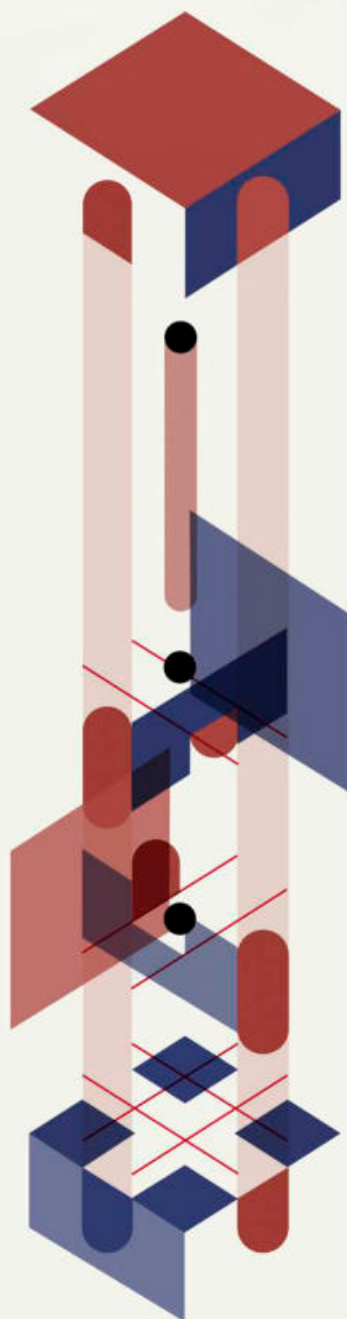


ARCHI
VISION

RDA



CESARE ROVERSI

Colophon

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RDA - inserto	
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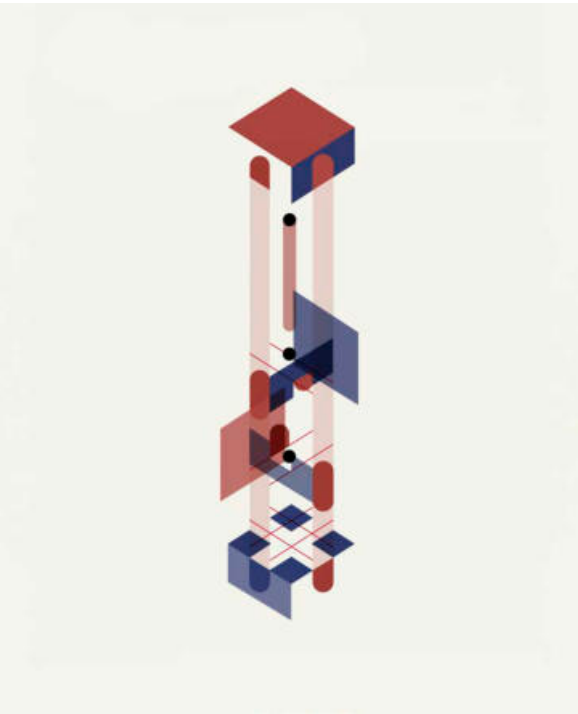
Cover: graphics presented at the Salone del Mobile in Milan, produced by Cesare Roversi during the presentation of the design.

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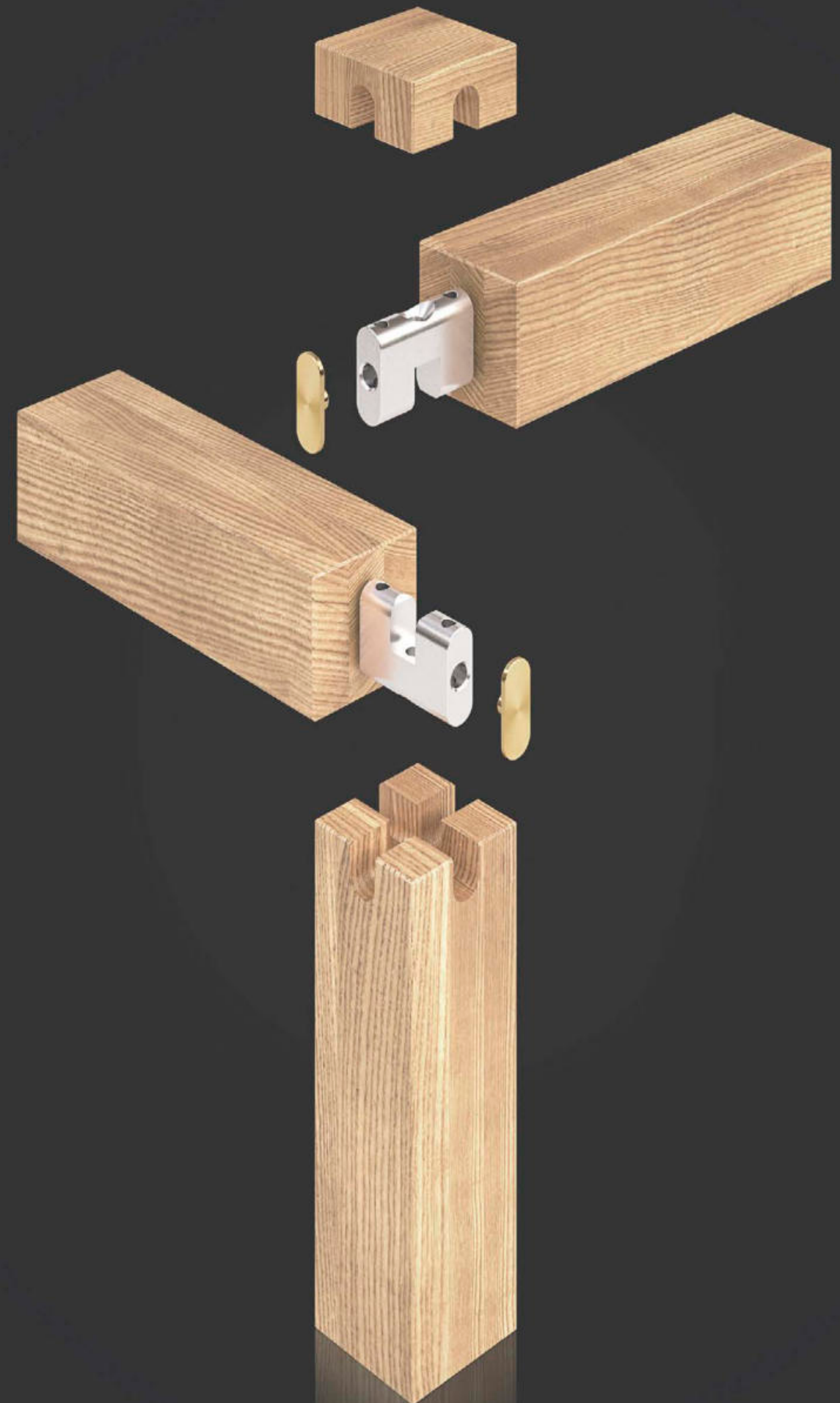


RDA

RDA

Roversi Design Award

The components of the
6x6 joint system



La mutevolezza del Presente

Fluidità. Pare questo il fondamentale e più ineludibile assioma del vivere e del progettare contemporaneo.

Nell'era digitale, in un tempo i cui esiti e le cui trasformazioni non sono ancora pienamente decifrabili, l'unica certezza è che ogni cosa cambia, muta ed evolve ad una rapidità originale rispetto al tempo passato.

La vita, oggi, è più che mai dinamismo, cambiamento, ricerca di successivi e precari punti di equilibrio, e l'architettura, lo spazio fisico, a queste regole non fa differenza.

Gli spazi di lavoro non sono più vincolati ad un luogo, ad una postazione: sono contesti di relazione, scambio e confronto. Le abitazioni non sono più intese come progetto di vita, ma come bene di consumo, tanto migliore se fruibile su brevi durate e senza particolari vincoli. Gli spazi della cultura a loro volta assumono una dimensione effimera: la cultura è sempre più scolpita da happening, installazioni ed esibizioni temporanee.

Quale dunque il ruolo dell'architettura nell'era del 4.0?

Quello di software, di device, di applicativo riconfigurabile, capace di evolvere in sistemi complessi, innestandosi sugli

immani hardware ereditati dal passato: le grandi architetture non più sostenibili e spesso protagoniste di opere di riprogettazione e riconfigurazione interna, contenitori eletti ad ospiti della fluidità moderna.

Cesare Roversi è fra i più abili ed autorevoli interpreti di simile fluidità.

Da 70 anni fra le principali e più note firme dell'arredamento Made In Italy, Cesare Roversi è una grande azienda dal cuore di "bottega". Mani esperte, indurite dal lavoro, ma gentili, abili, capaci di dare vita ad opere d'arte più che arredi, a forme e disegni che hanno sfidato il tempo, immaginate e percorse da Maestri del design quali Michele De Lucchi e Tobia Scarpa.

Un'azienda che da settant'anni modella il futuro, e che a tutt'oggi continua a chiedersi quali saranno gli spazi del futuro.

Una domanda che Cesare Roversi ha rivolto ai progettisti, invitandoli ad immaginare il vivere, il lavorare e il divertirsi nell'era del 4.0, della fluidità e della smaterializzazione, certi – in ogni caso - che quale che sarà il futuro, qualità, eccellenza e passione per la progettazione, giocheranno comunque un ruolo fondamentale nella vita di domani.

The Present changing

Fluidity. This seems to be the fundamental and most inescapable principle of life and contemporary design.

In the digital age, the outcomes and transformations of time are not yet fully decipherable, and the only certainty is that everything changes and evolves at its own pace compared to the past.

Today more than ever, life is about dynamism, change, searching for consecutive and precarious balance points, and architecture as a physical space is no exception to these rules.

Workspaces are no longer bound to a place and a location. They are contexts of relationship, exchange and discussion. Housing is no longer intended as a life project, but as a consumer good, and it is even better if it can be used over a short amount of time and without constraints. In turn, the spaces of culture take on an ephemeral dimension, as culture is increasingly affected by events, installations and temporary exhibitions.

What then is the role of architecture in the 4.0 era?

It is intended as a piece of software, a device or a reconfig-

urable application, which can evolve in complex systems and grafts on the enormous hardware inherited from the past. That is to say, to major architectures that are no longer sustainable, often redesigned and internally reconfigured to serve as containers of modern fluidity.

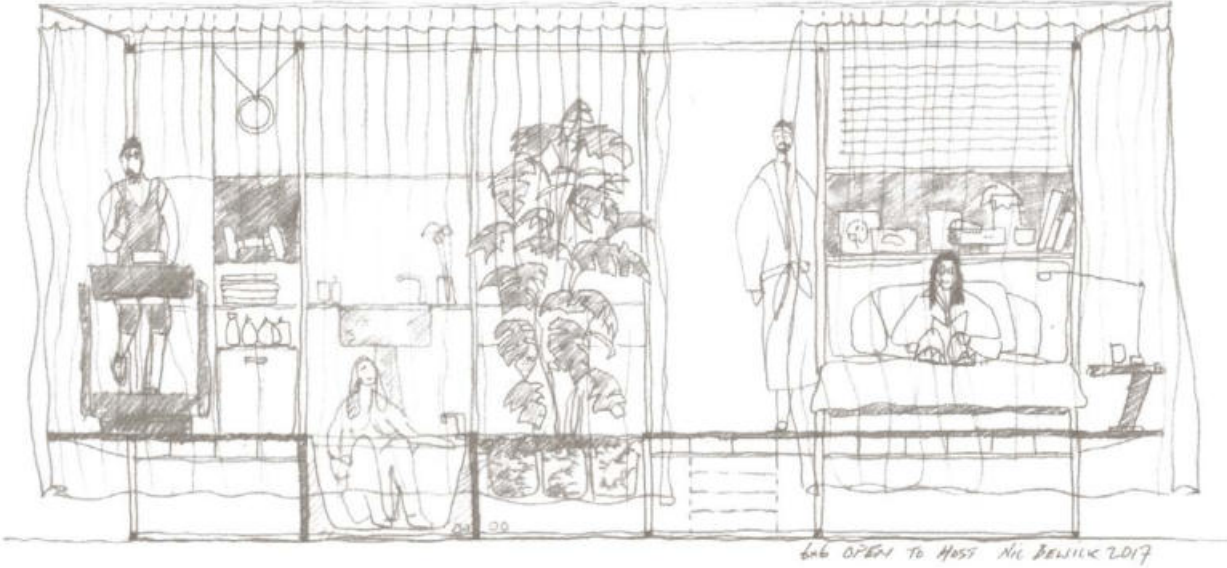
Cesare Roversi is one of the most qualified and influential interpreters of such fluidity.

