

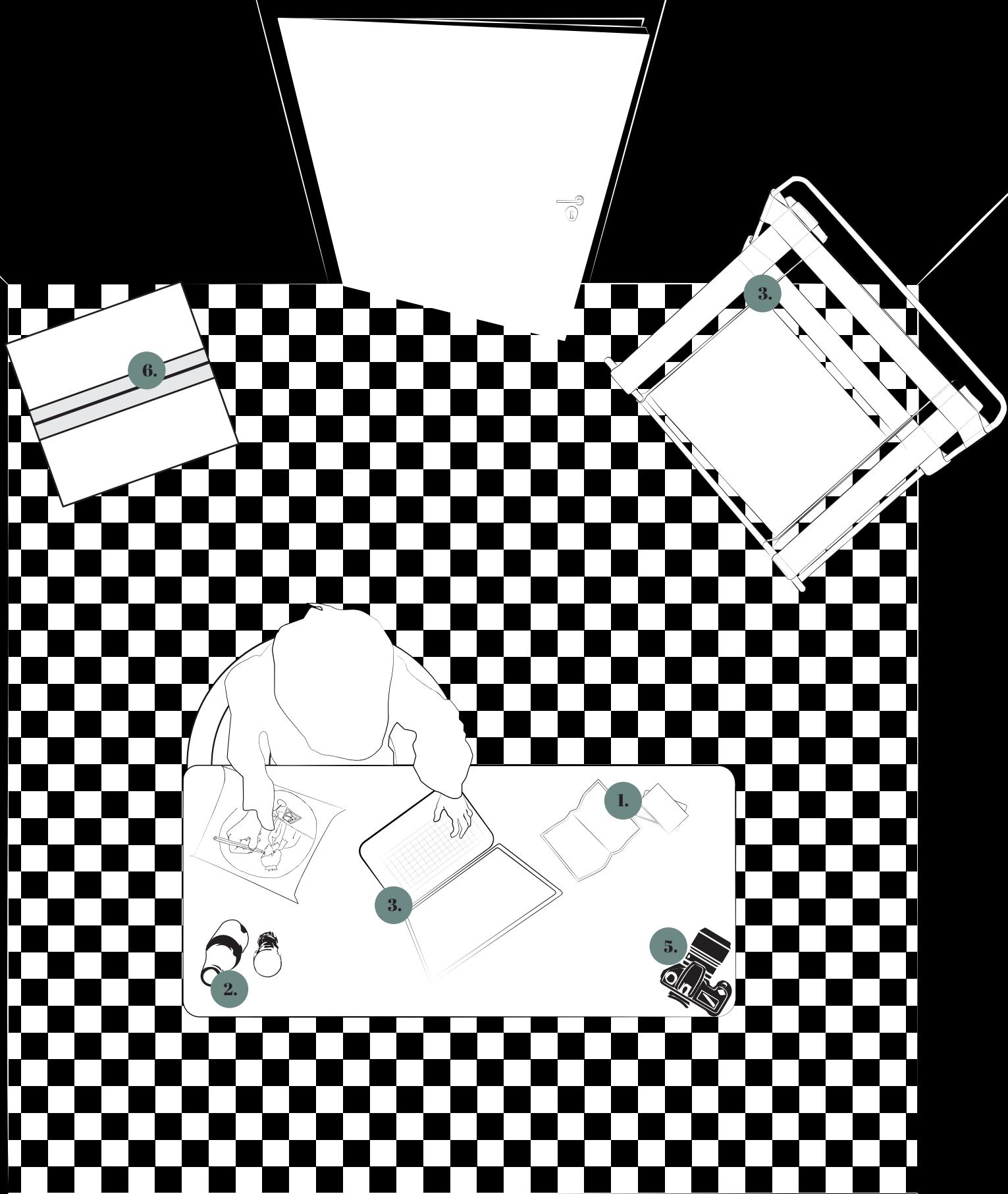


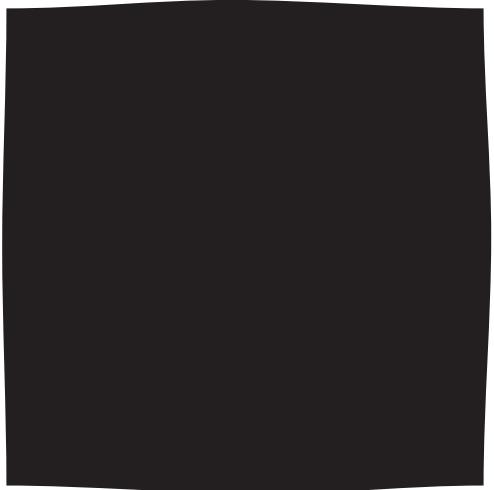
p o r t f o l i o

BEATRICE SCHIAVONI

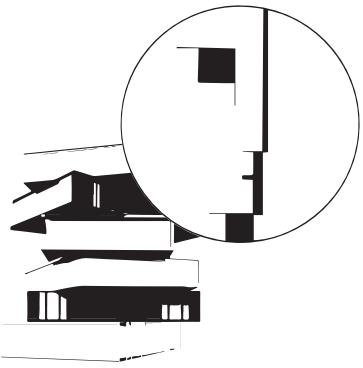
Projects from 2016 to 2023



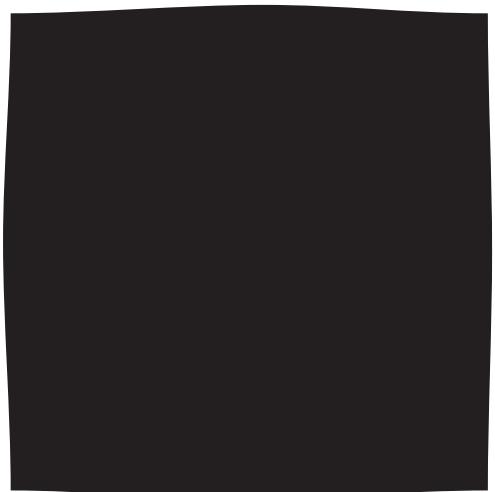




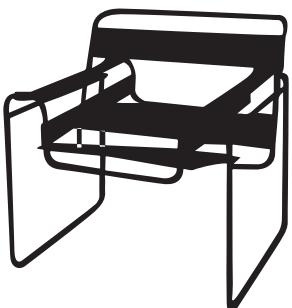
2. Politecnico University
projects



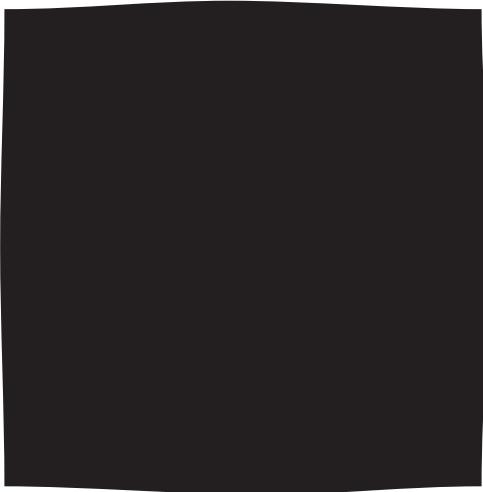
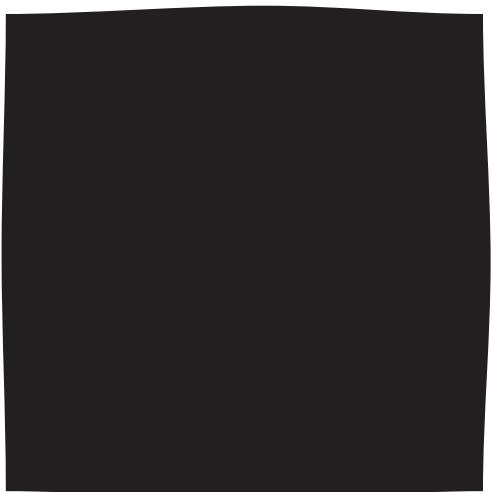
1. Bauhaus University
projects †



