The ways to Superga. History and Design Studio projects for year 2012-2013

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THE WAYS TO SUPERGA
2012-13 | history and design studio projects
This e-book presents the results of the History and Design Studio for year 2012-13, at the first semester of the second year of the course in “Architecture” of the Politecnico di Torino. Teachers Luca Barello and Chiara Devoti, with the assistance of Maria Vittoria Cattaneo, Luca Malvicino and Rachele Vicario.

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### Authors Profiles
THE WAYS TO SUPERGA
The historical analysis shows the connection between the different elements recognized on the territory and the solution adopted in the project. In particular the group underlined the visual components findable from the trail such as the different position of them (front view, backstage, etc.): the railway road, with its historical brick pillars, the old residences on the hills, the panorama and skyline of the city are all particulars used to harmonize the interventions with the natural and historical contest.

(C.D., with M.V.C.)

The trail is marked by few dramatic installations, large objects following the topography or interconnected with the wood. The gates are organic tunnels, the info point a raised nest of crossed branches, the view point a platform of trunks in axe with the historical road towards France. The gate tunnels lay softly on the ground, the variety of natural and artificial coverings can create different environmental perceptions according to the viewer distance. The hikers can climb on the info nest to look around from a lifted location and experience a close meeting with the trees guided by the short footbridges. The viewpoint is a cantilevered platform aligned to Rivoli Castle and to France, as a conceptual synthesis of the Savoy Family history and of the Superga settlement.

(L.B, with R.V., L.M.)
The first part of the trail is plain and more relaxing. It is good for taking fresh air and having a nice walk!

The second part of the trail is becoming steep. It is the most wild part of the forest. It is good to get in touch with the nature and to have mountain biking!

The third part of the trail is even steeper however this time it brings us beautiful views of Turin and the nature. Also the intersection of the path and Dentiera is situated here. It is good to run, walk and bike with views that appears within nature.
**PROJECT SYNTHESIS**

**PROJECT MAP 1:2000**

**Corso Casale**

GATE
The gate connects ‘Corso Casale’ which is a total urban context containing car roads, residential, factories with ‘The Hills of Superga’ which is totally a natural and historical context.

**CONCEPT: Log**

FEATURES:
Natural Harmony
Invisible Continuity
Lightness

**PROJECT GENERAL SECTION 1:5000**

WAY AND SIGN SYSTEM
The way and sign system consist of a combination of random natural elements that appears suddenly in assorted places especially at the intersections with other trails. It comprises stones, sticks and trees orienting people to the right way. It shaped by the differences of topography and natural elements.

INFO POINT
The info point is located at the platform near the Funicular Station of Superga. From here, one can easily arrives both the station and the nearest viewpoint. It also serves as a small gallery to show the photos and info of the hills of Superga, the funicular, the trail and the architecture itself for riders and climbers.

VIEWPOINT
The viewpoint takes place in a high spot on the mountain which provides us a view with an abrupt angle. It sees Torino and the Alphines. Construction is made up of steel orsogli and beech wood panels. It has an aligned position with Corso Francia and Rivoli Castle.
The starting point of the trail is situated in corso Casale between residential and factory complexes which is a dominantly urban zone. The trail heads towards a natural and historical complex. The aim of the gate is to connect these two different contexts with an aerial closure that creates a discovery feeling and prepares people to a new atmosphere.

Gate shaped by topography to catch the harmony with the landscape which is more steep on the one side and less in the other. This affect gives a feeling that it is the continuity of ‘The Hills of Superga’.

Gate is multi-functional due to its shape from inside and outside. It creates a functional space in the vast area at the departure. It has a clear view of ‘Basilica di Superga’. The bigger openings in part of the gate concentrate people to this beautiful view by erasing the affects of surroundings.
1. LOCATION

Corso Casale

The Location of Our Intervention

2. TERRITORY

The territory of the intervention is a platform located near the funicular station and from where you can see the San Crisco as well. It is also a pretty important place for bike riders to relax.

3. CASE STUDY

Natural Reference: The Bird's Nest On Tree

Structural Reference: The Bird's Nest In Beijing

4. SKETCHES

Sketch of the elevation

Sketch of the plan

EXPLANATION TEXT
Primary sketches come from the concept nest. It is a more natural structure made by branches being united with the main concept “log”

DETAIL

The info point will be combined with the activity point being shown as a small gallery providing photos and information of the trail, Superga and funicular

PHYSICAL

Roof View 1:100

Section 1:100

Plan View 1:100

Elevation 1:100
TURIN AND SURROUNDINGS

A map showing the relationship between Superga and the area.

TRAIL 28-29

Zooming in the map of trail 28-29, provides us to see the exact location of viewpoint design. This map includes the views of the spot where construction will take place. Moreover, it has information about sign system too.

