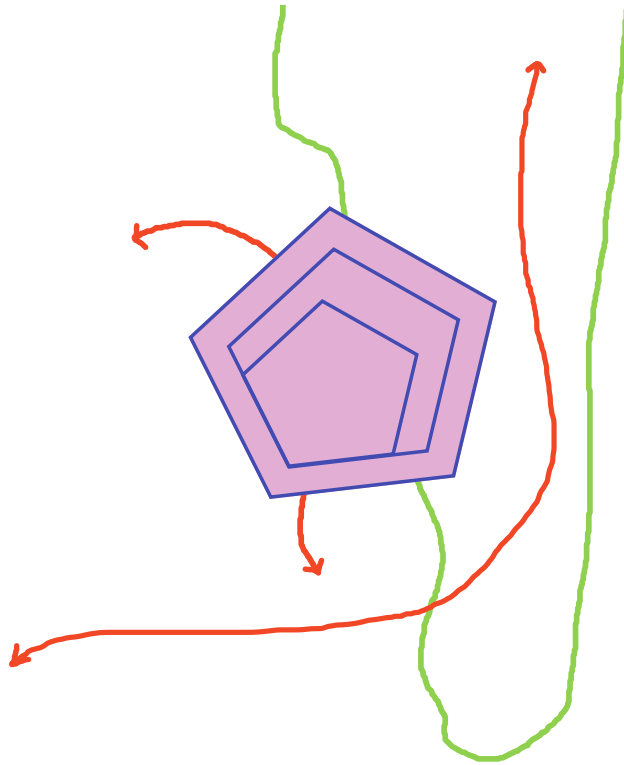
D. Square meters

No.	Typology	Quantity m2	stad
Zone D			
D0	Zone D Landscape - Public space	8,075	
D1	Commercial	2,405	
D2	Housing	7,094	
D3	Housing	3,507	
D4	Housing	5,591	
D-1	Parking D	7,272	

adium	sports	commercial	housing	hotel	office
-	-	-	-	-	-
-	-	2,405	-	-	-
-	-	160	6,934	-	-
-	-	462	3,045	-	-
-	-	-	5,591	-	-
-	-	-	-	-	-

D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports E. Light House Hotel



The last building is the light house hotel, a lamp building placed in the new square and main access from the South.

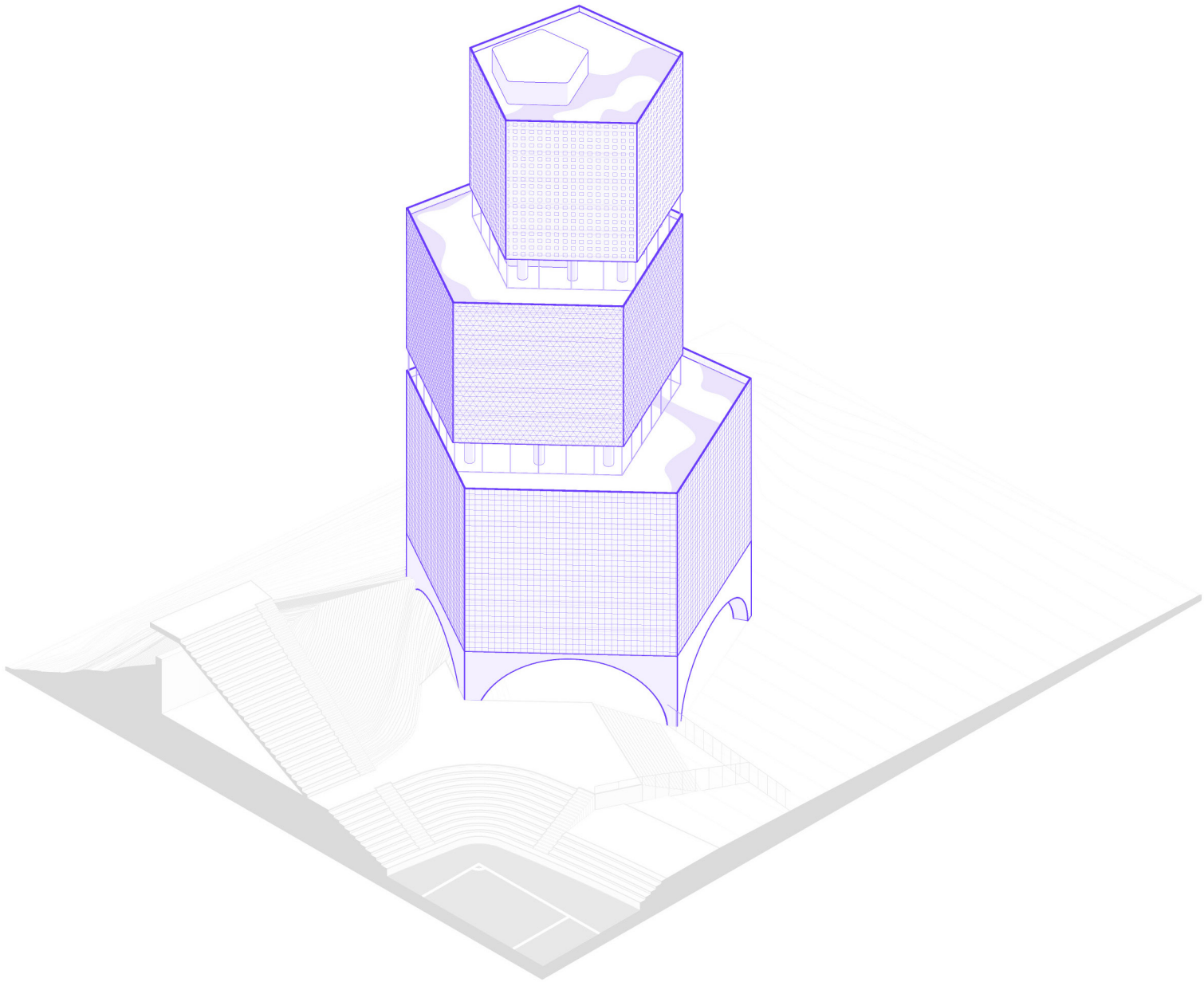
E1/
The E1 is a pentagon building introducing well oriented interior and exterior spaces with stunning views towards the stadium and city.

During the competition phase, this building was imagined as office spaces (co-work or traditional). At this stage its total area was 8720 m².