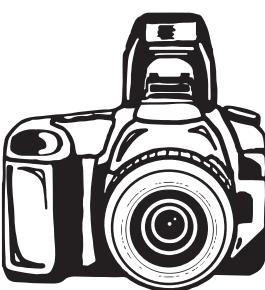
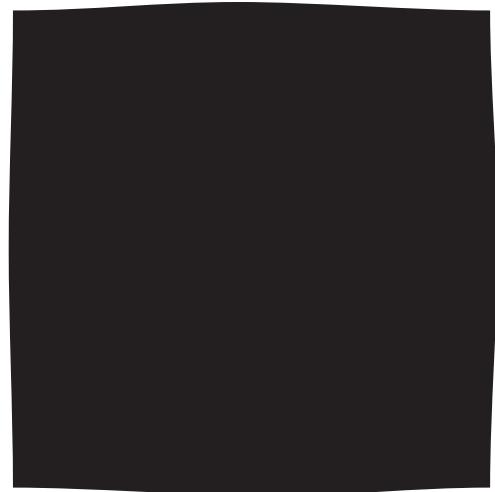
4. 3D Modelling
Project



3. Furniture design
Project

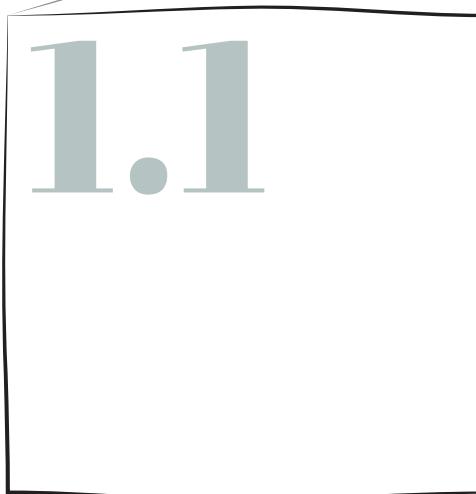


6. Hobby's & Interests



5. Design Photos
works





BAUHAUS DESIGN STUDIO

2 0 2 1 - 2 0 2 2

B E R L I N
M O L K E N T
M A R K T

BERLIN MOLKENMARKT

The project's site is located directly at the intersection of two new streets in the heart of Berlin, and thus assumes an important role for the new urban environment at **Berlin's Molkenmarkt**. The goal of the studio was to develop a project which included two typological functions: **SOCIAL HOUSING** and **ATELIER WORKSPACE**.

On an urban scale, the project works with this parameter and thematises the corners as the most important areas of the building. By positioning the ateliers at this intersection in the northeast and responding to the surrounding development with monumental towers, the space and concept of the atelier is shown to the outside and volumetrically simulates the motif of a lighthouse; a house in which art is produced. Further ateliers are positioned at the south-western corner next to the inner courtyard. Here, ruins from medieval Berlin are excavated. The two corners also respond to these specifications in terms of height.

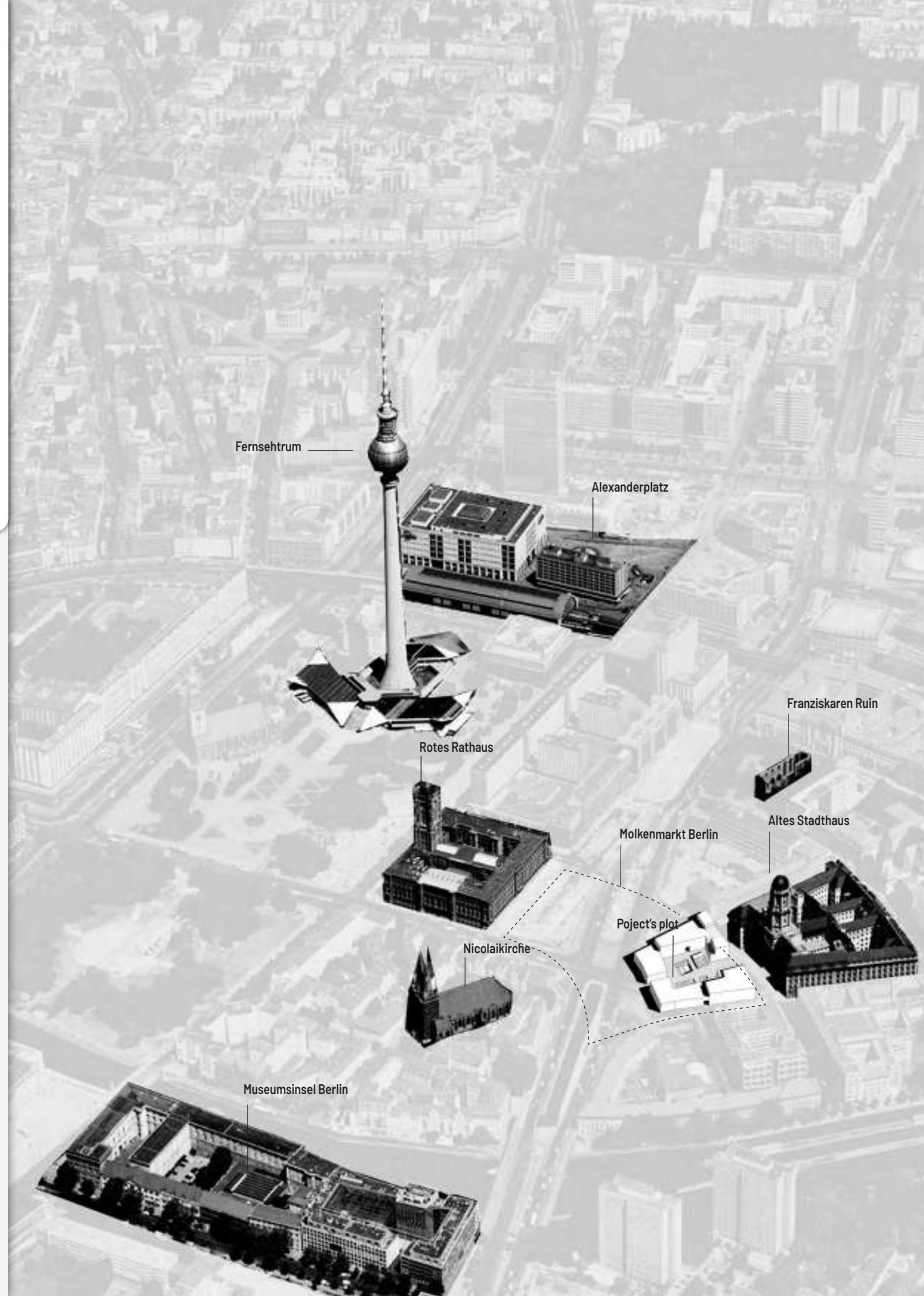
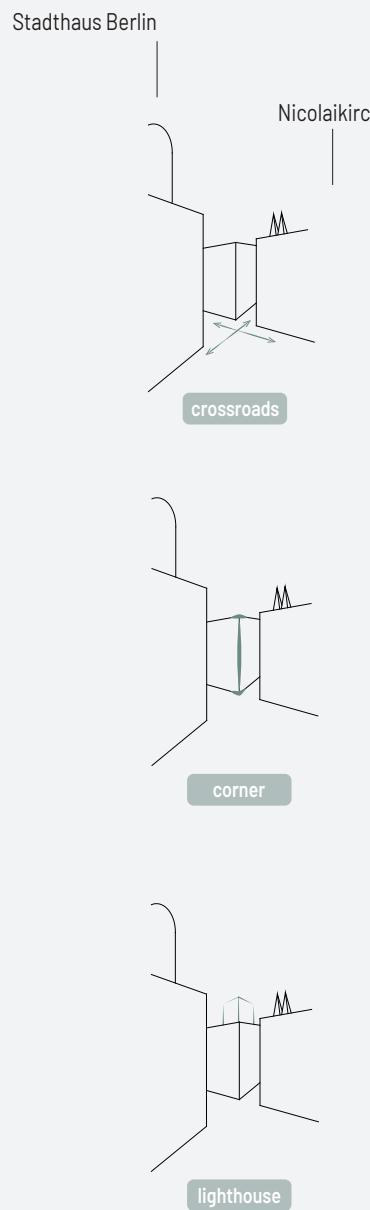
PROJECT'S REASONS

