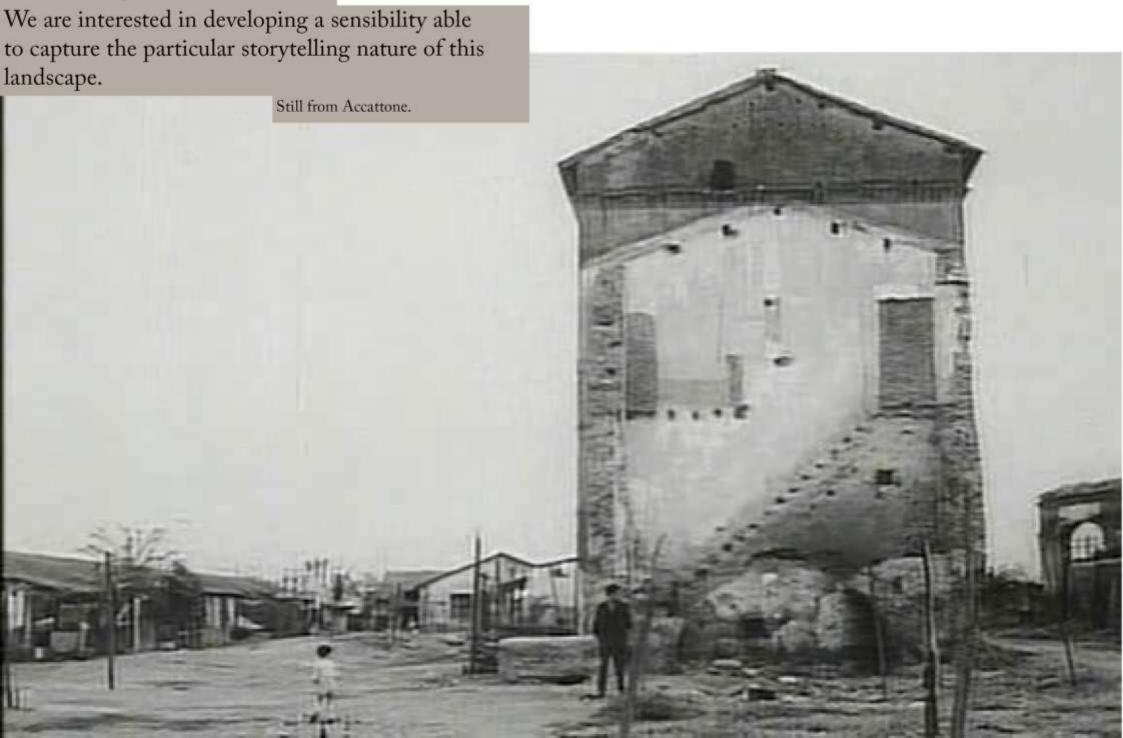
vita violen ta

Pasolini

Garzanti

Faking Pietralata

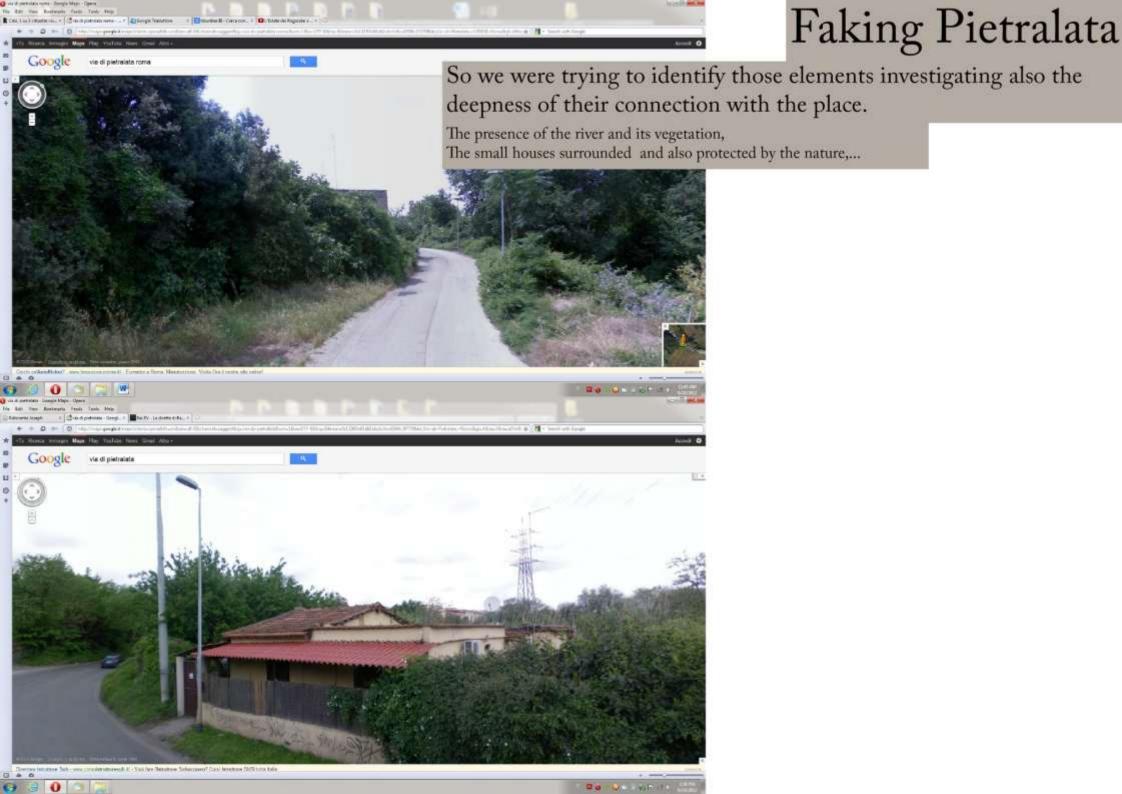
Working on the area of Pietralata it's easy to think of all of the novels and movies set in this area.

