

The background is a vibrant, textured illustration. At the top, several thick, purple tentacles with suction cups reach down. Below them, a white boat with three orange rectangular stripes is shown from a side-on perspective. The boat is surrounded by a large, light blue circular area that has a dashed blue outline. The bottom of the illustration features a greyish ground with patches of green and yellow grass. There are some dark, jagged shapes that look like rocks or debris. Small black silhouettes of what might be people or animals are scattered across the scene. The overall style is painterly and expressive, with visible brushstrokes and a rich color palette of purples, blues, greens, and greys.

Reggio di Calabria

CALABRIAN MONSTER

Sabina Shariffová

ATELIER SITTA - CHMELOVÁ
FA CTU IN PRAGUE
SUMMER SEMESTER 2023



ABOUT THE AUTHOR

SABINA SHARIFFOVÁ

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favourite quote: *"Yesterday is history. Tomorrow is a mystery. Today is a gift. That's why they call it the present."* Eleanor Roosevelt



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The project was designed as part of the assignment for the waterfront area-REGGIO DI CALABRIA. The assignment was intentionally announced abroad to view the location as a foreign place, seen by someone who is not familiar with it.

A group of students who chose this assignment for the semester visited Calabria. A workshop took place at the local university of architecture, led by local architect and graphic designer Valerio Morabito. The workshop was conducted around the middle of the semester after conducting analyses and developing initial concepts.

Assignment:

"It is no secret that foreigners often perceive the genius loci differently than the locals. When it comes to design or concept, it is not as bound by local politics or the conservative views of the local residents. Forget about the parochial "it can't be done." The deliberate choice of a location outside the usual Czech references is intentional. We expect informed experimentation, the ability to take risks and venture into unexplored territory without fear of making mistakes. The project will primarily focus on urban scenarios, which will be defined volumetrically or even in more detail. As a nation living in a landlocked country we do not have the opportunity to work with an infinite horizon and the ever-changing nature of the sea."

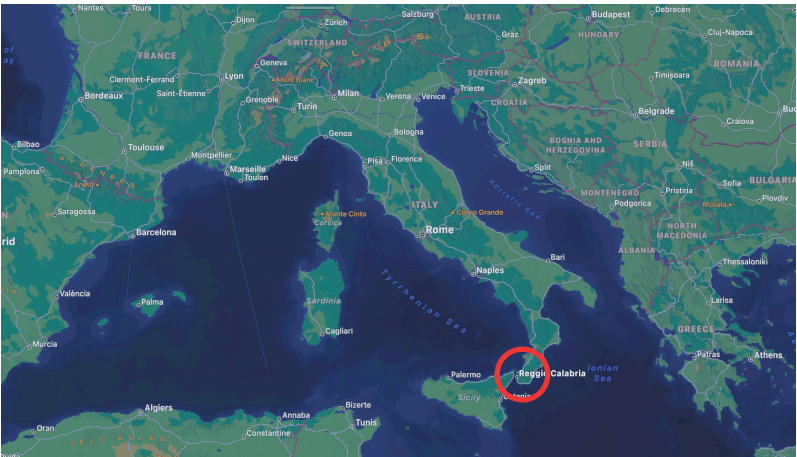
Years ago, a competition was held at the site for a local museum. One option is to revive this assignment but with a different theme. For example, a Museum of Lost Species or a Pavilion of the First Encounter – showcasing what you would like to present to extraterrestrial civilizations.

However, the design process has taken various directions beyond these assignments.



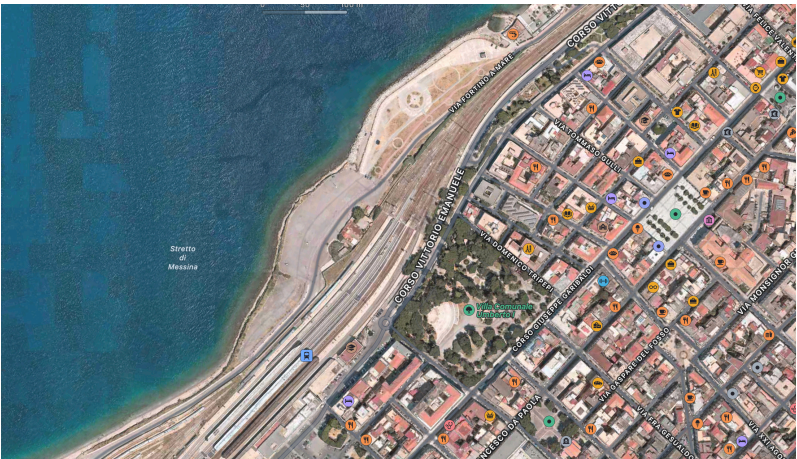
INTRODUCTION

WIDER RELATIONS



The location is situated on the west-
ern coast of Calabria in the metro-
politan city of Reggio Calabria. The
coast is washed by the Ionian Sea,
and further inland, there is a sea-
sonal riverbed. From the site, there
is a good view of the Sicilian coast-
line with the backdrop of mountains,
particularly Mount Etna.

*For more information, refer to the
portfolio analysis of Reggio Calabria.*



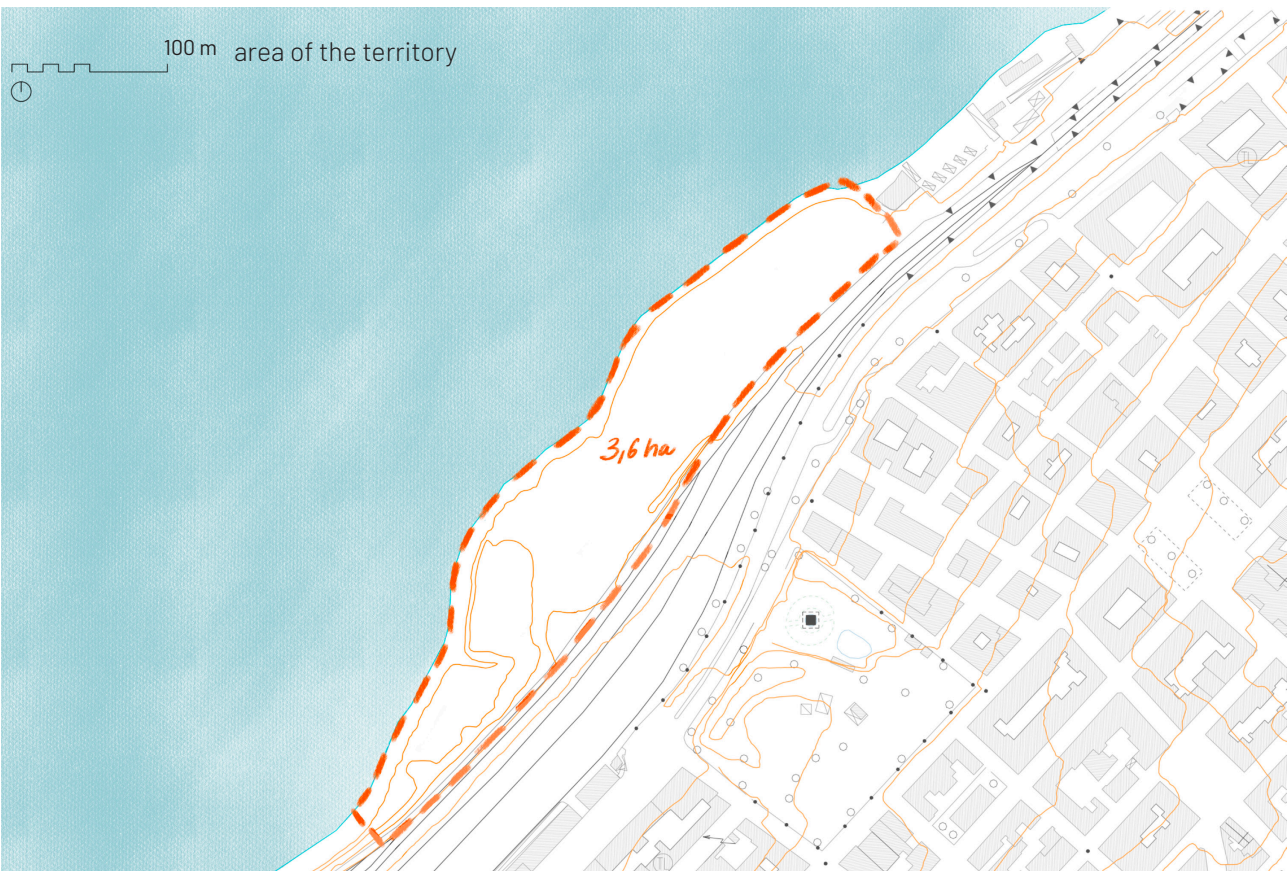
CURRENT STATE



This area is located behind the train depot and currently serves as a parking lot. The area is separated from the train station by a wall. There is a seafood restaurant nearby. The promenade also ends here, and people often continue running or walking along the coast. The location consists partly of fill material after an earthquake, resulting in an approximate 3-meter height difference from the sea level. The locals also enjoy fishing here or taking walks. There is ongoing construction for the renovation of the waterfront in a part of the area under consideration.