After reviewing its capacities more in detail during this phase, we propose:

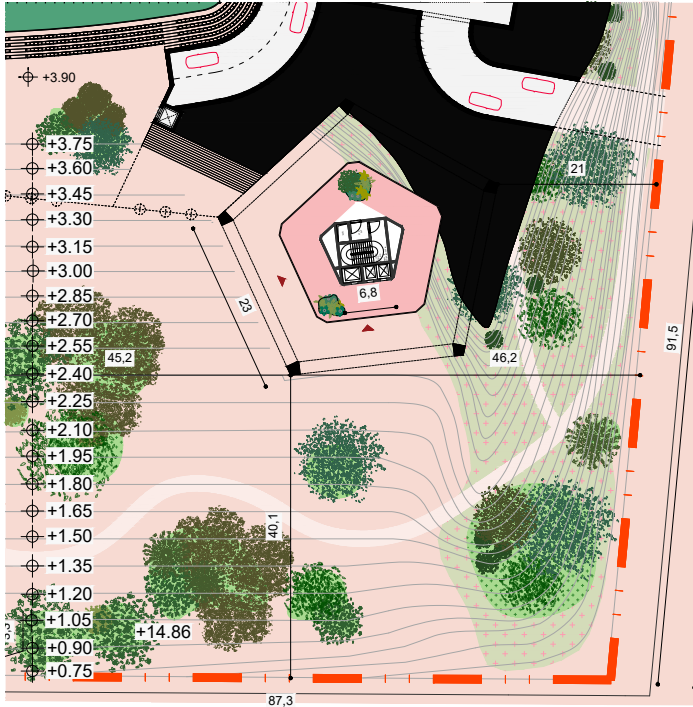
a) To increase its size in order to allow flexibility in programming it. A first scenario considered an hotel..