PLACE OF INTERVENTION

View of Corso Francia and Rivoli
View of San Mauro
View of Turin

VIEW OF THE SPOT

Using beech wood in the deck provides budget efficiency because there is no need for transportation of any wooden material. It matches with traditional context. Keeping it vivid, saves the idea of youthfulness.

EVOLUTION OF DESIGN

Final Sketches of viewpoint. Signs take place during the path. It is used mainly in intersection points for indicating the right direction.

MATERIALS

WOOD (BEECH)

Burned wood

STEEL (ORSOGRI)

Burned wood is another material which made from steel. It is the “so called” skeleton of the deck which intended death feeling.

3D MODEL

View of design oversees Corso Francia with an aligned placement. The path idea composes two main characters of the area which is birth and death; Corso Francia is a metaphor of life.

From the topview, construction begins with vivid materials. It then gets aged, deformed, since we are on the path of life.
Starting from an important settlement in the hills around Turin, Baldissero, again organized around a small mountain, dominated by the impressive Baroque church (still looking for a famous sign and sometimes attributed to some of the most relevant Savoy Court Architects), the road reach the basilica of Superga passing through a relevant series of historical elements. First of all, votive chapels signing the trail, less monumental, obviously, than the range characterizing the main road to Superga, but of great interest.

The project aims to recognize and reconnect these elements imposing a coordinated solution to improve the visibility of the starting and arriving point but also re-drawing the complete road.

(C.D., with M.V.C.)

A single element declined in a set of different objects compose the organizing structure of a crest road that crosses a variety of built and natural landscapes. Thin and graphical at the starting gates, it merges in open volumes at the resting points and folds to the horizontal plane to create a intermediate viewpoint platform where the wood opens. This simple corten steel curve establishes a continuity of orientation signs appropriate to guide the visitor to Superga along a long and sometimes confused road.

(L.B, with R.V., L.M.)
THE CURVES OF LIFE
Curves of Life symbolizes the going of people’s life beginning with the sacrifice in the church (Baldissero) leading along a way of decisions (crossroads), religious stations (chapels), finally going to the burial place of the Savoys, the final station of life, Basilica di Superga. All the road will be accompanied by a bikelane.
GATE BALDISSERO
1:100

Section A-A

Elevation
Direction
Tetti Gioannini

Plan view

Pillow

Pillow

PI Lone STOP
1:50

Plan
Pilone stop crossroads to San Mauro

Elevation
Direction to Baldissero

Intervention on the very narrow area of the pilone on the crossroads going to San Mauro, containing a bench and a new stair leading up to it

GATE TETTI GIOANNINI
1:100

section
INFO-POINT AND NEW ACTIVITY-POINT

Info-points are settled all along our road also in combination with bus-stops. They should inform people about where they are and about the historical links of the road.

The new activity point contains a halfpipe to encourage people for new activities in this place. It can be found on the crossroads to Bric Paluch.
Viewpoint

Bus Stops + Playground

Tetti Gioanin Gate
The conservative approach to the historical remaining of this group is absolutely appreciable, especially because of the relevance of such elements, like the railway original departing and arrival stations, but also the evidences of the ancient infrastructural organization (brick pillars, intermediate stations, etc.). The analysis conducted allowed the components of the group to recognize the importance of the re-functionalisation of such elements and the possibility to reconnect them where the original relation has been lost by following transformations. The proposed solutions, with underground trail and exhibition of historical pictures of the ancient railway road (old photos and sketches) is combining modern architecture with old images in a well balanced mixture and cultivated analysis. Even the re-organisation of the ticket office, rediscovering the original spaces (unlikely abandoned for “modern” solutions some years ago) demonstrates a well understood connection with the origins of the infrastructure serving the hills and connecting the city with its more emerging monument, the basilica of Superga.

(C.D., with M.V.C.)

Three additions to the main tramway stations open new ways to orientate the visitors and their views to the surroundings with simple forms composed in articulated spaces. The Sassi gate defines a clear entrance to the lower station with transparent shelters around the new ticket office. An underground passage connects the intermediate station to a restored abandoned building, spaces hosting a linear exhibition hall where you can perceive the woods landscape. On the path from the Superga station to the Basilica a zigzagging bridge between the trees creates an alternative path that opens several visual angles up to the Po valley and the Alps.

(L.B, with R.V., L.M.)
Analysis Synthesis Plan 1:5000

One of the mid-station, full of vegetation around

The beginning station, as one of the most important point, should be reorganised because flow routes for different kinds of people are in disorder

One of the mid-station, full of vegetation around

One of the mid-station, landscape around is nice an abandoned house near can be redesigned

The terminal station, with wonderful landscape view and full of vegetable around, but the gate and signs of the station are in a bad condition

Analysis Synthesis section 1:5000
Considering the Plan Gambino station and its surrounding situation including the historic pillar, an intervention in order to increase the utilization ratio of the station is necessary. The project also focuses on creating a place for tourists to gain more information about the history and transformation of the Superga railway.