DESIGNED AREA



CURRENT STATE



Reggio di Calabria is a city overlooking Mount Etna and the Sicilian coast. It is likely that every 100 years this location experiences natural disasters in the form of earthquakes and tsunami waves. If you live in the most seismologically active area in Europe, this is exactly one of the places in the world where you can experience the raw power of Mother Nature.

The Calabrian Monster is a stretch of coastline in the Italian city of Reggio di Calabria. The project represents an innovative metamorphosis of the coastal landscape in the form of floating movable piers. The vision of the coastline draws inspiration from the underwater world of the Ionian Sea and the mythical tales of sea monsters associated with the Strait of Messina.

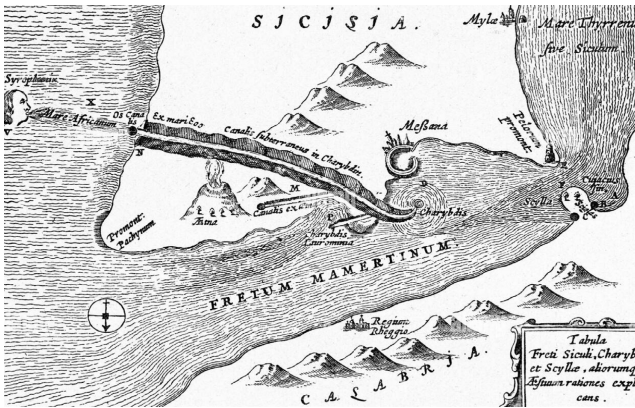
This mythical phenomenon is brought into the present in the form of a real sea creature - an octopus. The coastal composition of the floating piers, resembling tentacles, is complemented by a series of small bays with abundant coastal and marine flora and fauna. The piers move with the energy of the sea waves, creating unpredictable and ever-changing choreography of the coastline.



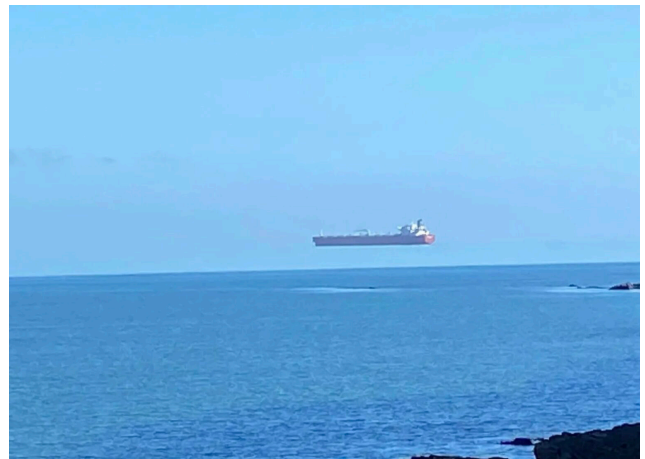
CONCEPT

The image is a conceptual diagram set against a background of vertical teal and blue brushstrokes. A large, semi-transparent pink oval shape dominates the left side, containing the word 'CONCEPT' in bold black text. Inside this pink area, there are two orange rectangular blocks and a small black silhouette of a person. A dashed purple line outlines a path that starts from the top left, curves around the pink area, and then extends downwards to a rocky, grassy area at the bottom left. This rocky area is filled with green and yellow grass and several grey rocks. A dashed black line connects this rocky area to another similar rocky area on the right. In the bottom left corner, there are orange rectangular blocks and a small black silhouette of a person. In the bottom center, there are three small black silhouettes of people. On the right side, there is a large, curved, light-colored shape that resembles a path or a boundary, with a small black silhouette of a person near its top. The overall style is artistic and conceptual, using various colors and line styles to represent different elements of a landscape or a process.

THE MYTHS AND MYSTERY OF THE MESSINA STRAIT



The greatest inspiration in creating the concept was the mystique that surrounds the shores of the Strait of Messina. Here, we can observe various almost supernatural phenomena such as the visible boundaries of two seas and the Fata Morgana, which originates from Reggio Calabria. Then we have Mount Etna, which speaks for itself. The Strait of Messina is also associated with the Greek mythology legends of Scylla and Charybdis, from which the idiom originates: "To be between Scylla and Charybdis" means to "choose between two evils."



FAUNA OF IONIAN SEA

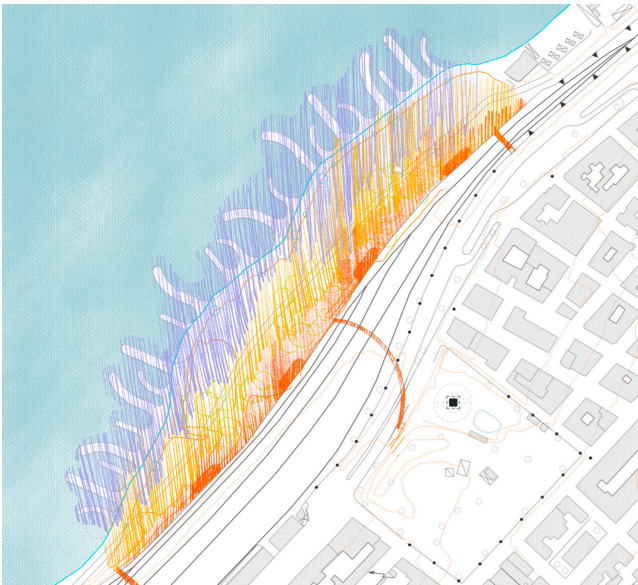


CHARACTERS

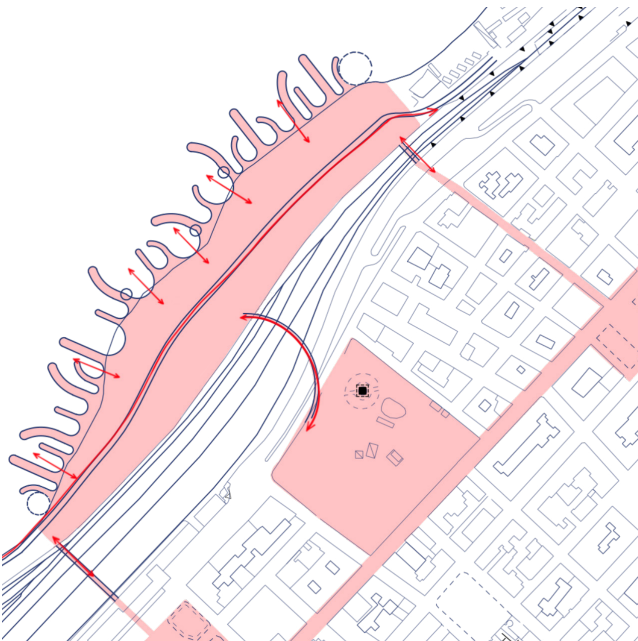


On the waterfront, there is a mixture of activities and zones. The blue zones at the edges of the waterfront are designated as quiet zones specifically intended for fishing activities. They are deliberately placed at the beginning and end to be easily accessible from nearby parking areas.

The yellow zone is a transitional and moderately active zone. It is followed by the red zone, which is designed for water activities and bustling events. However, all activities are mixed together, leading to unexpected situations.