DEVELOPMENT E

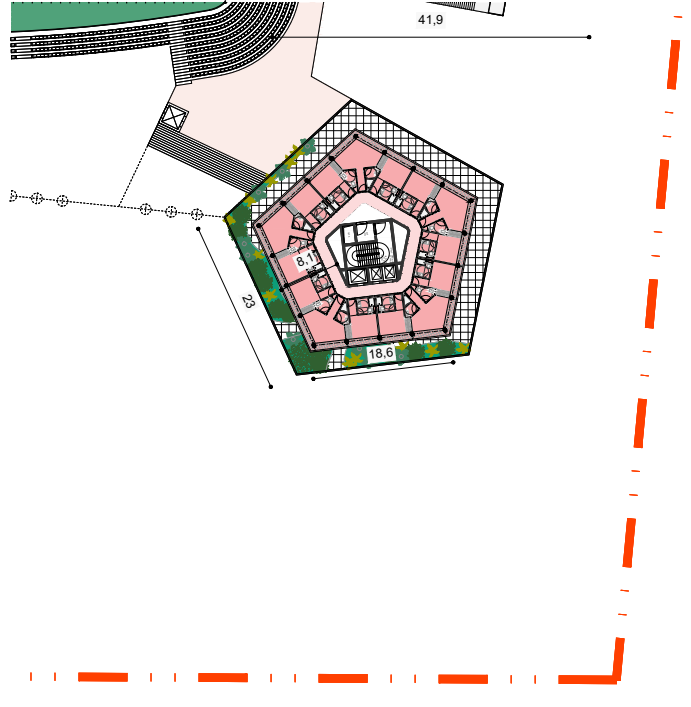


D ARCHITECTURE REPORT

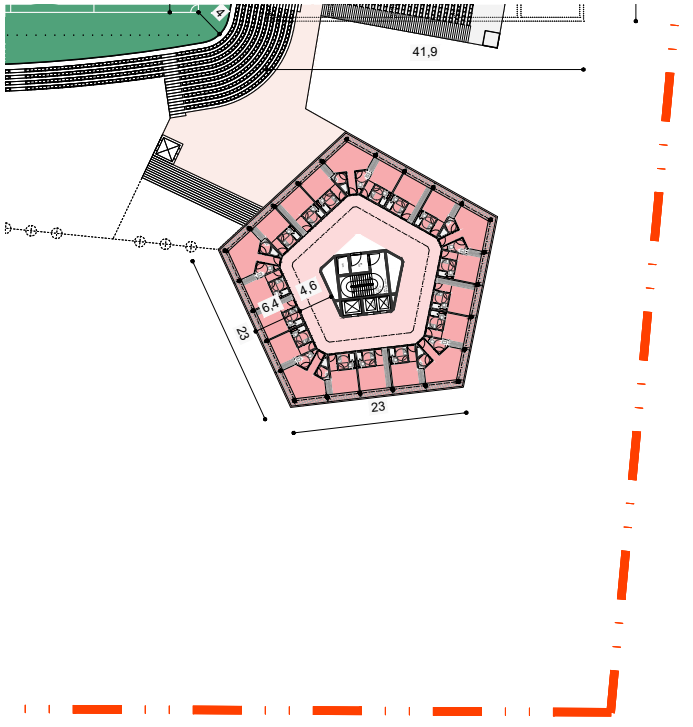
Retail/Commercial
 Residential
 Office



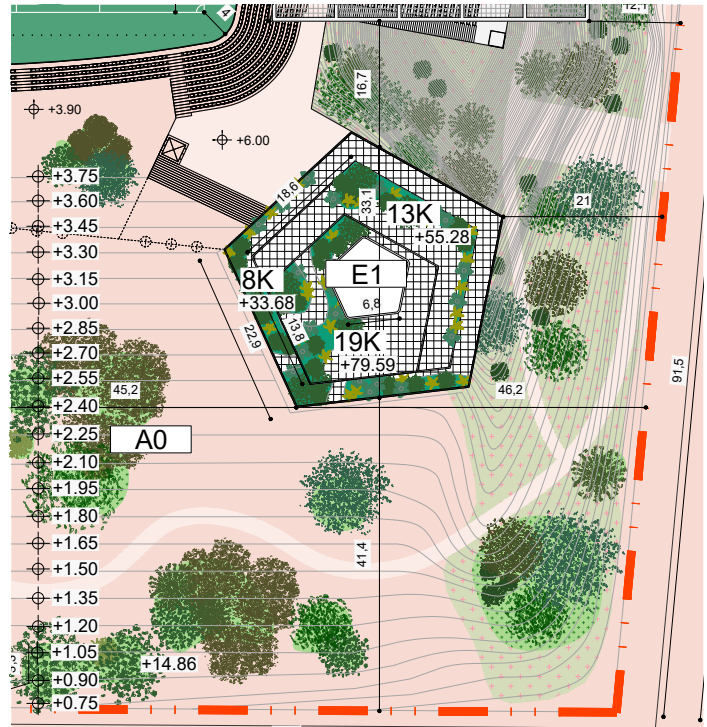
Groundfloor Plan



Plan K+11



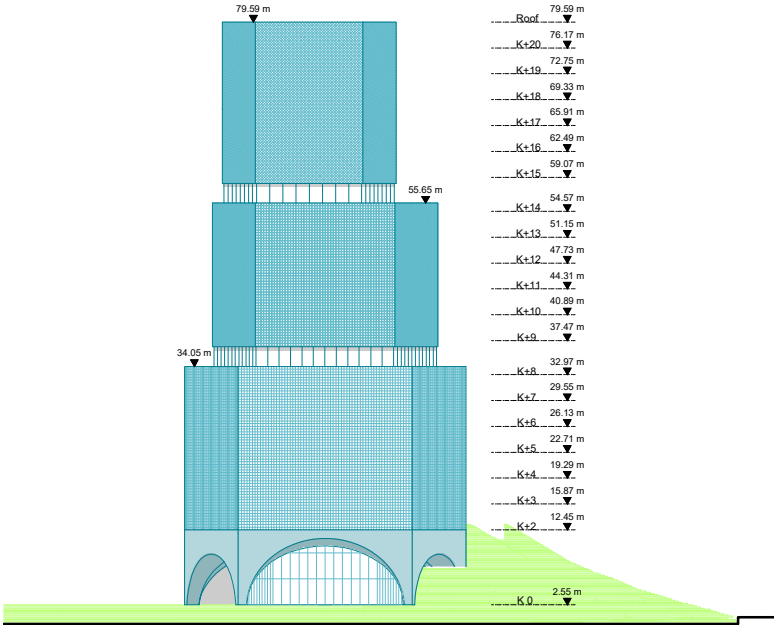
Plan K+3



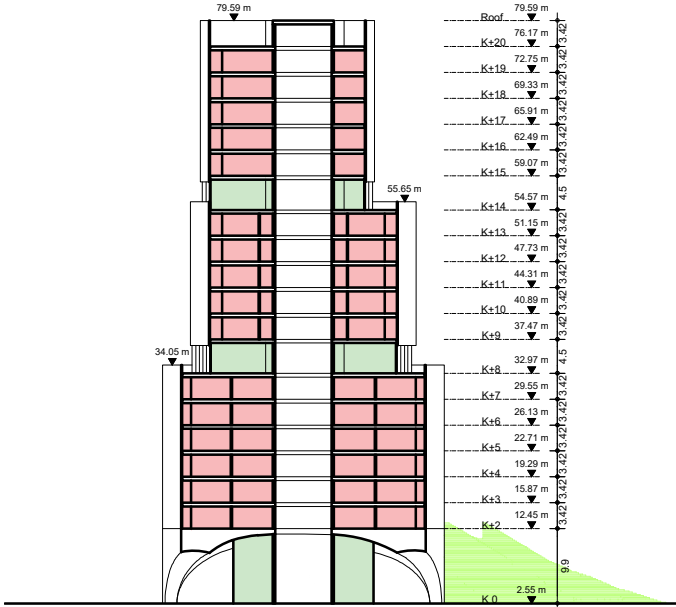
General Plan

DEVELOPMENT E

E1
19K



South elevation



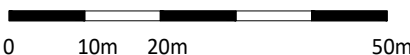
Trasversal section

Retail/Commercial
 Residential
 Office

FESTIVAL



1:1000



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D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports E. Light House Hotel

Material Definition / Scenario 1

The facades are both neutral and unitarian.

During the competition phase, the choosen material was glass bricks.



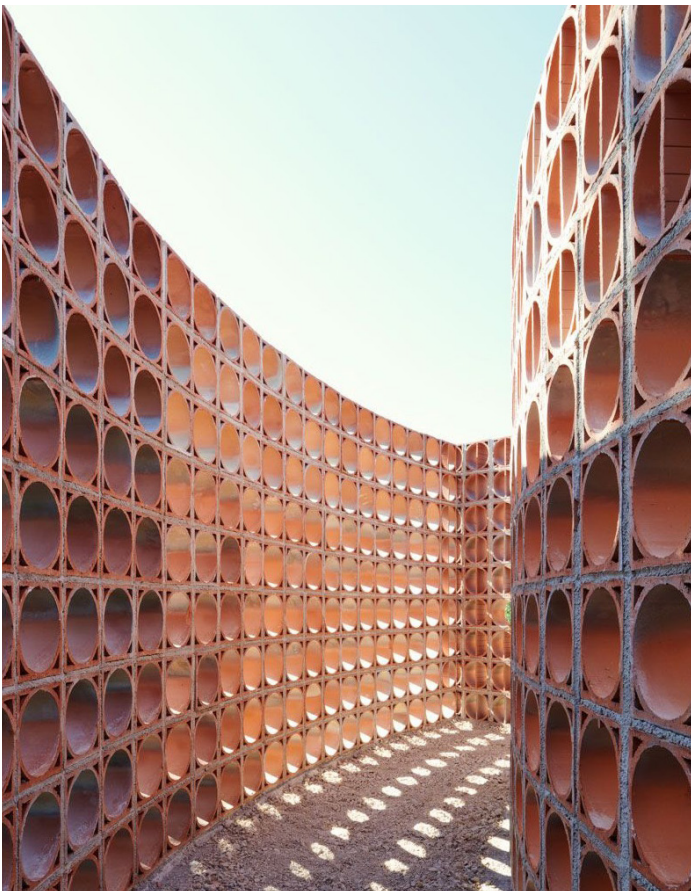
Both interior and exterior appearance is quite appealing for retail, housing or hotel rooms.

At same time it opens a question regarding thermal efficiency and environmental behaviour of the building.