In the Station Sassi, the layout of controlling flow is confusing and inconvenient since the inappropriate position of ticket office. Given this situation, the intervention, which aims at making the layout of flow more clear and convenient, is quite necessary. The project also tries to enhance the directional function towards the church and provides the implication of the Basilica of Superga.

Inspired by the medieval bastion view design, we shape our project’s plan by imitating the bastion’s layout so as to create some view direction with specific aim, for instance, the Mole Antonelliana and the confluence of two rivers.

In the final path to the Basilica di Superga we found it a good position to have a view platform, which provides comfortable place for tourist to rest and enjoy the great panoramic view of Torino while receiving some information in the same time.
SASSI STATION

The station in its current state is confusing for first-time visitors as the ticket booth is at the rear of the site, we aim to simplify the process of buying tickets by incorporating the ticket booth and information point into the entrance of the station. The entrance will be modified by increasing the height of several structures as a subtle signal that this is the entrance to the station. The inner courtyard will be adapted to fit the new aesthetic of the site, including full handicap access. These interventions will act primarily to make boarding of the train simpler, making the experience of the Superga more enjoyable and stress-free.

GENERATION PROCESS

- main element of facade of Superga
- main element of plan of Superga
- stretch to different side
- solid and void
- combine together

FLOW OF STATION

- original flow
- new flow
PROJECT B

Intermediate Station. Exhibition Hall

Guo Yizhe • Yang Jun

NEW ACIVITY POINT-INFO POINT

The idea of the project starts with the question of the historical element of the train station. The station is designed to connect the new pavilion and the exhibition hall. The pavilion is on the ground with daylight and underground with access to the station. The exhibition hall is on the first floor, with access via the historical space in the station. The pavilion is transparent roof that allows light into the space. The connection between the pavilion and the exhibition hall is designed to highlight the historical elements of the station.
The idea of this project derives from the location of the final ending path where the view for panoramic scene of Torino is extraordinary clear but lacks a place for tourists to sit and enjoy this excellent view. Besides, as a number of iconic points of Torino (the Mole; the Gran Madre; the Confluence...) can be seen from this site, the information for these critical points is badly needed and unfortunately, there is few information at this spot.

Considering the situation above, we came up with the idea of a platform whose shape inspired by the modern bastion which has a variety of directions so that tourists can obtain the maximum view of Torino. And at the same time it will provide a sufficient information for both panoramic views of Torino in terms of view direction of monumental element and explanation of Basilica of Superga. By this mean, tourists will surely have a more enjoyable and meaningful Superga Journey.
Exhibition Hall

Sassi Station Gate

Superga Viewpoint + Info Point
Despite the impressiveness of the enormous Juvarra’s basilica, the project underlines the immediate contest of the historical monument without involving directly the church, just considered as the hub of the composition, but not the object. The area surrounding the great religious emergence has always been quite neglected even if its relevance is absolutely evident. The project try so to reconnect this impressive architectural composition with the trail arriving from the head station of the railway, the car parking on the right side and the wood and grass area on the back.

The proposed solutions don’t try to simulate themselves or to imitate the historical architectural models of the basilica, but they emerge for their modern style, more connected with the natural contest and the reaching of the area problem.

(C.D., with M.V.C.)

A mix of massive and light signs organizes the existing complex and irregular system of open areas around the Superga Basilica. The entrance info point, the view platforms and the lower bar are delimited by curved wooden walls that create more or less open protected areas: places to stay, to get information and to look at the hills around the Basilica from a wide range of viewpoints.

At the southern edge, the parking area flooring has a texture that comes out from the existing geometries and incorporates curved elements, leading to the open round pavilion at its end.

(L.B, with R.V., L.M.)
ATLAS SYNTHESIS

Analysis Synthesis Section 1

Analysis Synthesis Plan 1:750

Analysis Synthesis Section 2

CRITICAL POINTS AND PROPOSALS

PARKING
1. Redevelop the parking area
   ➔ Remove asphalt
   ➔ Design square with fragments of gardens and the area between Basilica and parking

GROUND
2. Redevelop pavement
   ➔ further distance, the more separation in between cobblestones
   ➔ mix of cobblestone and green inside fence: long benches
   Outside fence stays the same: brick columns and metal bars

VISIBILITY
3. Cut out the trees all around the Basilica
   ➔ create a more open view
   ➔ enhance the visibility of Basilica

VIEWPOINTS
4. Create panoramic platforms
   ➔ insert telescopes (an interesting way to explore the city)
   ➔ place information boards

REST AREAS
5. Addition of pedestrian sidewalks
   ➔ Dug into ground with metal fence
   ➔ Theater benches down the slope
   ➔ Built fades away once reached the forest

NEW ACTIVITIES
6. Reorganize the open park area
   ➔ adding a small bar integrating it with the slope, and benches around it
   ➔ multiactivities circles