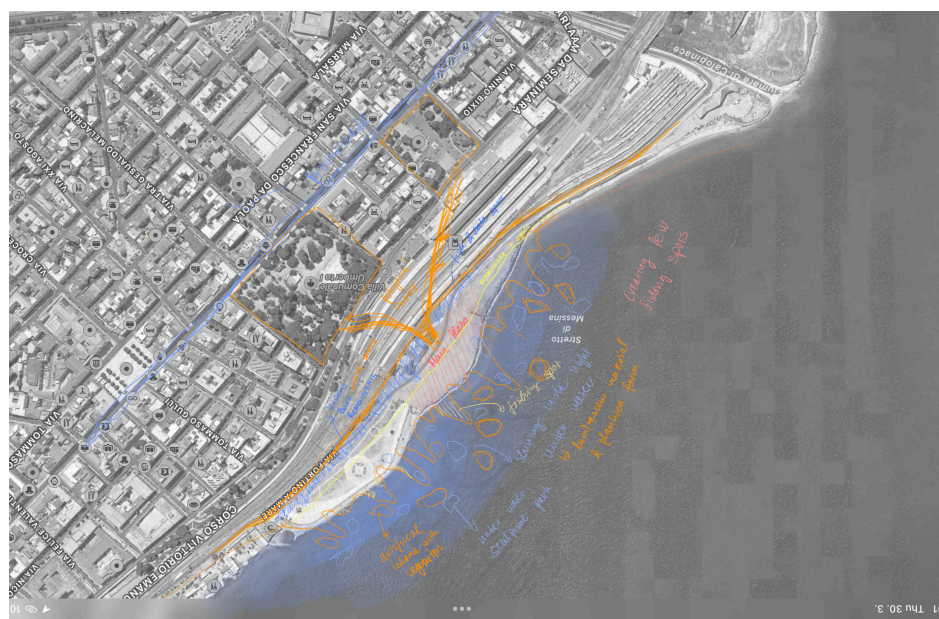
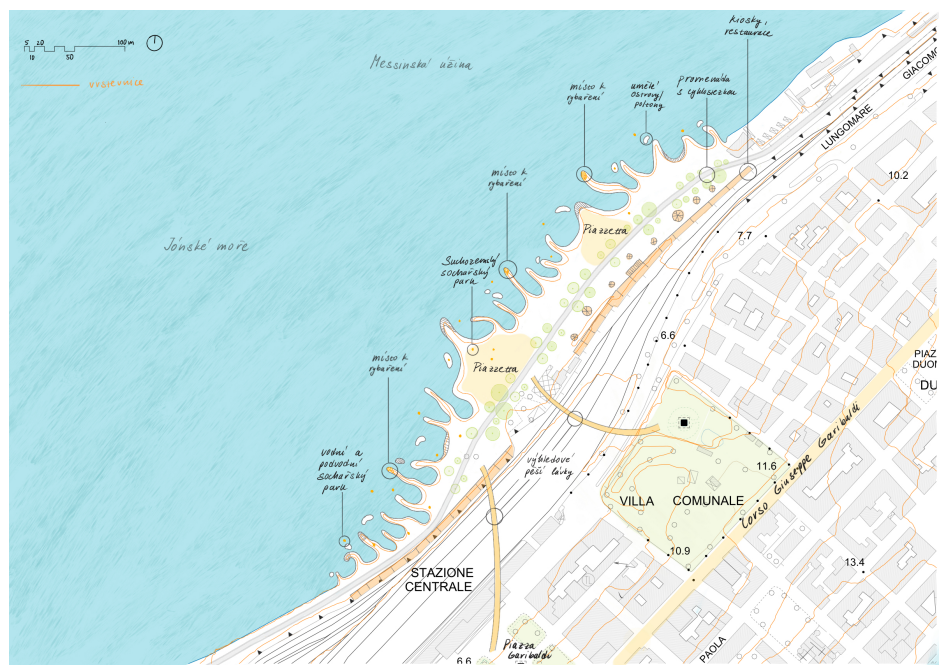
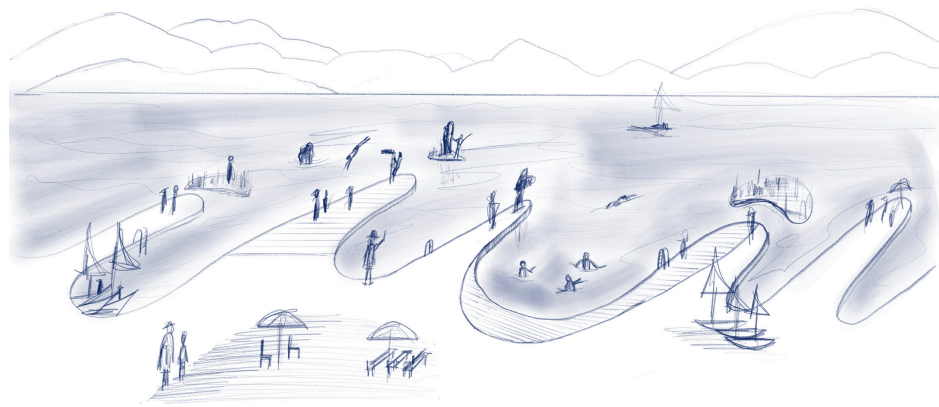


There is also a blending of characters on the waterfront. From the city, urban characters flow onto the waterfront through footbridge and underpasses, slightly merging with the coastal character. This coastal character, in turn, connects with the marine character.



The connection is established on the coast by providing access to the sea. The pedestrian and cycling promenade is also extended, seamlessly connecting to the existing one. The waterfront is connected to the city through two underpasses and a pedestrian bridge that runs over the railway track.

PROCESS OF DESIGNING



The design involves transforming a straight coastline into a curved one composed of interconnected modules. The modules are divided into jetties (tentacles) and small bays. The piers are designed in a straight form in two sizes and in a curved form in two sizes as well. Some jetties are adapted for horizontal movement using natural wave energy.

The bays come in two types: vegetation bays and recreational bays. Vegetation bays are designed as transitional edges from terrestrial to coastal and marine plants. Recreational bays provide access to the sea through a ramp in both directions of the bay, as well as a staircase washed by the waves. Additional access to the sea is locally provided by fixed or dynamic ladders intentionally placed at the end of floating jetties.

The terrestrial part is designed with transitional zones of park volcanic gravel areas and paved areas. The park areas are adorned with trees and complemented by low circular patches. The paved areas allow the expansion of functions from four linear buildings located along the anti-noise wall. The linear buildings are based on the principle of *sala terrena*, a semi-open covered space. Here, markets, restaurants, and cafes with outdoor seating, as well as similar activities, can take place.

The waterfront is accessible from the city via two underpasses and a pedestrian bridge that runs over the railway track. The existing promenade is extended through the designed area, offering visitors rides and walks with a sea view.

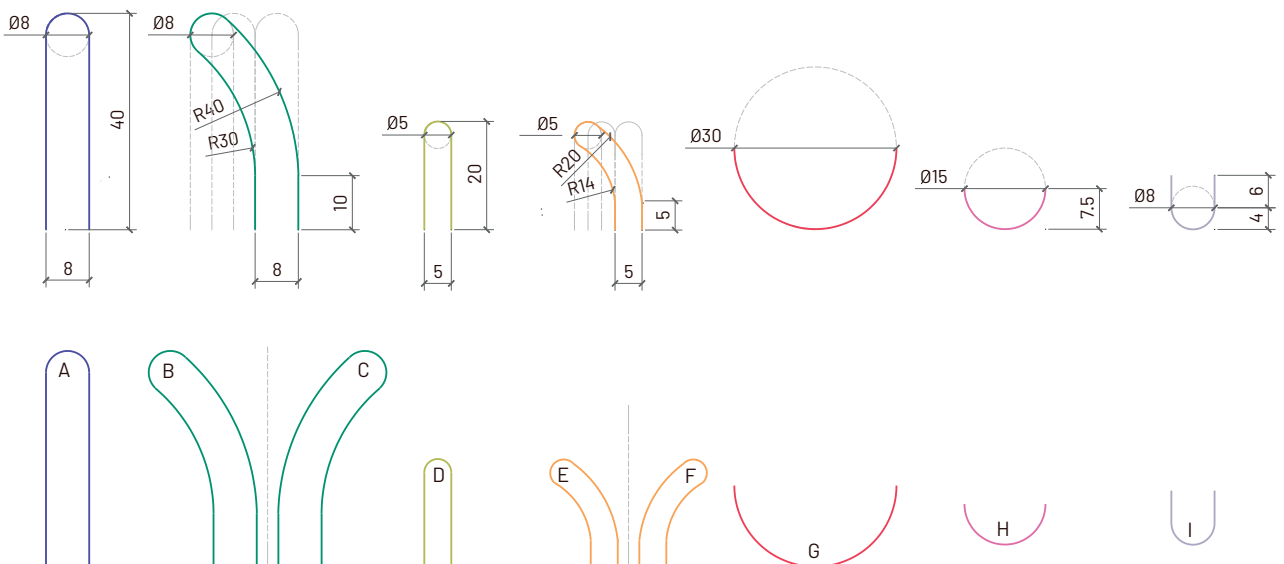
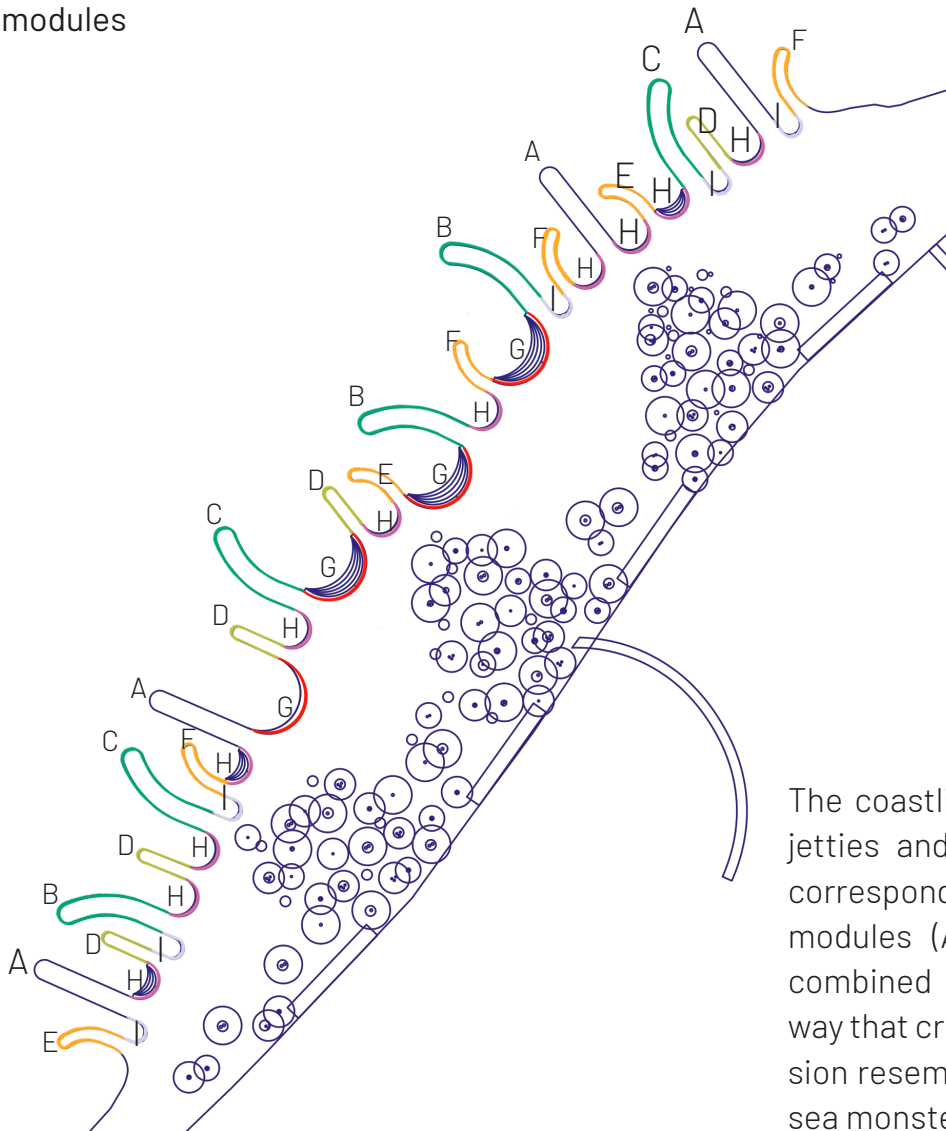
The entire site is enhanced with the placement of stone blocks, which are used in the vegetation bays as well as scattered in the sea and on land. Public street art can take place on these stones. If visitors paint on the stones, the scenery of the waterfront will constantly change, creating a kind of camouflage, similar to what octopuses demonstrate on their skin.