Material Definition / Scenario 2

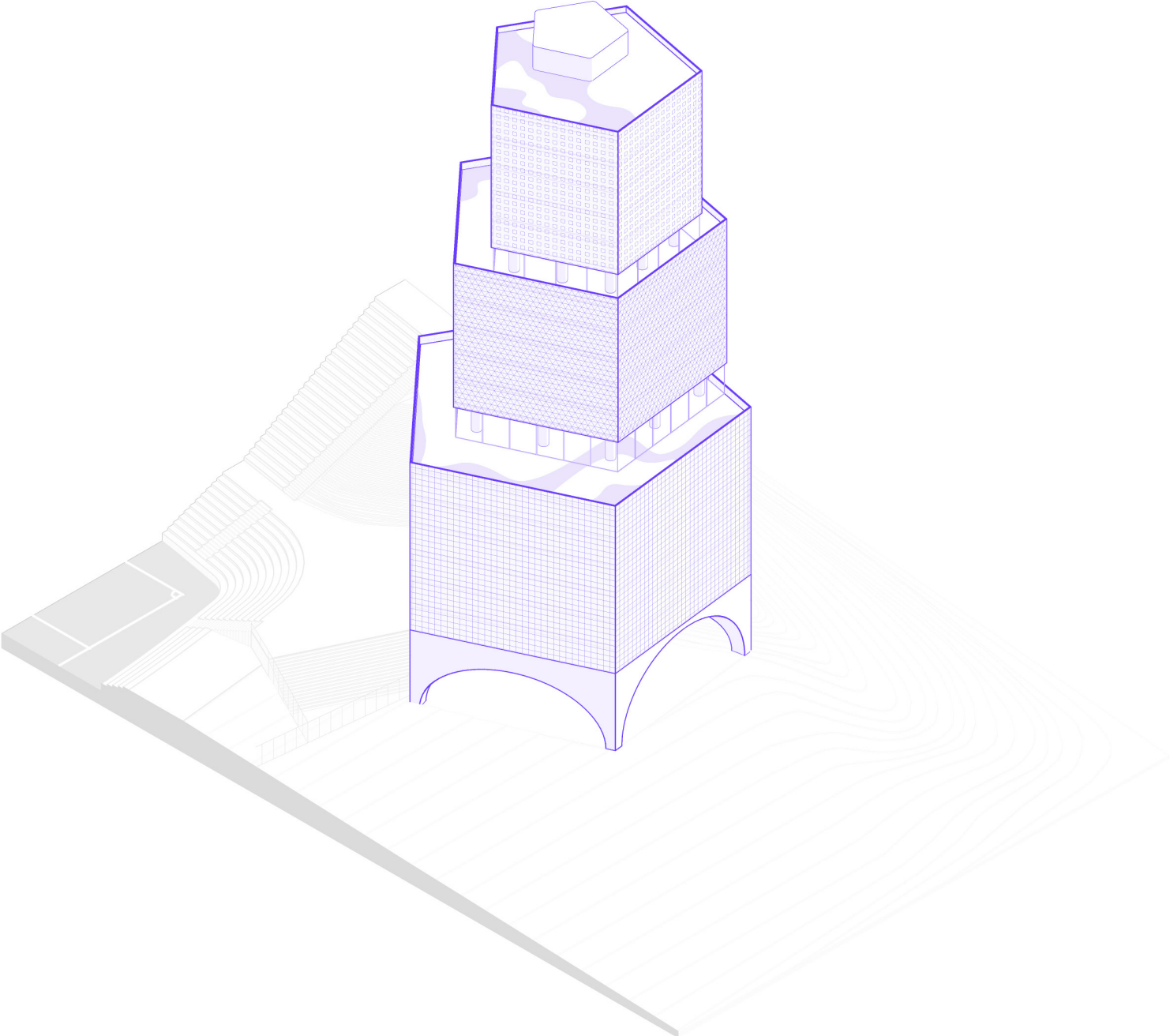
In this context, we propose to open to other facade solutions (i.e screen in bricks) keeping the same spirit identity and uniqueness.



What if the three building strats work with different brick patterns, as artist Hector Zamora would do?

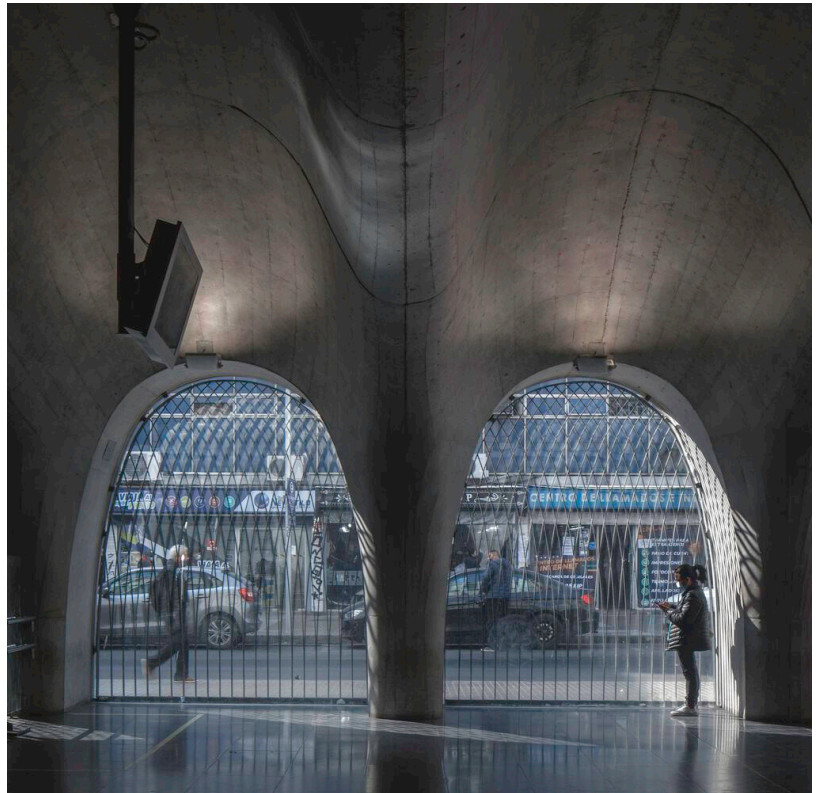
COPAN building by Niemeyer
in SP, Brazil