FOREST
7. Place indicators all along the road
   ➔ to indicate the way clearly with signs
   ➔ ribbon (forest) exploring where desire

REFERENCES

51831

1846

The Geological Observatory, Switzerland (1846)

The Gardens of Imagination, Kathryn Gustafson (France)
Project General Map
1:750

CONCEPT
Exploration Circuit - invitation to discover a new place, to surround it.
Through the proposed design, the people are invited to visit Superga and its surroundings, by a 360° degree point of view, on different levels. New pedestrian paths were added for this necessity.
After analyzing the topography and the historical background of the place, 3 main areas were indentified (the Basilica, the parking area, the open space) and so 3 Ground levels were taken into consideration to design accordingly: Built, Built & Green, Green. They are indicated by the presence of 3 different pavements: cobblestones, a mix of cobblestones and grass, and earth, creating a continuous transition of the levels.
Therefore people can visit and discover the place in their own, personal way.
THE PLATFORMS
Made of orange wooden planks that measure 15 cm length and 5 cm width. The height is between 2 and 2.5 m. They are attached to the edge of the road and at the tip of the hill. The trees at the hill all around the Basilica will be cut in order to have a clear 360° view of what the Basilica is surrounded by. The platforms are multifunctional being both, a view point and an information point, where it has a telescope looking out of an open non-glass framed window and with information boards.

INFORMATION BOARDS
Made out of steel. They are attached to the walls of the platforms, providing the readers information both in Italian and English about the surroundings and what they can see from using the telescope. In this way, they are tools with which the historical facts along the site are highlighted. Other historical information will also be present in the information boards. For example: the Savoy Family, The Basilica of Superga and its Architect Filippo Juvarra, the City of Turin and its major landmarks. The boards are around 70 cm x 50 cm placed on eye level 160 cm x 180 cm.

INDICATORS
At the second level, the indicators will be made out of planks of wood with a length of 15 cm each plank and a width of 5 cm, similar to the platforms. They will be placed all along the road. Some of them are in a straight line, indicating to go straight and some are curved, indicating where you can turn. They are about 1 m high with a 2 m of length.

At the third level, the indicators are represented as a ribbon that seems as it is floating in the air in between the trees. This idea was taken from the Study Case: The Gardens of Imagination in The Town of Terrasson (France). This is a nice way to invite people for a little adventure through the woods. The Ribbon will be made out of an orange plastic material which allows the woods to be reflected on the ribbon. This gives the sensation that the ribbon is part of the woods. It will be located at eye level with a height average of 2 m and the Ribbon measure 20 cm of width with 5mm thickness.
THE BAR AND THE THEATER
It is integrated in the slope, made of wood planks 2.5 cm x 40 cm. The benches are placed and arranged around it, in a theater style, in this way making the view of the woods as a screen of a movie theater.
The roof is flat and in the same time it is a platform where people can sit and have a complete view on the surrounding space.
The access to the bar is realised through a ramp (which is a really interesting way in terms of perception of the place, by changing constantly the angle of view, while going along the way.

MULTACTIVITIES CIRCLES
By only placing a thin wall made of wood planks, an internal and also an external space was defined for hosting multiple activities for people who can use it according their own wishes (for example, as a playground for the little children, resting or for making the bonfire).
REORGANIZED PARKING
At the second level (Built and green) the parking area was reorganised accordingly:
- the dimension of it were reduced and more natural elements were added
- the area around the statue is redesigned with adding little gardens around it
- a new space for hosting new activities was created, now this part is animated and encourages people to follow the path and spend time there
- the asphalt was replaced with cobblestones in the cars area and with a mix of cobblestones and grass in the pedestrians area

NEW SPACE, BETTER FUNCTION
Compared to the previous condition of the area, a new space with a small square was created, hosting new activities, which now is more interesting and attracts people to spend time there.
The pattern of the pavement follows the pattern of the parking, but in this area which is accessible for pedestrians only, a mix of cobblestones and grass is present.

Inspiring from design of red ribbon for Tanghe park in China, in new design, in order to give orientation (leading people from the parking to the new space) different groups of cobble stones with different colours are presented.

PAVILLION
Provides protection from weather, meeting opportunities and it is visual focal point. Movable benches are provided inside for using in different cases.
Viewpoint + Path Signs

Info Point
The road connecting the town of Turin with the very emerging Basilica of Superga at the top of the hill has an historical origin and a well defined track, then modified to allow mechanical engines to reach the monumental area. Despite the intensive use of the road and its importance, the system is not so well known and has not visible accesses or panel indications able to allow the visitors to understand its historical relevance. The project tried to avoid these lack of communicative improving the visibility of the road and the perspective points framing the great basilica. The solutions are interesting but they don’t really reconnect the monument with its historical connection to the State capital, Turin.

(C.D., with M.V.C.)

