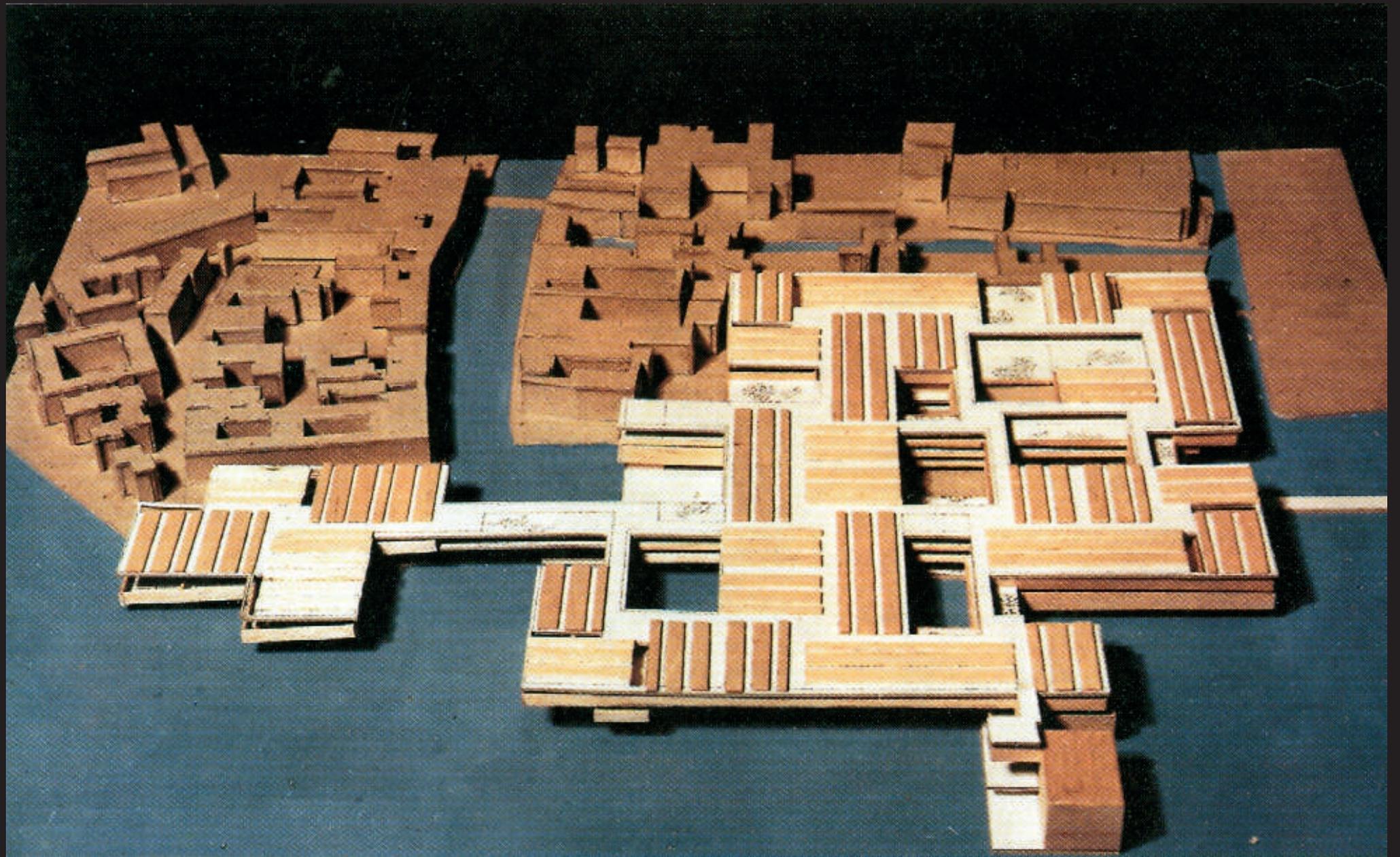


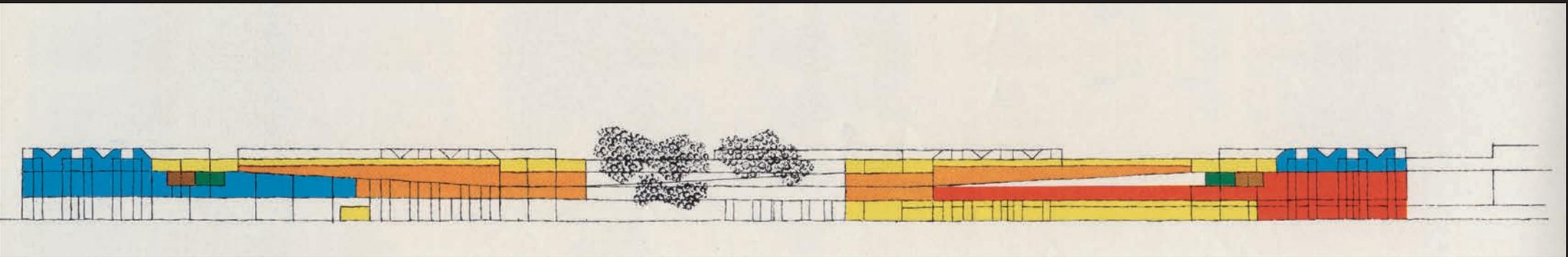
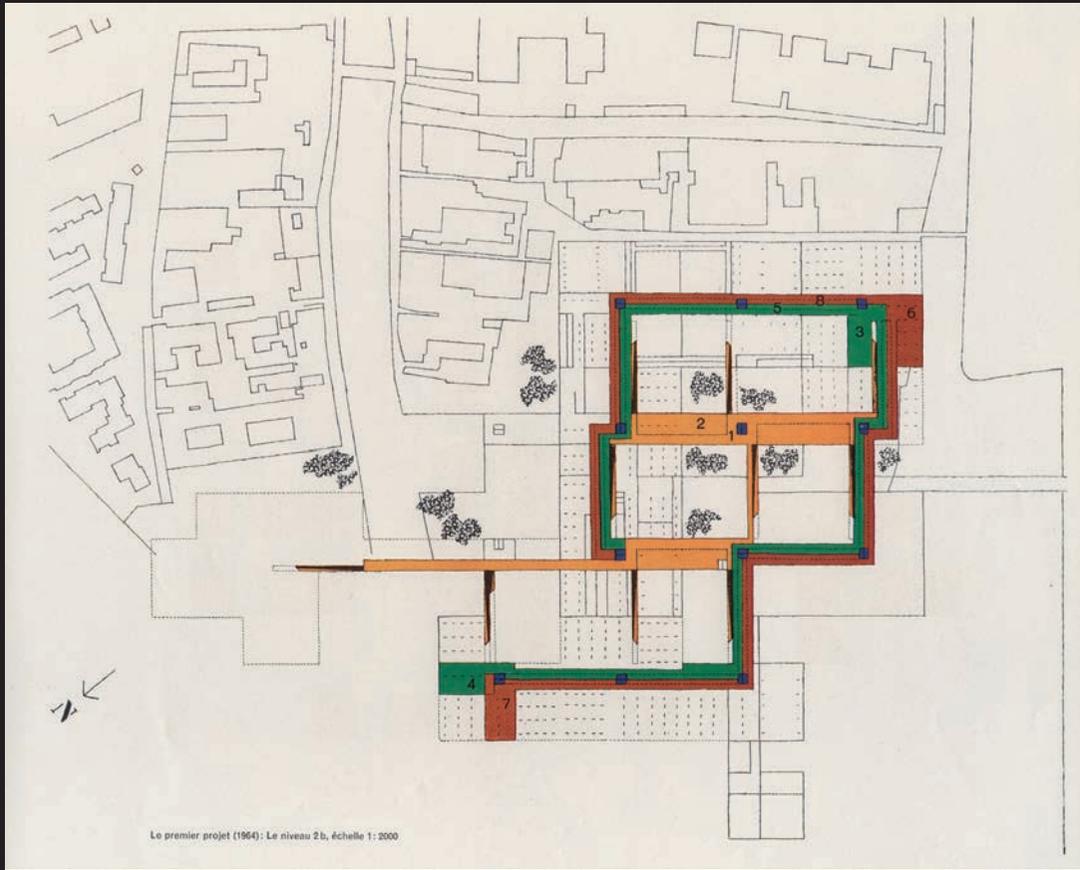
LE PROJET DE L'HOPITAL DE VENISE UNE ANALYSE INTERTEXTUELLE