D ARCHITECTURE REPORT



DEVELOPMENT E

A covered and permeable space
at the base



Garden (and
maybe pool) at
intermediate
level



D ARCHITECTURE REPORT

2. Preliminary Project Idea. Building Passports

D. Square meters

No.	Typology	Quantity m2	stad
Zone E			
E0	Zone E Landscape - Public space	3,819	
E1	Lighthouse Hotel	11,562	
E-1	Parking E	2,192	

DEVELOPMENT E

adium	sports	commercial	housing	hotel	office
-	-	-	-	-	-
-	-	326	-	11,236	-
-	-	-	-	-	-

Contents

D ARCHITECTURE REPORT

3. Preliminary Project Idea for
Infrastructure, sports field
an open spaces

D ARCHITECTURE REPORT

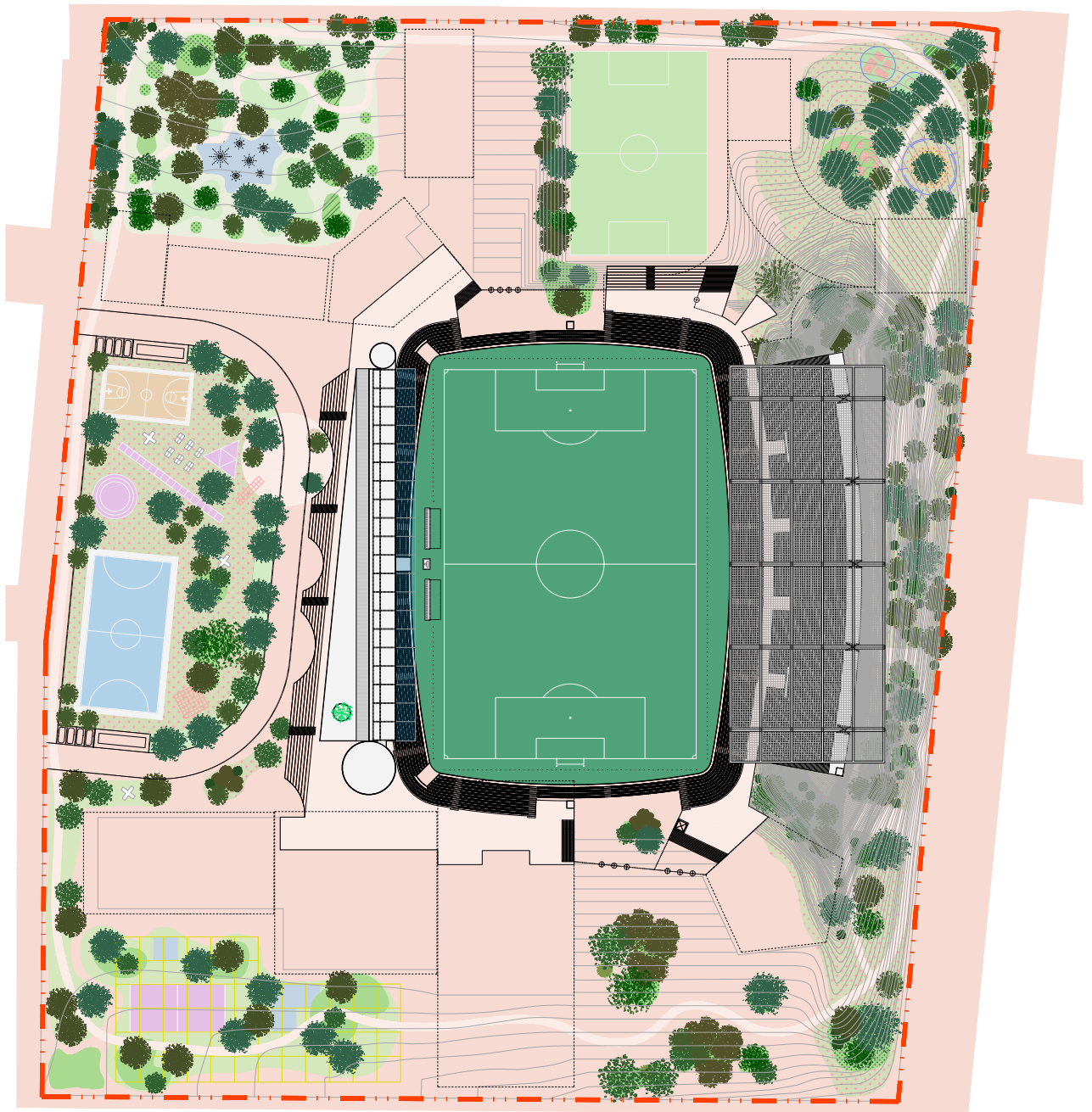
Two movements: 1) the new buildings frame the public space in the direction of the city 2) through this, city life enters the plot. A friendly exchange in search of porosity and lively encounters.

Dy gjeste: 1) ndërtesat e reja kornizojnë hapësirën publike në drejtim të qytetit 2) përmes kësaj, jeta e qytetit depërton në zonë. Një shkëmbim miqësor në kërkim të përshkrueshmërisë dhe dinamikës.

COMPETITION



CURRENT PROPOSAL



D ARCHITECTURE REPORT



Neighborhood garden. Dence and productive greenery to create intimate resting places and secret gardens.