While the north-eastern corner rises to emphasise the motif of the lighthouse, the south-western corner goes down to unite the medieval ruins with the building and the courtyard. This theme of different heights, starting from the urban scale, is incorporated into the structure of the building. With room heights of 4.5m for the ateliers and 3m for the social housing units, the jumps in the floor heights and the different functions depending on the needs of the users are noticeable.

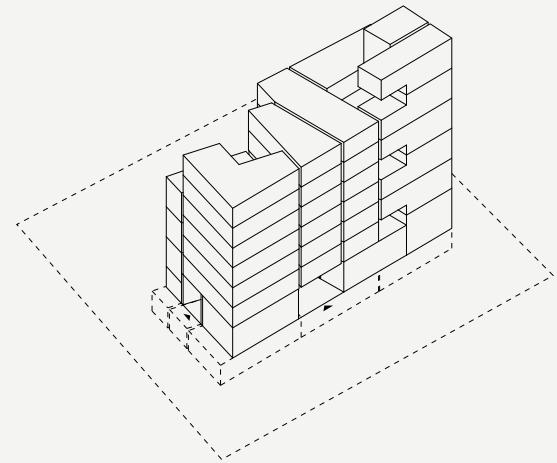
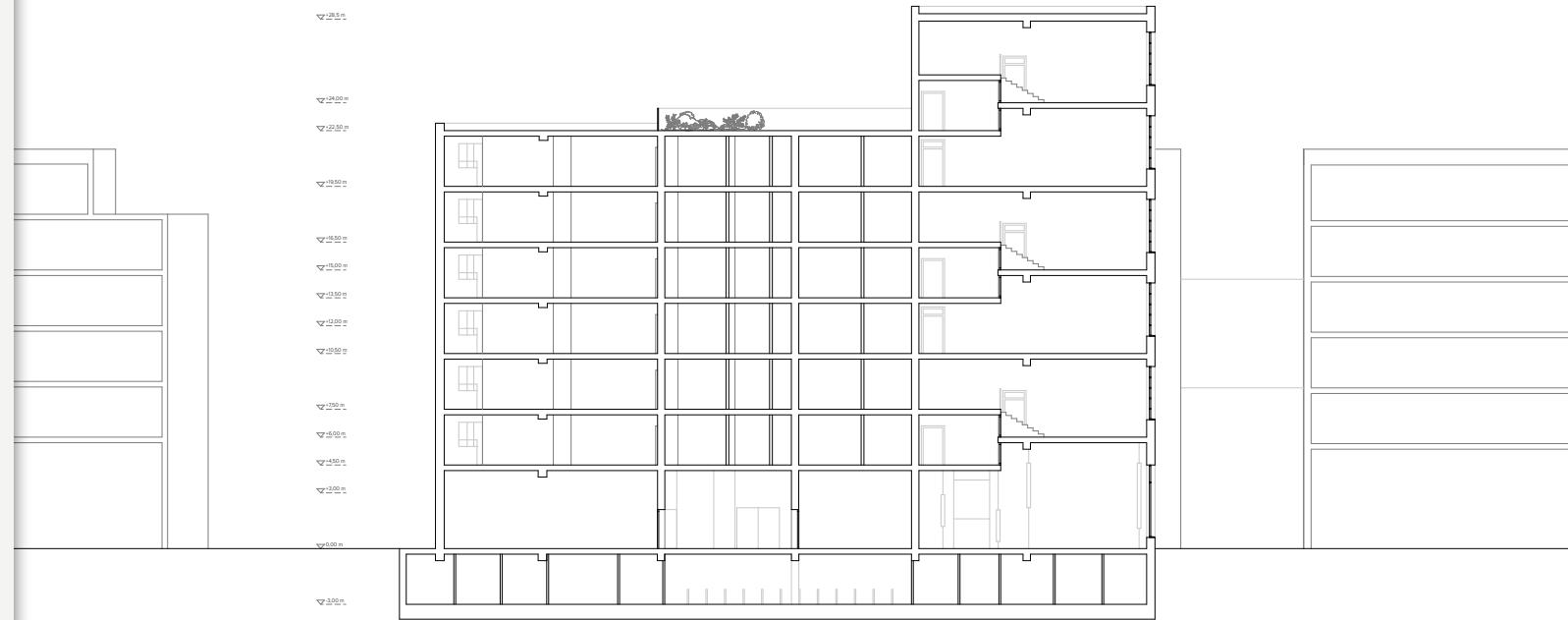
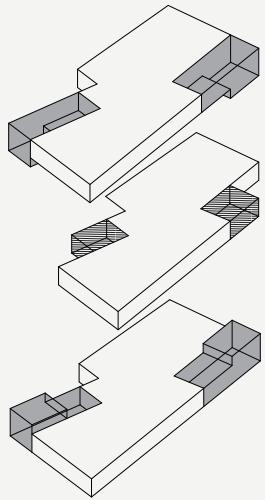
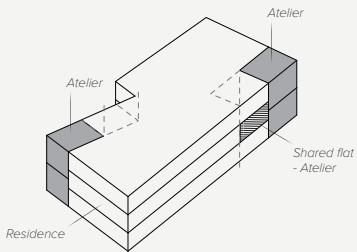
L and I-shaped residential units span between the two ateliers at the corners and surround the two circulation cores. This creates units with double exposition in this long and thin plot.

Two ateliers in the north-east each have access to a communal space between their volumes, making the atelier space a split-level. This allows for a light separation of artistic creation, retreat or socialising.

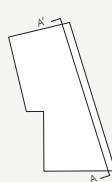
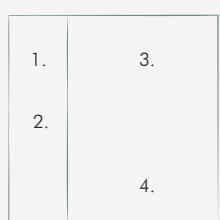
The height difference is visible in the section drawings and on the façade, whereby the jump of the windows follows the same logic as the jump of the slabs and the jump of the total volume.