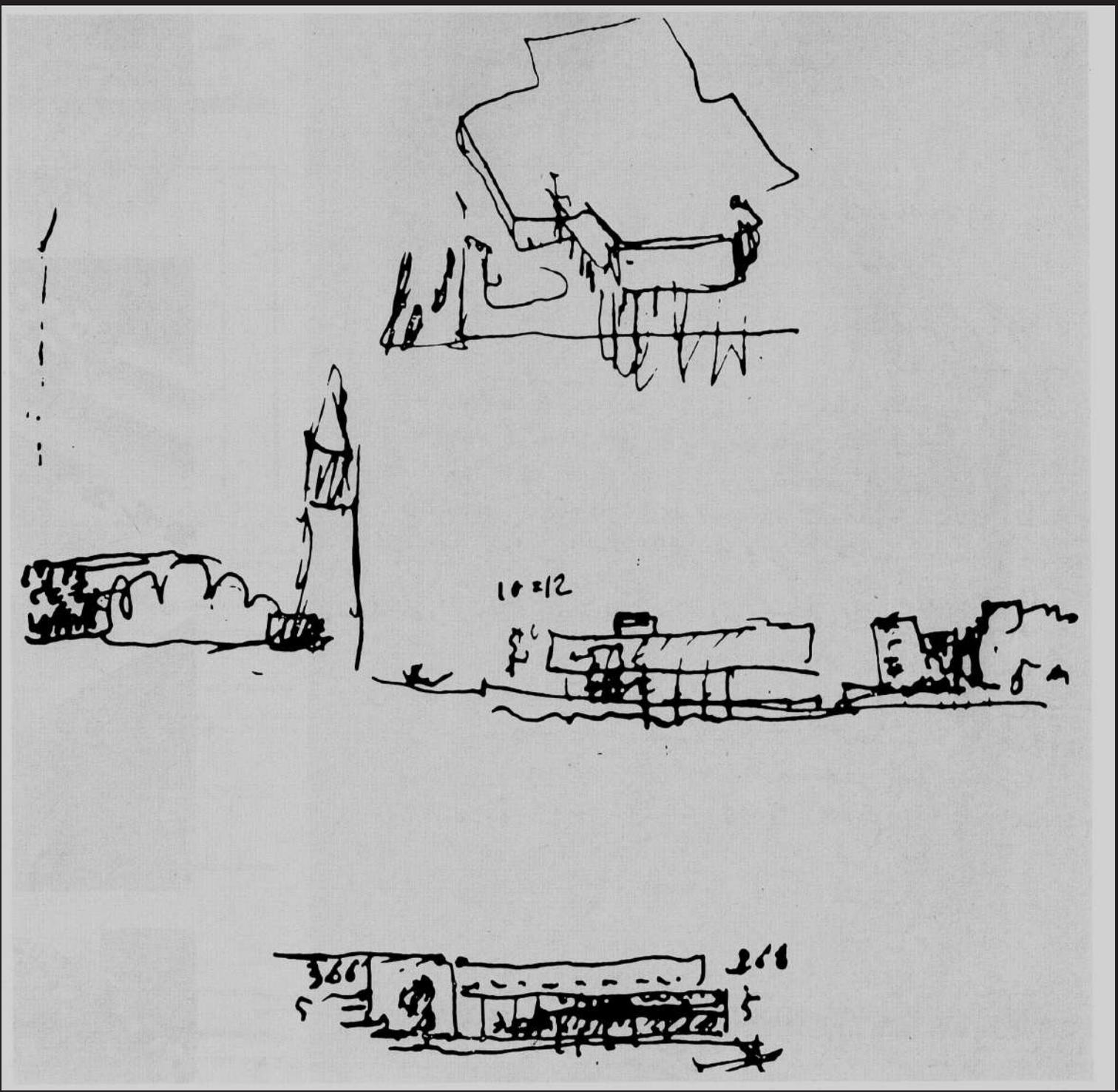
BRUNO REICHLIN

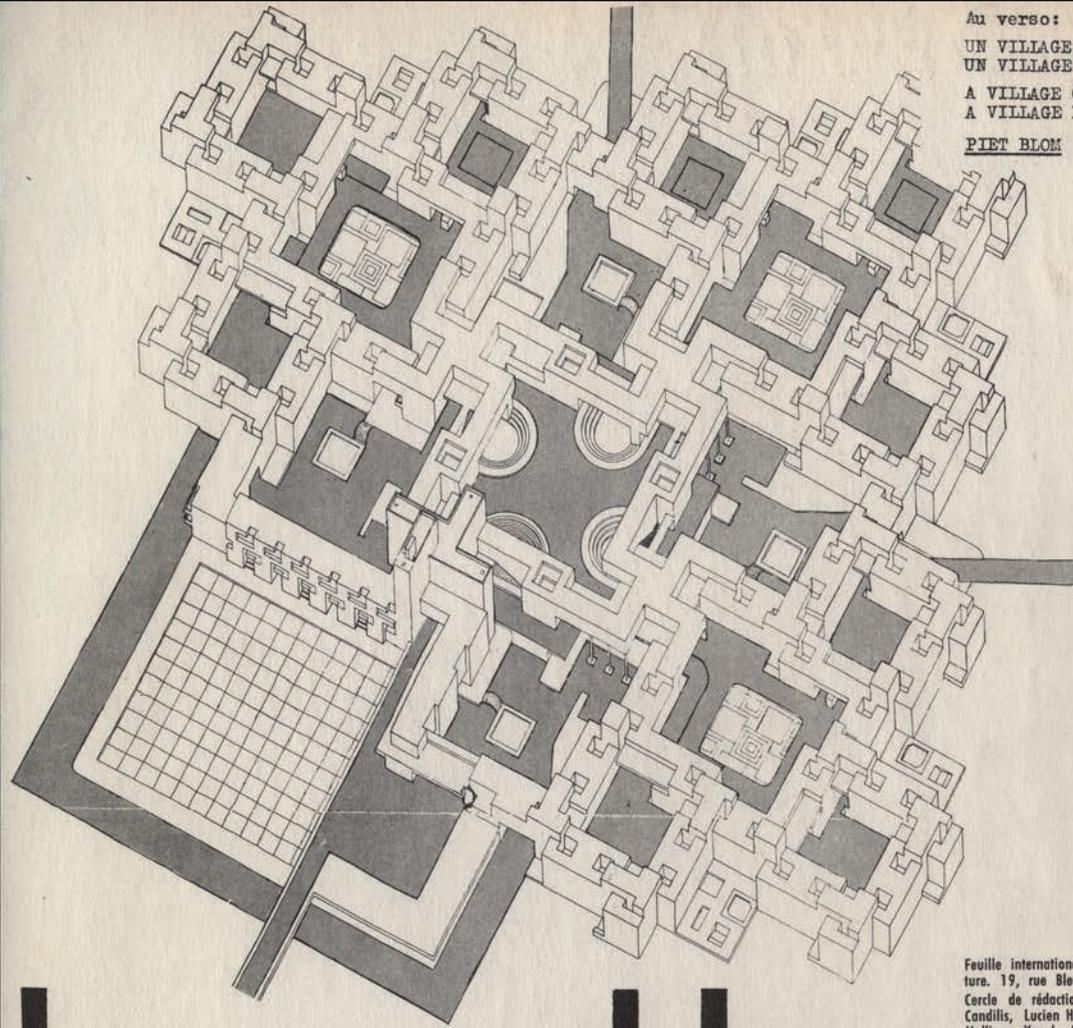
COLLÈGE DE FRANCE
13.06.2019











Au verso:
UN VILLAGE D'ENFANTS
UN VILLAGE COMME UNE MAISON
A VILLAGE OF CHILDREN
A VILLAGE LIKE A HOME
PIET BLOM

le carré bleu

Feuille internationale d'architecture. 19, rue Bleue, Paris (9^e).
Cercle de rédaction : Georges Candilis, Lucien Hervé, Philippe Mallier, Yoneli Schein, André Schimmerling.

Directeur : André Schimmerling.
Trimestrielle.

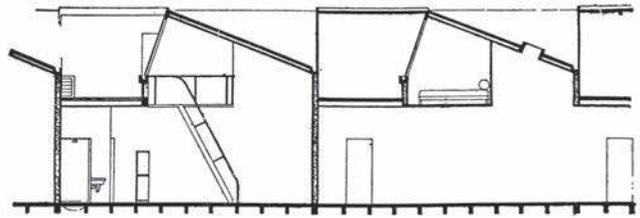
Prix de l'abonnement annuel :
10 F. Le numéro : 2 F. 50.

Collaborateurs : Roger Aujame, Elie Azagury, Sven Backström, Aulis Blomstedt, Lennart Bergström, Giancarlo de Carlo, Eero Saarinen, Ralph Erskine, Michel Eyquem, Sverre Fehn, Oscar Hansen, Arne Jacobsen, Reuben Lane, Henning Larsen, Sven Ivar Lind, Ake E. Lindquist, Charles Polonyi, Keijo Petäjä, Reima Pietilä, Aarno Ruusuvuori, Jörn Utzon, Georg Vauheli.

2

1963

LE TEAM 10 S'INVITE À LA RUE DE SÈVRES?



