

MONOLITHIC CABINS

SHELTER THROUGH SCENERY

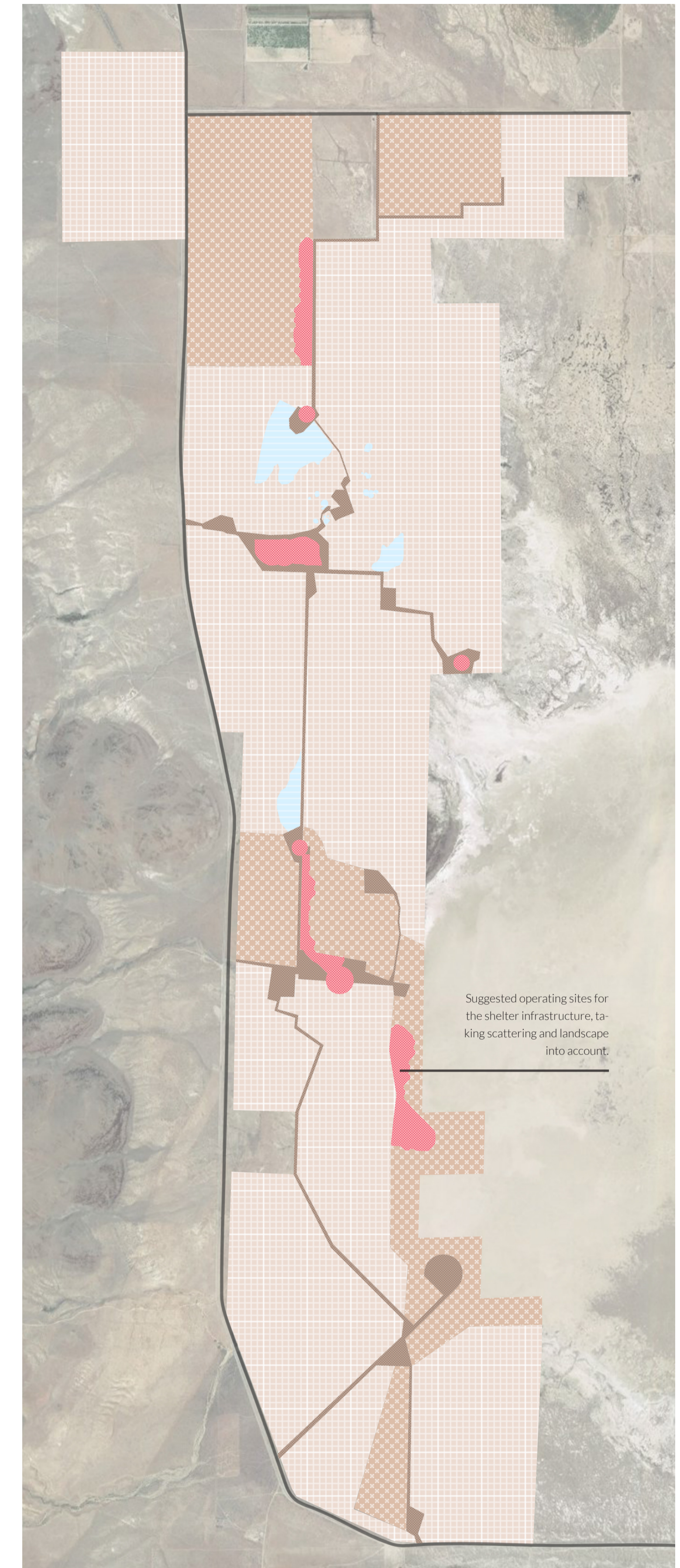
Fly Ranch owes its strong and peculiar character to the extraordinary landscape that surrounds and signifies the area: mountains on one side, the prairie on the other, desert, prairie, water and geyser. In addition, all of this is brought to life by a distinct set of fauna.

These elements are so strong and crucial that they can't not be put to system in a design process aiming at entering this beautiful context, but given the fact that the objective is centered on human beings and their inspiration a key role is played by the relationship between Man and the natural scenery.