A double system of milestones composed of vertical and horizontal road signs underline all the key points along the street: gates as light wooden frames, small information boxes, coloured lines that give a rhythm to the way and call for the visitor attention changing their mutual distance. The viewpoint and the pavilion are wooden structures that project the visitor towards the landscape. The first is a large deck divided in four open platforms at different levels while the pavilion is a transparent partly open and slightly cantilevered box flexible to host various activities.

(L.B, with R.V., L.M.)
2 DESIGN CONCEPT

BREATH OF NATURE
Main idea of the project is mixing of different spaces, a connection between spaces that people feel good in and natural open areas. That is achieved by using natural elements in simplest possible forms, and by settling every design in green space. Semitransparent elements built with vertical poles are the main component of all our designs. They mark very clear spaces without separating them from surrounding that creates areas where people feel safe and comfortable while admiring overwhelming views.

3 PROJECTS ANALYSIS

A VIEW POINT
We want to create a cozy, friendly and interesting place which separate from the noisy road. (From cold, black asphalt we enter warm, brown wood. By introducing stairs and levels we clearly mark out areas of different privacy. And semitransparent barrier clear separation from road. Nevertheless this kind of obstacle does not prevent spaces from mixing. It just reduces their impact on each other.

FUNCTIONAL ANALYSIS

public space
entrance platform
private space
reflect the heat
view deck

SCALE ANALYSIS

Our gate redefines previous gate standards. In order to give impression of space we moved the horizontal bar from the top to the bottom of the gate. Substituting it with purple lines painted on the road. That strengthened the feeling of entering some special place and also allowed to free the space above. Main pillars were designed to focus visitors view on a certain target. It’s lightness was achieved by constructing them with several thin, wooden skeleton.
2. **Design Principles**

STRADA SUPERGA is a mostly built road. (Also many place is limited by government or residential) So for us we don't have so much space for the intervention. We must “CREATE” some place for the interventions. That's the reason why our view and activity point has parts of “Cantilever Structure”

3. **Projects Analysis**

**A. New Activity Point**

**Functional Analysis**

Activities are usually not stationary. That is why it is very hard to connect them with a point. The only reasonable way of doing that is to create a place that could serve as starting or ending point of certain activities. That is why we came up with the idea of a safe house. A safe house with special orientation on astonishing view. The design itself is very simple and clear. The usage of semiflexible barriers allowed us to create space for people to rest, meet and take advantage of surrounding area.

**Structural Analysis**

B. **Information Point**

Its design and materials were chosen to match other interventions, that we introduced along the road. Lightened upper part of that element provides visitors with information they were looking for. About every 500 meters a Information Point.

C. **Bike Lane**

Bikers should remember that they are participating in traffic with much faster cars, while car drivers have to remember about much more delicate and fragile bikers. To achieve that, along the whole road, we introduced lane shared by cars and bikes. The shared area was marked by purple coloured stripes and bicycle icons.
The deep analysis on cultural components, architectural monuments and urban organization is surely the main force of this projects in which the few projected solutions are able to dialogue truly with the contest. Even the fairy solution in the deep of the forest is not in contrast with the natural assessment but underlining the historical trail and proposing new ways to use the area. Starting from the important settlement of San Mauro (of which the group recognize unusual historical values), the trail reach the basilica and shows another way to benefit of the beautiful Turin hills.

(C.D., with M.V.C.)

The light interventions directly grow from the site characteristics and elements, each one able to stimulate curiosity without imposing itself upon the existing landscape. The gates are series of thin steel frames orienting the visitor movement, the viewpoints are a platform that extends the trail following the topography and an open tower with moveable panels to direct the views according to the visitors and the seasons. Into the woods, signs and info points are strictly tied to the trees, long bands that create optical illusions with their translucent surface that wraps group of trunks. A dedicated bike lane gives bikers the chance to enjoy the steeper sections of the hill, while pedestrian can safely go on a parallel trail. Both can relax and play in the rest area at the intersection of three small streams, a playground between water and trees with a raised bike track and nets of climbing ropes.

(L.B, with R.V., L.M.)
Our site is among a dense forest. We create something simple to make a big contrast with the nature.
STARTING AND ARRIVAL POINTS GATE

Choosing the beginning of the non-vehicle road as the starting and arrival points gate, we intend to make the most popular use of the 65 trail—hiking and riding more outstanding. What’s more, as the road’s natural characteristics, this point is really likely to be ignored. To help people follow the right way, a special design for the place is really necessary. Considering the wet climate, the surrounding environment and the structure we design, we choose corten steel as the design material.

VIEWPOINTS

Views may change totally in different seasons, especially in winter with leaves fallen down. What we want to design is something that can suit different time and different places. That means it has to be small and movable. More over, it should be interesting to attract people’s attention.

HORIZON

To adapt to different adapter crowd, we made a survey about the horizon. We make viewfinders at every horizons.

OUTLINE STRUCTURE

With all the sticks moveable and the small size, the view point structure is easy to be set up and dismantle. Also the structure’s small size means that it can suit different topography.