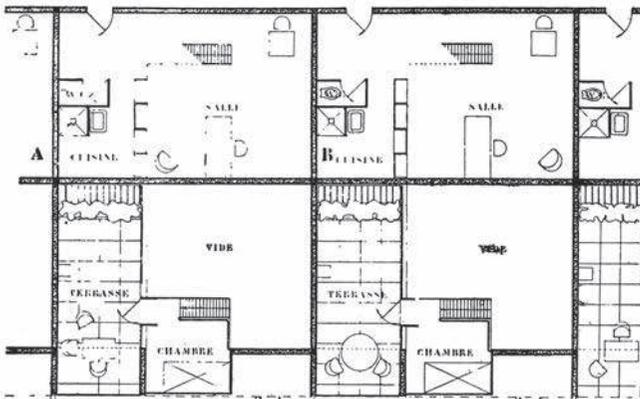
COUPE A-B

COUPE C-D



C

D



REZ-DE-CHAUSSEE

C

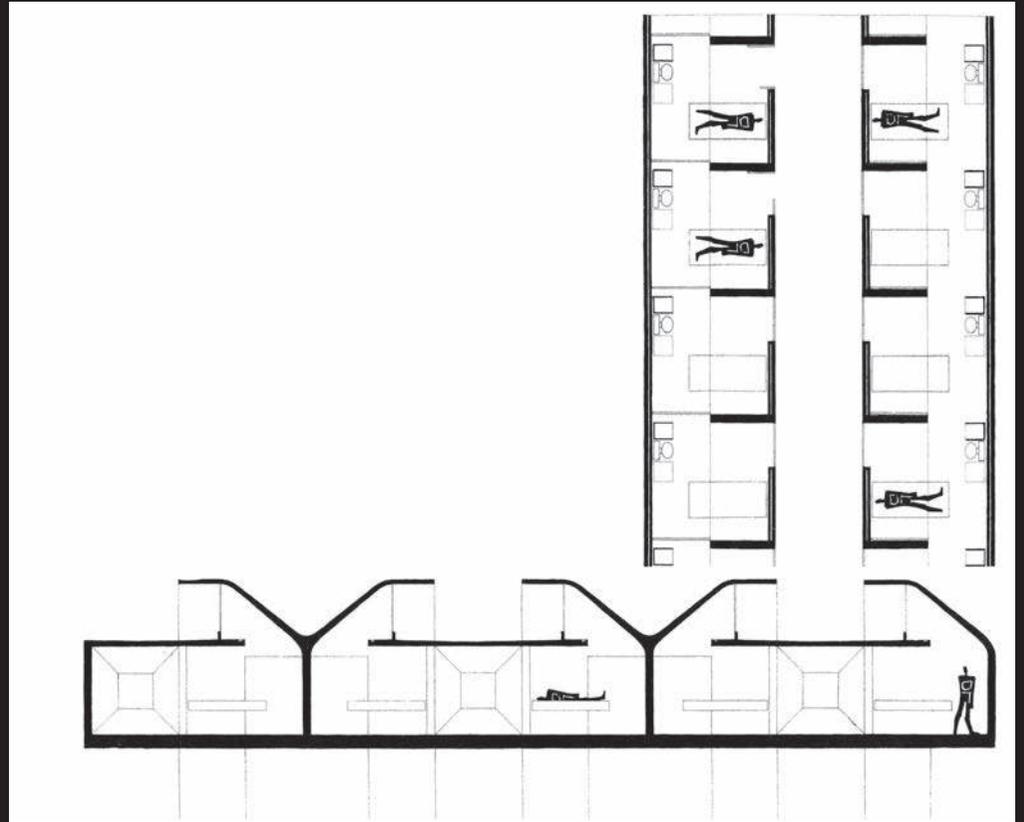
D



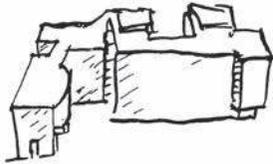
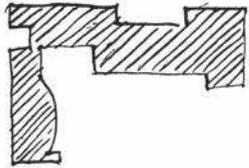
SOUVENTS
JARDIN

TOITURE

Coupe et plan

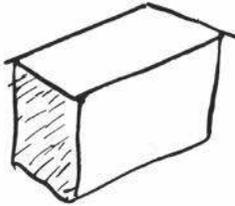
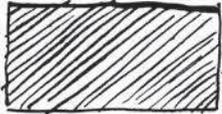


1

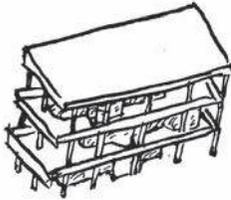
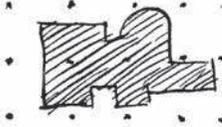


autres compositions
programmable

2

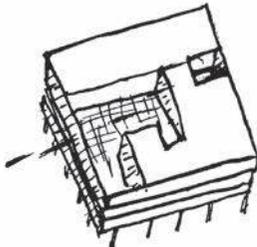
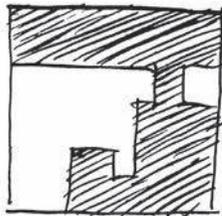


3



composée multiple
(pas une pure)