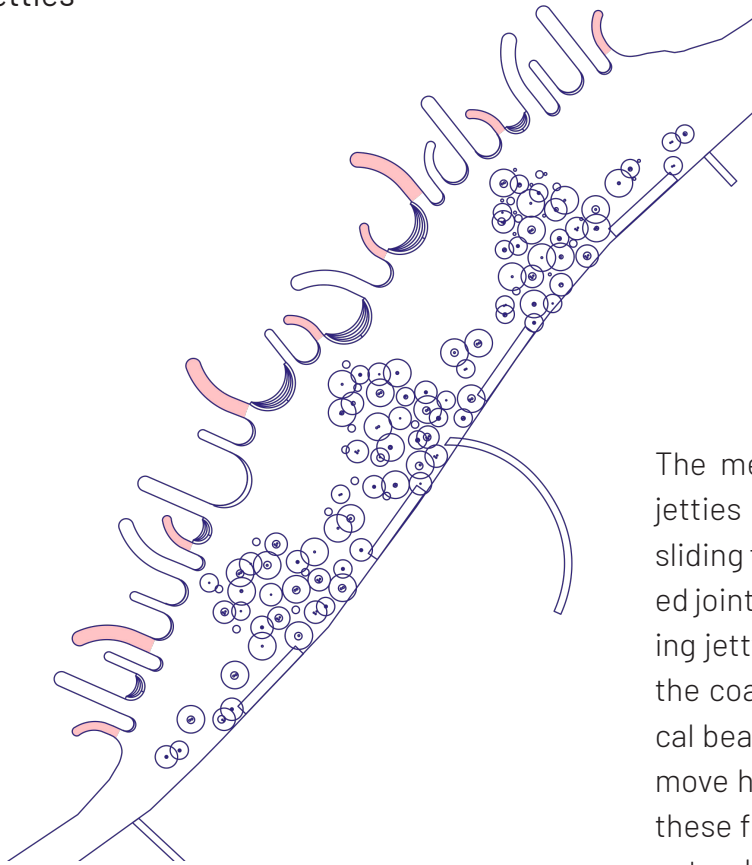
DESIGN

JETTIES AND BAYS

modules

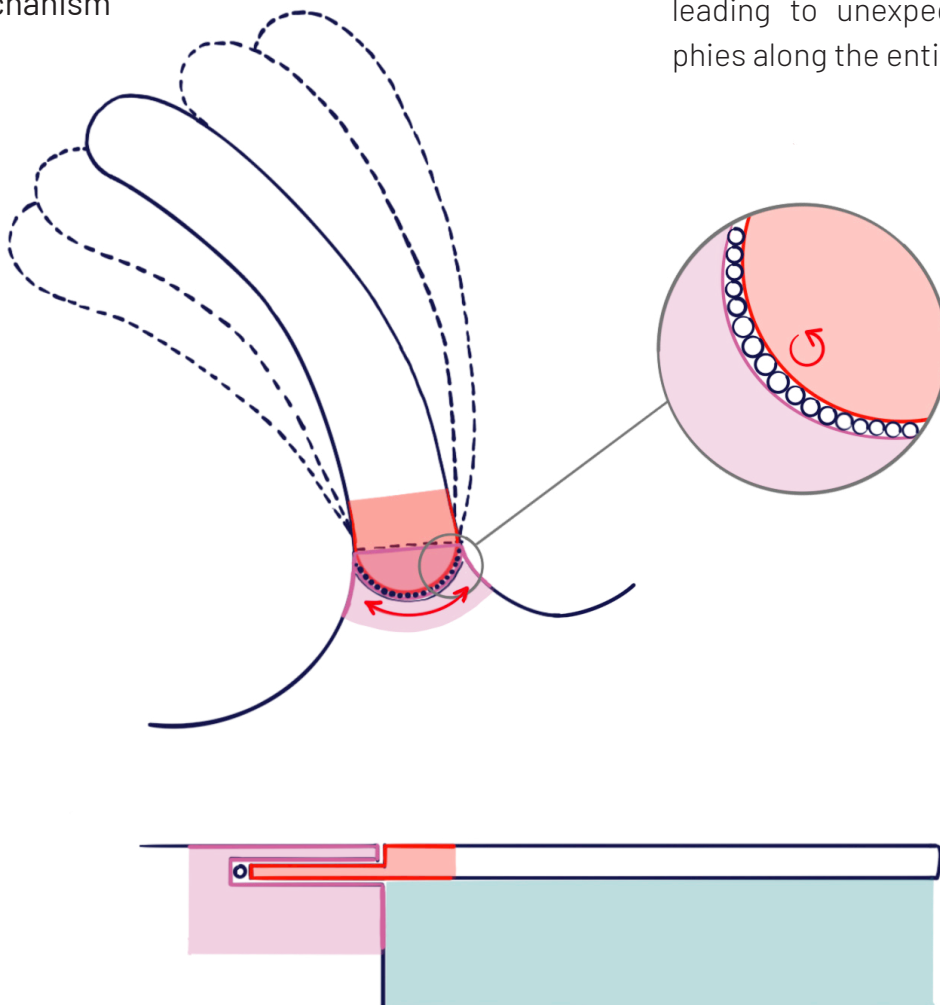


moving jetties

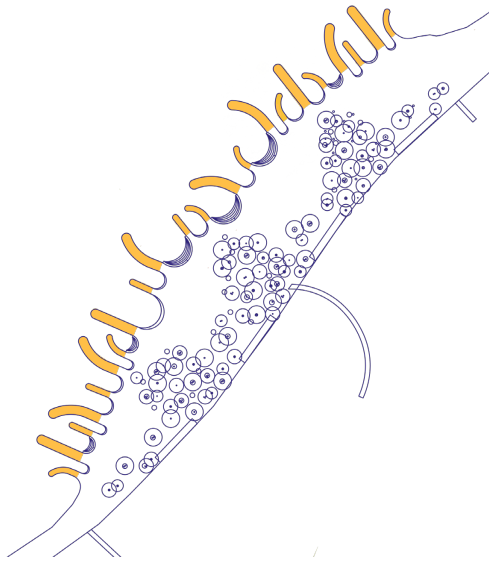


The mechanism of floating moving jetties is based on the principle of sliding floors, similar to the articulated joints in tram carriages. The floating jetty is connected to the edge of the coastline by a large axial spherical bearing, which allows the jetty to move horizontally. The movement of these floating jetties is driven by the natural energy of the ocean waves, leading to unexpected choreographies along the entire coastline.