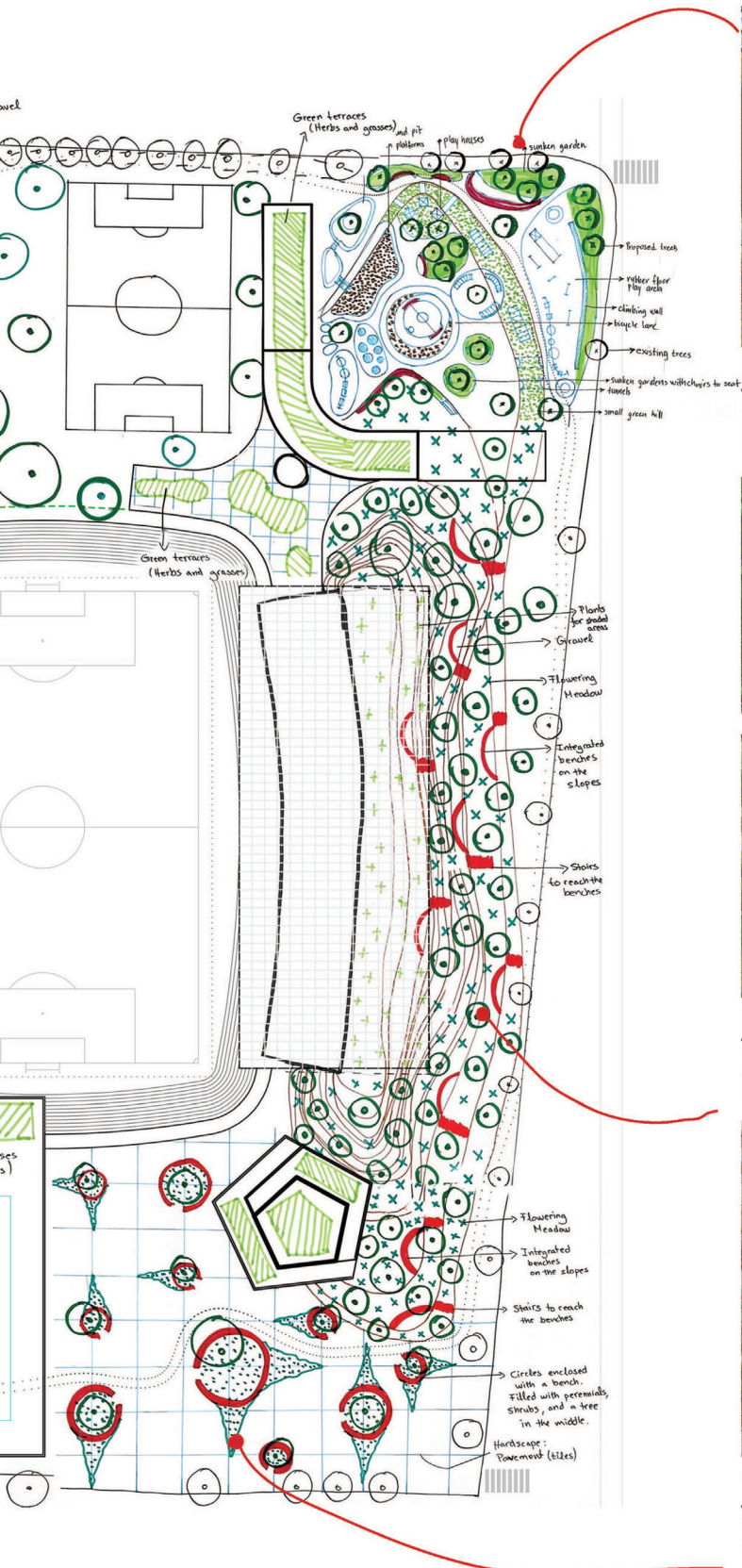


Gravel paths combined with harder paths for main flows of pedestrian.

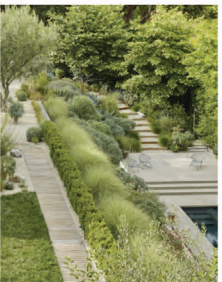
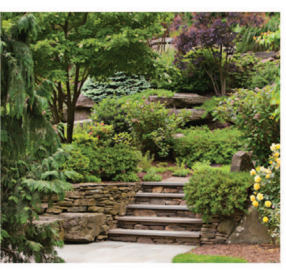


Sport garden. Pergola's, fences and shades to enjoy open air traings and activities.

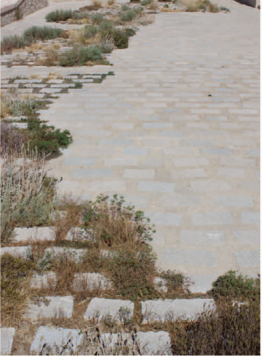




Playground garden. Protected spaces for kids to play in the nature.



Hill garden. The hill offering the opportunity for a playful interaction with landscape.



The mineral square. Hardscape with open joints and oversized treepits to add shrubs and perennials to the tree layer in order to facilitate a mini ecosystem.

D ARCHITECTURE REPORT

4. Preliminary Project Idea for Infrastructure, sports field and open spaces | Projekt- Ideja për Infrastrukturën, fushat e sports dhe hapësirat e hapura

UEFA Standards: General Review and adaptations

Standardet e UEFA-s: Rishikimi i përgjithshëm dhe përshtatjet

NECESSARY SPACES IN THE STADIUM

UEFA STANDARDS, STADIUM-CATEGORY IV

AREAS	Number	NAME OF THE ENVIRONMENT	UEFA STANDARDS / CAT IV		TORS (additional information)	PARAMETRES CALCULATED BY DESIGNERS FOR CAPACITY 10,000 SPECTATORS
a.Areas relating to players	1	Football field »overall (1+2+3)	(not specified in UEFA standards 2018)		120 x 80 m (UEFA 2011)	119 x 86 m (oval shape)
	2	1.Field of play	105 x 68 m			105 x 68 m
	3	2.Warm-up area	Along the perimeter, behind the first referee.			Complies with FIFA standards: 3x30 meters, ideally behind each goal
	4	3.Substitutes' benches	For 14 persons each, 4m from the touchline			14 persons each, 4m from touchline
	5	Dressing rooms	minimum of five showers, two separate seated toilets, seating for at least 25 people, one massage table, one tactical board and clothes-hanging facilities or lockers.		min. 150 m2 each	215 m2 + 250 m2, complies with program requirements
	6	Dopping control station	Testing room, toilet and waiting room		16 m2	29 m2, complies with toilet and waiting room
b.Areas relating to officials	7	Referees' dressing rooms	At least 20m ² (2 showers, 1 individual toilet, 6 seats, lockers)		20 m2	39 m2, complies with program requirements
	8	Delegate's room	Stadiums must be equipped with a room that is exclusively reserved for the UEFA delegate and referee observer (if any), with an easy access to the teams' and referees' dressing rooms.		16 m2	32 m2, complies with easy access to teams' and referees' dressing rooms
Common areas (a+b)	9	Emergency medical room	Stadiums must be equipped with an emergency medical room as set out in the UEFA Medical Regulations.		16 m2	25 m2
	10	Floodlightening	Horizontal. 1400Eh Vertical. 1000Eh			TO BE CONSIDERED
	11	Parking spaces	Parking space for a minimum of two buses and ten cars must be available for the teams and officials in a safe and secure area in the immediate vicinity of the players' and officials' entrance. If such parking is not located in the immediate vicinity of players' and officials' entrance, a safe and secure drop off area must be organised.		min. 2 buses + 10 cars	2 buses, 10 cars
Spectator areas	12	FAN zone				FAN zone considered next to the mixed zone
	13	Parking spaces	Stadiums must have the following minimum number of parking spaces available in a safe and secure area for VIPs, other guests and staff:		150 spaces	144 spaces under main tribune at street level + additional spaces under market hall in underground levels
	14	Catering facilities	Catering facilities in every sector			Complies with catering facilities in every sector
	15	Turnstiles	1 turnstile for 660 spectators		15 turnstiles	2 turnstiles for each entrance with a minimum diameter of 140cm
	16	Sanitary facilities	M:F 80:20, 1 toilet /250 Males, 1 urinal /125 Males, 1 toilet /125 Females		for 10,000: 32 toilets for males 64 urinals for males 16 toilets for females	35 toilets for males 70 urinals for males 20 toilets for females
	17	Seats for visiting spectators	At least 5% of the total stadium capacity should be in a segregated area of the stadium. (for visiting spectators)		500 seats	These tribunes should have provisions for guest spectators, 5% of the total stadium capacity. This area will be separated from its surroundings through railings that are 2.2 m high.
	18	First-aid facilities	Must be available in every sector			TORS 2.3.3: "Fully equipped first-aid facilities that have been approved by the competent local authorities must be available for spectators in each sector"
	19	Seats for people with disabilities and their companions	0.5% of the total stadium capacity seat for every companions + 1		50 seats for people with disabilities + 50 seats for companions	51 seats (1.4x1.4 space, complies with FIFA standard)
	20	Sanitary facilities for people with disabilities	1 toilet for every 15 disabled people		4 toilets, 2.2 x 1.5 aprox	14 toilets