4

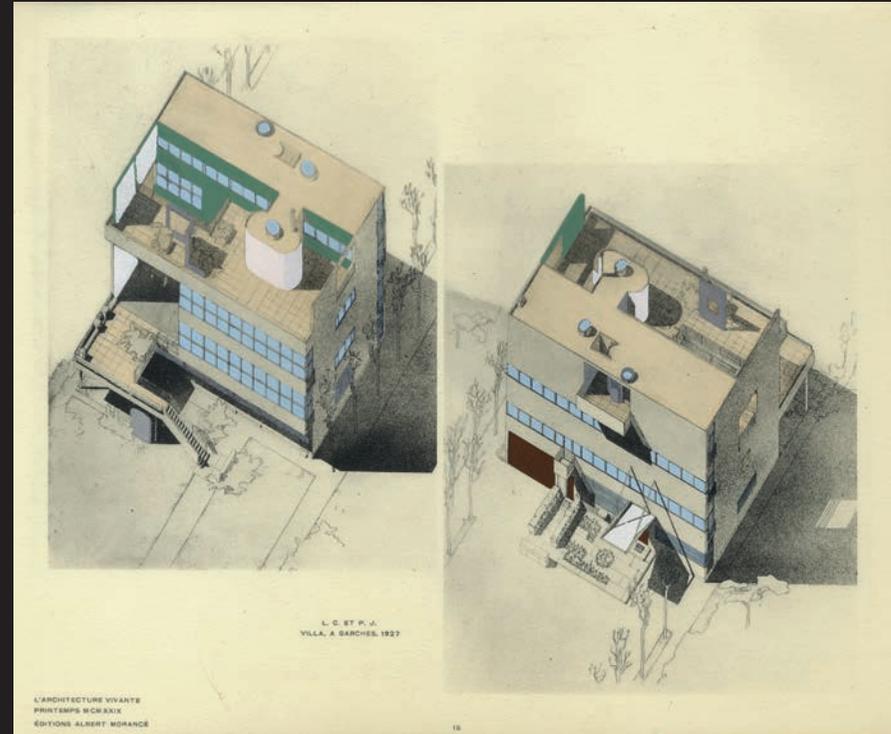


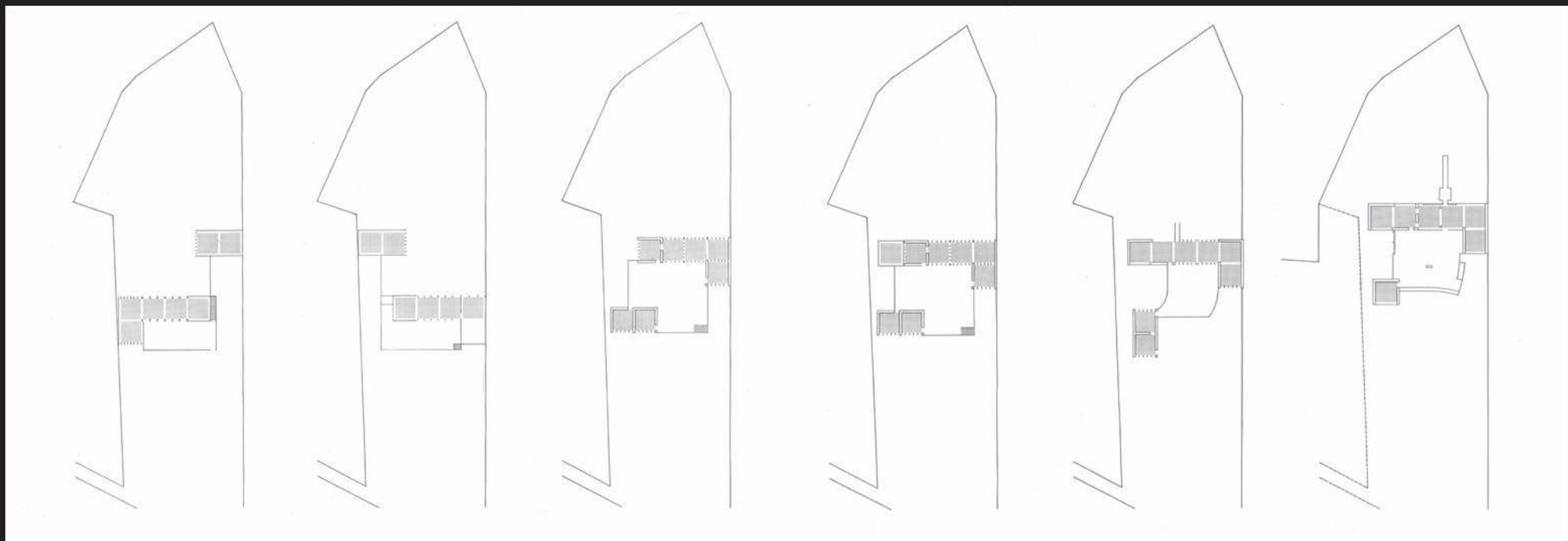
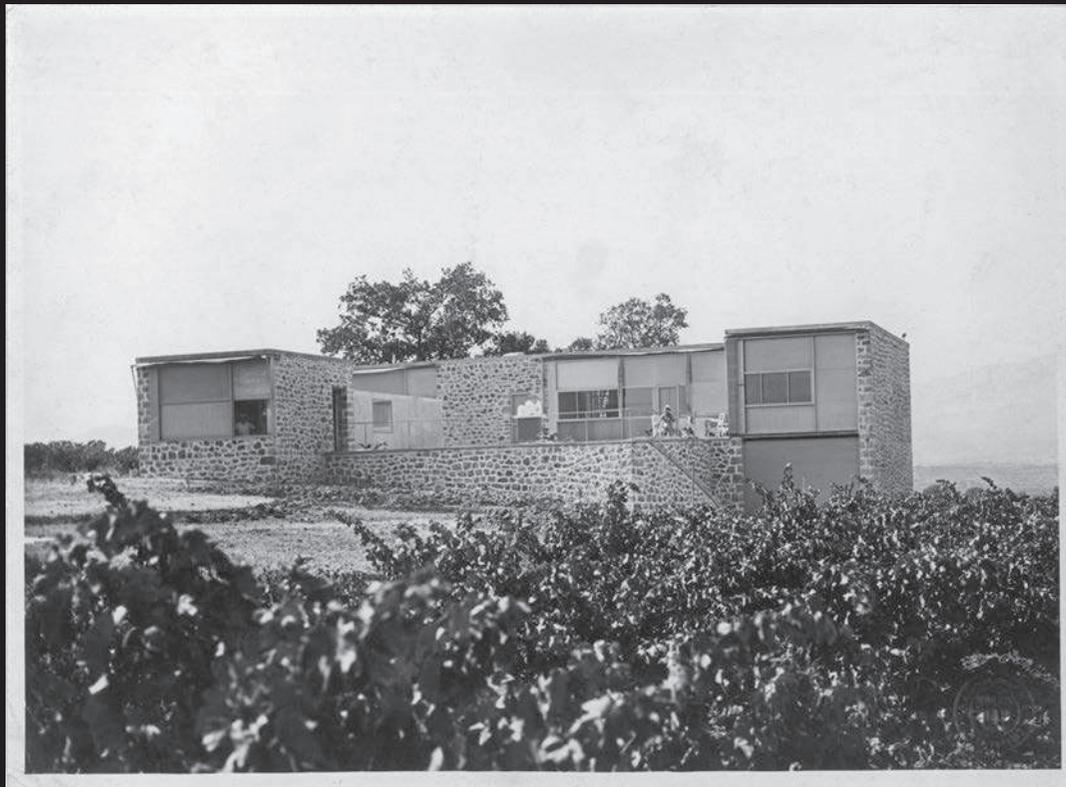
genre plutôt facile,
factuelle
mouvemente
On peut toujours le
discipliner par classement
et hiérarchie

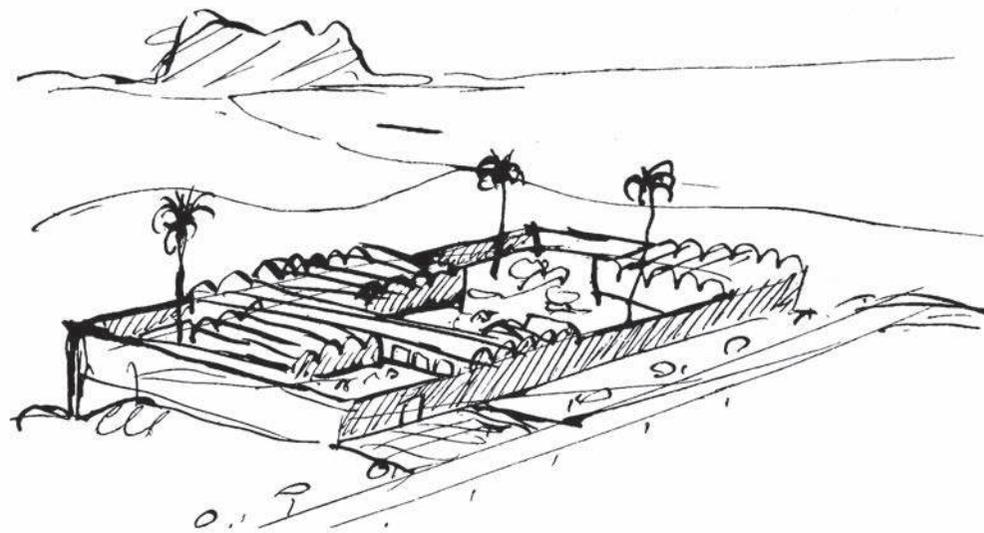
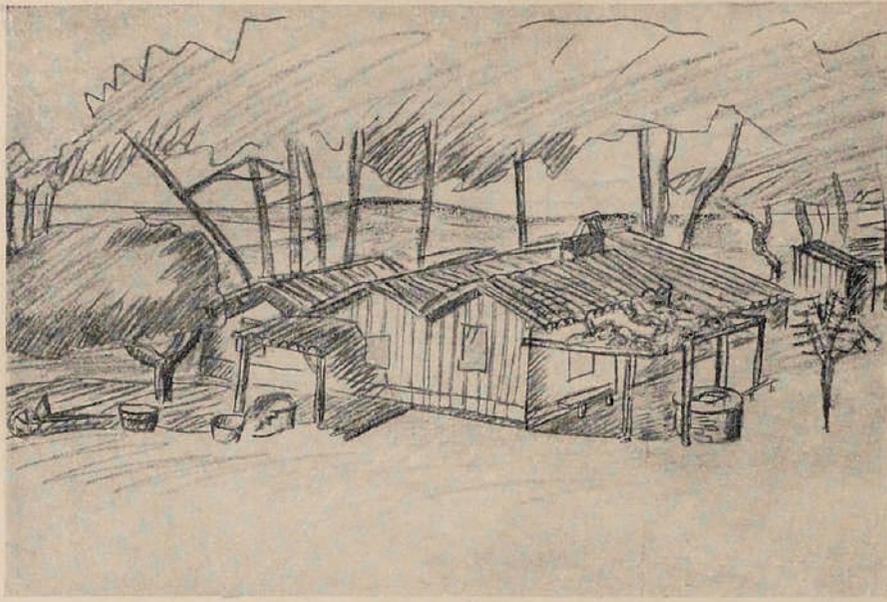
très difficile
(satisfaction de l'esprit)

très facile,
matériau
combinable

très généreux
on affirme à l'extérieur
une volonté architecturale,
on satisfait à l'intérieur
à tous les besoins fonctionnels
(ventilation, chauffage,
circulation).