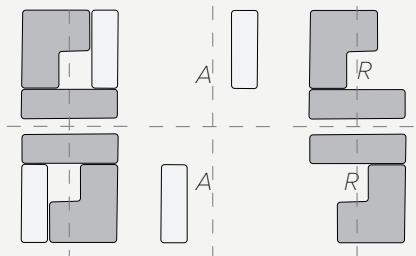
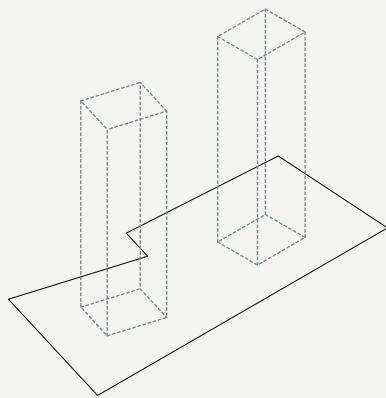
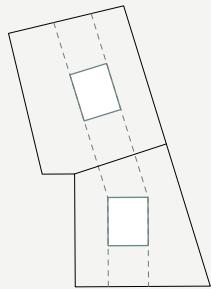




1. Atelier's Volume scheme
2. Axonometric's volume scheme
3. Section A-A
4. Ground floor

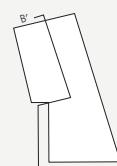


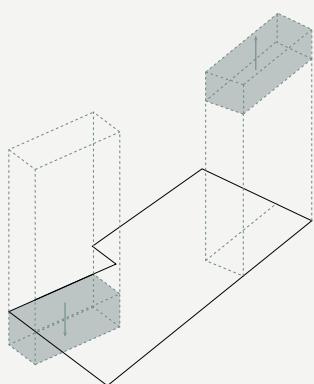
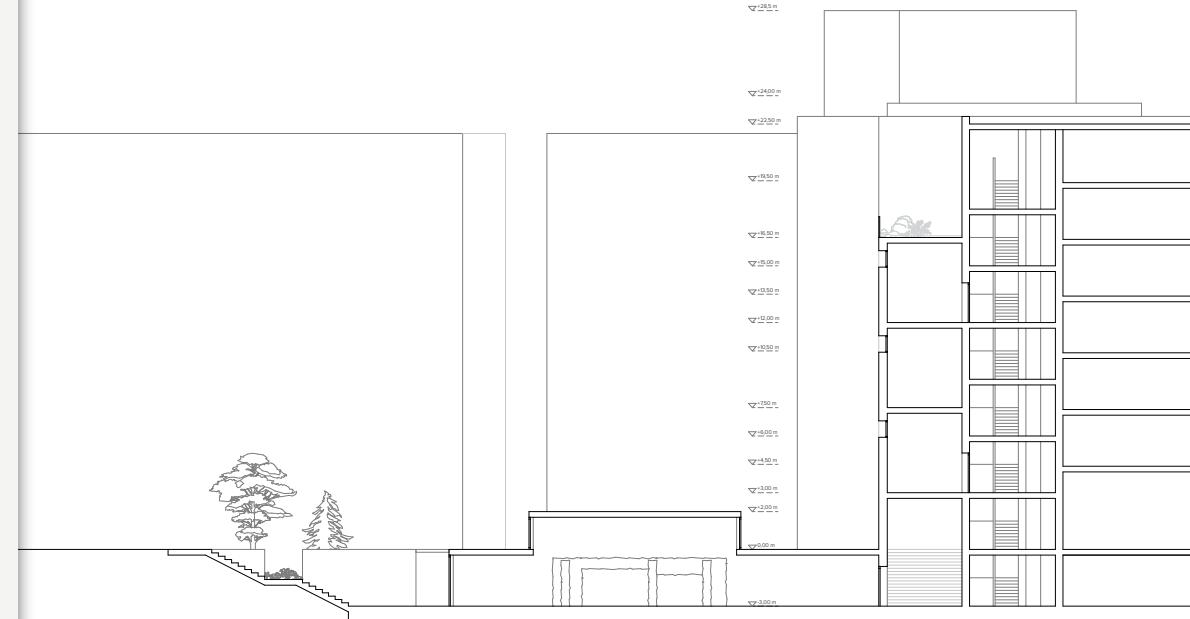
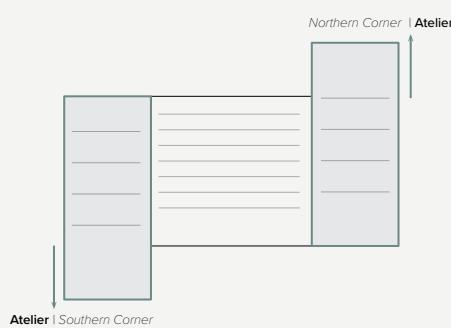
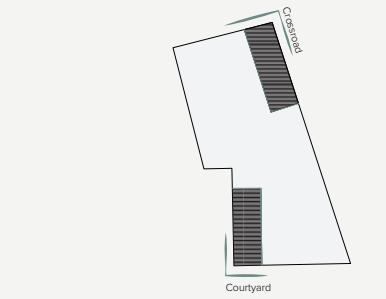
Scale 1:400



1.	3.
2.	
4.	

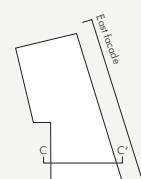
1. Staircase core scheme
2. Flats scheme
3. Section B-B'
4. Regular floor





1.	3.
2.	
2.	
	4.

1. Corner's concept
2. Atelier concept
3. Section C-C'
4. East facade



Scale 1:400

ATELIER STUDIO | Maquette



1.2

B A U H A U S SOUND TO IMPACT

2 0 2 1 - 2 0 2 2

D I E F A L L E T H E T R A P

DIE FALLE | THE TRAP

During this course we've designed a pavillion which was supposed to host a speaker reproducing a poem whose topic was "THE TRAP" (DIE FALLE).

In order to represent the idea of this trap we chose to create a wooden box in which were hung up seven fabric layers. Each layer had a hole where the visitor was supposed to slide into for reaching the top of the box for listening to the poem.

This design intended to involve the visitor in an active participation thank to the layers, which represent an obstacle between the listener and the speaker placed on the top of the box.

[NAME DER INSTALLATION : DIE FALLE]

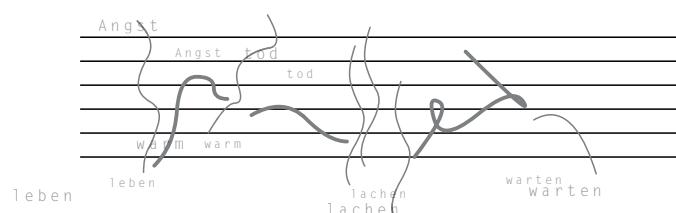
Das Melodrama zeigt das Gefühl von Sprachlosigkeit und die Unfähigkeit die Situation zu verändern. Valeska gestaltete diese Falle im Epos.