Cesare Roversi is a leading company with an artisan soul and over the past 70 years it has been one of the most well-known brands of Italian furniture. Thanks to the work of expert yet delicate and skilful hands, simple furnishing elements became works of art enriched by shapes and designs that defied time. Masters of design such as Michele de Lucchi and Tobia Scarpa conceived these works.

A company that has been shaping the future for seventy years, and that keeps wondering what the spaces of the future will look like.

This is the question that Cesare Roversi asked designers, inviting them to imagine life, work and amusement in the 4.0 era of fluidity and dematerialization. Either way, what is sure is that quality, excellence and passion for design will play a fundamental role in the life of the future.

Here and in the previous page: original drawings by Nicholas Bewick



Intervista con Marco Roversi

_Il 6x6 è un progetto pensato per potersi continuamente trasformare. Ritieni che il concorso di idee fosse l'ambiente ideale per dare spazio a questa esigenza creativa?

Il 6x6 è un sistema pensato per comporre illimitate configurazioni e adattarsi ad ogni tipologia di ambiente. Il progettista Nicholas Bewick considera il 6x6 un modo attuale di progettare per allestire diversi ambienti e vuole che esso sia un sistema aperto in trasformazione, che evolve con l'esperienza di ogni progetto. Penso che il concorso di idee ROVERSI DESIGN AWARD sia stato un passaggio naturale per dare l'opportunità a più persone possibili di confrontarsi con il sistema e farne capire l'estrema versatilità.

_La fluidità è emersa in questa competizione come il punto fondamentale delle soluzioni proposte dai progettisti di tutto il mondo. Pensa che il 6x6 possa esserne simbolo ed emblema?

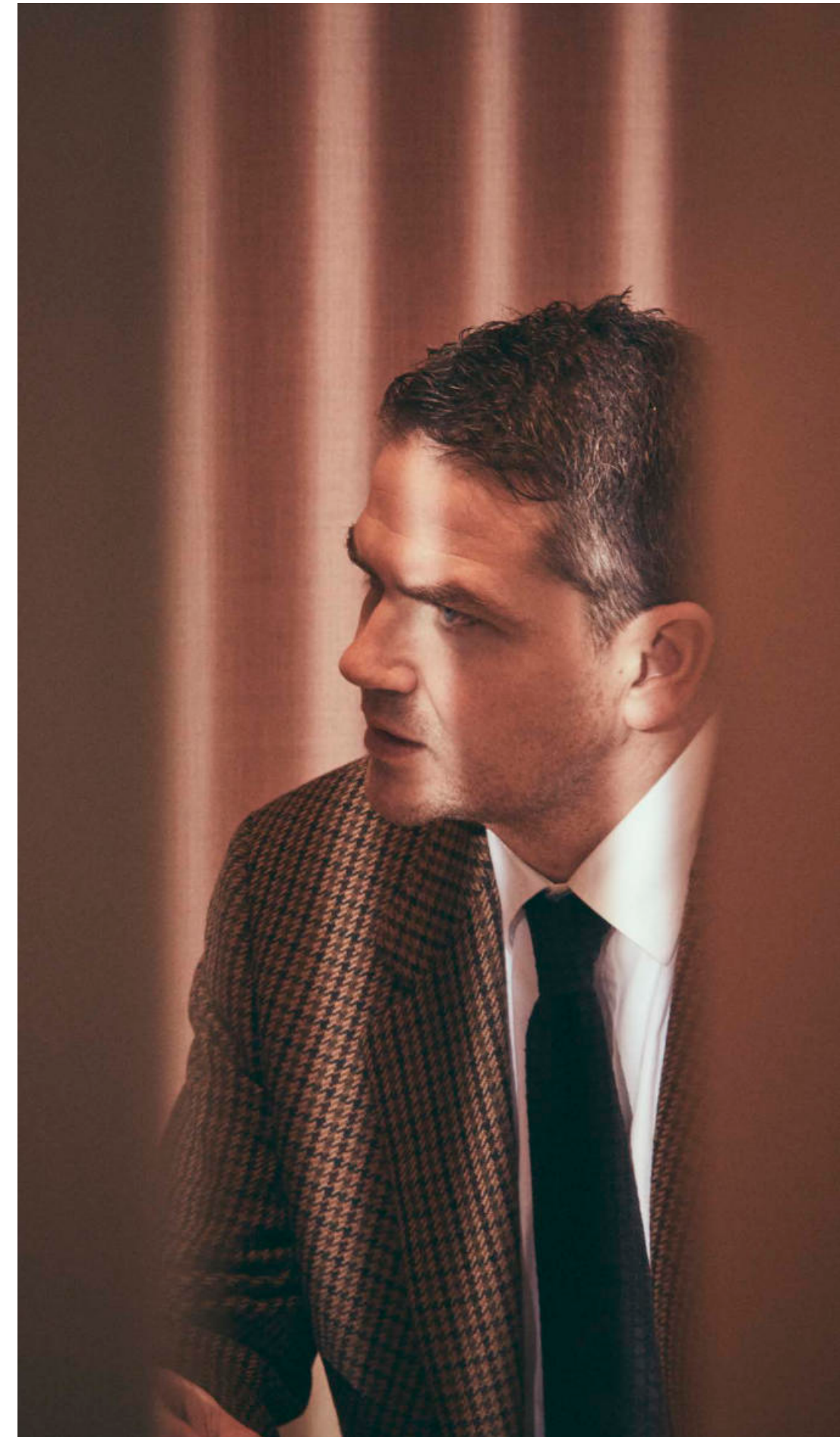
Penso che il 6x6 possa essere proposto come emblema di fluidità nella sua accezione di mobilità, di facilità di spostamento da un luogo all'altro e da un'ambientazione all'altra e di ricreare configurazioni flessibili.

_Quale pensa possa essere il ruolo della fluidità nel prossimo futuro?

Il concetto di fluidità nell'ambito del sistema 6x6 può essere concepito come un percorso progettuale che integra molteplici aspetti fin dalla prima fase del progetto, tenendo conto di nuovi parametri fondamentali quali sostenibilità, qualità, design innovativo. Il mondo della progettazione d'arredi nel corso degli ultimi decenni è stato oggetto di un lento ma radicale cambiamento determinato in gran parte dall'introduzione pervasiva degli strumenti digitali e dalla crescente necessità di progettare e costruire in modo sostenibile. Questi temi hanno influenzato profondamente il modo in cui i progettisti si sono approcciati al progetto. Da questo punto di vista c'è stata un'evoluzione verso una progettazione non più a compartimenti stagni ma integrata, il percorso progettuale prevede ora una fluidità attraverso la quale vengono integrati tutti gli aspetti della realizzazione fin dalla prima fase di progetto, ivi compreso il tema della sostenibilità dell'arredo. Dal punto di vista produttivo la diffusione delle macchine a controllo numerico ha permesso il superamento del concetto di standardizzazione e produzione di massa, verso una produzione sempre più personalizzata e aderente alle esigenze di fluidità intesa anche come mobilità, facilità di spostamento da un luogo all'altro e da un'ambientazione all'altra nell'ottica della sostenibilità e del risparmio energetico.

_Ha visto rispecchiata nelle proposte progettuali la cura del design che caratterizza l'operato di Cesare Roversi?

Nella proposta progettuale del gruppo P22, vincitore del concorso Roversi Design Award, è rappresentato un ambiente domestico realizzato con il sistema 6x6. Il volume progettato, compatto e denso, consiste in un dispositivo centrale indipendente che contiene gli elementi necessari per la vita domestica (cucina, zona soggiorno, letto, armadio), lasciando libertà e spazio sui lati esterni. In esso si vede come il 6x6 sia un sistema realmente pensato in sintonia con i nuovi ambienti domestici e di come permetta illimitate e flessibili configurazioni per creare comfort e benessere negli spazi abitativi, questo nell'ambito della cura del design che caratterizza l'operato di Cesare Roversi. Nel progetto del team DGLA viene proposto un elemento per ristrutturazioni alberghiere denominata Hotel Pod. Il progetto definisce un contenitore (realizzato con il 6x6) da porre all'interno di una struttura alberghiera, provvisto di tutte le funzioni necessarie. Funziona come minibar, area soggiorno, area di lavoro, letto, armadio, mobile da stiro, guardaroba e tv. Si tratta di un prodotto per strutture alberghiere che necessitano di una rapida ma sofisticata soluzione di rinnovo.



1st prize

P22

Living in a box

The image below synthesizes in a single view both the faces of the concept idea: home and workplace, perfectly proportioned.

Members: **Emiljan Prenga, Alessandro Paracchino**
Country: **Italy**

CO-WORKINGMODULE
The idea of the Co-working module comes from the intention of wanting to provide a relaxing place, not only to take a break but also to give a more comfortable and informal space in which to carry out activities. The space inside the device is divided into three simple areas designed to be shared between two users, which can be reconfigured according to the users' needs. The device from a single independent element can evolve to create more complex work environments able to settle entire buildings.

LIVING IN A BOX
Usually, a house is intended as a set of empty spaces equipped with furniture, which determines the activity that takes place within each of them. From this concept comes the idea of wanting to convert the spatial functionality of spaces, placing at the centre a free-standing device that contains the elements necessary for domestic life, leaving freedom to its surroundings. The new volume generates a diversified domestic space. The re-functionalization of both historic residential buildings and modern abandoned factories lends itself to the use of devices.

Interview with Marco Roversi

_The 6x6 is a project thought to be constantly in becoming. Do you think that the idea competition has been the ideal environment to give space to this creative needing?

6x6 is a system thought to compose unlimited figures and to adapt to every type of environment. The designer Nicholas Bewick considers the 6x6 a current way to project and set up different spaces and he wants it to be an open system, always transforming itself and evolving with the experience of every project. I think that the idea competition Roversi Design Award has been a natural transition in order to give the opportunity to as many people as possible to confront the system and let the world know its versatility.

_The fluidity emerged in this competition as the main point of the proposals from the international designers who joined that. Do you think the 6x6 could be its sign and symbol?

I think that the 6x6 could be proposed as a symbol of fluidity if we think of its mobility meaning because it is easy to move from one point to another and to one environment to another, and also if we think of its ability to create flexible configurations.

_What do you think the fluidity role could be in the next future?

The concept of fluidity regarding the 6x6 system could be intended as a design path that integrates multiple aspects starting from its first phase, always considering new parameters such as sustainability, quality, and innovative design.

