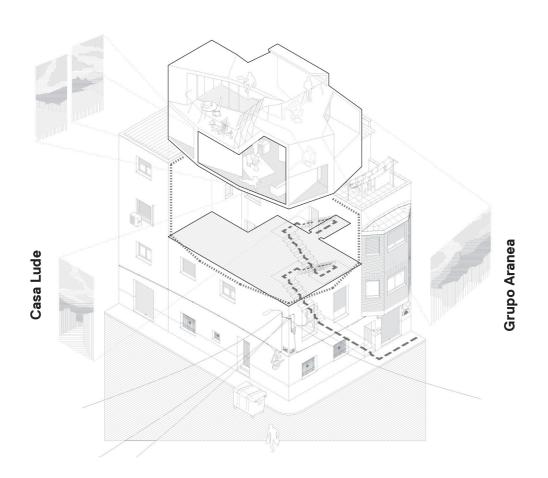
UNFINISHED Pabellón español · Spanish Pavillion



Biennale Architettura 2016 La Biennale di Venezia Lude quería una casa en el centro tradicional del pueblo de Cehegín, sobre las viviendas de su madre y su hermana. la Casa Lude plantea una particular forma de relacionarse con su entorno próximo. Inmersa en un denso tejido urbano evita abrir huecos directamente en fachada, como hace el resto de sus vecinos, para dirigir su mirada a lo largo de las calles, permitiendo así vistas lejanas que se pierden en las cercanas Sierra de Burete (al Sur) y el Cabecico San Agustín (al Este). Aparentemente ajena a todo lo que la rodea, la Casa Lude tampoco pretende renunciar a lo másico y a la introversión de las construcciones tradicionales de la zona. Un complejo interior inundado de luz, que Lude llenará de música, donde se esconden todavía muchos secretos.

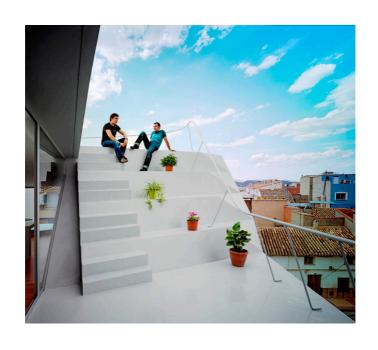
Lude wanted a house in the historic centre of the village of Cehegín, built on top of a building housing the apartments of his mother and his sister. The Lude house proposes a particular way to relate to its immediate surroundings. Immersed in a dense urban fabric, it avoids opening windows directly on the facade, like the neighbouring buildings, but instead focuses views down the narrow streets to the nearby mountains of the Sierra de Burete (to the south) and the Cabecico San Agustín (to the east). Although apparently alien to the buildings around it, the Lude house doesn't renounce the massive and introverted character of the local traditional architecture. The result is a complex, light-filled interior, which Lude will fill with music, and which still contains many secrets.









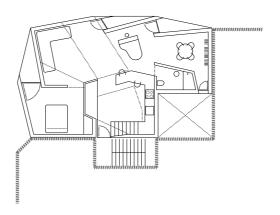


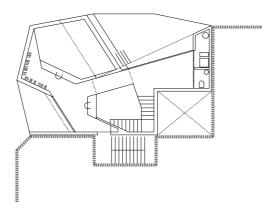


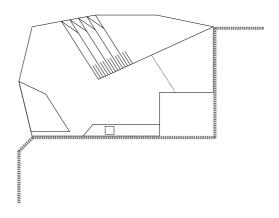




Plantas · Plans







Secciones - Sections