,,Ich sitze in einer Falle
Über mir schaukelt die Welt
Die Laken zerreissen
Denk ich mir
Ich warte
Auf meine Exekution

es sagt, es müsse gehen
Es wusste nicht, wohin
Und wusste es doch
Es blieb allein
Mit der Angst
es war eng

[GERÄUSCH]

Extrem-maximum räumlicher energie
und enge-steigerung



[DEFINIEREN]

- _ klang
- _ ton
- _ zusammenklang
- _ klanggemisch

Bauhaus-Universität Weimar
Fakultät Architektur

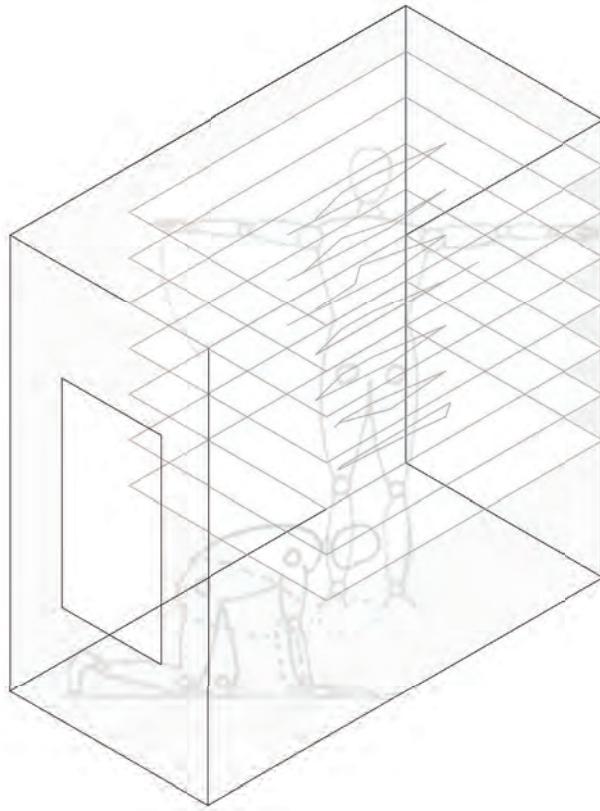
SONIC ARCHI TECT URES

Ich sitze in einer Falle,
über mir schaukelt die Welt.
Die Laken zerreissen,
denke ich mir.
Ich warte auf meine Exekution.

Die Falle

Hörtext im Audioloop // Poem as Audioloop 13:05 min

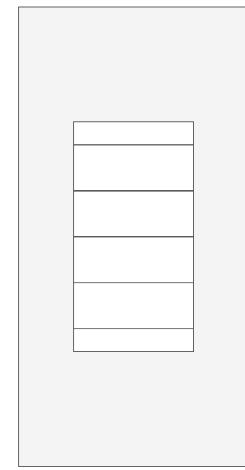
24/26 Juni // Universitätsbibliothek/Innenhof



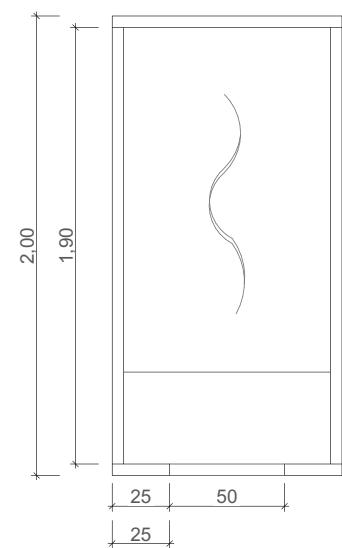
[MATERIAL + AUFBAU]



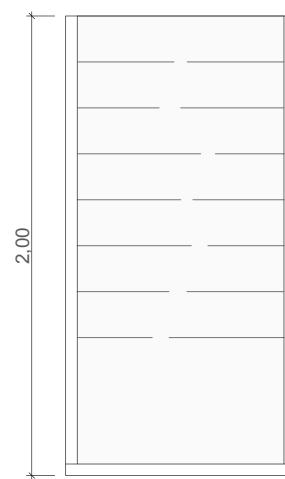
stoff



Ansicht



Grundriss



Schnitt

PAVILLION MAKING OF | PAVILLION COMPLETED



2.

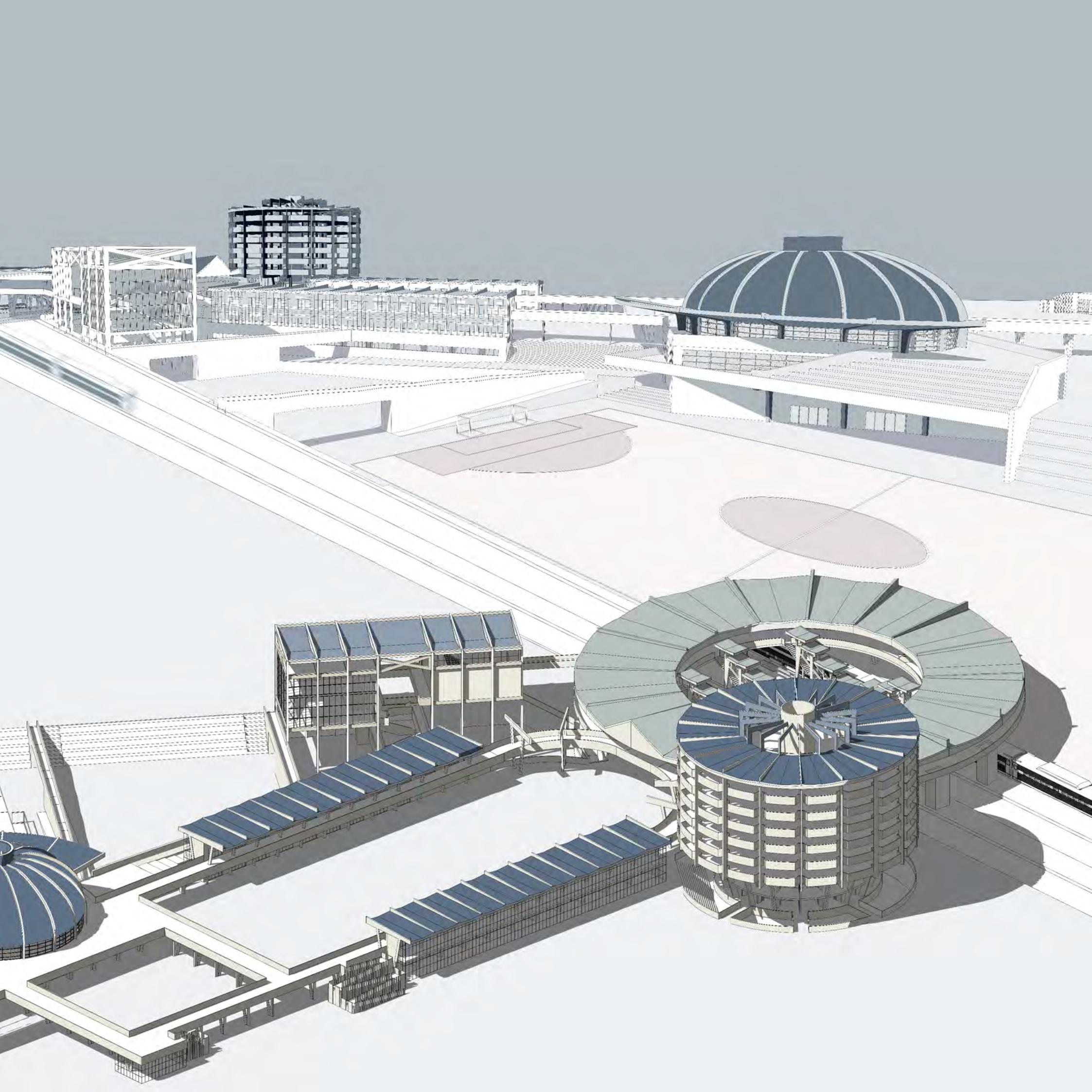
M A S T E R
T H E S I S
P R O J E C T
2 0 2 3