VIP area	21	VIP hospitality area	Stadiums must be equipped with a dedicated hospitality area for VIP guests, which is easy to access from the VIP seats.			Complies with dedicated VIP hospitality area
	22	VIP seats	VIP seats must be covered and located, in the main stand, between the two 16m lines, as close to the halfway line as possible.	100 seats		340 seats (in Bombonera)
	23	First-aid facilities	Must be available in every sector		TORs 2.3.3: "Fully equipped first-aid facilities that have been approved by the competent local authorities must be available for spectators in each sector"	First Aid facilities considered in every sector with a minimum of 20 m2
Media area	24	Control room	A control room providing an overall view of the stadium interior and equipped with radio communications enabling communication between staff and officials responsible for safety and security at the stadium. The control room must be equipped with colour monitors that are connected to the closed-circuit television system and additional monitors that display the live data from the electronic ticket control system.			115 m2
	25	Closed-circuit television system	Closed-circuit television system that uses colour surveillance cameras with pan, tilt and zoom functions and covers all stadium approaches and entrances, and all public areas within the stadium. Areas of the stadium interior not capable of being directly viewed from the control room must be covered by the closed-circuit television system. The cameras must be capable of recording moving images as well as still photographs.			CCTV Considered, system to be operated by staff located at the control room
	26	Media working area	Stadiums must have at least one room equipped with desks, a power supply and internet connections for use as a working area for media representatives.	30 working positions	see 2.3.5. Media Areas	120 m2, 35 working positions
	27	Photographers' working area	The photographers' working area must contain tables, chairs, power sockets and internet connections and have easy access to the pitch. It may be a dedicated section of the media working area (with the overall space increased accordingly), but should preferably be a separate room.	20 working positions		90 m2, 28 working positions
	28	TV commentary position	Centrally located between the two 16m lines. Each commentary position must be equipped with a desk with a minimum width of 180cm, at least three seats	10 positions (3 seats each)		10 positions, 3 seats each, 65 m2
	29	TV studios	2 rooms: 5m long x 5m wide x 2,5m high. At least one of the two TV studios must be a pitch-view studio with an unobstructed view of the entire field of play.	2 rooms		2 rooms, 52 m2 each, complies with unobstructed view to the pitch
	30	Flash interview positions	area between the pitch and the dressing rooms that can be used for flash interview positions, where live TV and radio interviews can be conducted.	at least four positions, each 4m deep x 3m wide.		4 positions of 4x3m considered alongside the mixed zone
	31	Press conference room	A press conference room must be available within the stadium. It must be equipped with a top table and podium, a camera platform large enough to accommodate a minimum of 8 cameras, a sound system (microphones, speakers and split box with a minimum of 16 outputs) and adequate lighting for broadcasting.	min. 50 seats		54 seats, 105 m2, complies with top table and podium, camera platform and sound systems
	32	Camera platforms	Main camera platform 6x2m 16m camera platforms 2x2m Reverse angle camera, center opposite stand 2x2m Camera platforms behind goals 2x2m (at a height permitting an unobstructed view of the penalty spot from above the crossbar) Beauty shot camera (upper corner)			Copies with Main camera platform 6x2m 16m camera platforms 2x2m Reverse angle camera, center opposite stand 2x2m Camera platforms behind goals 2x2m (at a height permitting an unobstructed view of the penalty spot from above the crossbar) Beauty shot camera (upper corner)
	33	Mixed zone (players/media) for interview	Stadiums must have an area between the dressing rooms and the area reserved for the team buses that can be converted into a mixed zone where accredited media representatives can interview players after the match.	covered and large enough to accommodate at least 50 media representatives.		Mixed zone placed between the dressing rooms and the area reserved from team buses, 220 m2
	34	Media seating (seats for written press and radio commentators)	Stadiums must have media seating that is reserved for the written press and radio commentators. It must be covered and centrally located in the main stand, with an unobstructed view of the entire field of play and its immediate vicinity and easy access to the other media areas.	60 seats / 30 with desk / Each desk must be big enough to accommodate a laptop computer		60 seats with desk (2 seats per desk)
	35	TV compound	Stadiums must have a secure area that can be used as a TV compound for parking TV companies' outside broadcast vans. SEE UEFA REGULATIONS 2018, n° 36.02 (p.22)	1000 m ²		1000 m ²
	Staff area	36	Stadium staff and administration facilities	NOT SPECIFIED IN UEFA STANDARDS		

D ARCHITECTURE REPORT

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Main field dimensions | Dimensionet kryesore të fushës

6.01 A warm-up area for substitutes must be available along the touchline behind the first assistant referee. It must be covered with grass or artificial turf securely fixed to the ground and, ideally, it should be the same surface as the field of play. If space is not available along the touchline behind the first assistant referee, a solution must be foreseen behind one of the goals, behind the advertising boards (if installed).