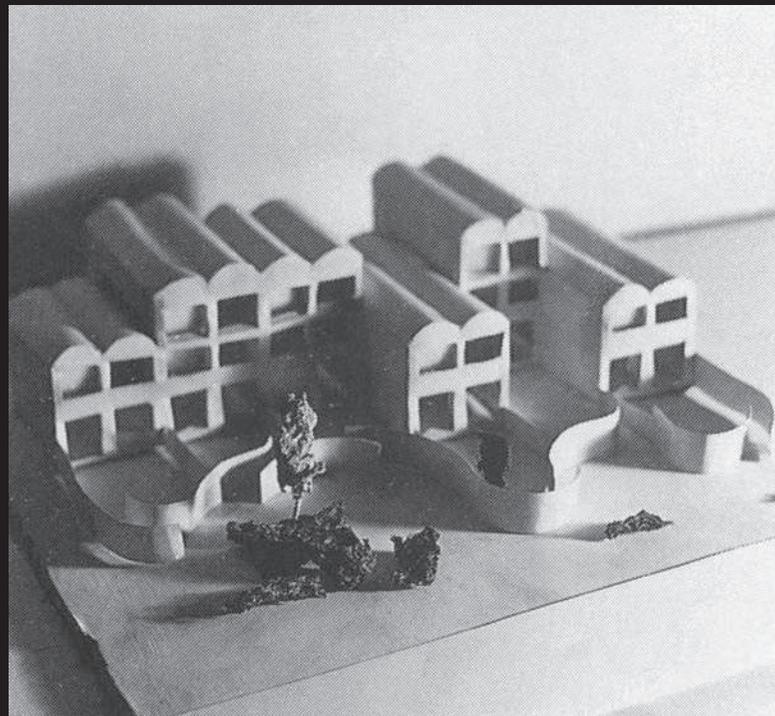
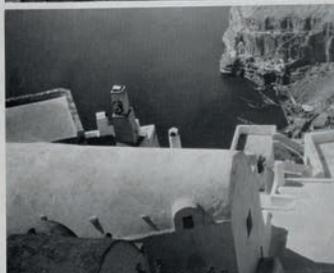
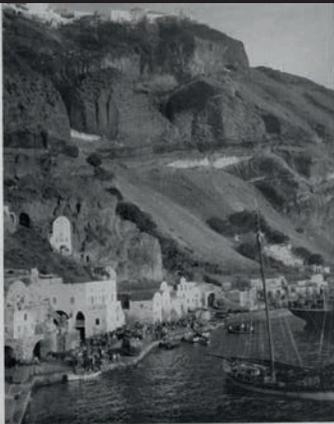
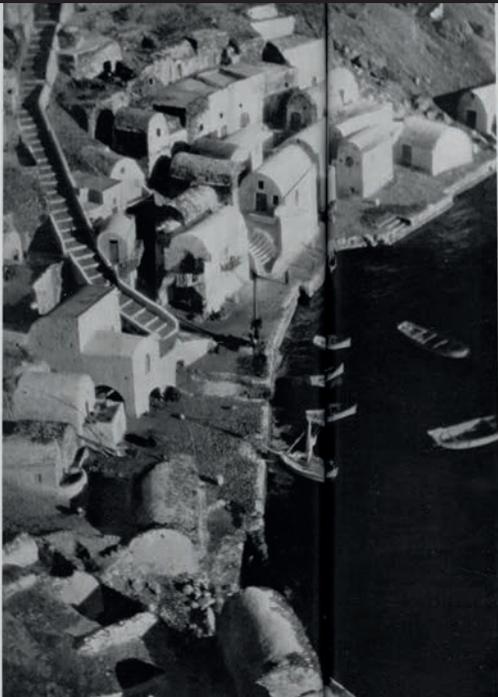


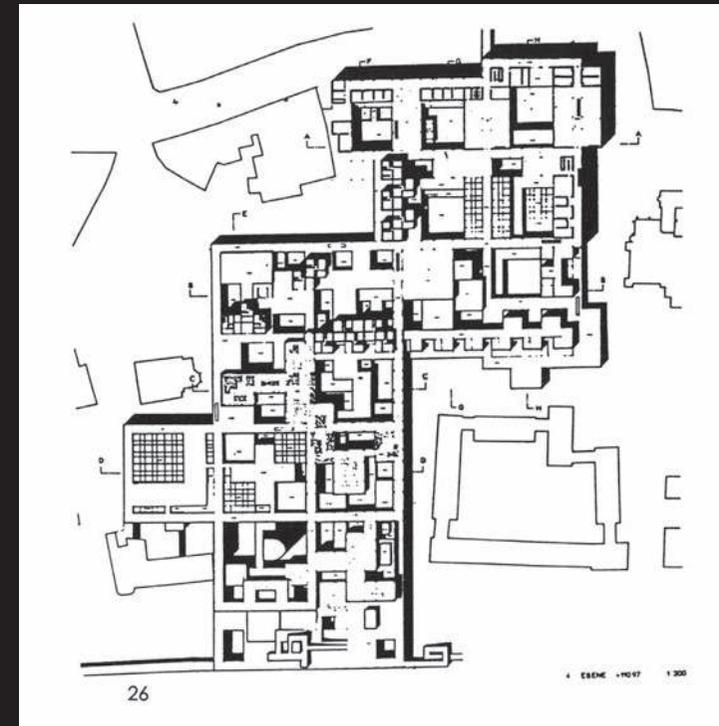
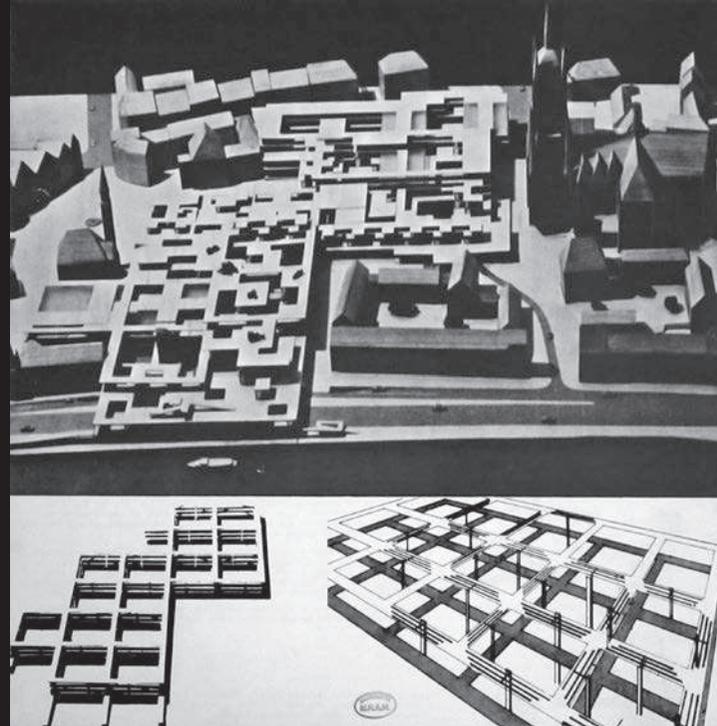
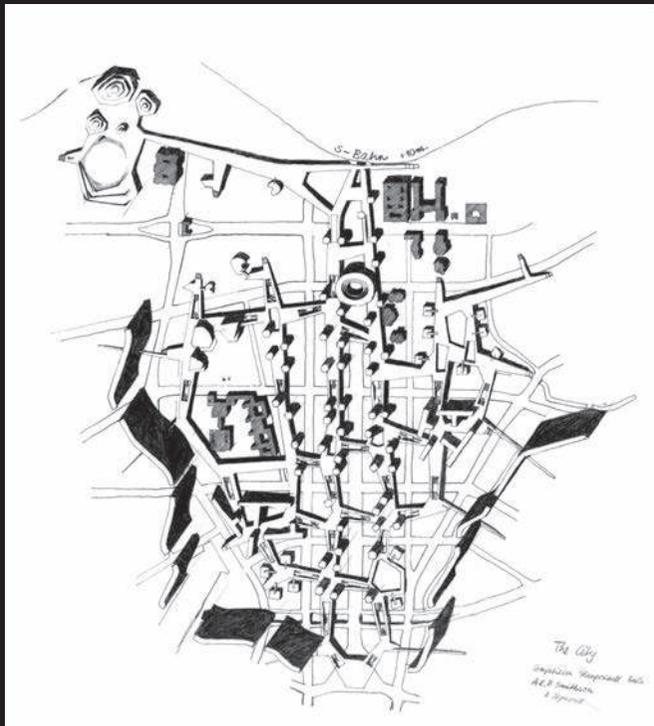
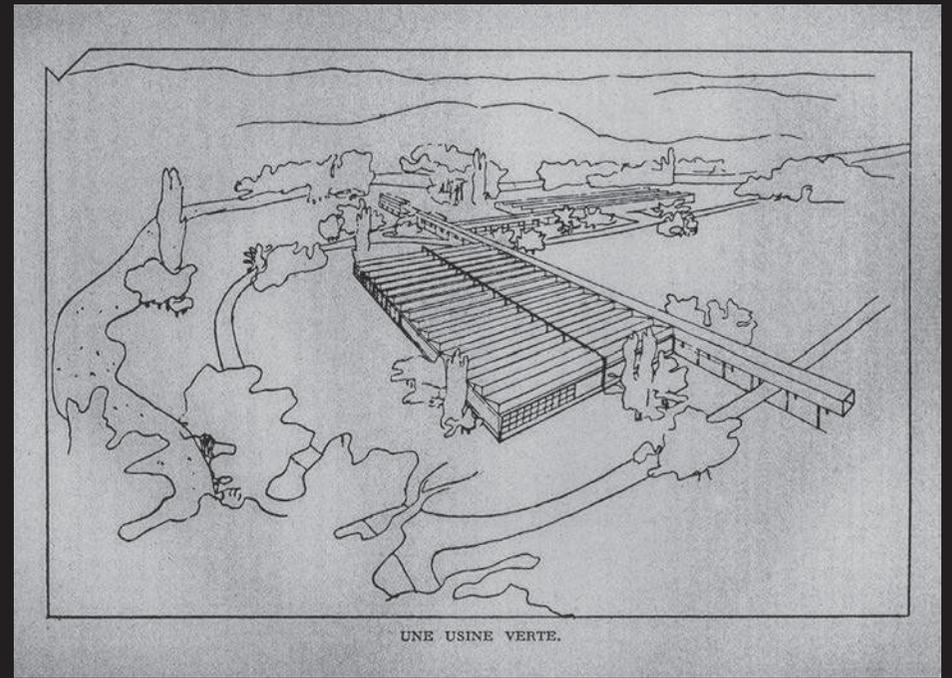