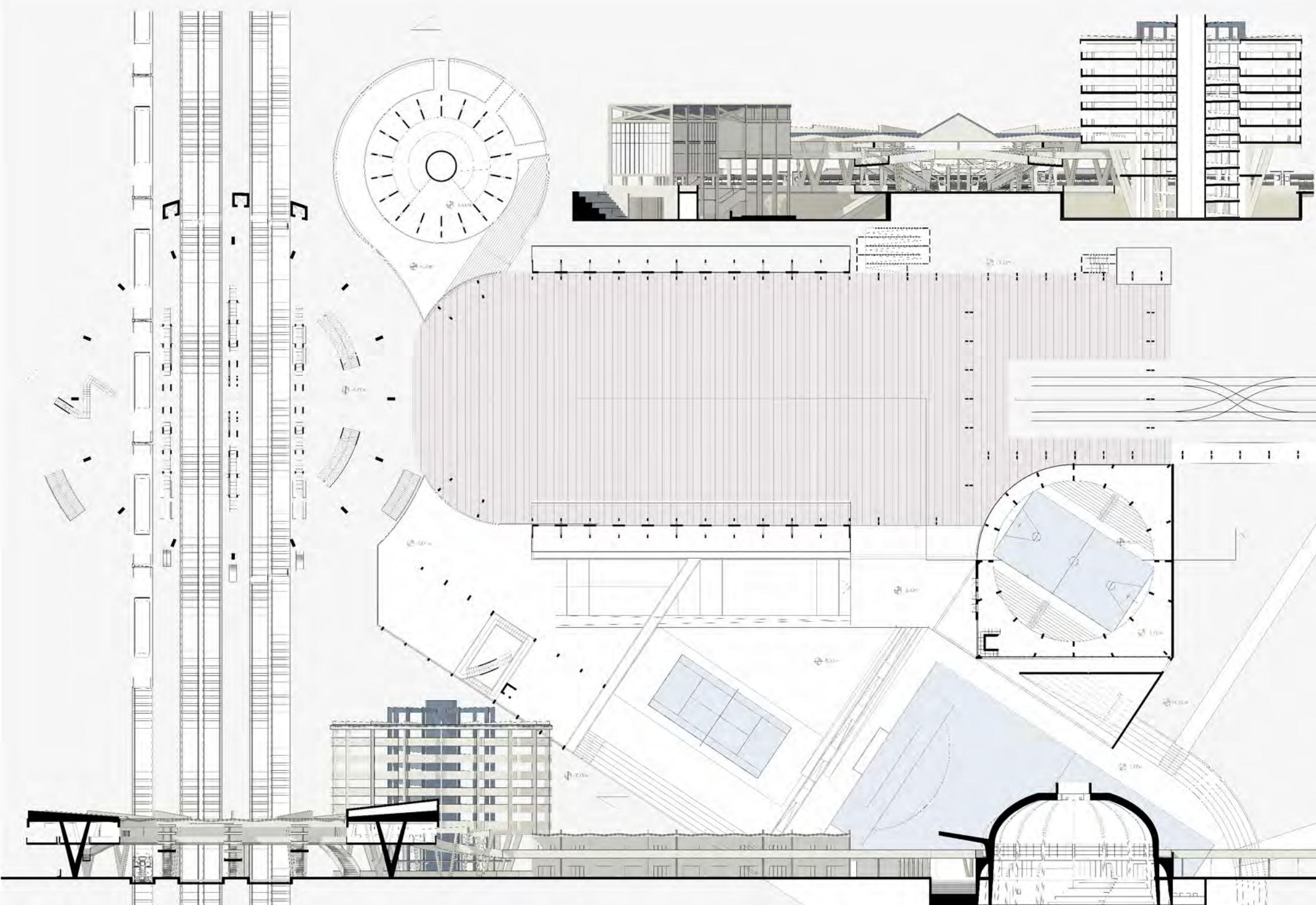
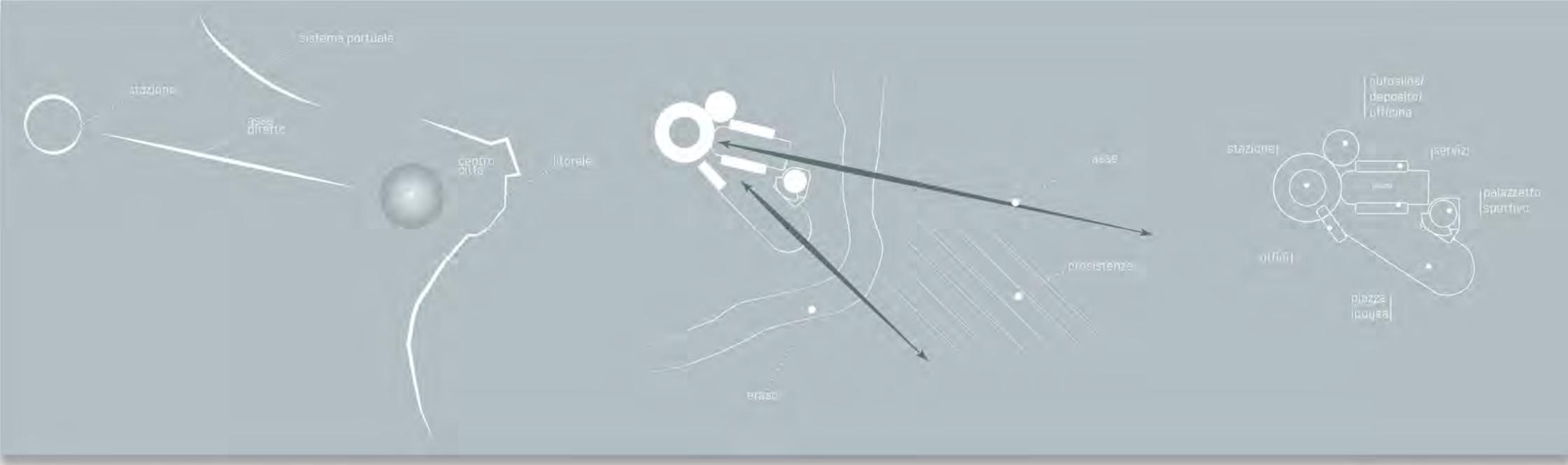
C R O T O N E ' S
S T A T I O N