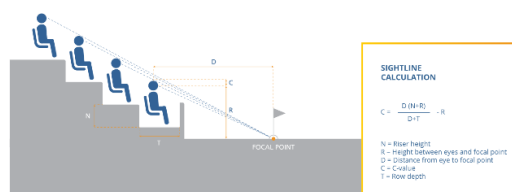
6.01 Një zonë ngrohjeje për zëvendësuesit duhet të jetë e disponueshme përgjatë vijës së kontaktit pas ndihmësit të parë. Duhet të mbulohet me bar ose terren artificial të fiksuar mirë në tokë dhe, në mënyrë ideale, duhet të jetë e njëjta sipërfaqe me fushën e lojës. Nëse nuk ka hapësirë përgjatë vijës së kontaktit pas ndihmësit të parë, një zgjidhje duhet të parashikohet pas njërit prej golit, pas tabelave reklamuese (nëse është e instaluar).

8.01 Stadiums must be equipped with two covered benches at pitch level, each with seating for at least 14 people and positioned at least 4m from the touchline.

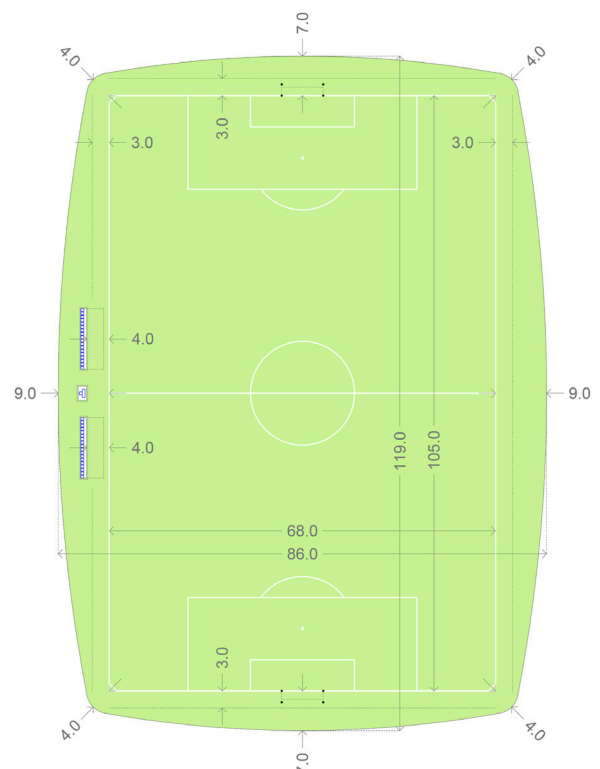
8.01 Stadiumet duhet të pajisen me dy stola të mbuluara në nivelin e fushës, secila me ulëse për të paktën 14 persona dhe të pozicionuar të paktën 4 m nga vija e kontaktit.

8.02 A position with a seat and a desk must be provided for the fourth official, ideally covered and between the substitutes' benches. (from UEFA Stadium Infrastructure Regulations, 2018)

8.02 Një pozicion me një vend dhe një tavolinë duhet të sigurohet për gjyqtarin e katërt, i mbuluar në mënyrë ideale dhe midis stolave të zëvendësuesve. (nga Rregulloret e Infrastrukturës së Stadiumit të UEFA-s, 2018)



row N°	N	T	R	D	C-value
1	0,3	0,8	1,94	9,76	130,30
2	0,3	0,8	2,24	10,56	121,13
10	0,3	0,8	4,64	16,96	77,48
11	0,45	0,8	5,86	21,3	221,58
12	0,45	0,8	6,31	22,1	213,84
30	0,45	0,8	14,41	36,5	131,29
35	0,45	0,8	16,66	40,5	118,57



Main tribune performance and C-value | Përformanca e tribunës kryesore dhe vlera C

The preferred C-value for stadiums is C=90, rising to C=120. Anything above C=120 is mathematically regarded as a perfect sightline with no theoretical obstructions caused by spectators sitting in front of the viewer. Stadium C-values can be reduced to a minimum of C=60 in specific areas, but this should be avoided in lower tiers wherever possible as it will degrade the spectator experience and may result in spectators choosing to stand for a better view.

The perceived quality of a sightline is greatly improved as the viewing position becomes more elevated, and this means that it is possible to lower the C-values in the upper tiers of larger stadiums without compromising the spectator experience. This ability to vary the C-value depending on the tier gives designers some flexibility to either bring spectators closer to the pitch, thereby enhancing the atmosphere, or to reduce the rakes (steepness) of the upper tiers, thereby enhancing safety. (from FIFA Stadium Design Guidelines, 2023)

Vlera e preferuar C për stadiumet është C=90, duke u rritur në C=120. Çdo gjë mbi C=120 konsiderohet matematikisht si një pamje e përsosur pa pengesa teorike të shkaktuara nga spektatorët që ulen përballë shikuesit. Vlerat C të stadiumit mund të reduktohen në një minimum prej C=60 në zona specifike, por kjo duhet të shmanget në nivelet më të ulëta kudo që të jetë e mundur pasi do të degradojë përvojën e spektatorit dhe mund të rezultojë që spektatorët të zgjedhin të qëndrojnë për një pamje më të mirë.

Cilësia e perceptuar e një pike shikimi përmirësohet shumë pasi pozicioni i shikimit bëhet më i ngritur, dhe kjo do të thotë se është e mundur të ulni vlerat C në nivelet e sipërme të stadioneve më të mëdha pa kompromentuar përvojën e spektatorit. Kjo aftësi për të ndryshuar vlerën C në varësi të nivelit u jep projektuesve njëfarë fleksibiliteti për të sjellë spektatorët më afër fushës, duke përmirësuar në këtë mënyrë atmosferën, ose për të reduktuar shkallët (pjerrësinë) e niveleve të sipërme, duke rritur kështu sigurinë. (Nga Udhëzimet e Dizajnit të Stadiumit FIFA, 2023)