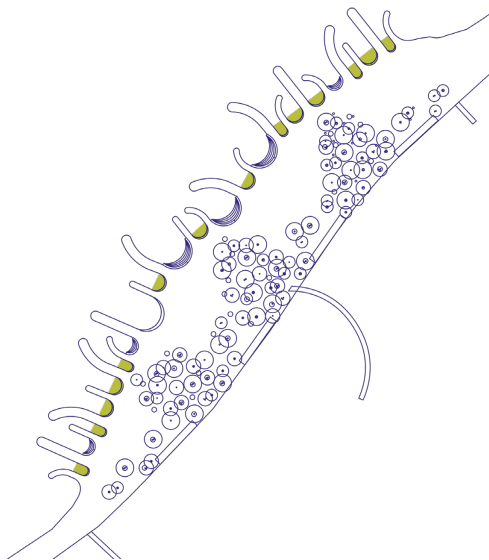
the mechanism



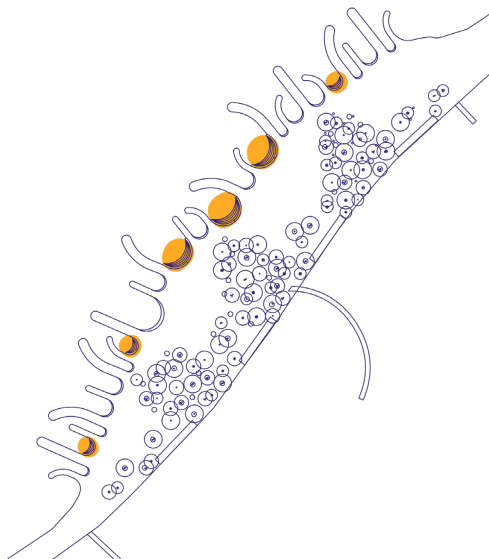
JETTIES AND BAYS



The coastline is terminated by edges in three different variations. The first edge of the floating jetty can be either made of asphalt-concrete or complemented with locally traditional chestnut wood. Access to the water is provided by a ladder, which is either anchored or free depending on the movement of the jetty.

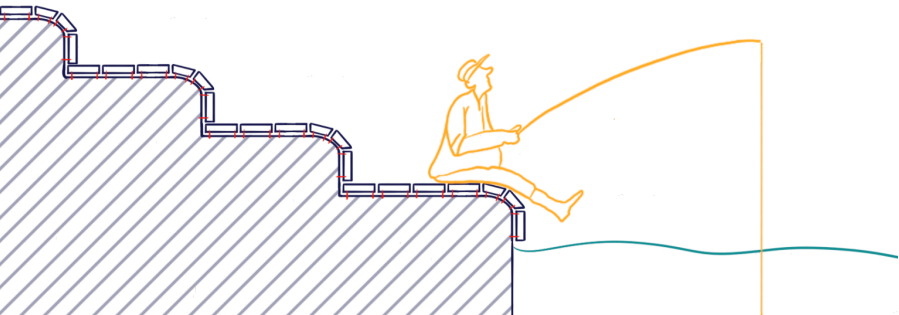
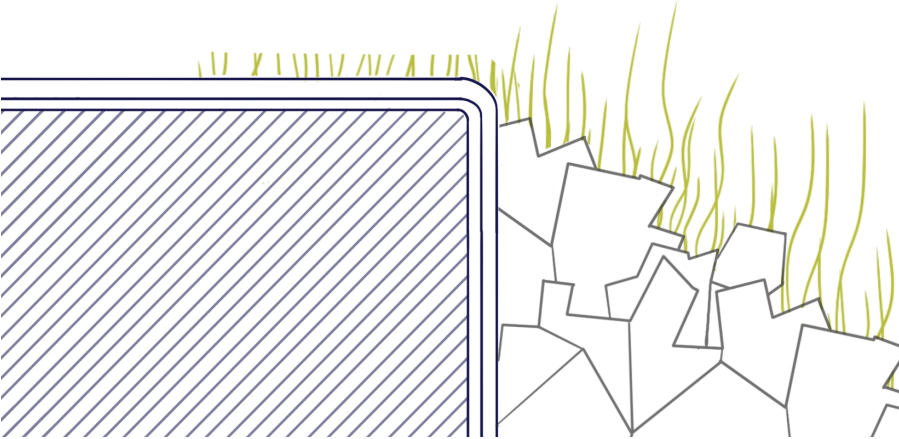
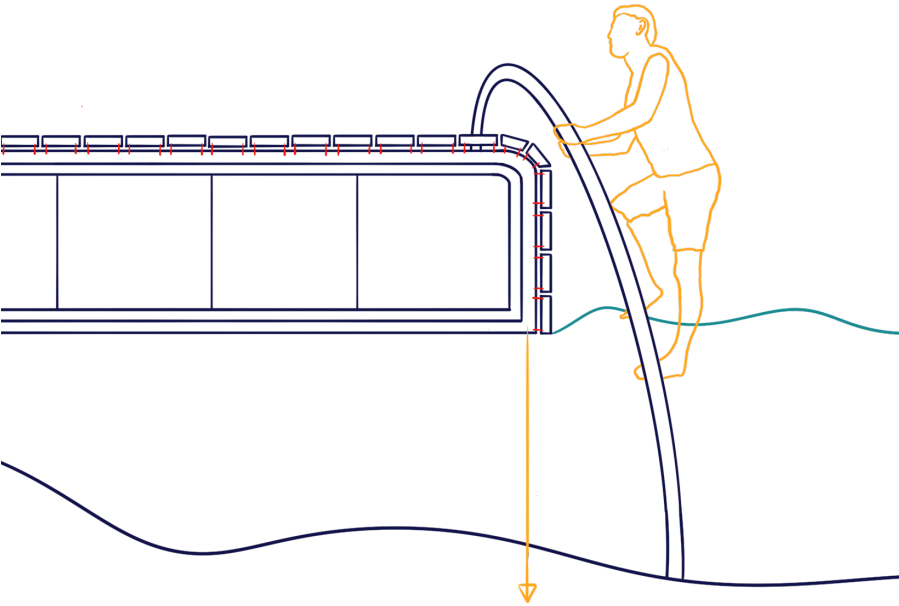


The second edge is a perpendicular edge with coastal and marine vegetation on rocks, which are placed there to break the waves. These rocks are modified existing ones.



The third edge is designed as leisure stairs with a ramp in both directions, providing barrier-free access to the sea.

coastline edges



VEGETATION

Trees

(A)



Quercus suber



Quercus ilex



Olea europaea

Climbing plants

(B)



Campsis radicans



Hedera helix

Patches plants to semi-shade or sun location

(C)



Rosmarinus officinalis 'Prostratus'



Rosmarinus officinalis



Thymus vulgaris



Thymus serpyllum



Patches plants to shade
location

(D)



Vinca major



Vinca minor

Coastal vegetation on rocks

(E)



Crithmum maritimum



Halimione portulacoides



Limonium vulgare



Euphorbia paralias



Cakile maritima

Sea vegetation

(F)



Padina pavonica



Caulerpa prolifera



Zostera marina



Cystoseira spp.



Asparagopsis armata



Jania rubens

SURFACES



Asphalt concrete

The existing surface will be recycled and combined with concrete, creating a composite material. A light-colored coating will be applied to this surface to reduce the surface albedo.



Wood decks, seating wood

As the sub-wood, I choose chestnut wood. Chestnut wood is known for its high durability and resistance to decay, thanks to its natural tannins and oils. It is classified as a hardwood and offers good resistance to rot, fungi, and insect attacks. Reggio Calabria has a rich history and cultural heritage with chestnut wood. The wood will be locally sourced and traditionally processed.



Volcanic gravel

For the gravel surface, volcanic stone from Mount Etna will be used. Visually, the gravel will be dark and evoke a mysterious atmosphere.



Concrete

A promenade will be created from natural concrete to ensure a smooth surface for cycling.



Invisible curb

The surface made of asphalt concrete and volcanic stone will be separated by an invisible curb.