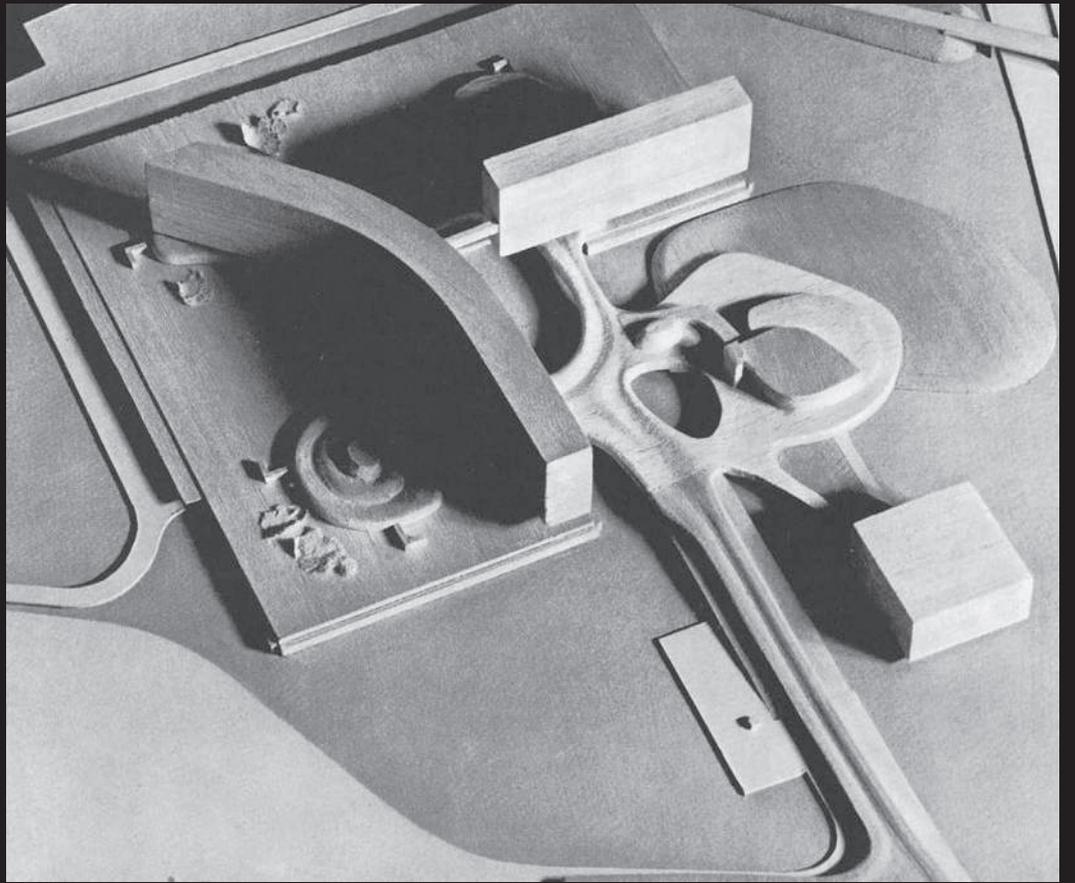
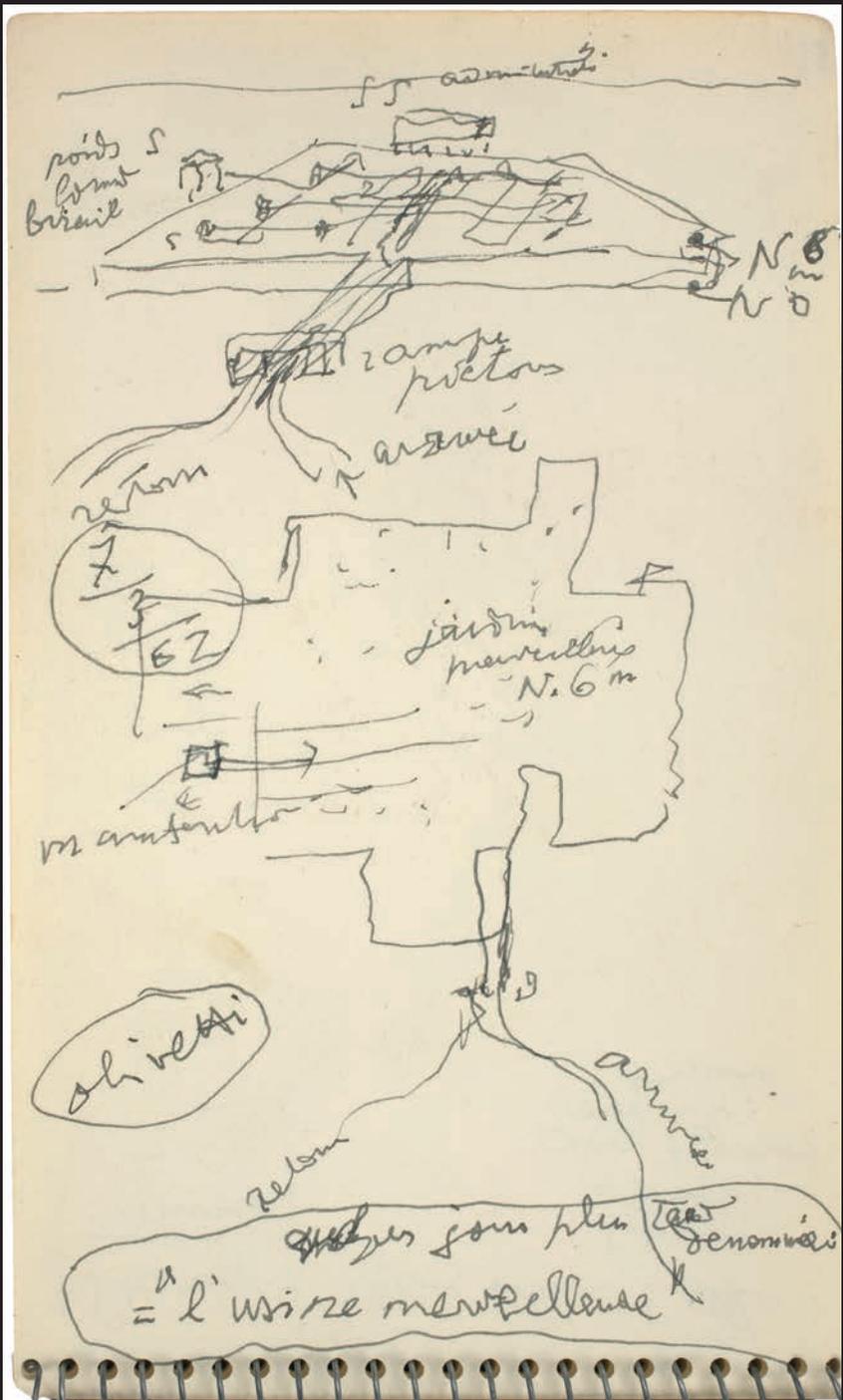