VIEWFINDER

Making a different sense of view is quite important. To achieve this aim, we design a system like the left. The shelters can be moved on two directions. In this case, different viewfinders can be brought out.

DIFFERENT POSSIBILITIES

With viewfinders of different heights, one scene can have different possibilities. Move the shelters on the same height, there will be different pictures, too.

OBSERVATION DECK

Except for the view points, we choose an intersection to design an observation deck for view and rest. Located at the entrance of the nature reserve and the intersection between trail 65 and 63, the deck has a good view of San Mauro and is a appropriate rest place for both up and down people.

To make the road characteristics more outstanding, we choose the same road materials as the deck floor covering and the order is the same as the road. Corten steel is used as the protecting wall material.
NEW ACTIVITY

PROBLEM: The three river intersections have a very good atmosphere, running stream and trees around. But it used to be a critical point, people just used it as a parking area. For those riding bicycle down from Superga, this part is the most boring part, there's no attraction.

SOLVE IT: We plan a overhead bicycle trail, try to leave the environment as original. Do not waste the overhead space.

DIFFERENT LAYER CONSTRUCTION

In order to make damage to the surroundings as less as possible, only a small part along side Trail 65 has planned several facilities for children, where people could have easily access.

BICYCLE AND PEDESTRIAN SYSTEM

A. REST POINTS SYSTEM

INDICATION
Indicating gradient of the way in the front and lead people's sight line to Superga hidden behind trees

SIGHT LIGHT GUIDE
There are seats for people and places for parking bicycles

During the long Trail 65, there need to be some stops. Rest points are designed both for pedestrians and bicycles. Fusion in divided into three parts: INDICATION, SITTING AND PARKING BICYCLES. Rest points are distributed along the trail 65.

NEW ACTIVITY POINT

B. SAFE AND SUPPORT SYSTEM

The design for rest point can help people learn more about the situation, add more communication, and take a good rest.
**SIGN SYSTEM**

**DISTRIBUTE:** A tree is a single cell. We repeat it to catch people’s eyes. The number of replications indicates the importance of the sign. In more important place, we have more copies and in less important place, we have less copies.

**PARTICIPATE:** In a sign group, the bigger and closer one will be a sign. The others are left for people to draw. The sign system is not only an information guide, but also an event that everyone participate in it.

**ORIGINAL IDEA**

**PROBLEM:** To design an appropriate guiding system for Trail 65, the biggest problem is that the site is among a dense forest. It means it is easily to be lost.

**SOLVE IT:** So we need the guiding system to be as obvious as possible. Making the project a big contrast with the nature is a good way to solve the problem.

Considering the nature is complicated and real, the guiding system will be simple and unreal to make the big contrast.

1. To be simple, we choose the white color and the geometric shapes.
2. To be unreal, we imagine a floating plane in the air. There are two ways to create this plane. One is to repeat dots (sign) to imitate it. The other is to use lines (info) to define it. What’s more, we choose a mirror coated fabric for the sign which will make the scene more unreal.

**UNIFIED SYSTEM**

**SPacial:** The sign and information system have the similar elevation but their plan are totally different. They both creat a floating plan in the air which give people similar spatial feeling.

**MATERIAL & CONSTRUCTION**

**FOR SIGN:** Use a mirror coated fabric to wrap the trunk. Texts will be printed on it and the fabric should be flexible. We will change it every two years for two reasons. One is that the trunk will become bigger. The other is that the forest is always changing and growing, guiding information should be changed as well.

**FOR INFO:** Use small wooden bars as the buffer and support. Use ropes to fix the wooden bars. Plastic panel will be fixed on the wooden bars by nails.

**INFO SYSTEM**

**INFORMATION EXAMPLE 1:20**

The stripe of polygon is the same high with the eye level and the information is written inside the polygon. We choose an information point near the 5 trunks oak as an example.

Some sides of the polygon is corresponding with some interest elements. We put the explanation about them on the corresponding side. It is very interesting to compare the real scene with the texts written in the stripe. To do the compare, you should go down to go into the polygon or go out of it.
Forest Playground

Viewpoint

Gate

Sign and Info System

Bike Track and Playground Detail
The new road, opened recently to allow a view and panoramic fruition of the hills surrounding Turin is not an exceptional historical remaining, but an important system of connection between the back of the hill hosting the basilica of Superga and the front facing the city.

The nowadays dressing of the trail is quite alienating if we consider the contest: the choose of the lighters, the organization of the sidewalks, the definition of the parapets are quite in contrast with the natural and architectural contest, with no connection to the spectacular viewpoints the trail offer to the walkers and drivers. More, the lack of maintenance of the natural and planted vegetation is now compromising the appreciation of these panoramas. (C.D., with M.V.C.)