This results in a "experiential approach" towards the landscape's role within the design process, playing with sensations and feelings inspired by the interaction with

the place's scenery. Simple monolithic shapes appear within the environment and engage with their verticality the horizontality that characterizes the setting; this contrast, carried out by materiality as well, inspires wonder and awe in those who encounter and sense these objects. Moreover, the vertical monoliths seem almost to refer to archetypal forms of lookout towers, like stewards scattered around the scenery.

The same "sensational dialogue" is found on the inside of these shapes, where different openings are designed to frame the landscape in varied and peculiar manners. All of these sensory exchanges combine with and enhance the main function, providing shelter at Fly Ranch.



Suggested operating sites for the shelter infrastructure, taking scattering and landscape into account.



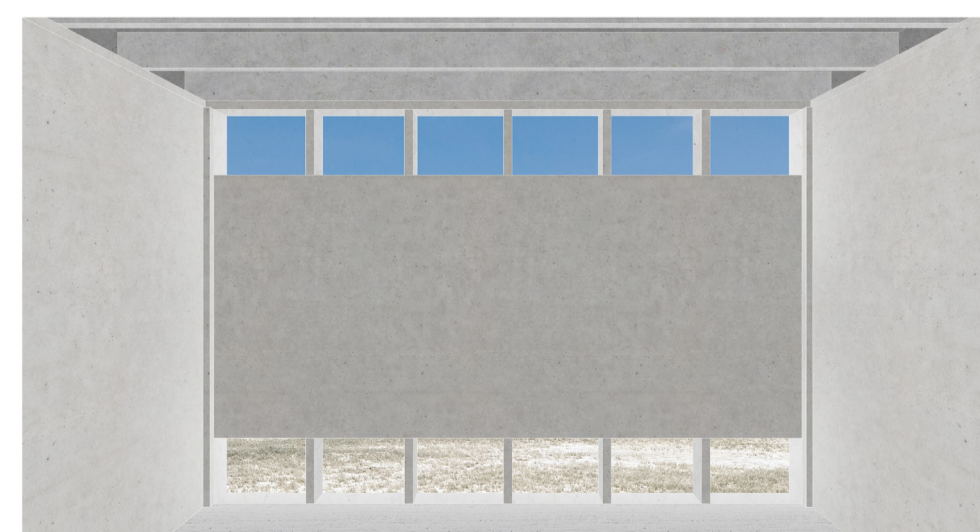
Diapositive opening

Small postcards framing single portions of the scenery.



Lens opening

A focused central perspective point of view.



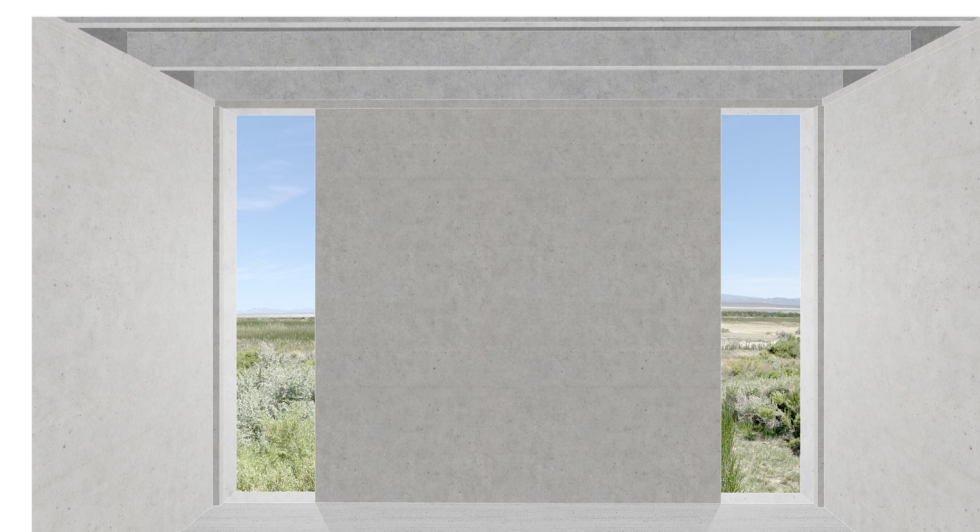
Borderlines opening

Soil and sky, omitting the redundant.



Railway opening

Framing the seriality of the landscape.



Rollpaper opening

Vertical slices unrolling the scenery.



Anti opacity opening

No filters to experience the outdoors.