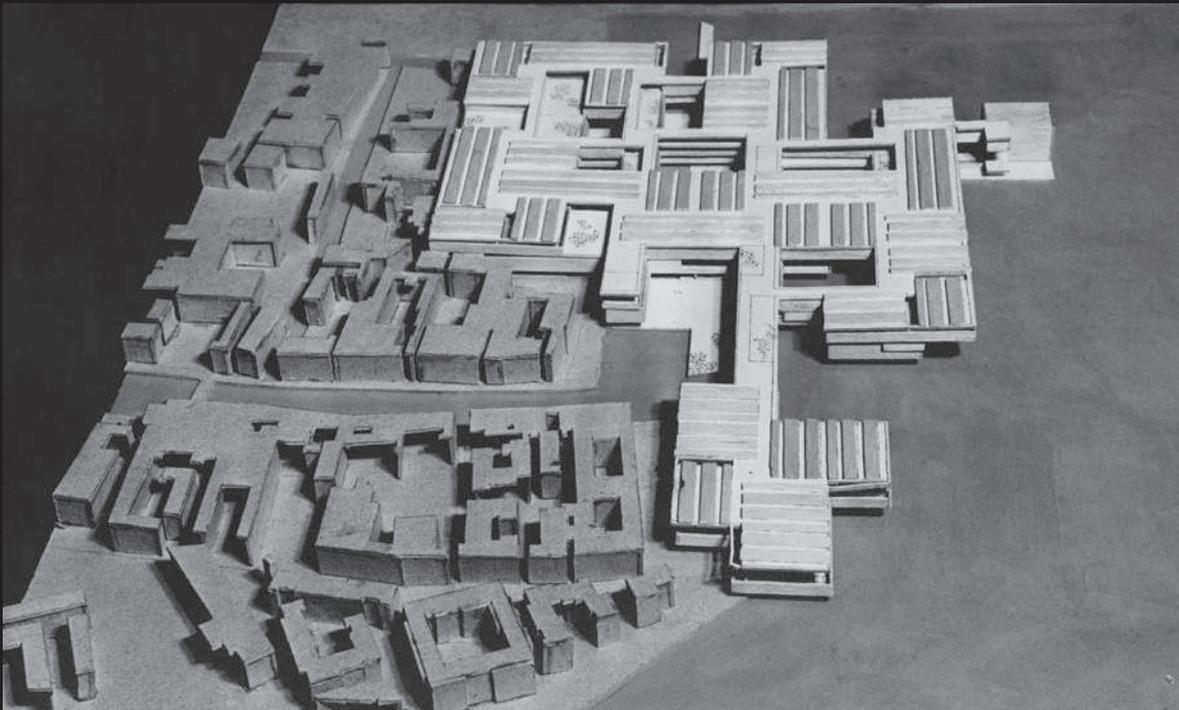
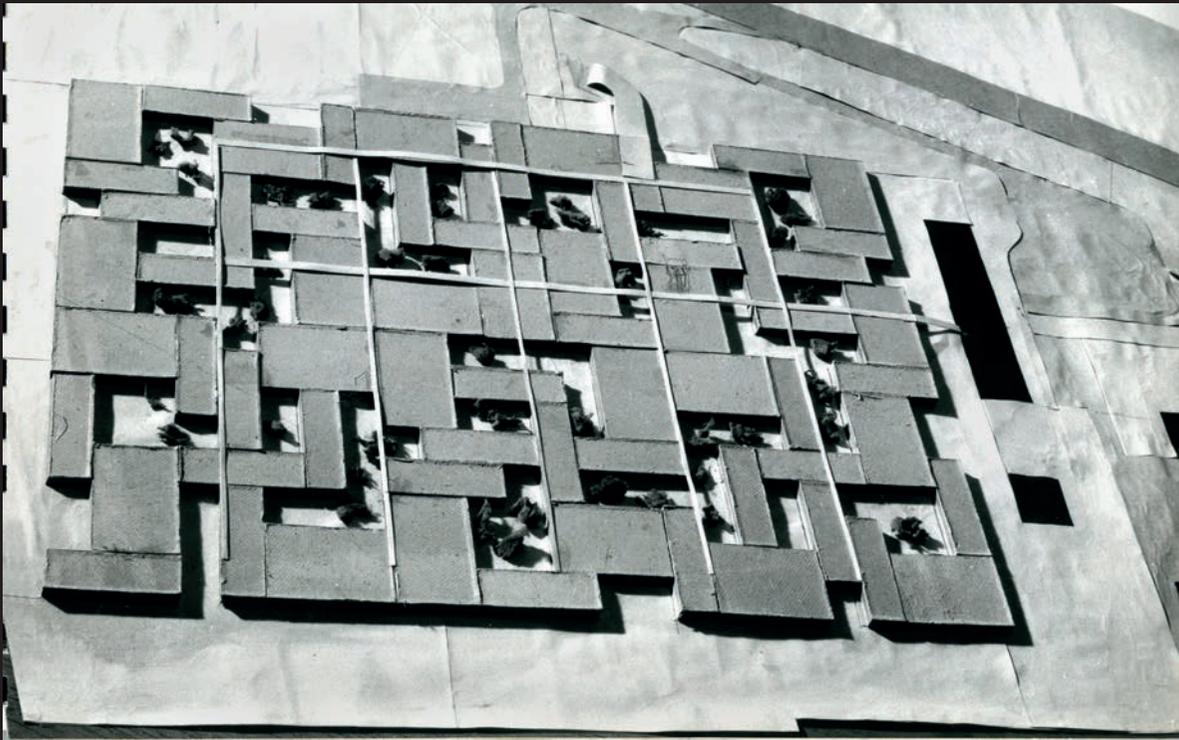
ORIGINE DELL'ABITAZIONE

« Come si sia sviluppato il concetto della civiltà è quanto abbia potuto perfezionarsi l'abitazione umana prima che l'era storica sboccasse, ce lo dice una scoperta d'una rivista d'arte fa: — la monumentale d'una Persia preistorica in una delle sale del Museo di Berlino. Nel 1900, quando il Du Lenois stava per finire il luglio di Suez, alcuni ingegneri addetti ai lavori andarono a cercare la soluzione per la costruzione del canale in tre insule del mare Rosso, in Terra, Fenicia e Adramon, le quali stanno intorno alla base di Suez. E un cartografo comprese di terreni quasi esclusivamente induriti, arenati, rocciosi, d'una natura talmente che si è approfonditi nelle acque lasciando in ricordo di tale catastrofe geologica, le tre insule accidentate. Superficie esposta di porco (si si stendeva dispartite); roccia di lava, arenati d'ogni sorta, restati d'una griglia violente induriti in spaccati di roccia sino a un'altezza di 800 metri, altrettanto ancora oggi la violenza d'una catastrofe intorno al quale la storia parla per una stessa tradizione, ad alcune storie sono tenute memoria fino a che per esse gli ingegneri del Lenois, cominciarono a far assumere per lavori del canale, trovarono a una profondità di tre metri vestigia evidenti d'antiche costruzioni. La reazione fu profonda negli archeologi: si trattava però di bruciolare fra le tenebre. Iniziarono e costarono gli scavi con metodo sistematico, e poco a poco si mise in vista una vera città. Evidentemente ci si trovava davanti a una costruzione come quella che appella Persia di Erodoto ».

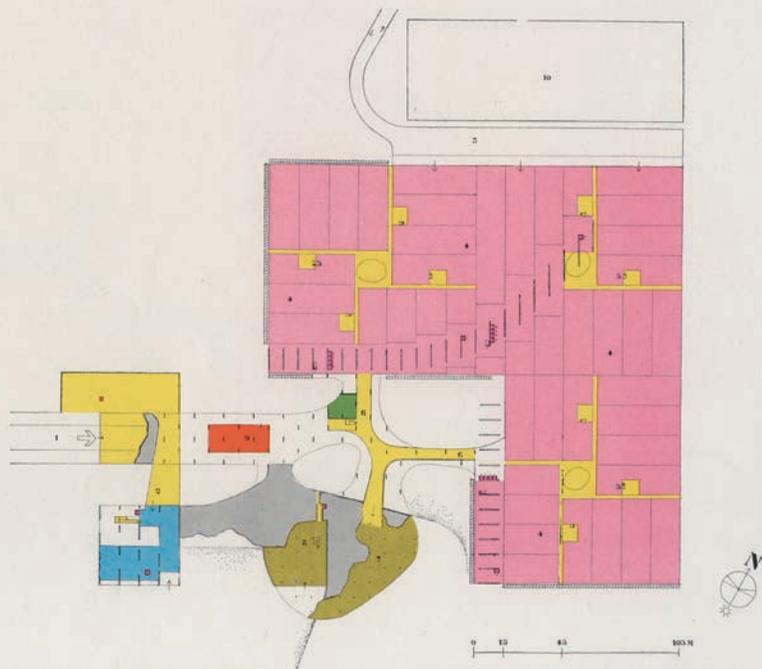




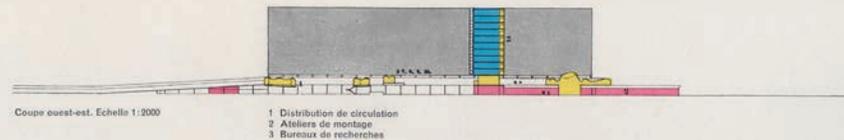




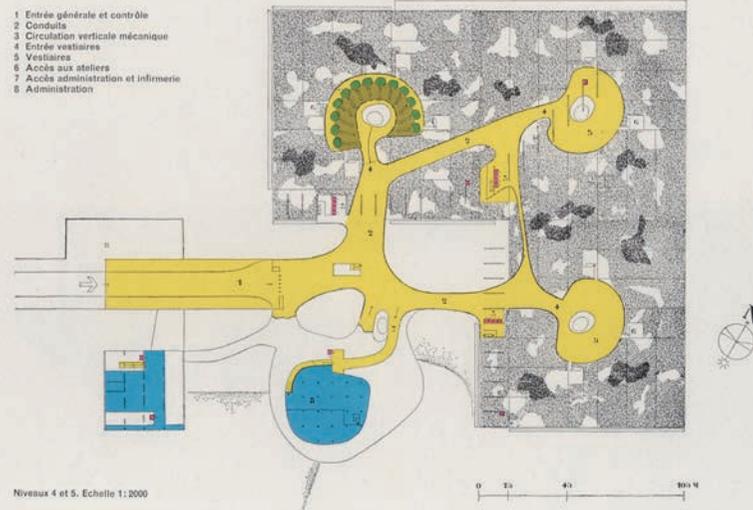
- 1 Entrée générale
- 2 Entrée Musée Electronique
- 3 Arrivée camions
- 4 Ateliers de montage
- 5 Accès aux sanitaires et vestiaires
- 6 Conduit vers services sociaux et restaurant
- 7 Restaurant
- 8 Cuisine
- 9 Salle des machines
- 10 Bâtiment existant