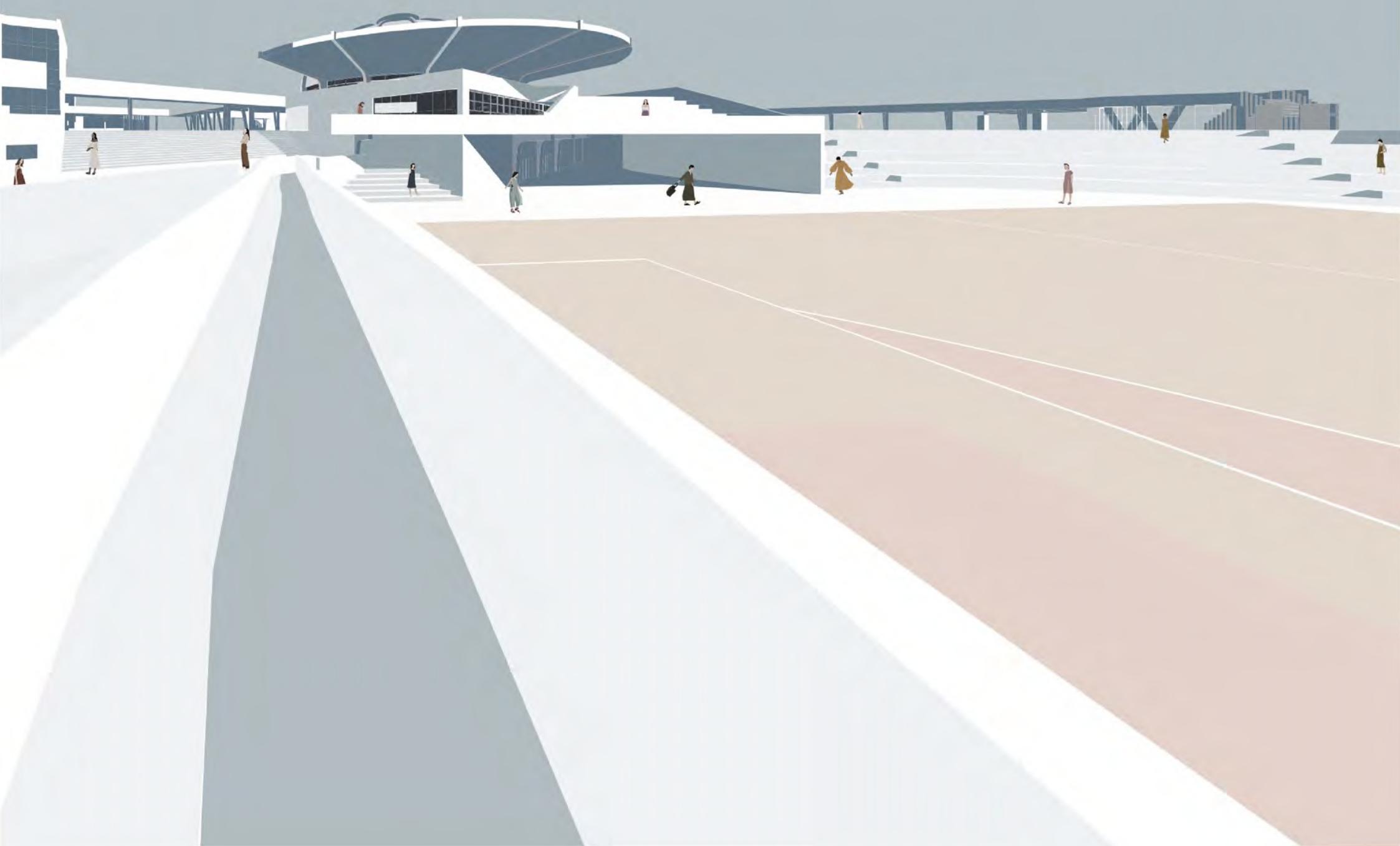
CROTONE'S STATION
PROJECT

the premises of this project lay its foundation on the need to strengthen the receptive, logistical and attractive capacities of a bifrontal city like Crotone: introverted but welcoming, strategic but unprepared, historic but which must project itself and open up to the future. In view of this inescapable and imminent development, which cannot wait because of urgent economic, political and social instances that have repercussions on both the national and regional systems.









FURNITURE'S PRODUCTS

P R O J E C T

2 0 1 9 - 2 0 2 0

STANDARD-LAMP

RE-THINKING STANDARD LAMP

For this project I had a specific furniture project which had to be represented by means of a technical table and subsequently redesigned.

The goal was to create a new functionality for the assigned object respecting the style of the original object and its designer.

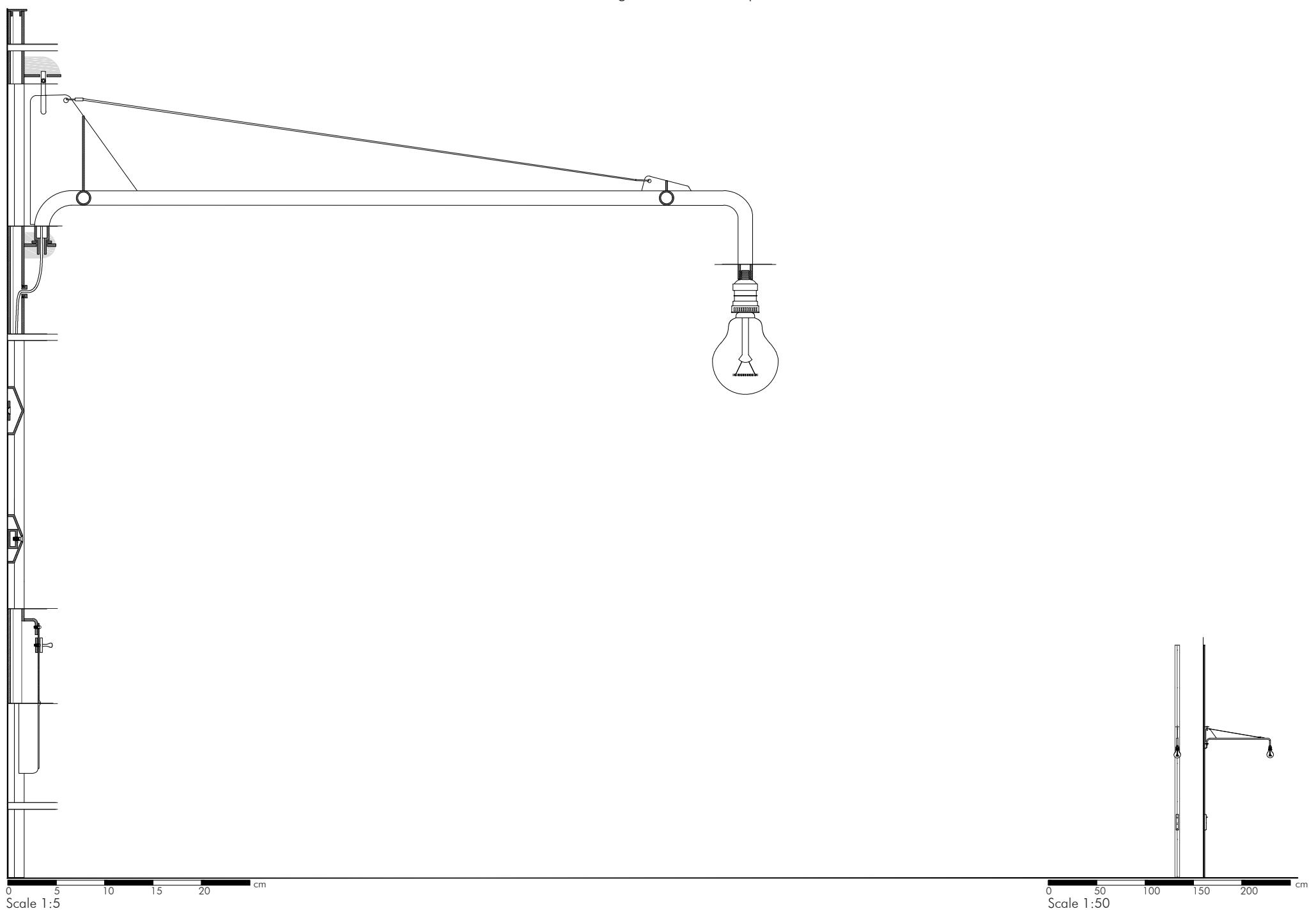
The furniture product that was specifically attributed to me is the Standard Lamp by designer Jean Prouvè.

3.

