



Pongratz Perbellini Architects
Verona, Italy + Berlin, Germany
The Viaduct
LBHF, Berlin, Germany, 2001-2007

Architetti / Architects
Christian Pongratz, Maria Rita Perbellini
Strutture e impianti /
Structural Engineer and Building systems
ARUP

www.pongratz-perbellini.com

Abbas A. Gharib
Verona, Italy + Teheran, Iran
Iran Oil Industry HQ
Teheran, Iran

Architetto / Architect
Abbas A. Gharib
Consulenti / Consultants
RAH SHAHR, DAEWO, HERRIM
Coordinamento / Coordination
Jalal Oveisi, Jeong Young Kyoan
Collaboratori / Project Team
Mhamadreza Esalmi Jadidi,
Homeira Hoseini Ravin,
Rafael Johannes, Assadolah Sadria,
Yook Euna, Kwan Co Joi,
Lee Young Oh



Sadar Vuga Arhitekti
Ljubljana, Slovenia
Fountain Solkan
Central Town Square, Solkan, Slovenia, 1998-2001

Architetti / Architects
Jurij Sadar, Bostjan Vuga
Collaboratori / Collaborators
Vojko Kilar (Structural Engineer), Primož Banovec (Hydrodynamic Model),
Peter Grabnar (Computer 3D Model), Marmor Hotavlje (Fountain Technology),
Kono (Traffic / Site Engineers)

www.sadarvuga.com



IaN+
Roma, Italy
Urban Space Falcognana
Roma, Italy, 2002

Architetti / Architects
Carmelo Baglivo, Luca Galofaro
Con / With
Laura Federici
Ingegnere / Engineering
Stefania Manna
Collaboratori / Design team
Anna Schirato, Guseppina
Bellapadrona

www.ianplus.it

Kas Oosterhuis
(OOSTERHUIS.NL) Rotterdam, Holland
the web of north-holland Floriade, Haarlemmermeer, Holland, 2002

Architetto / Architect
Kas Oosterhuis
Collaboratori / Project team
Sander Boer, Ilona Lénárd, Yael Brosilovski, Petra Frimmel,
Michaela Tomaselli, Boris Schmidt, Rui Dias

www.oosterhuis.nl



veech.media.architecture
Vienna, Austria
e2r_black
Latent Utopias Exhibit, Joanneum
Landmuseum, Graz, Austria, October
2002 - March 2003

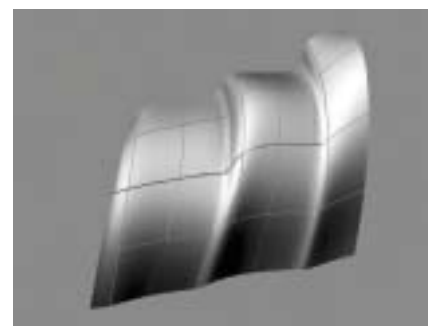
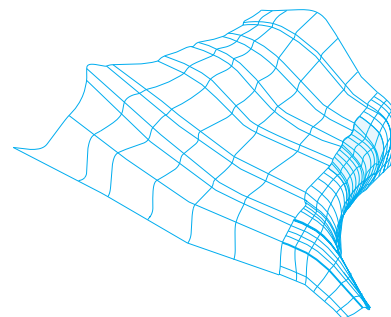
Architetti / Architects
Stuart A. Veech, Mascha
Veech-Kosmatschof

www.veech-vma.com

MOCK-UP
Frammento di un'architettura
Fragment of an architecture

"LA GROTTA" / "THE CAVE"
Montorio, Verona, Italy, 2002-2004

Pongratz + Perbellini Architects
Rimodellazione architettonica di una cava dismessa
Architectural reconstruction of an existing stone quarry



Il progetto consiste nel completamento di un fronte di cava dismessa attraverso la modellazione di una pelle lapidea alternata a zone verdi che prende forma dalla geometria topologica con modulazioni e piegature fluide in analogia con la naturale variazione ed evoluzione del paesaggio esistente.
Il mock-up rappresenta un grande frammento del progetto in scala 1:1 ottenuto con il supporto digitale di programmi quali Autocad, 3D Studio Max, Rhinoceros e Catia, applicati anche alla realizzazione della struttura in acciaio ed al taglio e modellazione dei conci di pietra che formano la superficie lapidea.

The project refills the excavation of a former stone quarry with a modeled skin. New green zones and stoned surfaces take the form of a topological geometry with soft modulazioni and folds in analogy to the natural evolution and variation of the existing landscape.
The mock-up as a part of the project in 1:1 scale is obtained with the digital support of softwares as Autocad, 3D Studio Max, Rhinoceros and Catia, and is also applied to the realization of the steel structure and to the cutting and modeling process of the stone blocks.