The interior design world has been changing slowly but inexorably in the last ten years, determined by the pervasive introduction of digital instruments as well as the need for designing and building in a sustainable way. These themes have profoundly influenced how designers approach the projects. From this point of view, there has been an evolution toward integrated designing instead of a compartmentalized one. The designing path now foresees a fluidity where all the realization aspects are integrated from the beginning, interior design sustainability included.

From the productive point of view, the spread of numerical control machines allowed the overcoming of the concept of standardization and mass production, aiming toward a customized production and closer to the demands of fluidity intended as mobility, easiness of moving from one point to another, sustainability and energy saving.

_Did you see the typical design attention, landmark of Cesare Roversi's work, in the proposals received?

In the project proposed by the Team P22, winner of the Roversi Design Award competition, it is represented a domestic environment realized with the use of the 6x6 system. The designed volume, solid and firm, is composed of a central independent system that contains the needed elements for the domestic life (kitchen, living room, bed, closet) that leaves freedom and space on the outer sides. It is the example of how the 6x6 is a system thought to be in tune with the new domestic environments and of how it allows unlimited and flexible solutions to create comfort and wellness within the living spaces, always with an eye on the design attention that characterizes the work of Cesare Roversi.

In the project of the Team DGLA an element of hotel renovation is proposed, called Hotel Pod. The project defines a vessel (realized with the 6x6) that is located inside a hotel structure, furnished with all the necessary amenities. It works as a minibar, living room, working station, bed, closet, ironing board cabinet, wardrobe, and tv station. It is a product for hotels that need a quick but sophisticated renovation solution.



Intervista con Frans Van Vuure

_Il progetto vincitore sembra sposare alcuni punti della cultura architettonica scandinava. In che modo la proposta di un modulo che offre tutti i servizi di un appartamento può essere una soluzione contemporanea nelle città sovrappopolate?

Città sovrappopolate che non offrono al singolo cittadino di poter vivere in uno spazio proprio possono essere uno dei motivi per cui sistemi innovativi quali il 6x6 di Roversi prendono piede. Il concetto del progetto qui citato, di convertire la funzionalità degli ambienti in maniera tale da diversificare lo spazio, concentrando la vita domestica in un sistema centrale compatto e ispirato dalla cultura scandinava, punta infatti sulla funzionalità degli spazi stessi, creando un ambiente centrale piccolo ma accogliente, dotato di tutti i comfort e facilmente gestibile, dove l'individuo può sentirsi libero e autonomo, senza rinunciare alle strutture che potrebbe offrire una casa più grande.

_Il progetto affronta inoltre la tematica del wellness in ambito lavorativo, ritiene che la soluzione proposta sia appropriata?

Questo progetto prende in considerazione il wellness all'interno degli ambienti lavorativi in quanto vuole provvedere alla creazione di uno spazio informale dove prendere una pausa durante le ore di lavoro e potersi confrontare con i colleghi. Sempre più studi dimostrano come la creatività e lo stimolo a lavorare meglio si ottengono se è l'ambiente lavorativo stesso che spinge perchè possa realizzarsi un simile cambiamento. In questo caso ritengo che il progetto abbia sviluppato soluzioni innovative e al passo con i tempi in tema di salute non solo fisica ma anche mentale all'interno del proprio luogo di lavoro.

Interview with Frans Van Vuure

_In the Scandinavian view, how the proposal or a module that offers the same amenities of an apartment could be an adoptable solution for the overpopulated cities

Usually, a house is intended as a set of empty spaces equipped with furniture, which determines the activity that takes place within each of them. From this concept comes the idea of wanting to convert the spatial functionality of spaces, placing at the centre a free-standing device that contains the elements necessary for domestic life, leaving freedom to its surroundings. The new volume generates a diversified domestic space. The re-functionalization of both historic residential buildings and modern abandoned factories lends itself to the use of devices.

_The project addresses the topic of wellness in working spaces, do you think it could be an appropriate solution?

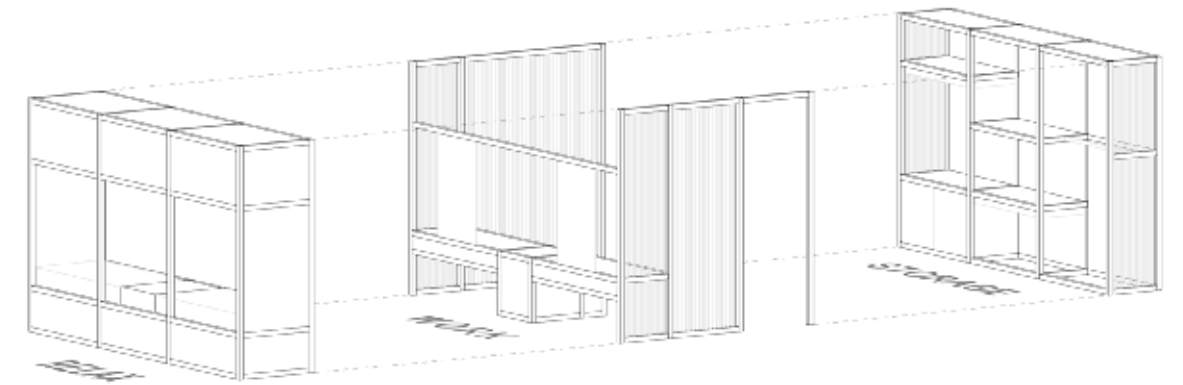
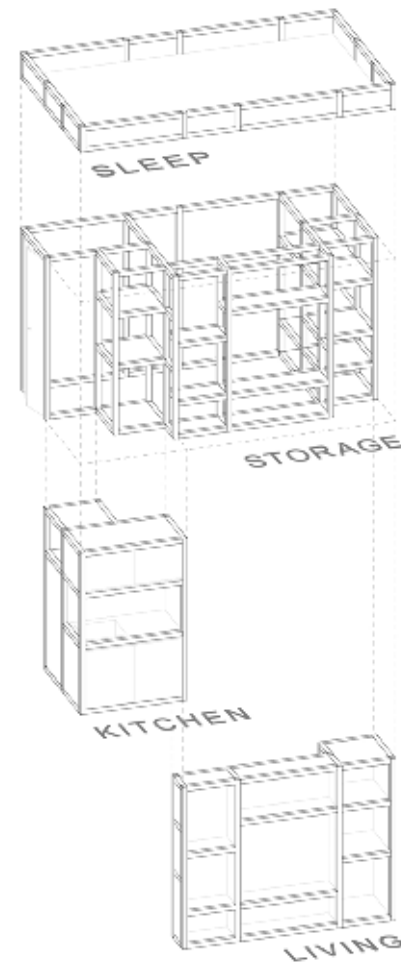
The idea of the co-working module comes from the intention of wanting to provide a relaxing place, not only to take a break but also to give a more comfortable and informal space in which to carry out activities. The space inside the device is divided into three simple areas designed to be shared between two users, which can be reconfigured according to the users' needs. The device from a single independent element can evolve to create more complex work environments able to settle entire buildings.

In the next page, top:
exploded axonometry of
the workplace design.

In the next page,
centre: general view,
home.

In the next page,
below: interior view of
an office realized with
the 6x6.

Below: exploded
axonometry of the home
design.



2nd prize

FD7

Aesthetics and functionality

HOTELLERIE

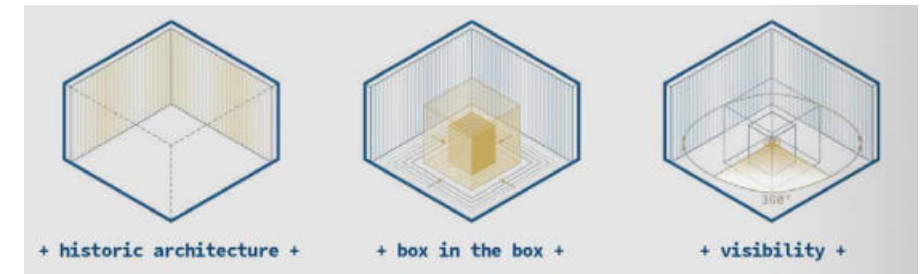
The Hotellerie module allows the users to immerse themselves in a cultural experience, imagining a future where it would be possible to spend a holiday in prestigious historic buildings. According to the principle of the box in the box, space is outlined by the offset of the room, carefully detached from the walls in order to preserve the value of the context. Furthermore, the central position allows a 360 degrees internal view.

FIRST AID

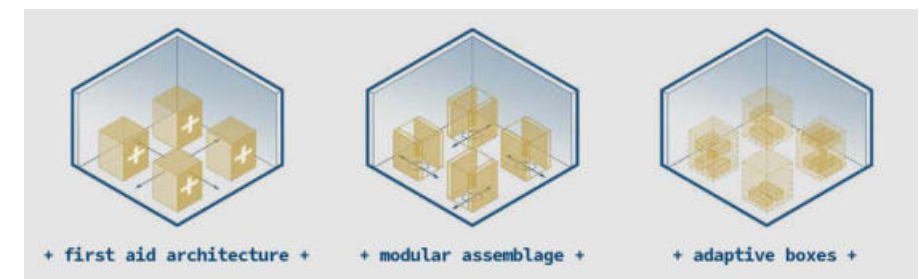
The first aid module, both essential and functional, allows the assemblage of different units that provide for privacy thanks to two opaque sides. Space wants to contrast the sense of abandonment that affects people in emergency situations. The chance to customize the architecture, through personal belongings, has a key role that makes the environment dynamic and adaptable to whom lives it.

Members: **Davide Ceriani, Filippo Ferro**
Country: **Italy**

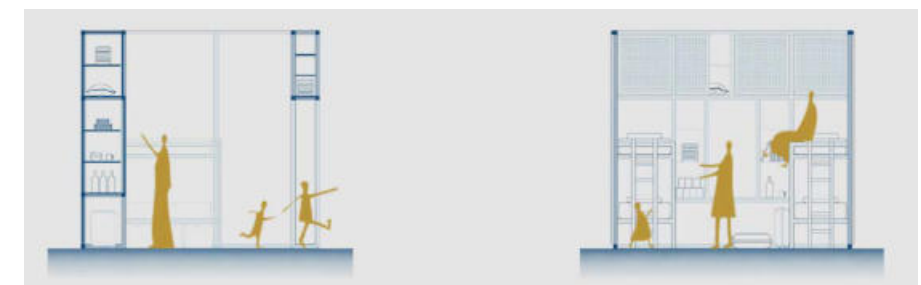
Scheme: the box in the box.



Assemblage of different units.



The project aims to explore the potential of 6x6, submitting a solution for two situations - with the same function - inserting it into definitely contrasting social contexts. The objective is to foster a flexible, dynamic and customisable architecture that allows the space to adapt itself to the users' needs and to continuously renovate itself, keeping up with the technological progress of current times. The hotellerie module is related to the first aid one, showing how the 6x6 is able to respond to both aesthetical and functional requirements. The outcome is a type of architecture which is adaptable not only to the space where it is set up, but also to the people that live in it; encouraging curiosity in the first case and developing a sense of belonging to the place in the second.



Intervista con/Interview with Peter Pichler

_È possibile che l'utilizzo del 6x6 di Roversi nel mondo dell'hotellerie possa portare ad una rivitalizzazione dei palazzi storici ora in disuso?

Crediamo che questo sia possibile e che potrebbe essere una bella idea, tuttavia necessita di strutture molto grandi e non è possibile realizzare molte stanze seguendo questo metodo. Inoltre bisognerebbe risolvere il problema della privacy.

_Un problema che può emergere dall'utilizzo di moduli "aperti" come il 6x6 sotto forma di abitazioni potrebbe essere quello della privacy. In che modo si può ovviare a questo fattore?