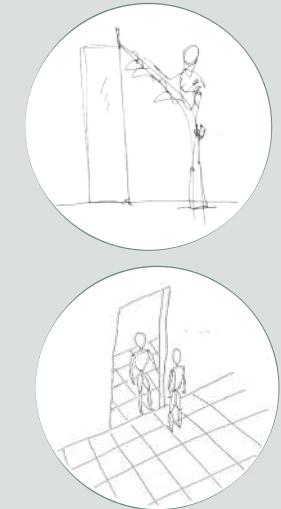
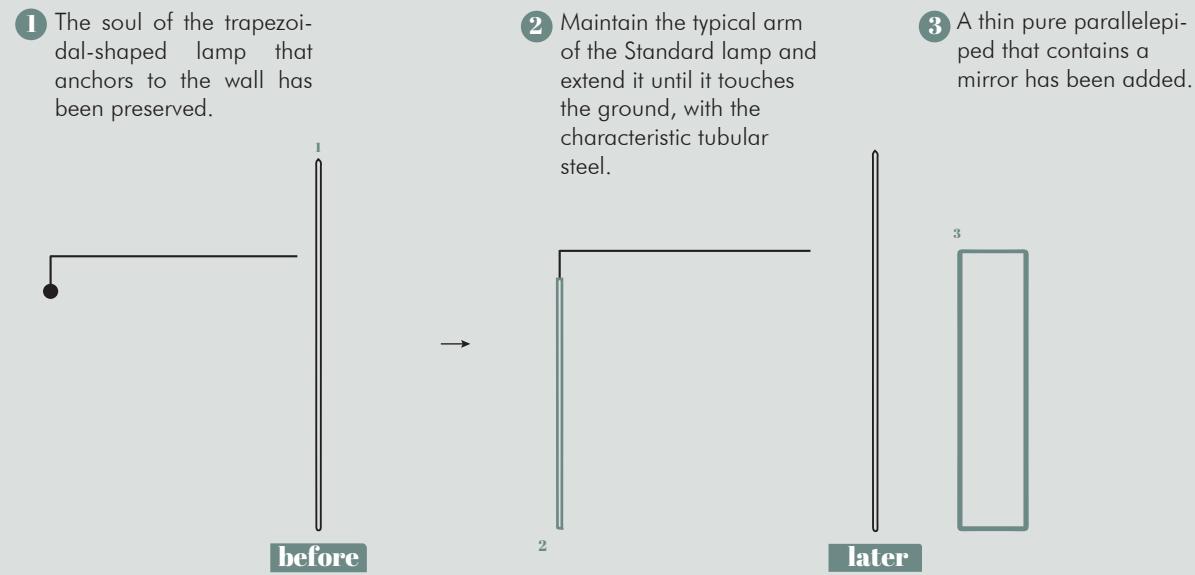


Standard Lamp - Jean Prouvè
1950

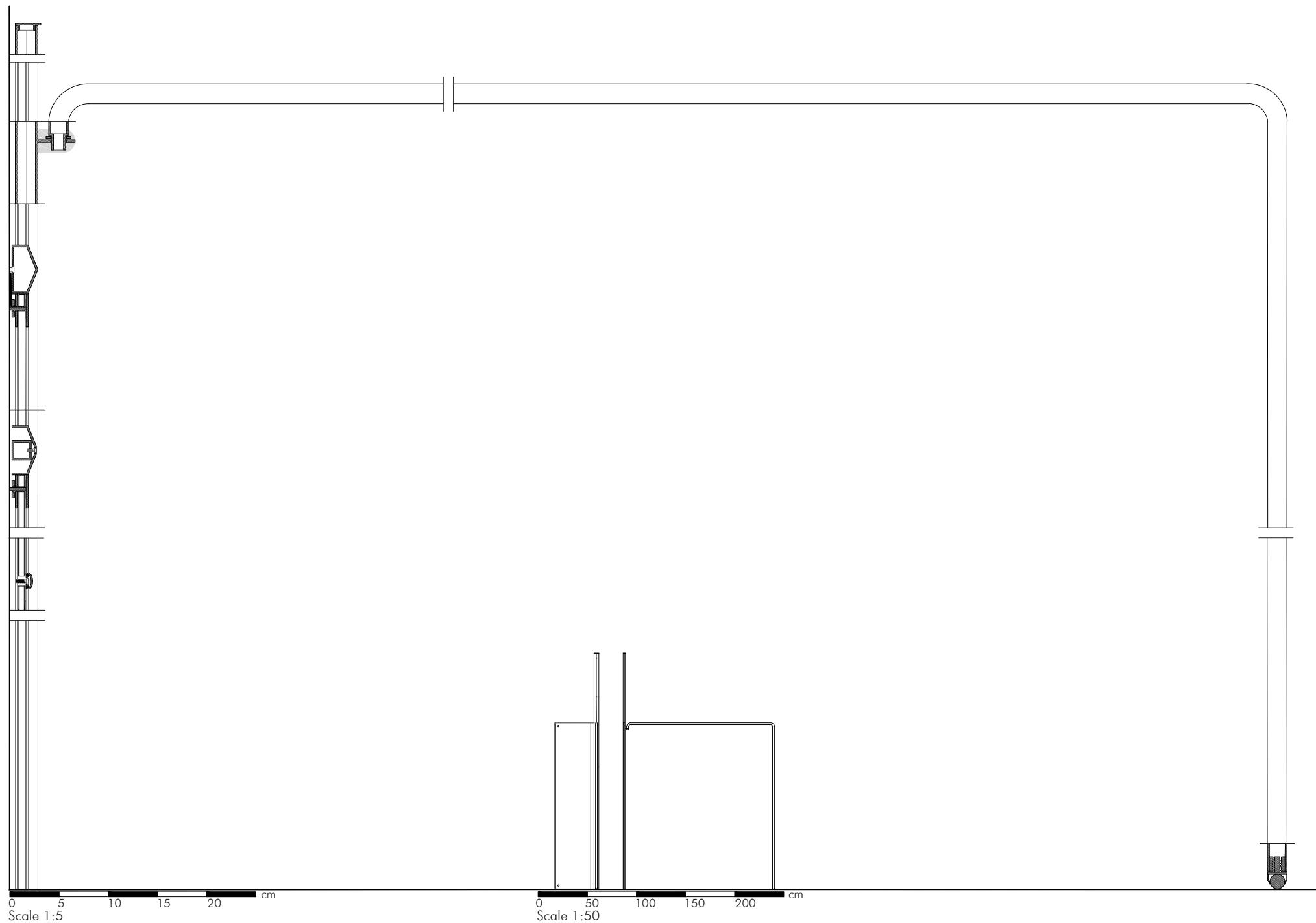
Technical drawing of Standard Lamp



The starting idea for this project was to give the characteristic design of this lamp a new function without changing its style.



Technical drawing of New Project



re-thinking standard lamp project, render



R E N D E R

RENDER
EXPERIMENTS
3D render project

4H

2020 contradictions



2023 house - Bi



INTERIOR DESIGN PHOTOS

2 0 1 7 - 2 0 1 8

INTERIOR PHOTOGRAPHS

In these shots, I tried to capture the warmth and atmosphere of some projects created by an architectural firm, trying to communicate them also through the two-dimensionality of a photo.

5.



PERSONAL INTEREST & HOBBIEST

HOBBIEST &
HANDMADE WORK

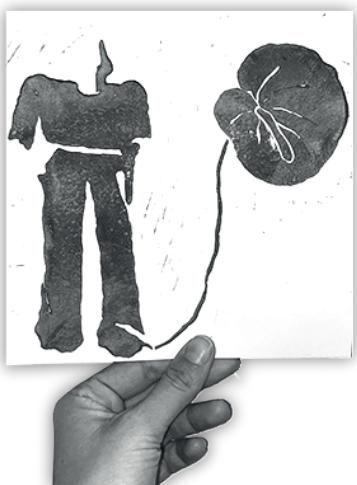
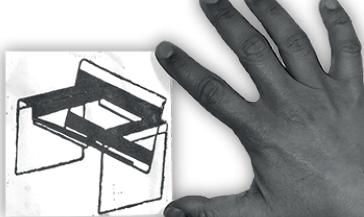
6.

linoleography

sketches

frame

embroidery/tailoring



..now You know me



Thank you,

Beatrice