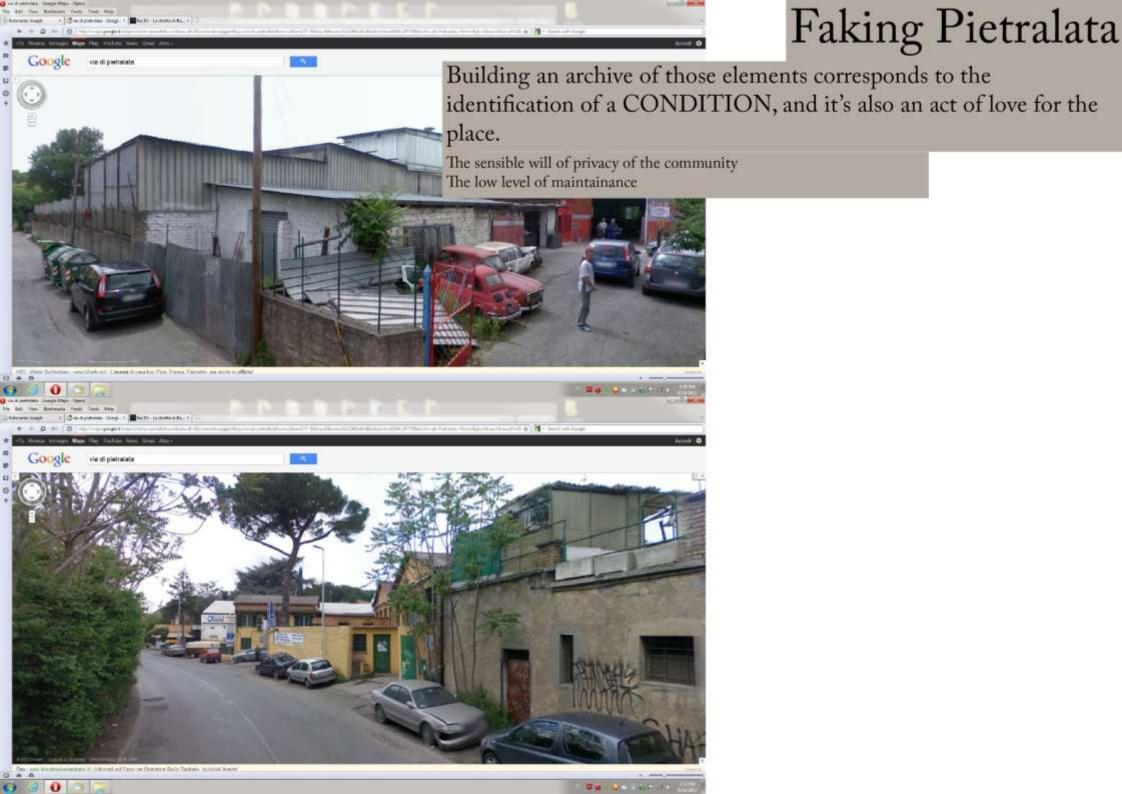


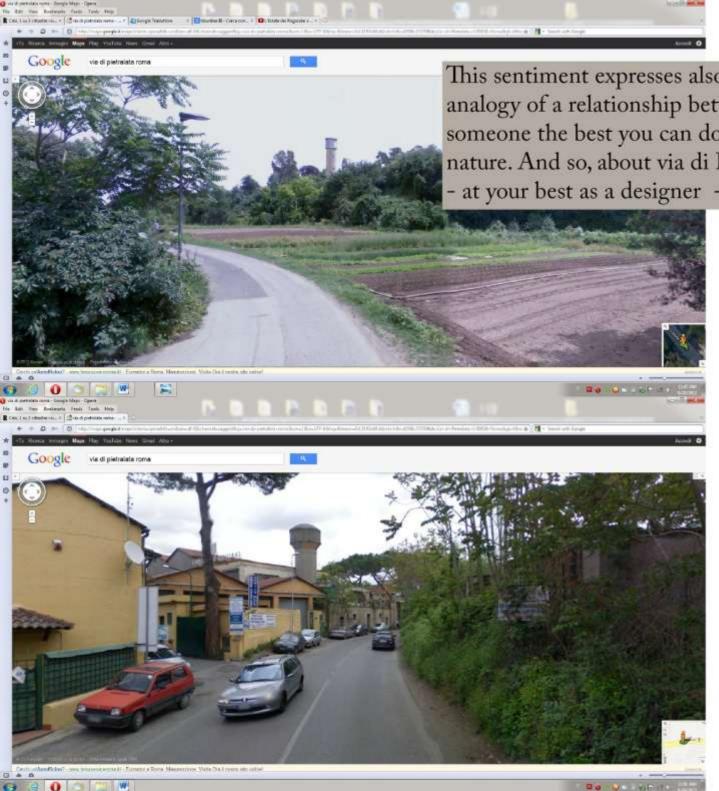
What is the capacity of a place to generate stories? We think a story is made not only by a sequence of acts and human behaviors, but also by elements of the landscape.

Le avventure di Pinocchio, pag 137.









This sentiment expresses also our idea of sustainability. Assuming the analogy of a relationship between people, when you're in love with someone the best you can do is to recognize and improve their true nature. And so, about via di Pietralata the site is beautiful as it is and - at your best as a designer - nothing needs to be done to it.

In that way we define our operative margins as designers: to recognize the condition of a place trying to express its vocation.

Condition

Vocation

When you know a place, when you're able to recognize its real elements you can reuse it.



The method we assume is to reconstruct some real-unreal Pietralata scenarios. Faking Pietralata, is knowing Pietralata, is loving Pietralata.



Curated by: Luca Diffuse Workshop 07

with:

Aylin Anya

Stefano Campisi

Petya Dimitrova Necheva

Merve Ozyurt

Fabio Rebolini

Brandon Sayz

Simona Tomasello

Molly Van Landigham

ECOVEEK 2012... habits change ... climate change