Si tratta dello stesso problema menzionato precedentemente quando si parla di Hotel. Bisogna realizzare un sistema aperto-chiuso (mura semovibili, soffitto) dotato di ventilazione meccanica, sistema che deve essere studiato in maniera approfondita. Una grande sfida!

_Is it possible that using the Roversi 6x6 in the hotellerie world could bring to a revitalization of historical buildings now disused?

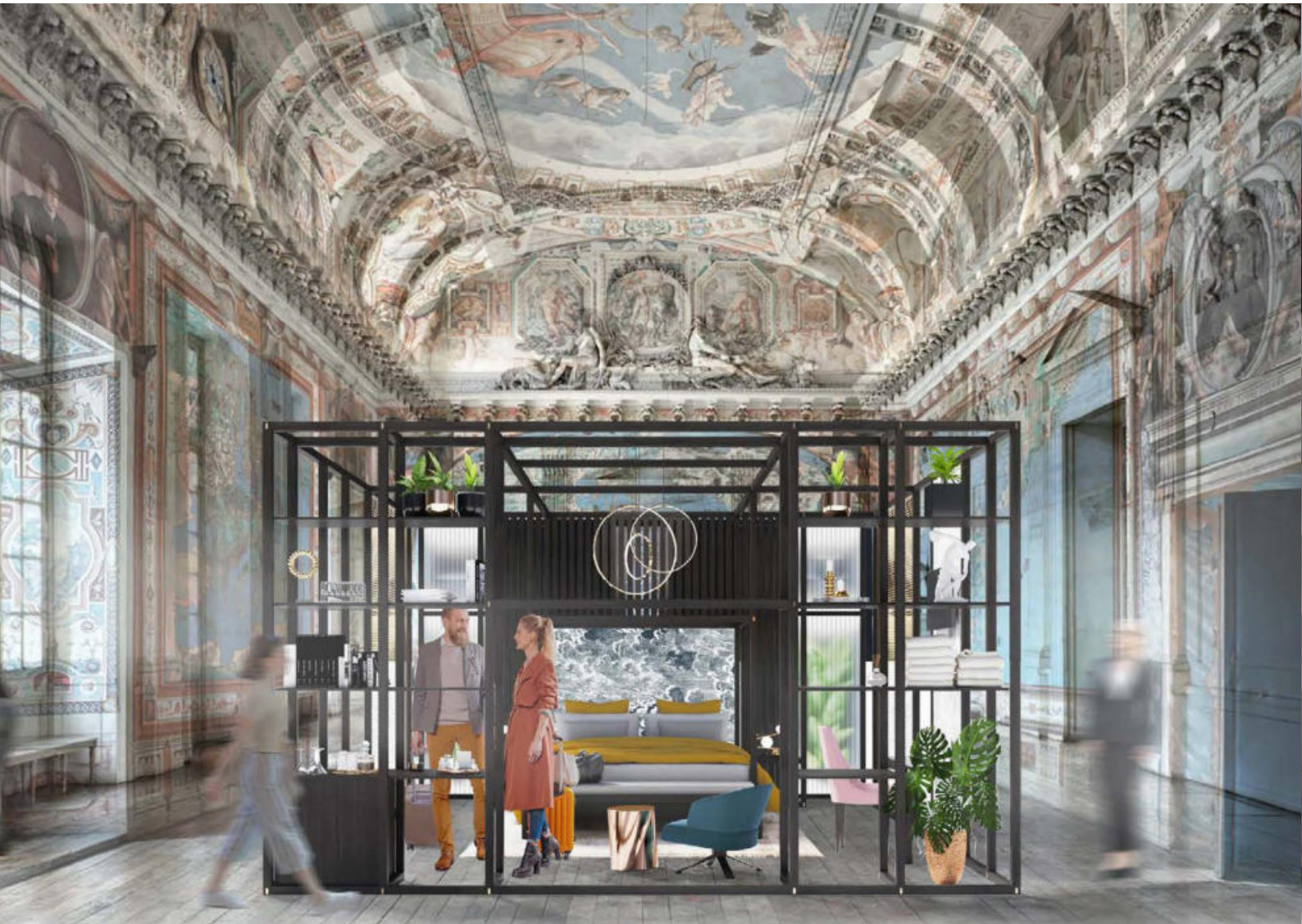
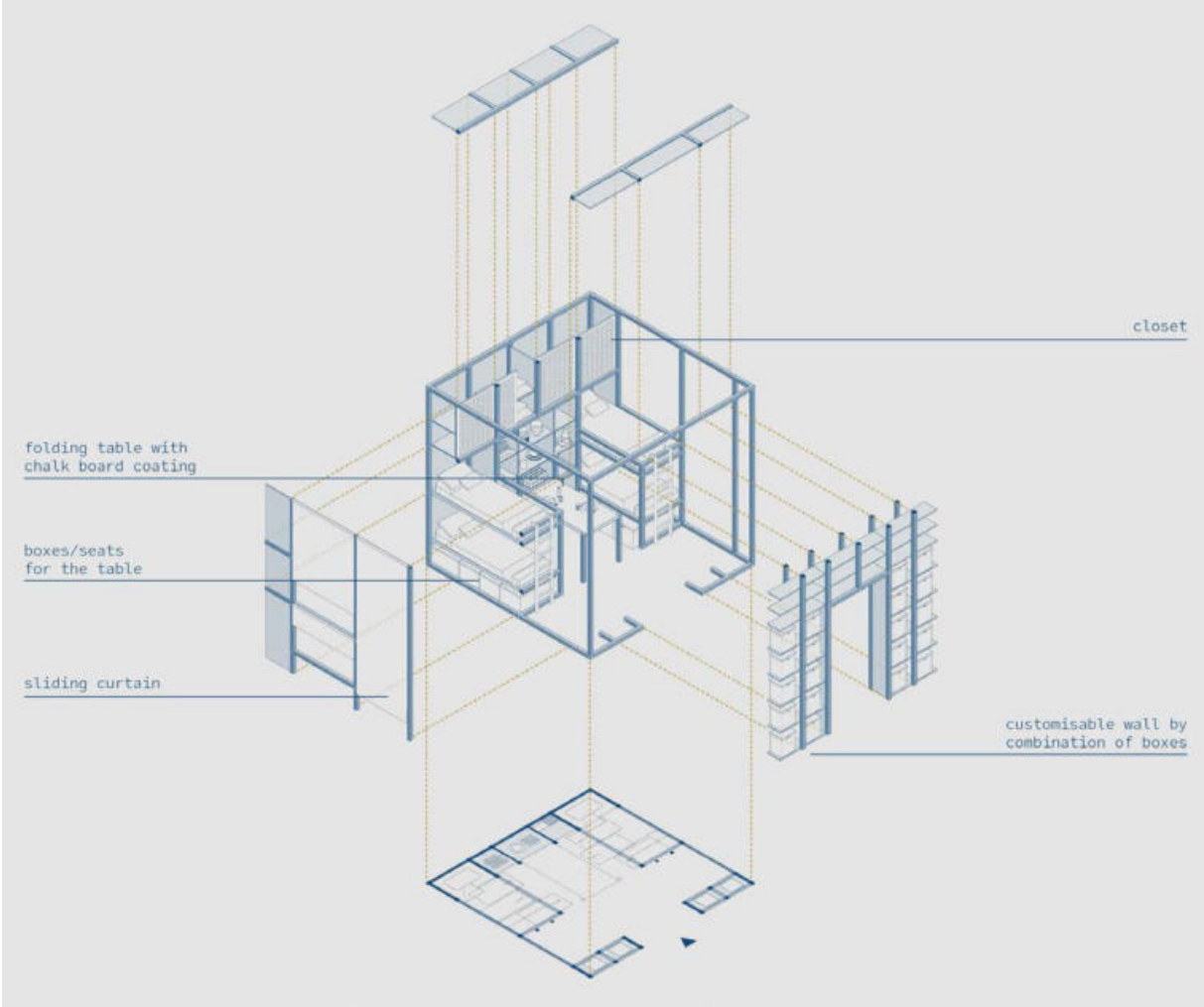
We think that could happen and it could be a nice idea, although it needs quite big structures and not so many rooms are possible. Privacy issues are also to solve.

_One problem that can arise from using "open" modules such as the 6x6 as living spaces could be privacy. How can one solve this problem?

Same problem as mentioned before with Hotels. It needs to have an open vs close system (movable walls, ceiling) with mechanical ventilation that needs to be studied in detail (big challenge!)

Below: two renderings of the solutions. The design represents an elegant insertion to the pre-existing architecture.

In the next page, top: exploded axonometry of the First Aid solution.



3rd prize DGLA Hotel/ learning pod

Members: **Luca Antonietti, David Gryth**
Country: **Italy**

Scenario #01 - HOTEL
POD - for hotel
refurbishments
A “room within a
room” concept with
all functions needed
within the pod.
Functions as minibar,
loung area, work
area, bed, storage,
closet, ironing board,
wardrobe, and Tv are
all included within the
pod design. This make
it an affordable and
excellent Hotel Pod for
hotels needing a quick
refurbishment solution.