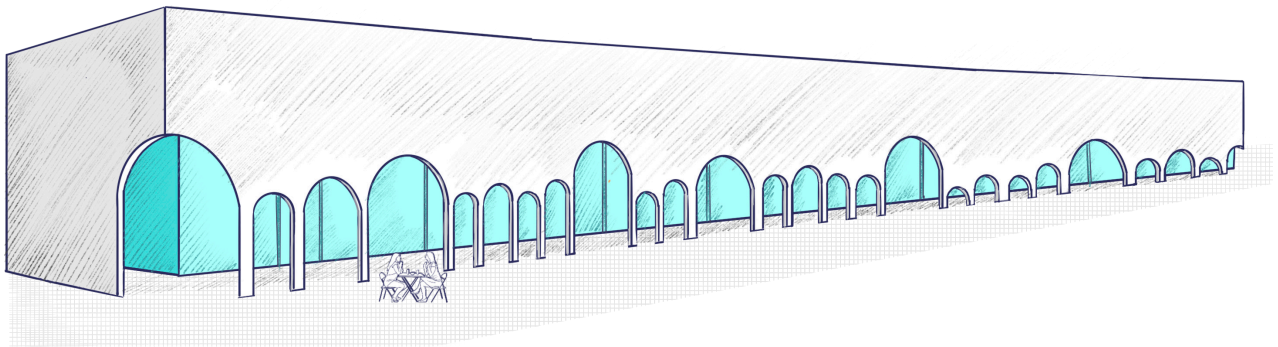


Chopped cobblestone (grind off the top)

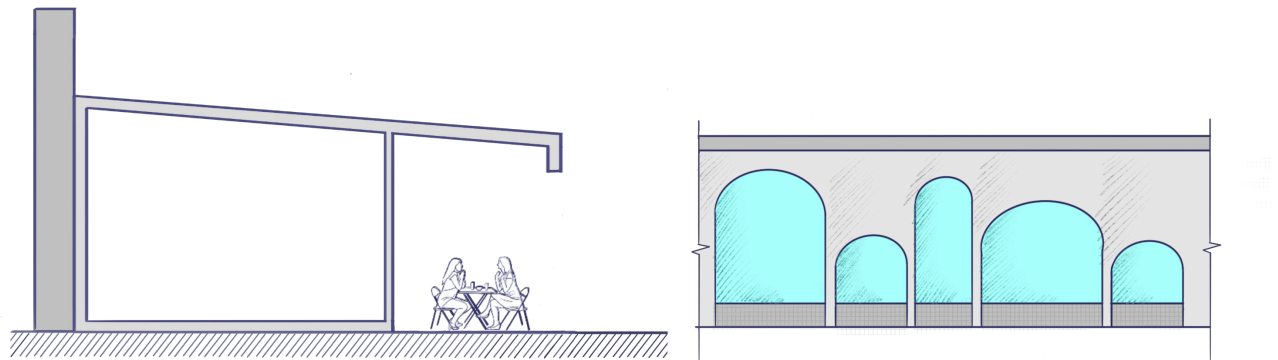
The paved area will be constructed using existing stones found along the coastline. The stones will be irregularly split and smoothly ground on the upper side.

BUILDING OBJECTS

semi functional building



anti-noise wall



The low linear buildings along the anti-noise barrier are designed to be approximately one third open covered space (sala terrena). The rest of the building is intended for restaurants, cafes, markets, and various shops. The open covered space continuing beneath the crowns of the trees will have a diverse range of uses. The arcades forming the front and partially the side facade are based on a similar principle as the variation of mini bays along the coastline.



footbridge



mobiliari





Messina strait

Ionian sea

train station

Reggio Calabria
Centrale

P

1

2

3

4

5

6



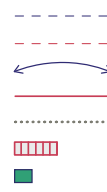
boarderline of the design
counterlines (1 m a.s.l.)
section line



entrance to the area
entrance to the sea
entrance to the building



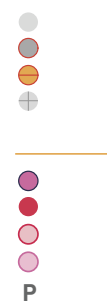
original coastline
designed coastline
moveble jetty
floating jetty
atypical connection
stairs to the sea
ladder to the sea



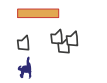
broad-leaved trees
patches-onshore vegetation
coastal vegetation
seaweed-sea vegetation
climbing plant



recycled asphalt-concrete
volcanic gravel
seating wood (chestnut)
chopped cobblestone
(grind off the top)
invisible steel curb
buildings
anti-noise wall
footbridge
underpassage
parking lot



benches
stone sculptures / blocks
people

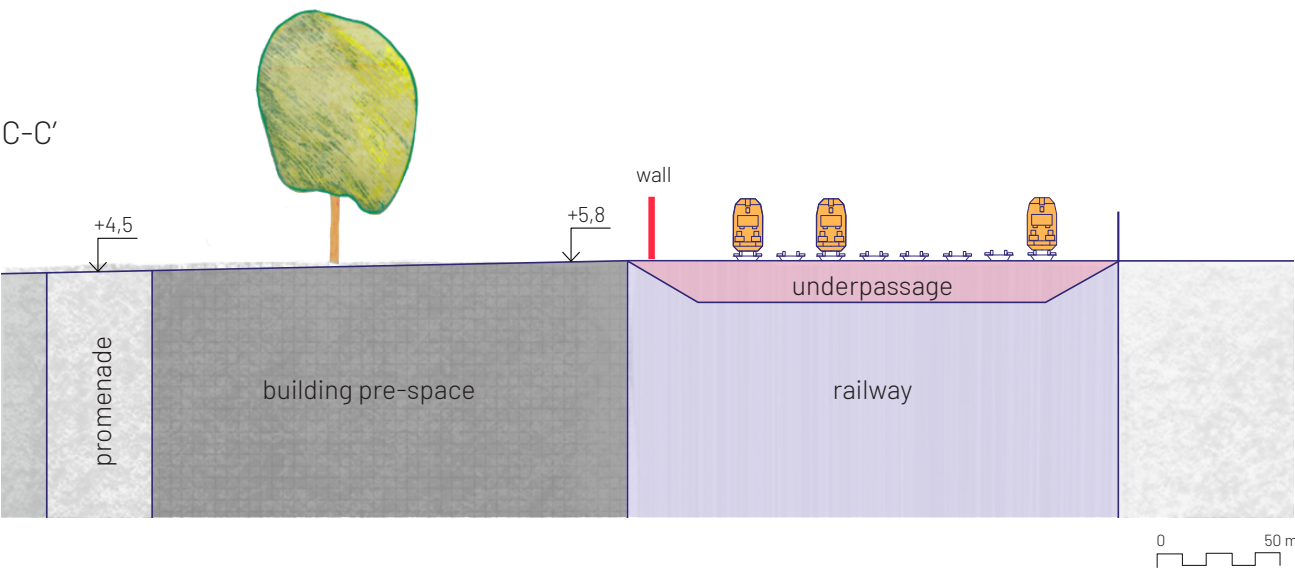
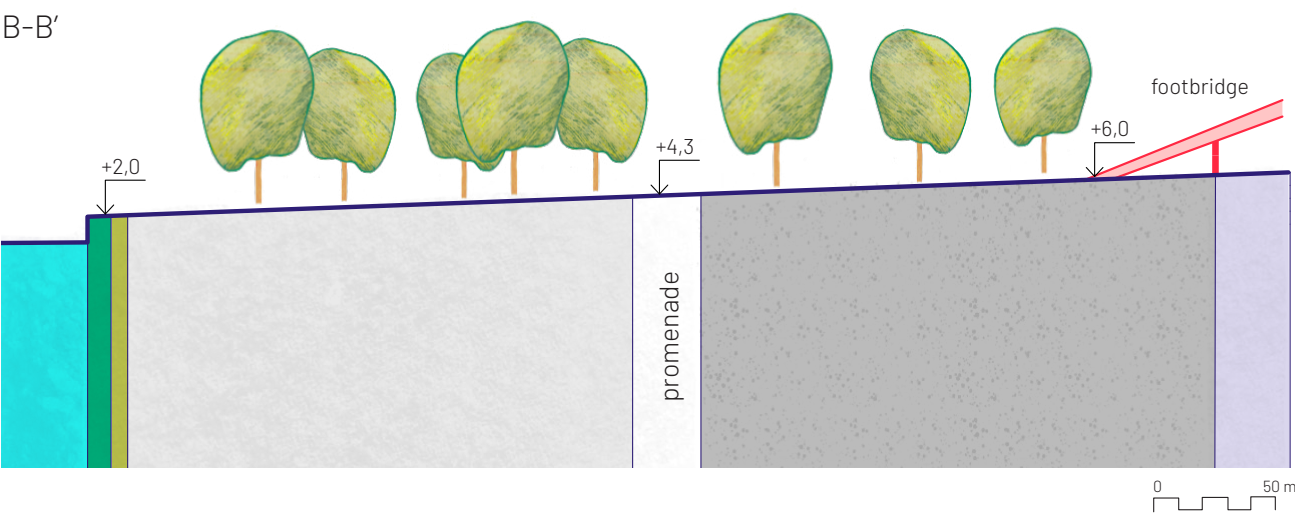
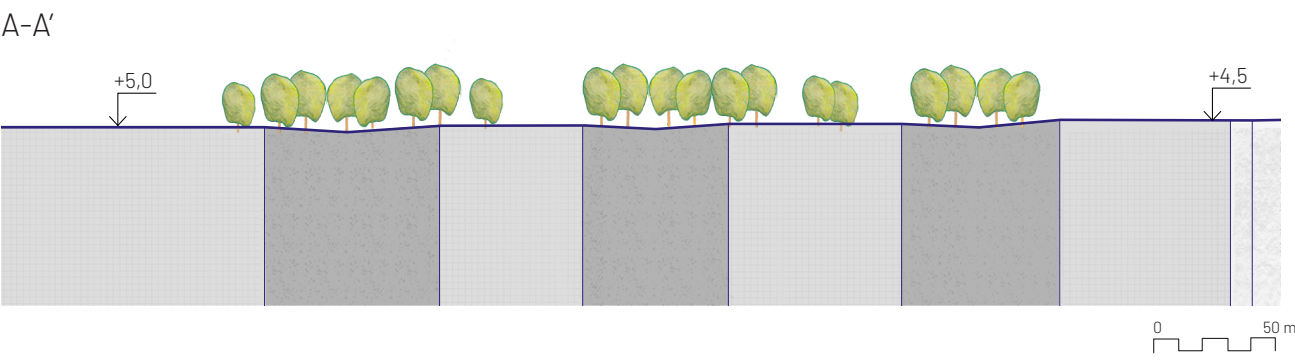