Realizzazione a cura di / Realized by:

Permasteelisa,
Vittorio Veneto, Treviso (struttura in acciaio / steel structure)

Testi Group,
Sanf'Ambrogio di Valpolicella, Verona (Pietra Nembro Rosato / Rose Nembro Stone)

Progest,
San Martino Buon Albergo, Verona (montaggio / assembly)

Con la collaborazione di / With collaboration of



marmo arte cultura

Veronafiere
38° MARMOMACC - Mostra Internazionale di Marmi, Pietre e Tecnologie

DIGITAL SCAPES: GLOBAL REMIX

Mostra
in digitale di architettura:
Europa / USA

Digital Architecture
Exhibition:
Europe / USA

2-5 ottobre
Foyer Galleria 6/7, Centrocongressi Arena
October 2nd-5th
6/7 Gallery Foyer, Arena Congress Center

Studio Mirodola



in collaborazione con / in collaboration with



DIGITAL SCAPES: GLOBAL REMIX
 Mostra in digitale di architettura: Europa / USA
 Digital Architecture Exhibition: Europe / USA

A cura di / By
Vincenzo Pavan e Christian Pongratz

Collaborazione / Collaboration
Barbara Pineda
 Montaggio video clip / Video clip editing
Maria Rita Perbellini e Eduardo Frischwasser
 Progetto grafico / Graphic design
Studio Mirandola



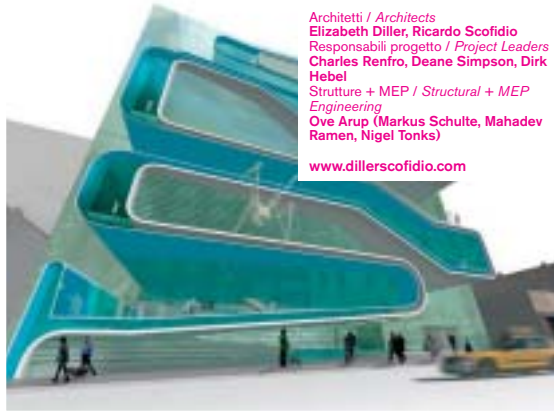
I nuovi processi di progettazione digitale 3D stanno mutando l'atteggiamento delle giovani generazioni di architetti nati nell'epoca del computer. La straordinaria varietà di esperienze, teorie e ricerche a cui si ispirano hanno già prodotto nuovi atteggiamenti mentali e linguaggi architettonici fino ad oggi inesplorati, che si misurano ora con la materialità della concreta realizzazione; nel confronto quindi con materiali costruttivi tradizionali e "moderne" tecnologie sperimentali. La mostra di progetti rappresentati in videoclip è collegata al convegno "Pixel e Marmo" e mette in confronto l'opera di un gruppo di architetti che si sono affacciati sulla scena americana nell'ultimo decennio con quella delle nuove generazioni di architetti europei impegnati nella ricerca digitale.

New 3D digital design processes are changing the stances of the younger generation of architects, born during the computer era. The extraordinary variety of experiences, theories and researches that inspire them has already produced new mental frameworks and architectural languages, still unexplored today. Now these are measured against the matter of the concrete construction: a confrontation, consequently, between traditional construction materials and "modern" experimental technologies. The exhibit of projects represented in videoclip is connected to the "Pixel and Marble" symposium, confronting the works of a group of architects coming on the American scene in the last decade with those of the new generation of European architects engaged in digital research.

Progetti, animazioni, simulazioni / Projects, animations, simulations

- | | |
|--|--|
| USA: | Europe: |
| Diller+Scofidio
Winka Dubbeldam
Kolatan/McDonald
Thomas Leeser
Greg Lynn FORM
ocean D
RUR Reiser+Umemoto
Vincent Snyder | Bernhard Franken
Abbas A. Gharib
Ia+N
Kas Oosterhuis
Pongratz Perbellini Architects
Sadar Vuga Arhitekti
veech.media.architecturea |

Diller + Scofidio
New York City, USA
 Eyebeam School
 Winning Design Competition 2001
 New York, 22nd Street, USA, 2001-2005



Architetti / Architects
Elizabeth Diller, Ricardo Scofidio
 Responsabili progetto / Project Leaders
Charles Renfro, Deane Simpson, Dirk Hebel
 Strutture + MEP / Structural + MEP
 Engineering
Ove Arup (Markus Schulte, Mahadev Raman, Nigel Tonks)
www.dillerscofidio.com

Thomas Leeser
New York City, USA
 Eyebeam Museum
 for Art and Technology
 Invited Design Competition 2001
 New York, 22nd Street,
 USA, 2001-2002