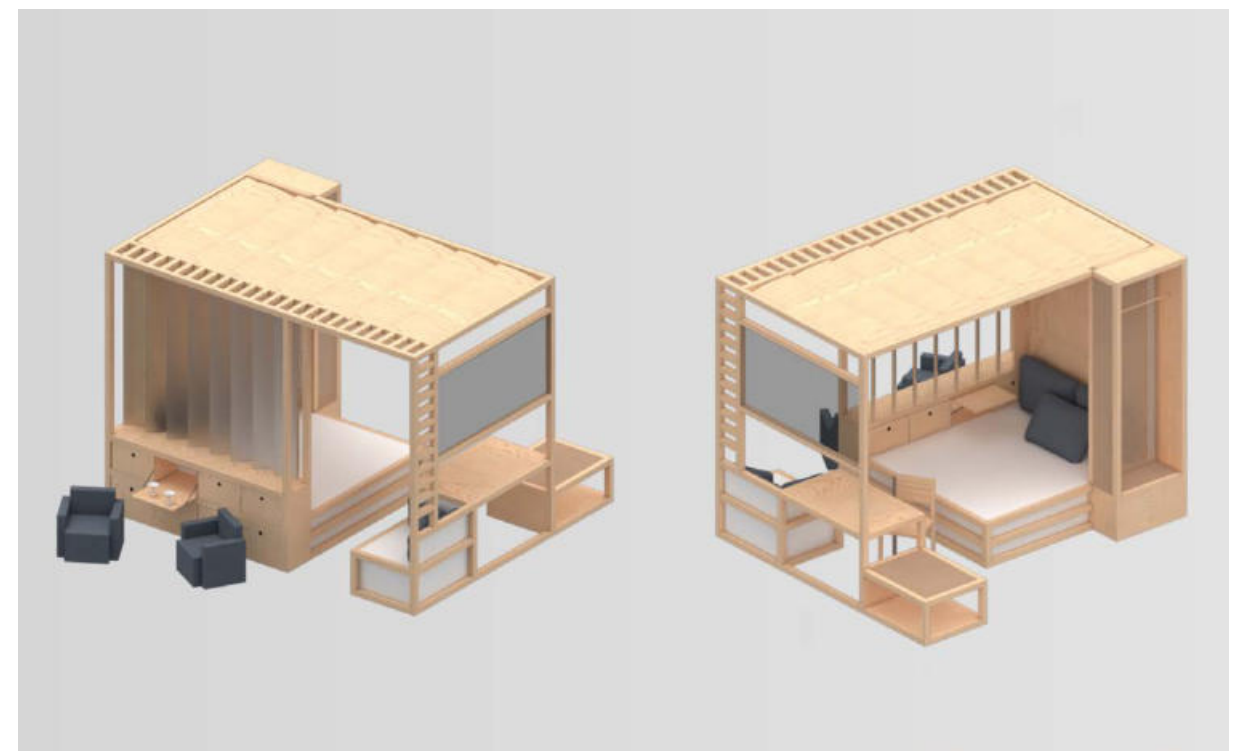
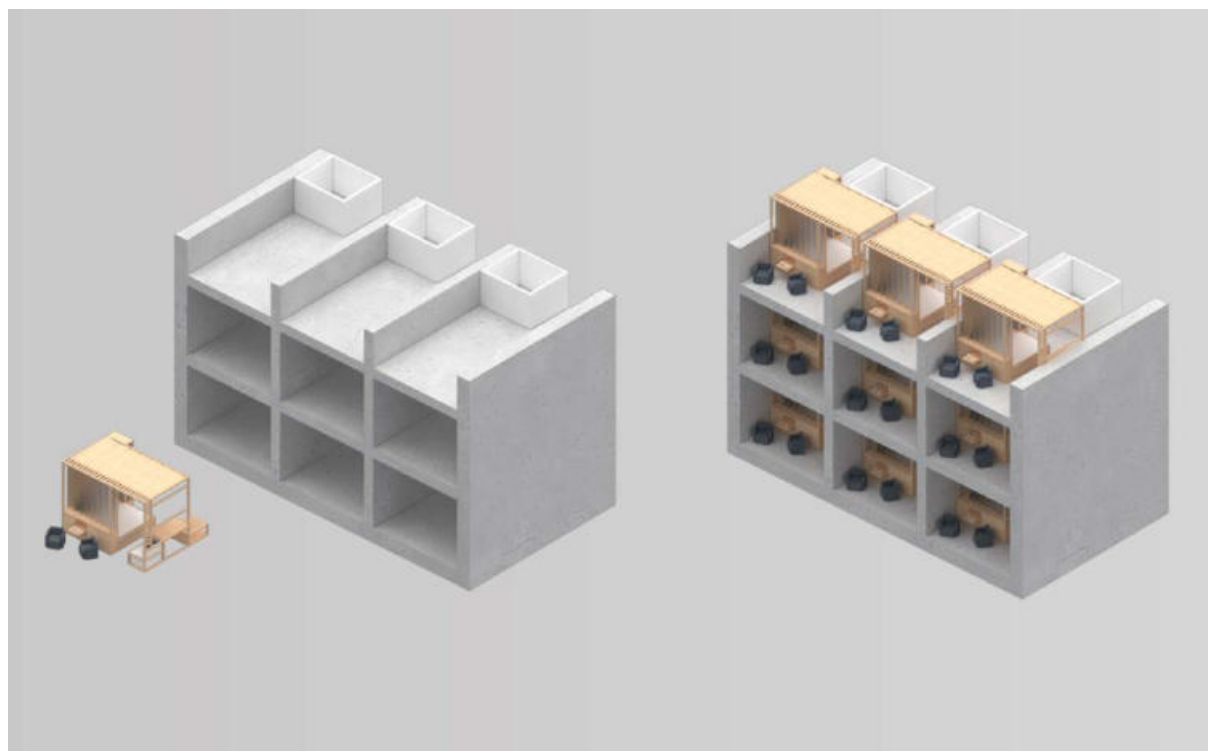
The New Hotel pod
can be installed
and customized into
existing hotel
situations.

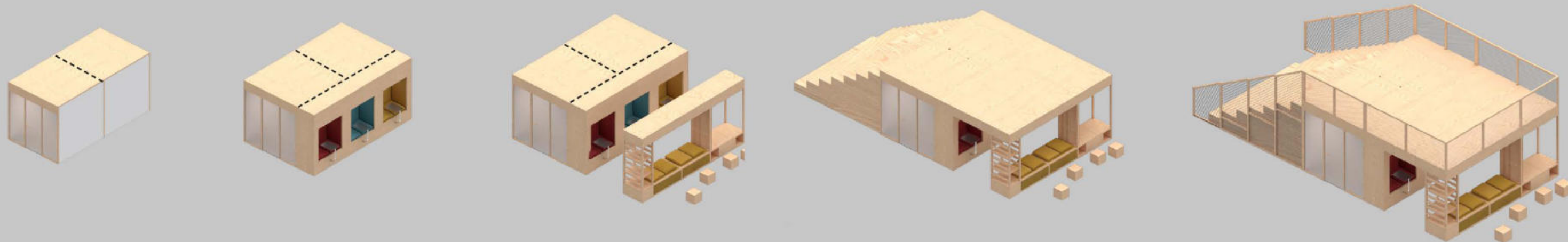
Intervista con Livia Tani

—I “learning pod” proposti dal progetto, soprattutto se formati da materiali riciclati o 100% naturali, potrebbero essere un punto di partenza per insegnare alle nuove generazioni una maggiore cultura naturale e architettonica. In che modo la tecnologia del 6x6 è in grado di trasmettere questa valorizzazione?

Il progetto in questione l’ho trovato particolarmente interessante per due ragioni: da una parte sia i pod alberghieri che quelli per la didattica si prestano come soluzioni intelligenti di interiors per esempio in caso di progetti di retrofitting architettonico. La sostenibilità in questo caso consiste nel riuso di strutture edilizie già esistenti adattate e migliorate alle nuove esigenze, limitando le demolizioni e quindi la produzione di materiale di scarto.

L’altro aspetto che la tecnologia 6x6 ben rappresenta è l’incentivazione dell’uso del legno anche per le parti strutturali degli edifici. Il sistema 6x6 rappresenta sulla scala interiors una “palestra” di sperimentazione di soluzioni abitative con l’uso di materiali sostenibili.





Above: scheme of assembly.

In the previous page: two renderings of the interior spaces.

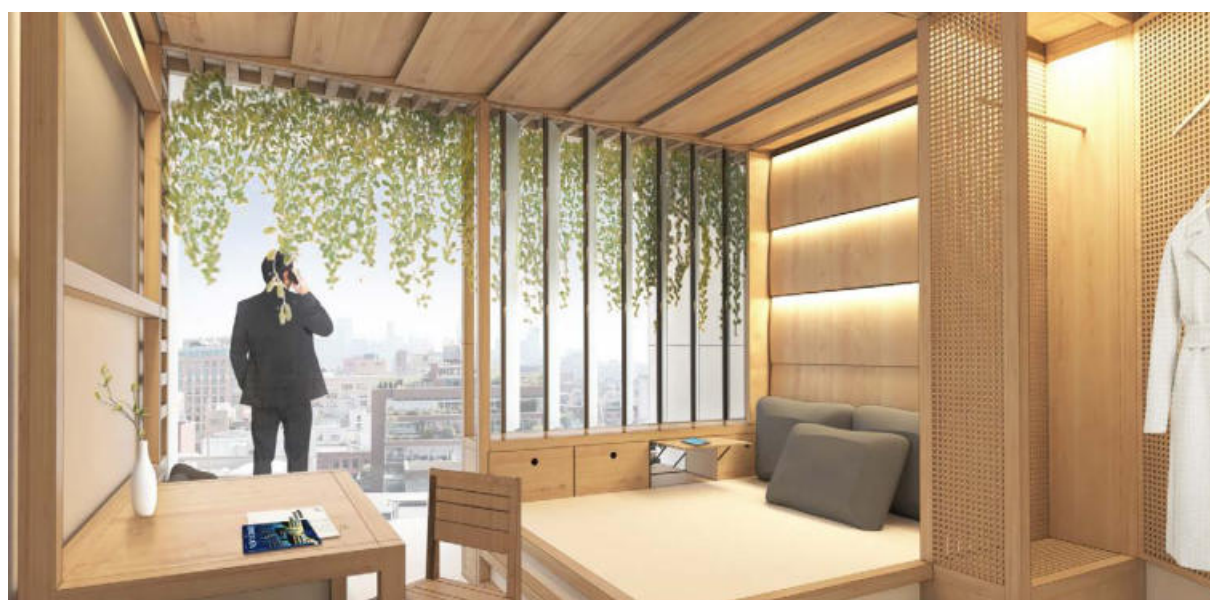
Scenario #02 - LEARNING POD - for school refurbishments
The Learning Pod is a two level pod, where informal functions are grouped on top and around the pod. Underneath and within the pod, more formal meetings are possible. Functions included are possibilities for 1 on 1 session and self-study. The upper deck and stairs where close to 40 people can gather and meet add to any existing social space. We also see the need for integrating green plants into the pod, to ensure that biophilia is incorporated in a natural way within the learning environment. By building the pod in different modules, it can be re-arranged to fit into various learning spaces. In a smaller version, it can be placed in a classroom scenario or within a pre-school setting.

Interview with Livia Tani

_The “learning pod” proposed by the project, especially if made from recycled materials or 100% organic materials, could be the starting point to teach younger generations a better environmental and architectural culture. How the 6x6 technology could transmit this promotion?

I’ve found this project particularly interesting for two main reasons: on one hand both the hotellerie pods and the teaching pods could be used for smart interiors solutions, for example in retrofitting architectural projects. In this case, sustainability means re-use existing building-structures adapting and improving them regarding the new needs, meanwhile limiting demolitions and so the production of waste materials.

On the other hand, the aspect that the 6x6 technology well represents is the incentive in wood usage even for the buildings’ structural parts. The 6x6 system represents on the interiors scale a “gym” for experience living solutions made of sustainable materials.



Gold mention

Lucus

6x6 adaptive workplace experience

Members: **Giulia Comin,**
Francesca Strozzi,
Eugenio Matteazzi
Country: **Italy**



Intervista con/Interview with Marco Imperadori

_Lo spazio reversibile è stato un tema molto affrontato negli ultimi 15 anni. Si potrebbe dire che è ancora attuale vedendo il progetto menzionato?

Il tema della reversibilità degli spazi, lavorativi ma non solo, è estremamente attuale anzi attualissimo in questo straripante momento storico dove la cura del distanziamento, per questioni sanitarie, pone una serie di sfide cogenti. In generale però direi che la prossimica e il modo di gestire gli spazi operativi deve oggi, ancora più che nel passato, essere flessibile e pronta a reagire (e anche a definire spazi resilienti) alle mutate esigenze operative che le aziende e i gruppi di lavoro fronteggiano. Lo spazio influisce sicuramente sul benessere di chi lo utilizza ed è provato da molti studi che ambienti con luce naturale, ventilazione naturale, materiali e colori adeguatamente scelti e morfologie esteticamente armoniche creino luoghi di lavoro, relax o retail estremamente più produttivi influenzando moltissimo sul benessere degli operatori. Il progetto menzionato mostra freschezza e variazione, che è teoricamente infinita, secondo uno schema che è evidentemente "customer driven". Ed è proprio la possibilità di avere sia elementi a catalogo che elementi personalizzabili (ottenibili grazie a metodi di progettazione e produzione 4.0) che fanno di questo progetto un piccolo manifesto delle potenzialità dei sistemi per interni e che incontra pienamente lo stile, il gusto e la capacità tecnica tipica di Roversi

_The reversible space has been a widely addressed theme in the last 15 years. Could it be said it is still an actual topic looking at this project?