Calabrian Monster in Reggio Calabria
coordinates: 38.1062206N, 15.6370600E

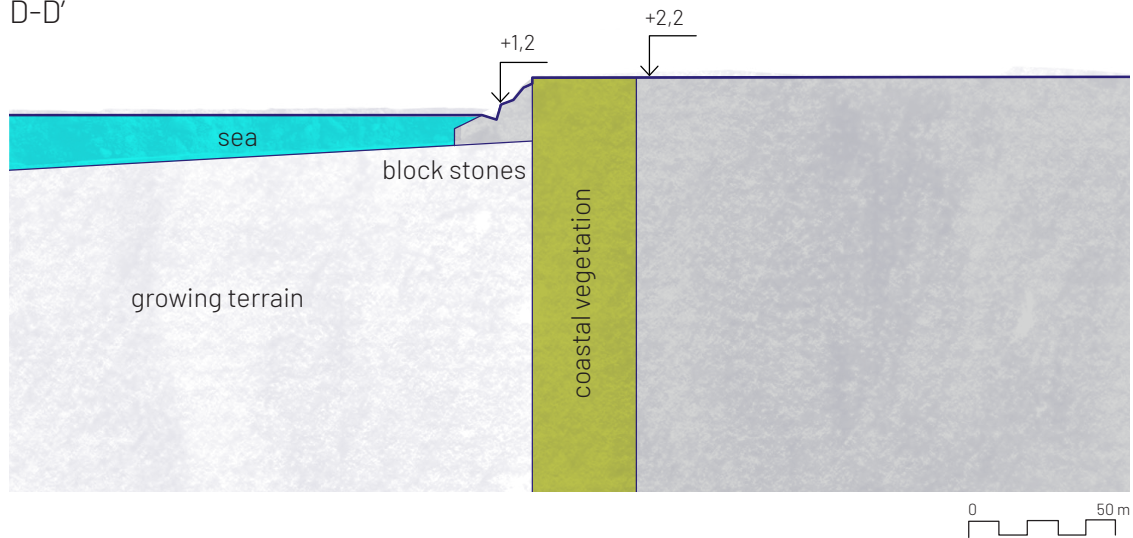


0 10 20 30 40 50m

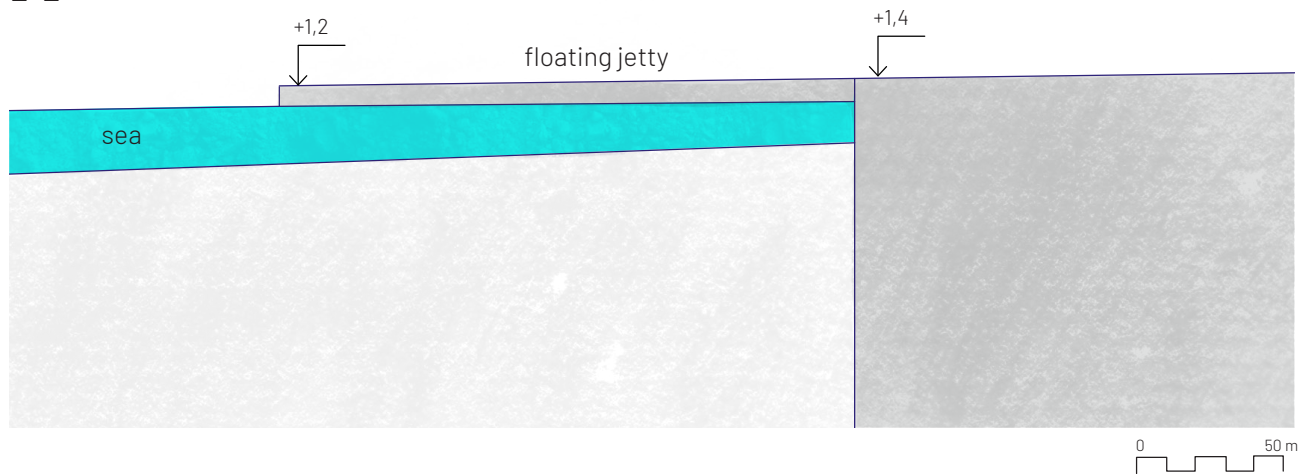
SECTION CUTS



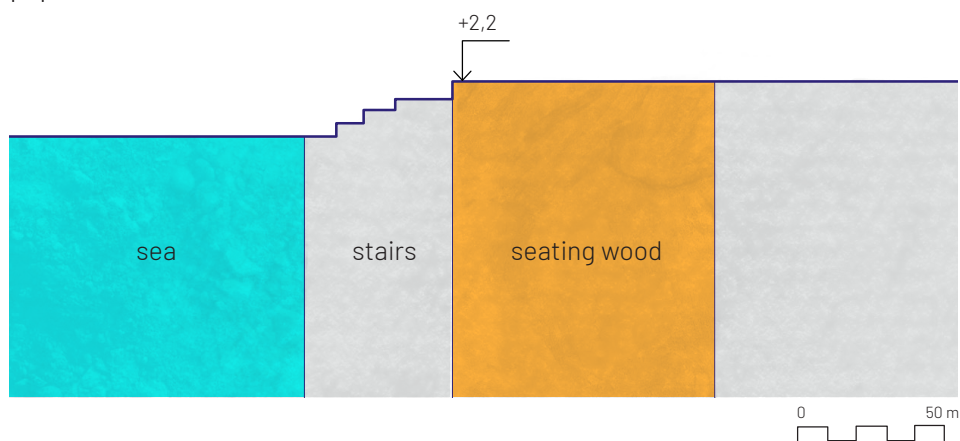
D-D'



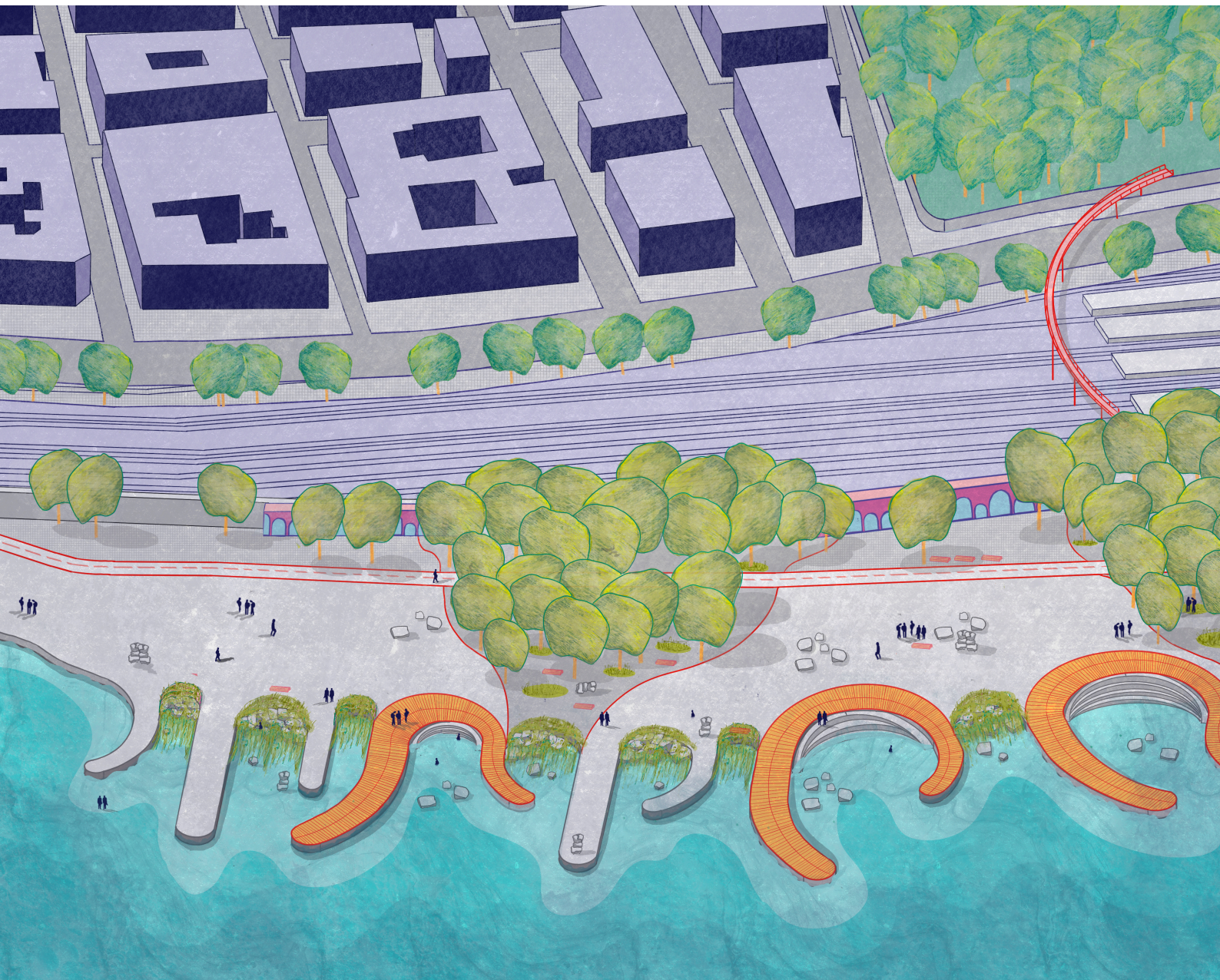
E-E'