Along the long winding road, several stations become the starting points for deeper explorations of the surrounding park at different ground levels. Built with a common system of opaque and gridded timber walls, they point out the main rest areas. The road gates are sequences of frames, rest and info points are open canopies, the info signs are low towers that can host a wide range of panels, the bar is the edge of a long elevated path that deeply enters the woods and lightly skims the tree tops. Two viewpoints play not only with visual perceptions: the first one is a linear theatre box with large openings framing the landscape around, the second one is a double decked platform projected towards the hills. Along the most dangerous turns, separated and protected path and bike lanes create safe ways for the slower travellers. (L.B, with R.V, L.M.)
**ATLAS SYNTHESIS**

**Strada Baldissero**

- **borders (nature)**
- **borders (buildings)**

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**SUPPERGA**

View of Torino from Superga

Basic living facilities are not enough. There're several parking lots along our walking process.

Although Basilica of Superga is not on our way, we can see Superga as a view at the beginning of the road.

Amusement park among the "green ocean". There is a parking area rihf in front of the park. Surely convenient for people to have fun.

Along Panoramica, we can see different kinds of trees. From the picture, spruce lined as a green barrier.

**Corso Grande Torino**

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**PROJECT SYNTHESIS**

**PROJECT A**

**PROJECT B**

**PROJECT C**

**PROJECT D**

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**MODELS**

- Superga
- View
- Building
- Group of buildings
- Individual Tree
- Forest (many trees)
- Road intersection
- Parking area
- Critical point
- Amusement park

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**TRAIL 2012 FROM SAN MAURO**

- Around the Basilica
- Strada Superga
- Panoramica
- Strada Baldissero

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**Observations**

- Strada dei Colli: The work on is new. There’s no historical buildings along the road, and most of the houses are for residential uses. We think the most attractive points on our way are view and nature.

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**Synthesis Plan 1:10000**
CONCEPT: Highway Park

-Mock the nature

MATERIAL: We use wood structure to make a common concept which linked with the forest. Besides, we decided to use glass as one of our main materials as well.

COLOR: Green

Always, when thinking about nature, the color that we come up with is green. Panoramica is new and natural among the roads in Superba, in our way, green is not only represent peace and calm, but also shows a respect to the environment, we want to try our best to make the smallest damage but the biggest use of the original natural view.

According to our own experience about Panoramica, a green ocean but few people would like to walk along the road even though the views are fantastic and the air is fresh.

For our future design of the road, more attractiveness seems should be focused more. And we could separate the road especially around the turnings for the safety consideration. Illustrate the perfect view points, and create new activities like commercial area (for the fund) near PINO because of the convenient transportation and relatively large density of population. We also design all the things which have a connection with the forest. Like we use wood structure to make a common concept which linked with the Panoramica.
Gates + Elevated Path

Designing Explanation
There are many luxuriant forests always keep
Panoramica Strada accompany. But people cannot join
the fun of the timberland because unaccessible.
Then I added a new route that people
can gain the pleasure of nature and
also gain a new experience
from the way.
The route start with a
not sharp slope so that
people can easily access.
At the beginning of the rape provide a small
Coffe and shop for people with an open rest area.

Reference
Australia. Tree Top Walk

Design Explanation
Using the wood material to wake people’s
attention, that we are now entering into
Panoramica. The whole gate is made up by
5 gates, with the gates height goes down,
our distance to the ground is going down
also, just like touching the ground.
PROJECT SYNTHESIS

PEDESTRIAN PATH, BIKE LINE AND THE MAIN ROAD

Focusing on the turnings, we use platforms or different height to make the bike line and the pedestrian separately.

When going straightly, it's much more safer. So comfort going to the first, make the pedestrian and the bike line of the same height to make it wider, different colors are used to separate them.

When meeting with a turning, safety is very important especially in mountain area. The things we need to do are: 1st, caution the people; 2nd, make the car speed down. We used different settlements to reach the goal. Besides the sign, the road we can also make use of.

more brighter colors of the road to make the turning more clear

different height as barriers to avoid inertia and centrifugal force

a small settlement to make car speed down

For Strada dei Colli, it’s very long and there are many turnings when going along the road. Besides, considering of the realistic situation, it’s difficult to make the bike way and pedestrian very separately all over the road, so we decided to focus on the corners and turnings.

INFORMATION POINT

Create a space for people to have a rest and check the information, specially for the people who walk along the road. And also, illustrate the road line on the map for clearing identification. Connect with the pedestrian to make the space more interesting.

For the different use of the four information points, there's one kind just as a sign to show the map and the location where you stand. The one on the left has a use of connect with the sidewalk and way for bicycles.

One can set aside around the turning area which has two entrance
2. This landscape deck is designed near a farm which seems interesting with a part for the beekeeping, people enter there can get a great view of the farmland and the green hill far away, it can attract the visitor to go more deeply into the landscape from from the nearby path. This project also contains some vertical elements which have a good relation with the first one.