The topic of spaces reversibility, not only in working spaces, is extremely actual especially during this peculiar historical moment where social distancing, due to sanitary reasons, has been challenging us. I would say that the proxemics and how we managed operative spaces has to be, nowadays more than in the past, flexible and ready to react (and define the resilient spaces) to the mutated operative needing that companies and working groups face. Space influences surely on the wellness of its user and it has been proved by many studies that environment with natural light, natural ventilation, materials and colours chosen appropriately and aesthetically harmonious morphologies make working spaces, relaxing spaces or retail more productive affecting highly on the operators' well-being.

The project shows freshness and variation, which is theoretically infinite, following a scheme that is evidently customer driven. It is the possibility to have both catalogue items and customized items (obtainable thanks to design methods and 4.0 production) that makes this project a little manifest of the interior systems' potentialities and it meets fully the style, the taste and the technical capability that is Roversi's mark.

Gold mention Natalia Florez Micro- environment/ domestic- environment

Members: Priyanka
Kalamdani, Natalia
Florez Chavarriaga
Country: India and
Colombia

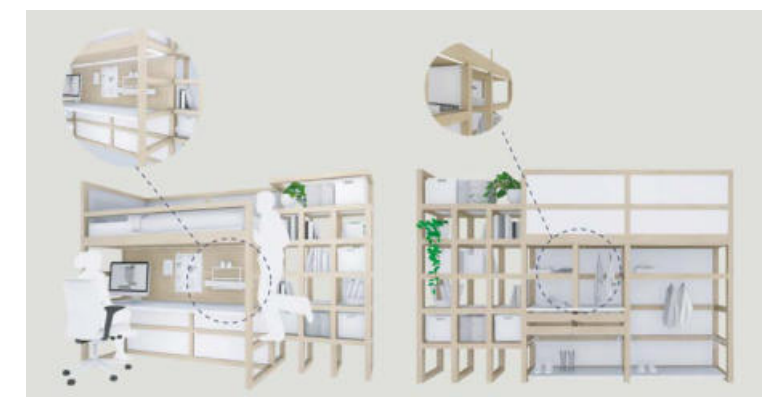
Hanging structure:
Gives a frame to the
design from the upper
view. Everything is
connected to it and
points the services
areas and the
circulation paths.

Private modules:
Formed by individual
benches and tables made
of the same wooden 6x6
system. The back of
the benches and the
structure from where
the tables project, are
wooden strips of 2.60m
height that connects to
the hanging structure.

Use of green:
Smart and active green
walls with active air
circulation that can
make one happier and
more productive, as
they appeal to our
innate need to be
around nature. Using
the biophilia concept.

Bed, study place and
library:
A desk that detaches
from the side ladder
and a melamine panel
with holes to hang
objects, enhances the
utility of the studying
spot. A L.E.D light
underneath the bed
illuminates the working
area. The ladder that
guides to the bed
is a perpendicular
continuation of the
horizontal strips from
the library.

Wardrobe and library:
From the rear side is
the wardrobe. Divided
into two modules of
1.02m, this wardrobe
has enough space
to stack and hang
clothes, drawers and
baskets for utility.
Its open design is a
continuation of the
library that allows
to see through. White
melamine panels have
been used in the
background to divide it
from the study area.



Intervista con/Interview with Nicholas Bewick

_La soluzione di Natalia Florez sembra sposare molto con i disegni originali del 6x6, come valuta questo progetto rispetto al suo concept?

Il 6x6 è stato concepito come un "sistema aperto" o struttura in grado di fornire ai designer la possibilità di inventare svariate soluzioni e configurazioni, ma in particolare ha permesso a Roversi di continuare a fornire servizi su misura per ogni progetto.

È importante inoltre vedere come il 6x6 può essere utilizzato sia in diversi settori solitamente separati (posti di lavoro, casa, servizi di accoglienza), sia per creare soluzioni ibride. In questo senso il progetto scelto rappresenta perfettamente l'idea di flessibilità, creato per misurarsi con un concetto che collega attività differenti e bisogni personali.

_The solution the Team Natalia Florez designed seems to marry the original design of the 6x6, how do you value this project compared to your concept?

6x6 was conceived as an 'open system' or framework that would give designers the opportunity to invent different solutions and configurations but most importantly allow Roversi to continue to provide 'bespoke' services for each project.

It is also important to see how 6x6 can be used across different sectors (workplace, home, hospitality....) that are often separated, or even invent hybrid solutions. Therefore the project chosen perfectly represents these ideas of flexibility, made to measure with a concept that links different activities and personal needs.

Gold mention

Chen Ziyu

Enchantment

The rendering below shows the installation of the design into a public open space.

Members: **Chen Ziyu**
Country: **China**

Intervista con/Interview with Massimo Iosa Ghini

_Questo progetto affronta il tema del distanziamento. In quale modo il 6x6 risulta attuale nella situazione contemporanea di emergenza?

La situazione di emergenza che stiamo vivendo ha mutato le nostre abitudini e di conseguenza l'approccio alla fruizione degli spazi, specie di quelli pubblici. Penso che il progettista debba interpretare questo fenomeno come un'opportunità per riportare al centro degli interessi collettivi una nuova qualità della vita per tutti, soprattutto in riferimento agli ambienti condivisi e di aggregazione. Il Covid-19 ha reso lo Spazio una variabile essenziale nella disciplina del progettare, questo diventa un elemento da "dosare" allo stesso tempo con generosità e consapevolezza: il distanziamento, quello fisico, è necessario, ma non deve tradursi in distanza sociale, anzi inclusiva.

Lo spazio va gestito e delimitato con delicatezza prediligendo città più aperte, come dei grandi dehor, consentendo così la condivisione dello spazio stesso, in modo sicuro.

_This project addresses the issue of social distancing. How is the 6x6 topical in the contemporary emergency situation?

The emergency situation we are living in has been changing our habits and the way we approach the spaces, especially the public ones. I think that the designer should interpret this phenomenon as an opportunity to bring back to the center of the collective interests a new quality of life for everybody, especially when we talk about shared and aggregate spaces. Covid-19 has made Space an essential variable in design, an element that should be "dosed" generously and consciously: spacing is necessary, but it doesn't have to end in social distancing, that is not inclusive.

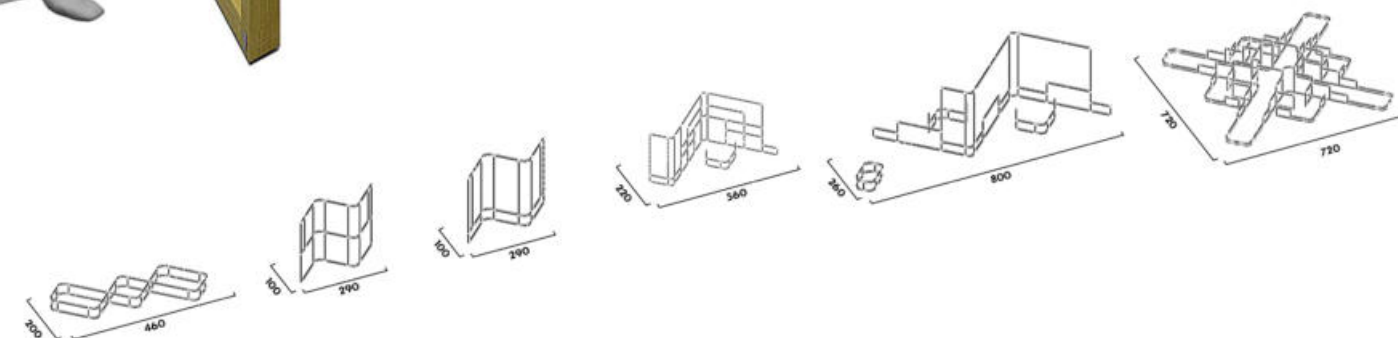
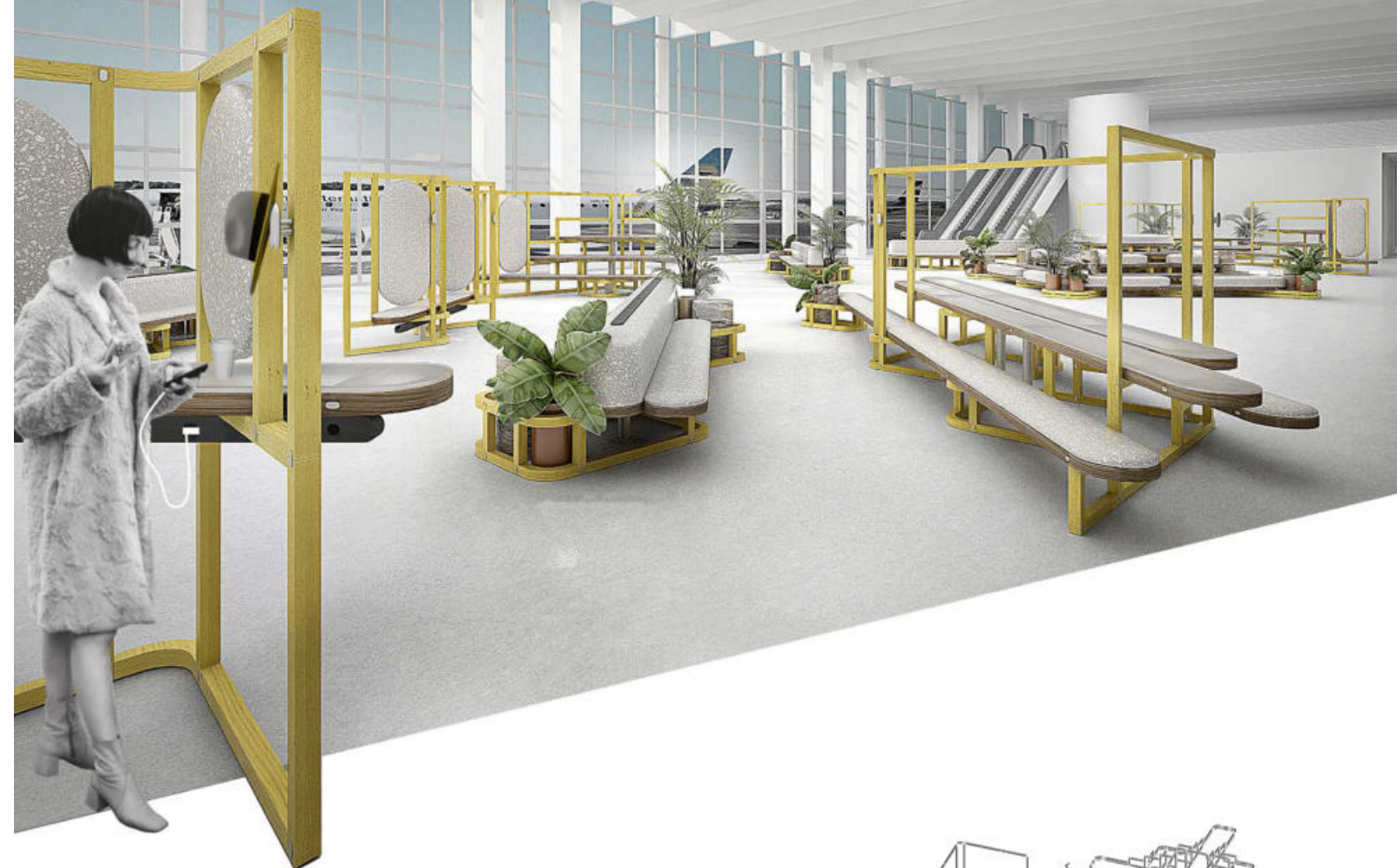
Space should be managed and defined with delicacy, preferring cities that are more open, like big dehor, allowing the safe sharing of the space itself.