Niveau 1. Echelle 1:2000

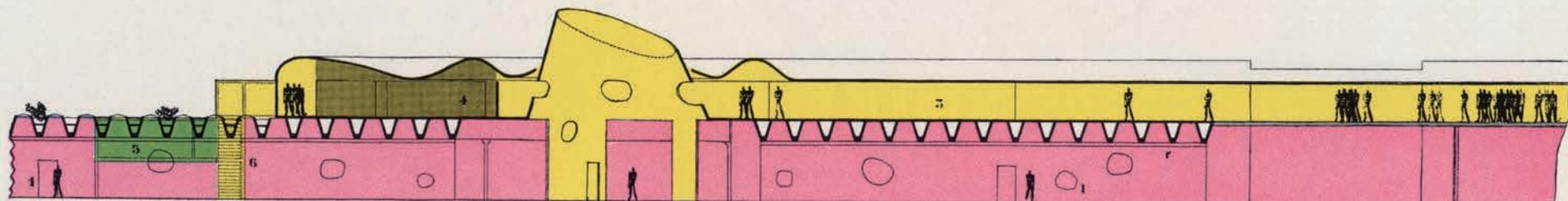


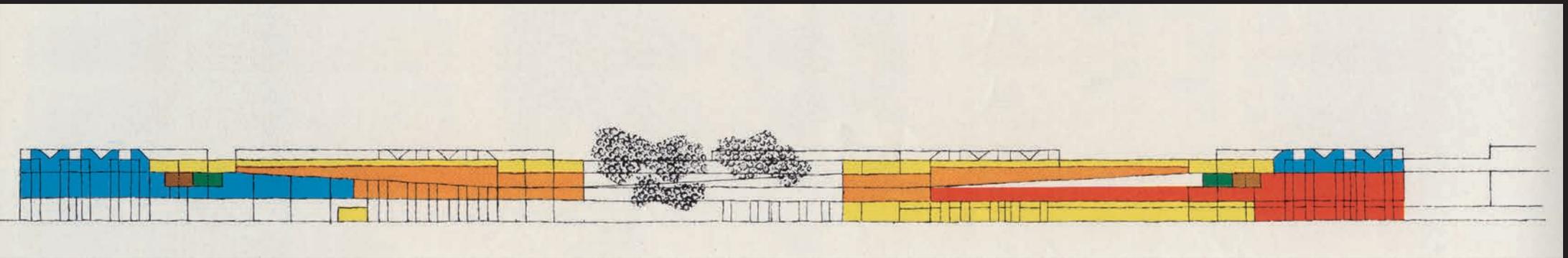
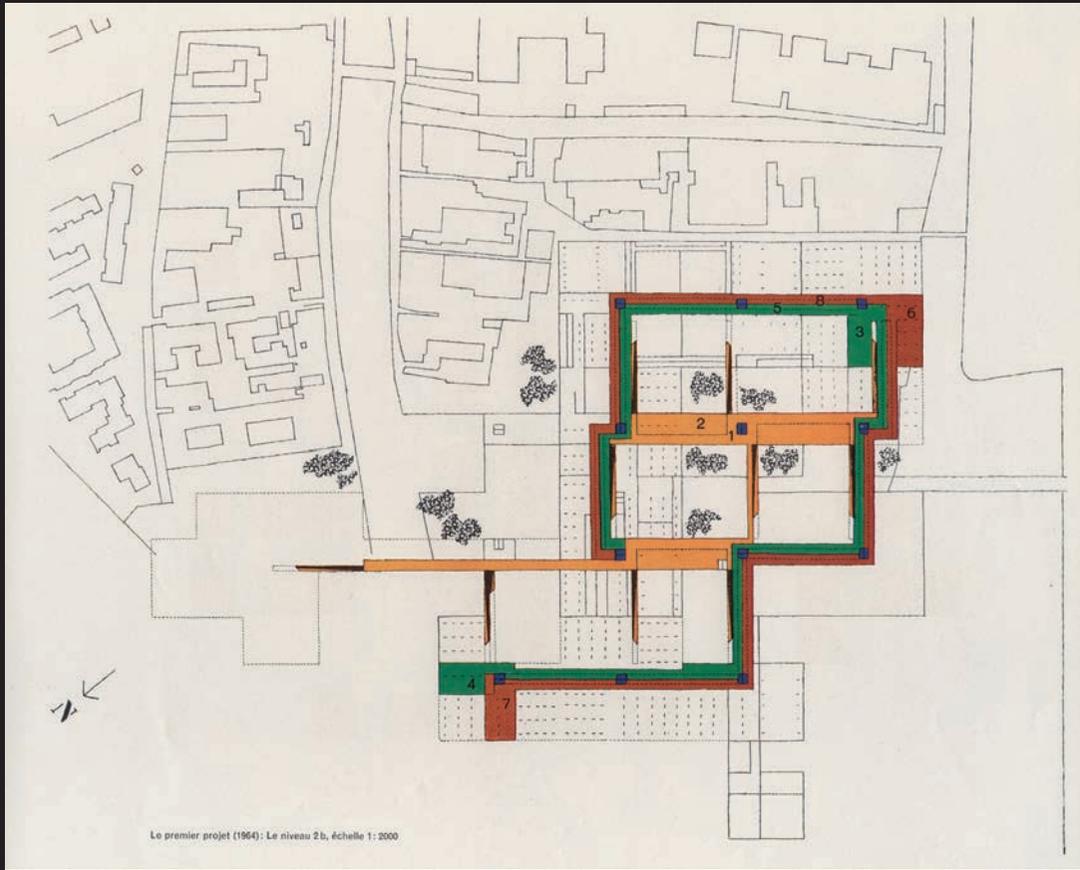
- 1 Distribution de circulation
- 2 Ateliers de montage
- 3 Bureaux de recherches



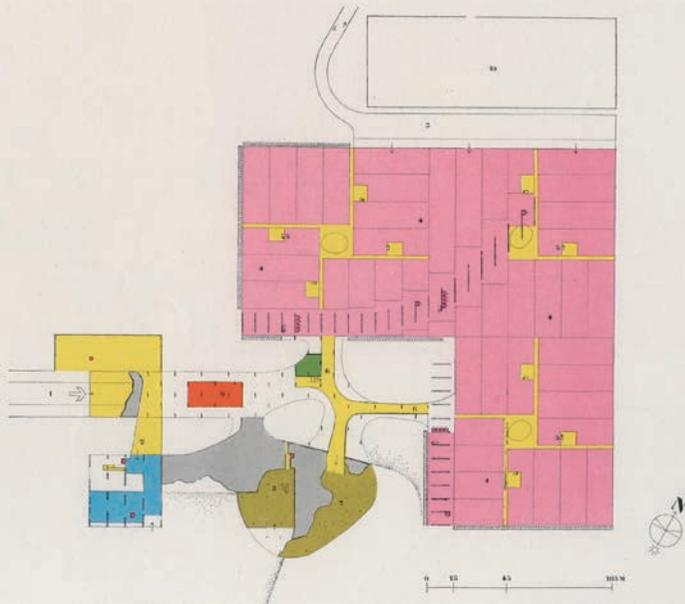
- 1 Entrée générale et contrôle
- 2 Conduits
- 3 Circulation verticale mécanique
- 4 Entrée vestiaires
- 5 Vestiaires
- 6 Accès aux ateliers
- 7 Accès administration et infirmerie
- 8 Administration

Niveaux 4 et 5. Echelle 1:2000

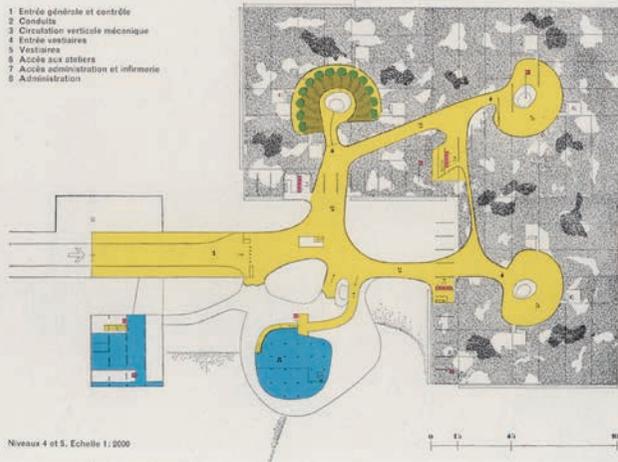
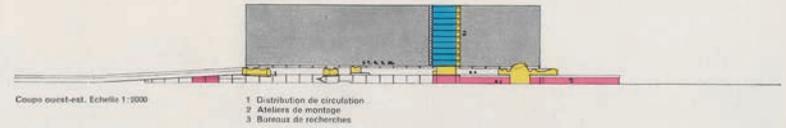




- 1 Entrée générale
- 2 Entrée Musée Electronique
- 3 Arrivée voitures
- 4 Ateliers de montage
- 5 Accès aux sanitaires et vestiaires
- 6 Conduit vers services sociaux et restaurant
- 7 Restaurant
- 8 Cuisine
- 9 Salle des machines
- 10 Bâtiment existant



Niveau 1, Echelle 1:2000



Niveaux 4 et 5, Echelle 1:2000



Le premier projet (1964): Le niveau 2b, échelle 1:2000



Le premier projet (1964): Le niveau 3, échelle 1:2000