There are three kinds of signs made with pieces of wood and glass. Firstly, with likenesses, or icons; which serve to convey ideas of the things they represent simply by imitating them.

Secondly, with indications, or indices; which show things, on account of their being physically connected with them. Such is a guidepost, which points down the road to be taken, or a relative pronoun, which is placed just after the name of the thing intended to be denoted. People can realize everything simply by it.

Thirdly, there are symbols, or general signs, which have become associated with their meanings by usage.
VIEW POINT

Panoramaica is quite a long and scenic way, and basically for car and bikes, but which is not reasonable is that there is few places for people to rest and enjoy the landscapes.

1. This project, placed at the start of Panoramaica near a residential neighborhood, it provide visitors a place to get an overlooking about the city and the church of Superga, the semi-enclosed envelop can make people feel more intimate to the nature, and the telescope there and its different layer allow people to capture the view from different angle.

The rhythm of the vertical system gives it an appeal as it associate with the boles of the surrounding trees. It’s more like become part of the landscape but not just a view point or a rest point, people may like to stop here and enjoy themselves rather than miss the great view there.
A specific area, historically strongly connected with the top of the hill, where the Basilica of Superga stands, nowadays nearly totally isolated and without a real, serious, connection. The analysis on the historical cartography demonstrates, on the contrary, the complex net of roads, trails and muletracks originally drawing the area.

The project aims to recognize the misunderstood role of the place and to sew again, mending the splits between this area and the monumental complex of the basilica, through the reorganization of the road and the realization of a rest area in Brich Paluch, with an open, complex, structure.

(C.D., with M.V.C.)

An hexagonal frame generates two and three dimensional transparent elements that mark the short road, underline its main intersections and model the main pavilion.

The linear low walls are an invitation to leave the car to explore the surrounding paths, especially the one leading to a wide open area, main viewpoint towards Torino.

The clearing becomes a secret garden which hosts an open discovery pavilion with organically shaped seats.

(L.B, with R.V., L.M.)
This road is the short cut between via Superga and strada dei Colli. It is quiet, simple and crude. Our group have been there 2 times, once at night, once at afternoon, have not seen a car drive across the road. On another side there are a lot of people ride bike on the road so we think it is the security system, we need bike rider as the main target instead of car driver for the design we decided to keep it simple and close to nature to protect the original pureness of nature.

There is a restaurant at the intersection, it mostly serve the people who work on the club of live at the residential house.

The residential house along the road have their own fences on the side of the road, but on the another side of the road usually there is no fence at all.

The beautiful old tree which is name is Pine Jeffrey.
VARIETIES OF LIFE
according to our analysis this road is quiet, simple and cruel, people barely stay to take a look at the things around them, but just at some ignored places, amazing things happen. Just like any small tough lives on the earth, they survive in the envirnment you ignored, and they are beautiful in the way you never expected.

DESIGN
To keep the concept in our mind, we closed wood, stone as our main material, and we use an simple element -hexagon- in our design. Hexagon is very common in nature, like the shape of the cells of plants and beehive, etc, we repeatedly use the same element in different way and different combination, so we can get different result, which connects with our concept VARIETIES OF LIFE.
The varieties of life

The original intention of design is to create something which can merge with the nature surrounding easily but at the mainville, we both want to add some little surprises on the quiet, crude road. So, as material, we chose wood and stone, which can be easily find in the natural world. And for the base design element we chose hexagon, which is the on of the most common shape in the natural world. It is the shape of snowflakes, the shape of beehive, the pattern of leaves. After we designed the whole project by combining the same element in different solutions, we now have a harmonious garden perfectly fit in the natural surroundings. But under the harmony you can see the uniqueness of every simple element, which is exactly our concept. The varieties of life.
Rest Area. Intermediate model

Rest Area. Final model
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STUDENTS

- **Trail 28-29 from Meisino**
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- **Strada Baldissero**
  Tomoki Abe, Robert Kuchernig, Lingyuan Meng, He Wang, Xiaohan Xu, Naiqiao Zheng

- **Tramvia Sassi-Superga**
  David Banno, Duowen Chen, Chong Du, Yizhe Guo, Xiang Xu, Jun Yang

- **Around the Basilica**
  Ying Bao, Jing Liu, Qi Liu, Andreea Popa, Mahshid Rood Neshin, Ivanna S. Moretti

- **Strada Superga**
  Shuxian Feng, Bartlomiej Krawczykowski, Jialiang Li, Changhe Liu, Di Peng

- **Trail 65 from San Mauro**
  Rui Jiang, Qicheng Wu, Funing Yang, Junjia Yu, Hang Zhang, Yajing Zhou

- **Panoramica**
  Xueqi Ji, Xiangyu Li, Xiaohan Li, Zhen Quan, Kailin Sun, He Zhang

- **Strada Palucco**
  Maryam Jalali Kalani, Zhonghao Zhang