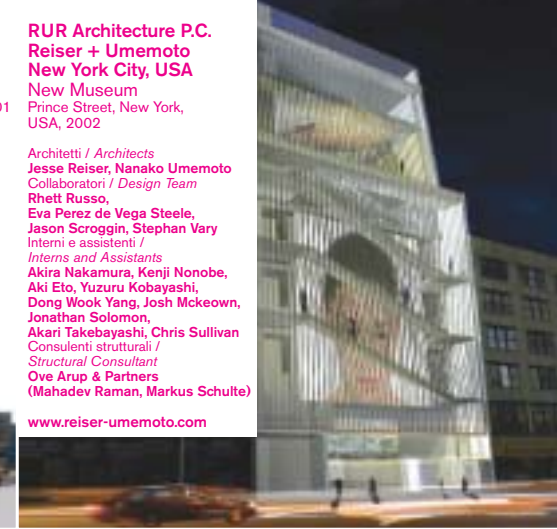
Architetto / Architect
Thomas Leeser

www.leeser.com

RUR Architecture P.C.
Reiser + Umemoto
New York City, USA
 New Museum
 Prince Street, New York,
 USA, 2002

Architetti / Architects
Jesse Reiser, Nanako Umemoto
 Collaboratori / Design Team
Rhett Russo,
Eva Perez de Vega Steele,
Jason Scroggin, Stephan Vary
 Interni e assistenti /
Interns and Assistants
Akira Nakamura, Kenji Nonobe,
Aki Eto, Yuzuru Kobayashi,
Dong Wook Yang, Josh Mckeown,
Jonathan Solomon,
Akari Takebayashi, Chris Sullivan
 Consulenti strutturali /
Structural Consultant
Ove Arup & Partners
 (Mahadev Raman, Markus Schulte)

www.reiser-umemoto.com



Greg Lynn FORM
Los Angeles, USA
 Ark of the World Museum
 San José, Costa Rica, 2002

Architetto / Architect
Greg Lynn
 Collaboratori / Project team
Florencia Pita, Elena Manfredini,
Chris Kabatsi, Jacklin Hah,
Patrick McEneaney, Nuri Miller,
ArcA (San José, Costa Rica),
Walter Hidalgo Xirinachs

www.glforn.com

Winka Dubbeldam
(Archi-Tectonics)
New York City, USA
 Sound Scapes
 Masonry Variations Exhibition
 National Building Museum,
 Washington DC, USA
 October 16th, 2003 - April 16th, 2004

Architetto / Architect
Winka Dubbeldam
 Collaboratori / Project team
Ana Zatezalo, Jesus Colao Martinez,
Chas Peppers, Adam Marcus

www.archi-itectonics.com

Kolatan/McDonald
(KOL/MAC Studio)
New York City, USA
 meta-HOM
 Estoutville, VA, USA, 2000

Architetti / Architects
Sulan Kolatan, William McDonald

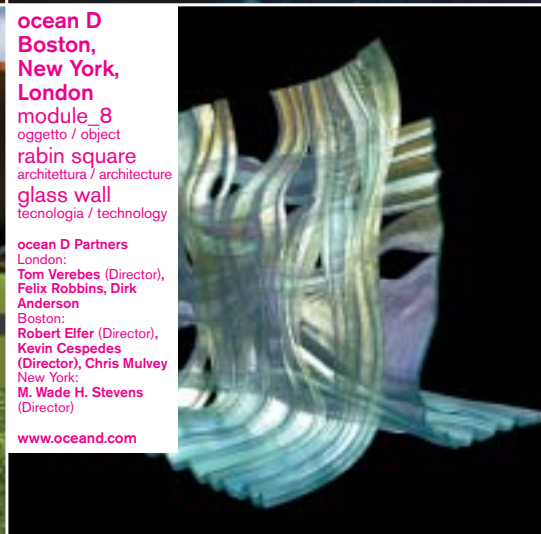
www.kolatanmacdonaldstudio.com



ocean D
Boston,
New York,
London
 module 8
 oggetto / object
 rabin square
 architettura / architecture
 glass wall
 tecnologia / technology

ocean D Partners
 London:
Tom Verebes (Director),
Felix Robbins, Dirk Anderson
 Boston:
Robert Eifer (Director),
Kevin Cespedes
 (Director), **Chris Mulvey**
 (Director), **M. Wade H. Stevens**
 (Director)

www.oceand.com



Vincent Snyder
Austin, Texas, USA
 Omaha Tribal
 Interpretative Center
 and Museum
 Omaha Indian Reservation,
 Macy, Nebraska, USA, 2005

Architetto / Architect
Vincent Snyder
 Assistente / Design Assistant
Jon Geib
 Collaboratori / Project team
Matt Ames, Michael Neveu,
Tim Whitehall, Aaron Taylor

www.vincentsnyderarchitect.com



Bernhard Franken
(Franken Architekten) Frankfurt, Germany
 take off
 Airport Terminal II, Munich, Germany, 2002-2003

Architetto / Architect
Bernhard Franken
 Collaboratori / Project team
Nils-Peter Fischer, Tasso Ephraimides, Frank Brammer,
Oliver Tessmann, Carsten Trojan
 Strutture / Structural engineering
Bollinger + Grohmann

www.franken-architekten.de