Gold mention META- The super- furniture

Members: **Caterina
Marazzi, Luca
Miserocchi**
Country: **Italy**

In the next page: units
left to right:
1. next to me
2. hide and seek
3. two faced
4. mixed and match
5. convivium
6. arena



Intervista con/Interview with Marco Costanzi

_ Cosa l'ha colpita particolarmente di questo progetto?

Il progetto proposto è interessante in quanto pensa a soluzioni versatili in grado di dare supporto e privacy a tutti coloro che devono vivere momentaneamente in luoghi di transito quali gli aeroporti. Le unità stesse del progetto sono state definite in modo tale da poter creare scenari differenti, supportando innumerevoli azioni degli utilizzatori e definendo gli spazi tanto a livello micro che macro.

_ Come interpreta la curvatura proposta da META- rispetto al concept originale del 6x6?

La capacità del Team META- di proporre una versione curvata del 6x6 indica la versatilità e possibilità del sistema stesso di adattarsi alle situazioni più disparate. Che si tratti di dover disporre spazi per permettere l'attesa a gruppi di persone numerosi o di dividere tali spazi in ambienti più piccoli al fine di dare privacy al singolo individuo, il 6x6 di Roversi è ciò che si presta al meglio per tali soluzioni e META è uno dei Team che ha saputo sfruttare al meglio questa sua capacità, dimostrando come si tratti di un concept che si presta ad essere tanto tradizionale quanto innovativo.

_ What impressed you most about this project?

Units are defined by multiple density scenarios to allow diverse levels of intimacy and social interaction. Density scenarios are shaped as super-furniture, able to support countless actions of the users while defining the space from micro to macro scale.

_ What do you think is the importance of the curve ration for every unit of the 6x6

The ability of the META Team to propose a curved version of the 6x6 indicates the versatility and possibility of the system itself to adapt to the most disparate situations. Whether it is having to arrange spaces to allow large groups of people to wait or to divide these spaces into smaller rooms in order to give privacy to the single individual, the Roversi 6x6 is what is best suited for such solutions and META is one of the teams that has been able to make the most of this ability, demonstrating how it is a concept that lends itself to being as traditional as it is innovative.



Honorable Mentions

Review

Estudi d'arquitectura Josep Blesa, SL

MOdular

Members: **Pablo Palmero Sanchez**
Country: **Spain**

Nowadays human beings are suffering a pandemic disease with huge devastating consequences. Designers and manufacturers must be committed to providing support in this emergency situation. The modular design MO. is characterized by its flexibility, fluidity and convertibility to be a workspace, a domestic environment, a small living room within an exhibition, or a multiple emergency module. We are choosing to develop

the last option so that it can be used in these cases. It is centered on a module, but the organization and interconnection between the pieces are possible by creating lattice systems for the development of a continuous modular building since we are seeing large spaces these days to care for infected patients.

MO. begins from a grill of 600 x 600 cm x 300 cm, by a dutch pattern 30 x 30 cm in both directions.

These modules are made using a wood reticular system 6x6 by Cesare Roversi. We want to study the behaviour of materials, specially wood, in relation with the virus COVID-19. There are several reasons to believe that its behaviour against the virus is better compared to steel or plastic.

After doing some research we have discovered that the virus lifetime lasts three to four days on those surfaces,

but on wood, fabrics or paper it only survives between one to two days. Moreover, COVID-19 just lives 4 hours on copper surface, but cuprous oxide paints and coating are toxic. Because of this, the solution we offer is to varnish the wood with a copper-based natural essential oil, improving our wooden material design by covering it with a varnish composed by thymol plant around 1'6 %.



Elevation East and North.

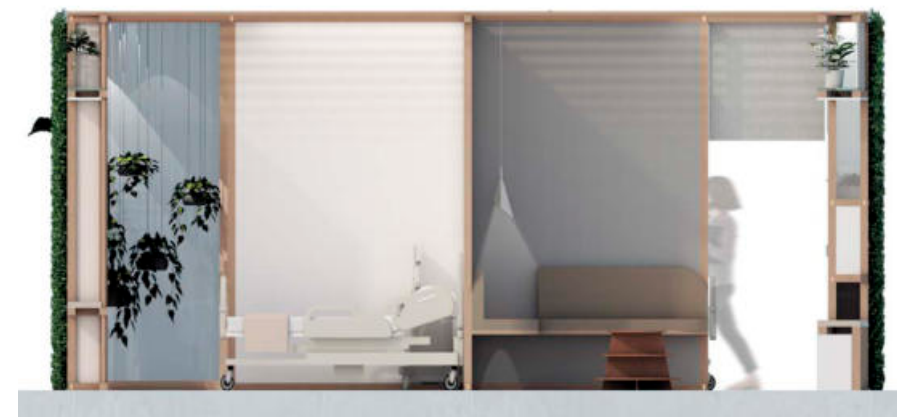


The first idea when you think of an emergency module are cold, lonely, bed-filled spaces with no privacy.

The main idea of the design is based in the inverse symmetry that implements the separation of each patient and provides functionality to the set, providing not only the necessary comforts to patients, but also the needs required by healthcare professionals.



A cross in the center of the composition organizes the space in four rooms. Each room can be used for a different activity with privacy but, at the same time, giving fluidity and flexibility to the spaces so that the medical attention could be as fast as possible. The program contains two rooms with beds, sanitary material and support furniture for both patients and employers. It also contains a rest room for staff and for family visitors. All this in a warm environment with kind materials and vegetation that acts as a filter and contributeds to create a positive atmosphere. Finally, there is a meeting space with controlled lighting and acoustic materials to respect privacy. The design also incorporates a fabric curtain with guides to offer privacy to patients.



Kreft & Lenart

Frame for life

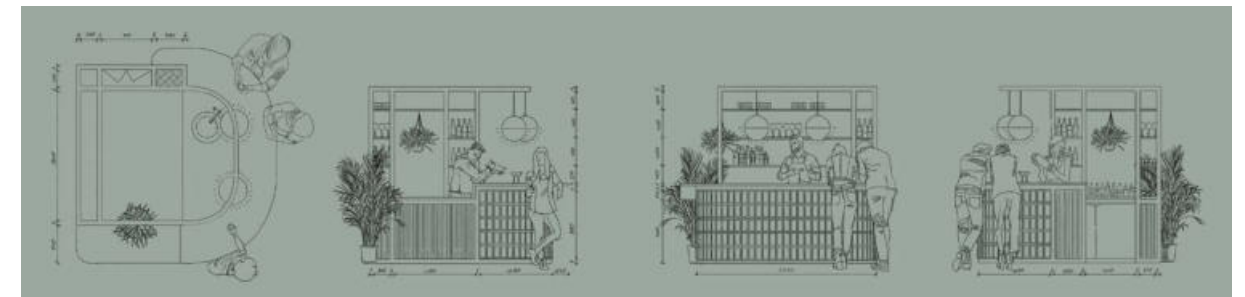
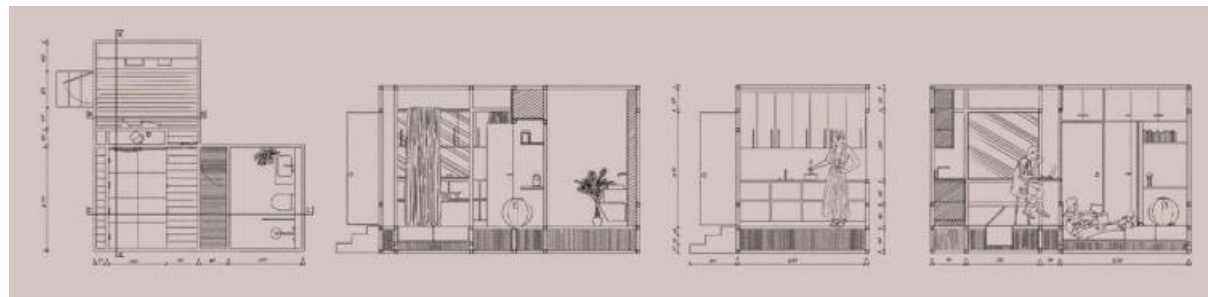
Members: **Olga Kreft,**
Joanna Lenart
Country: **United States**

6x6 - FRAME FOR LIFE
DOMESTIC ENVIRONMENT
Exploration of fluidity
within private,
domestic space in
response to the
challenge of creating a
livable environment in
the world of shrinking
spaces. Co-living
modules can be arranged
in many ways to shape
the space between them.

6x6 - OBJECT IN SPACE
LEISURE MICRO-
ENVIRONMENT
Exploration of the
process of introducing
a characteristic
spatial object into
any environment with
an intent to define the
space - the object
becomes a beacon of
social interaction.
The multi-directional
object can be placed
in a space in many
ways for different
experiences.

In the previous page: 1
module, 18,75 sqm.

Below: 1 module, 7 sqm.



Bianca Michelini

Athleisure

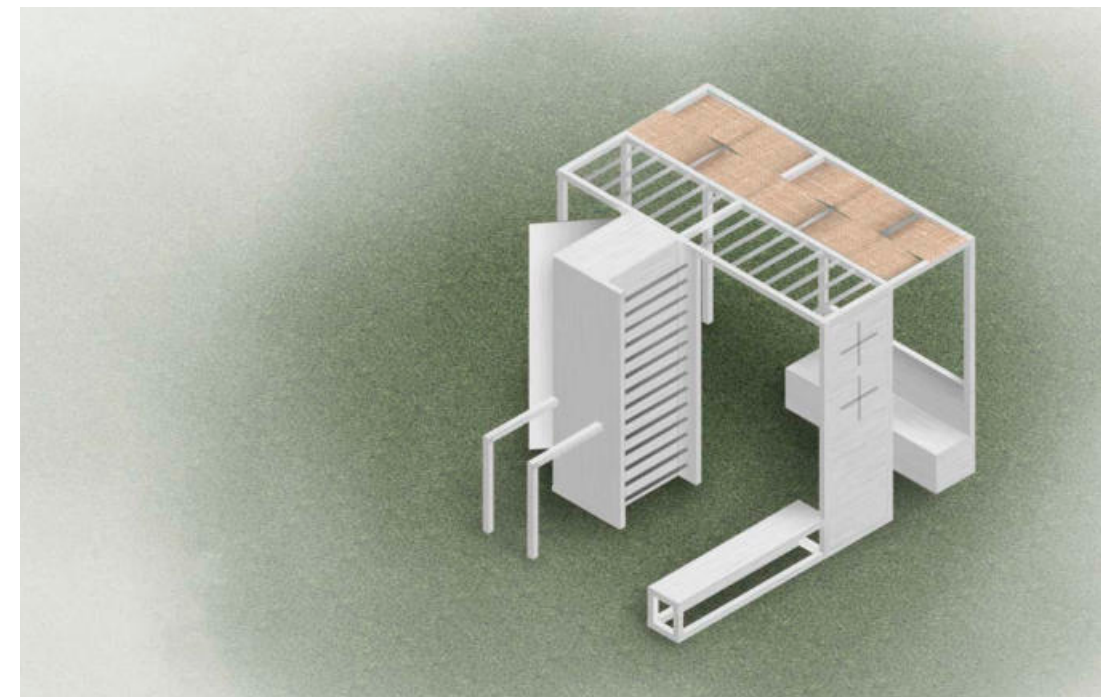
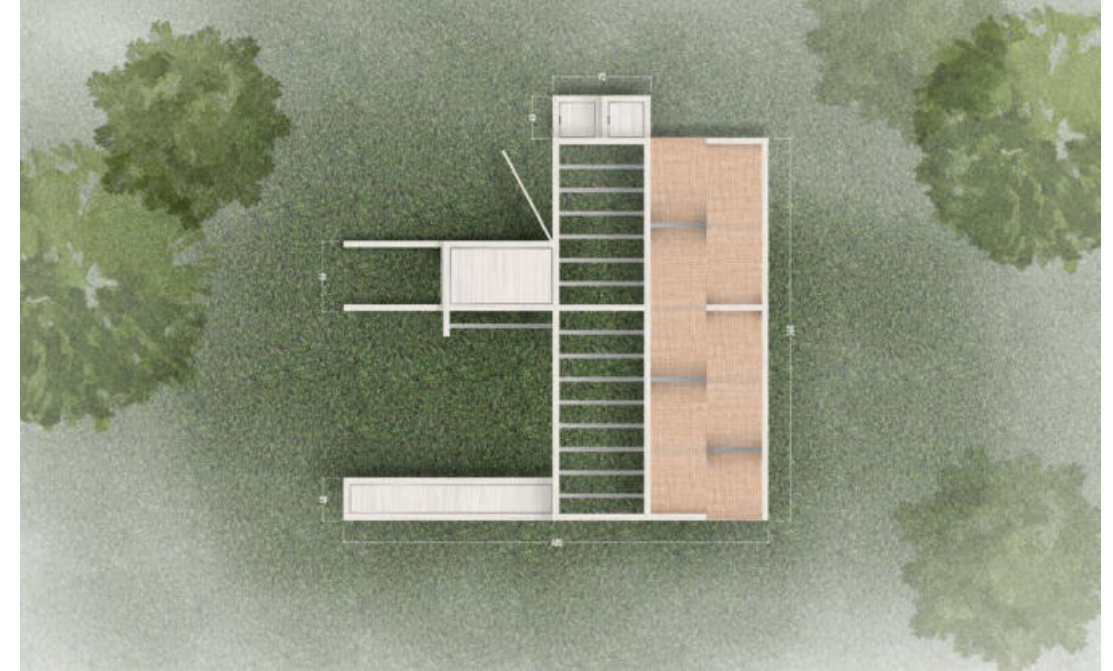
Members: **Bianca Michelini**
Country: **Italy**