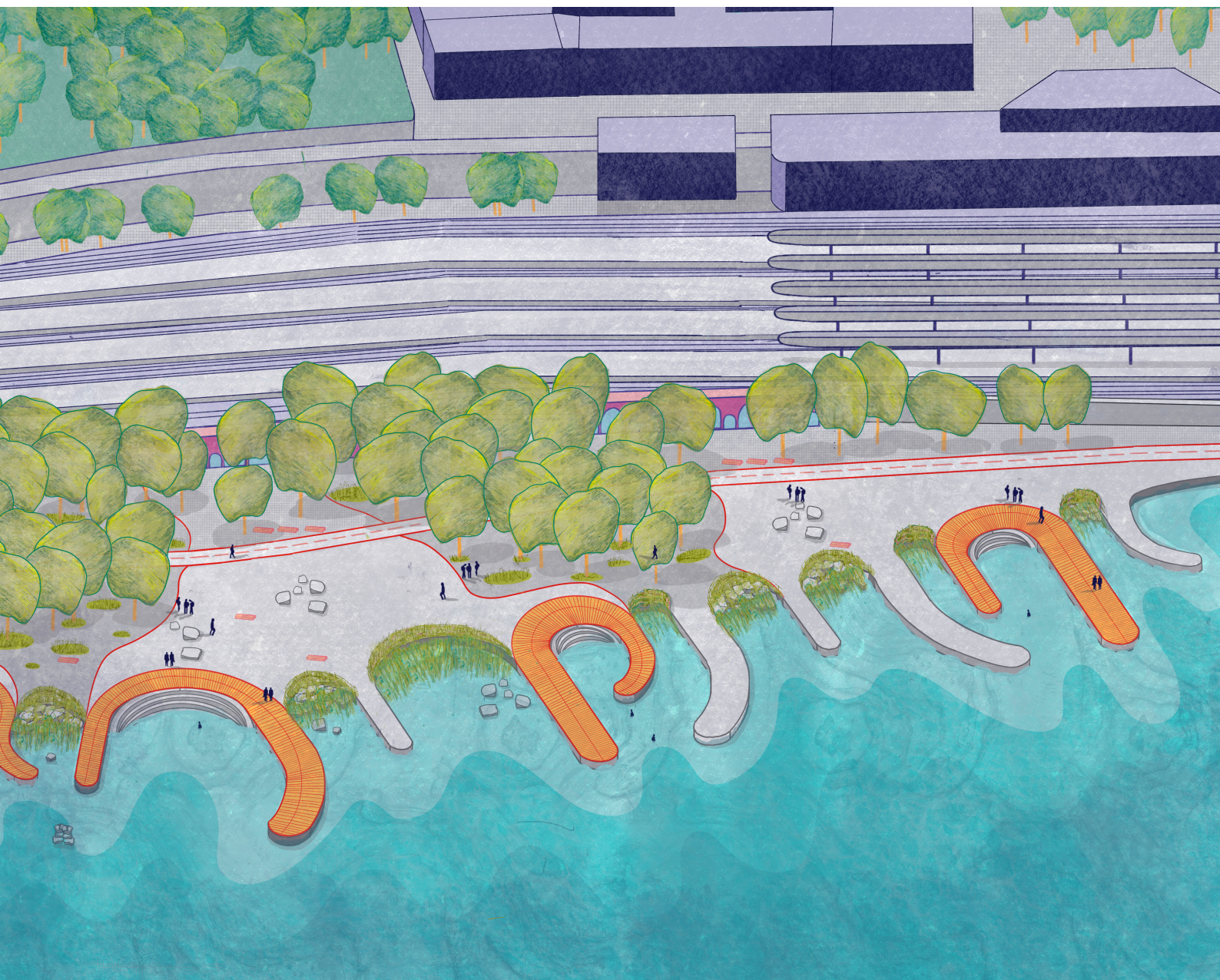


F-F'



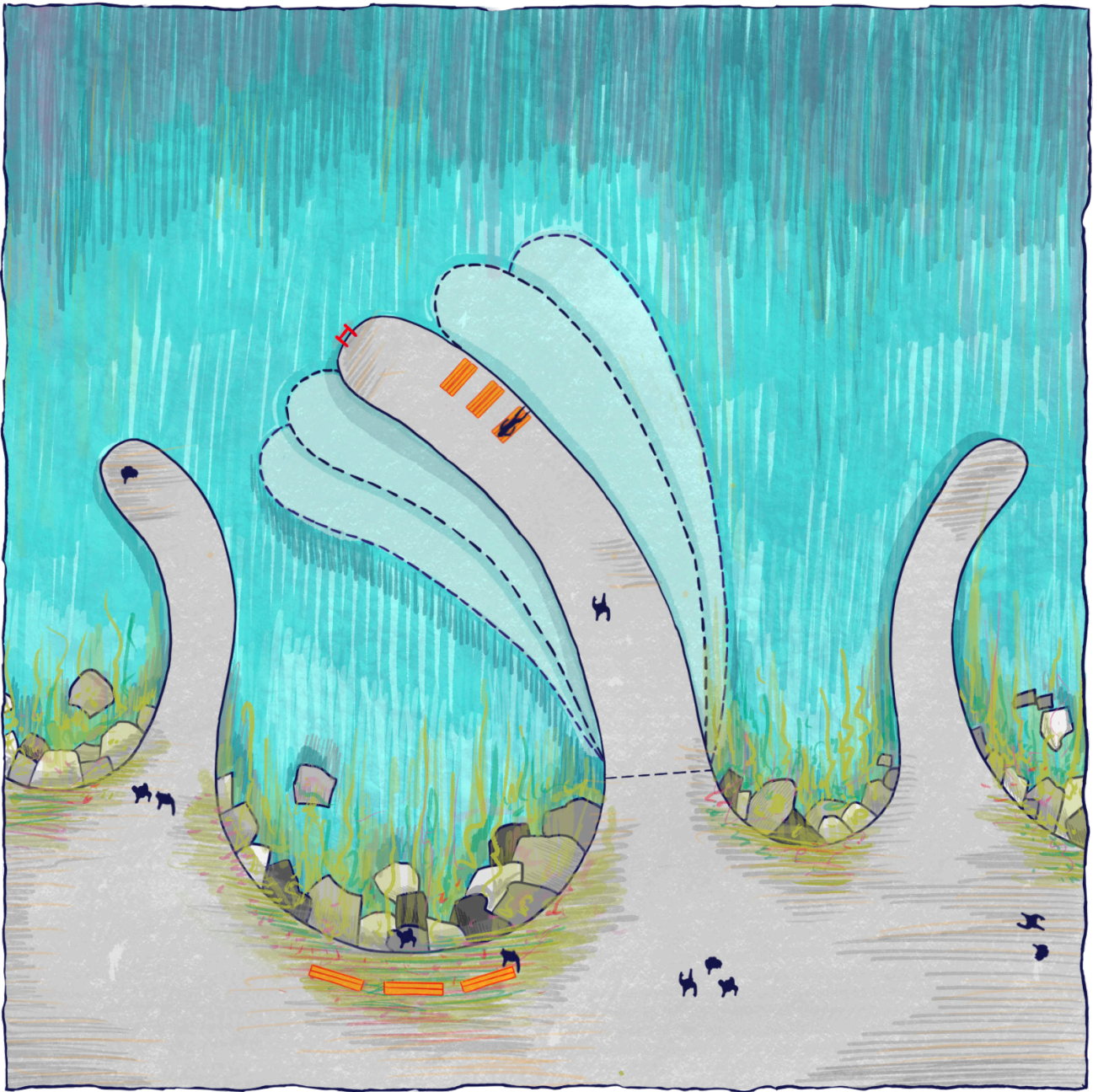
ISOMETRIC





VISUALIZATIONS





VISUALIZATIONS





VISUALIZATIONS





VISUALIZATIONS







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