The project 6x6 Athleisure takes inspiration from the fashion trend known as “athleisure”. Translating this concept to space, the structure is designed to be used both for exercising and for general use. 6x6 Athleisure is an outdoor multifunctional structure. There are seven stations for

specific exercises and several spots can be used to do stretching and free body exercises. Some close storage spaces are embedded in the structure. Many parts of the structure can be used as benches or tables to enjoy the time outdoors. Fitness and leisure time are mixed in this 360-degree experience.

In the next page: plan and axonometry.

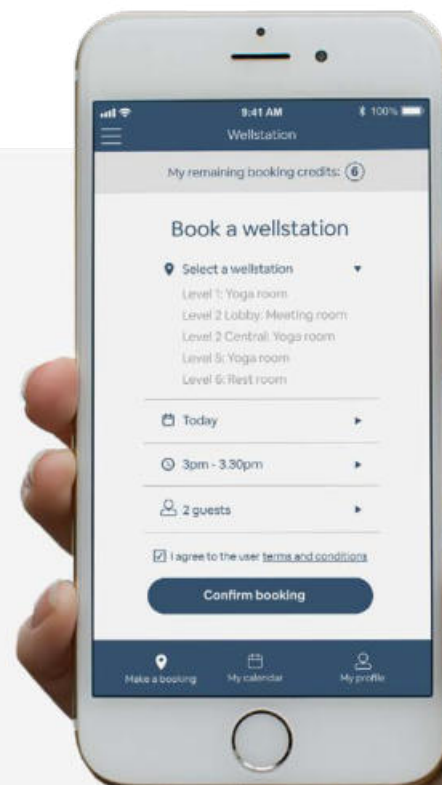
Below: suspension bridge, gymnastic ladder, double step up, postural mirror, parallel dips, wallbass, flat bench



Space Cadet Wellstation

Members: **Danny Brookes**
Country: **Australia**

A moment of respite for the busy office worker, Wellstation has been designed as a serene 'world within an office' - ideal for large open plan offices and commercial environments. The room facilitates quiet activity by providing a relaxed, intimate ambiance, curtained off from the workplace hustle and bustle. Two configurations are presented here. First, a meeting room for private discussions and brainstorming, which can also be reassembled to create a series of lounges for evening power naps (for late-night workers). Second, a yoga and meditation room, to offer a dedicated space away from the computer screen and the phone. A web and mobile app allow staff to book into the rooms at any given point in time, as a means to help regulate usage.



Rest room, evening.



Quiet meeting room, day.



Meditation and yoga room.



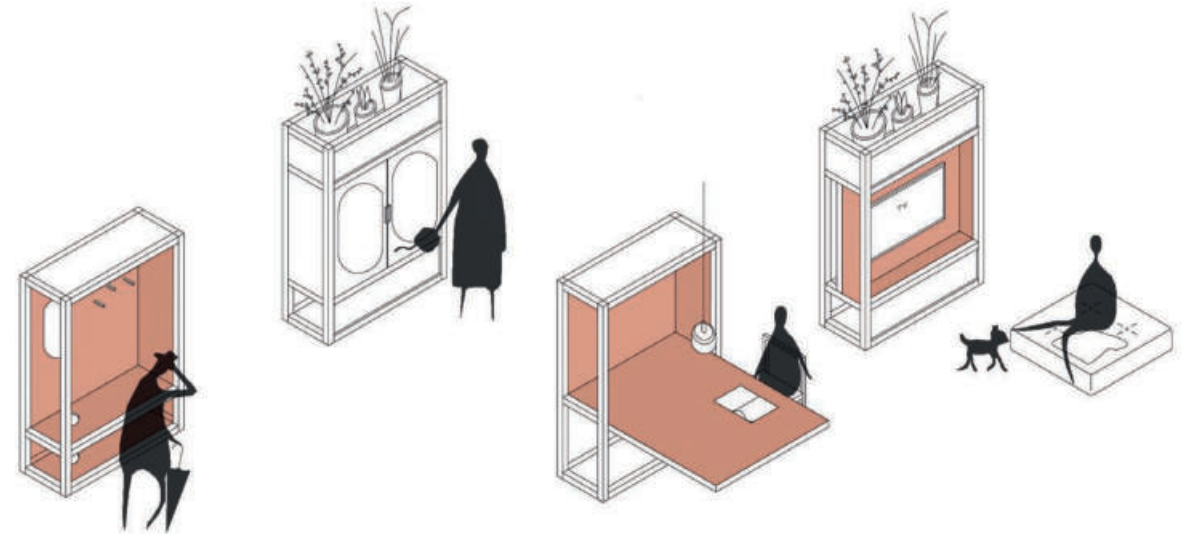
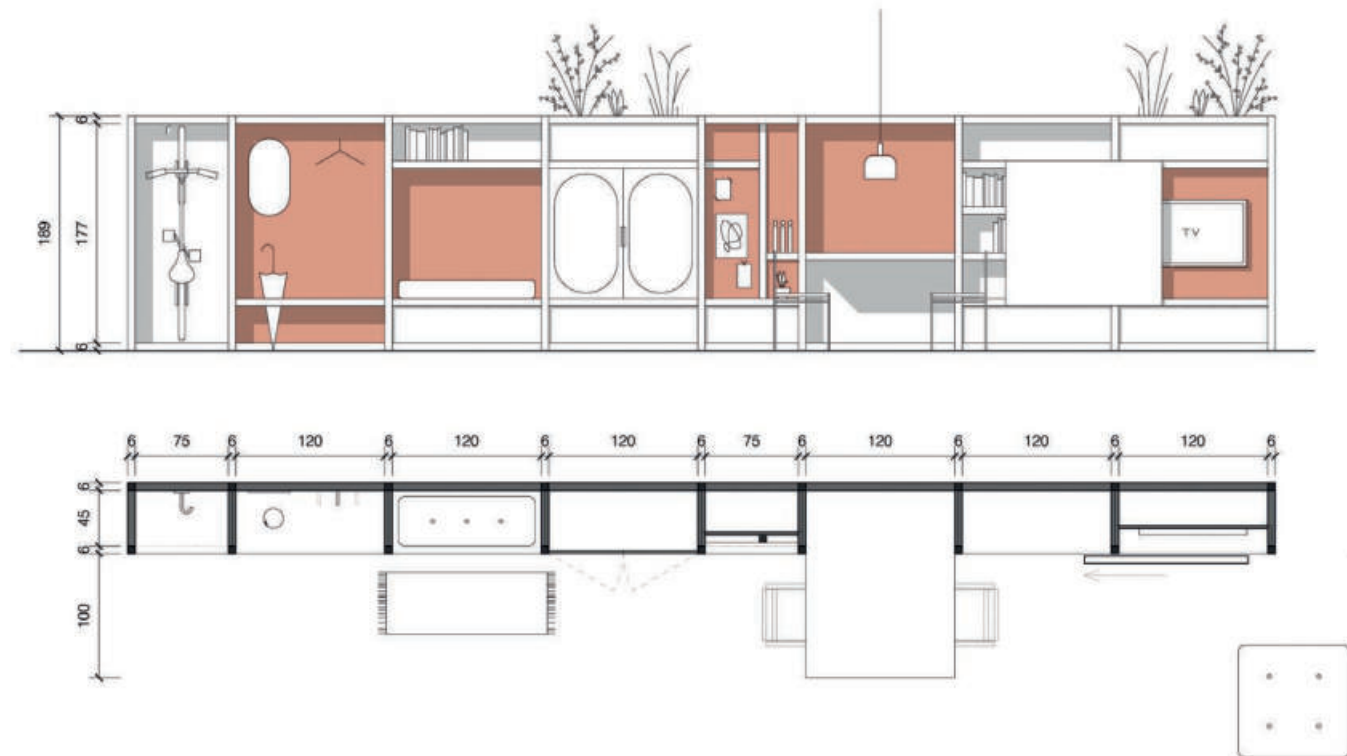
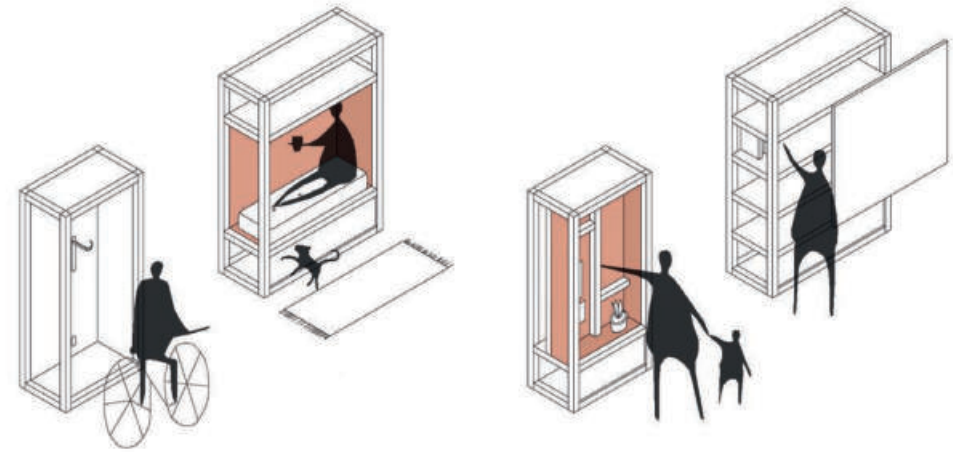
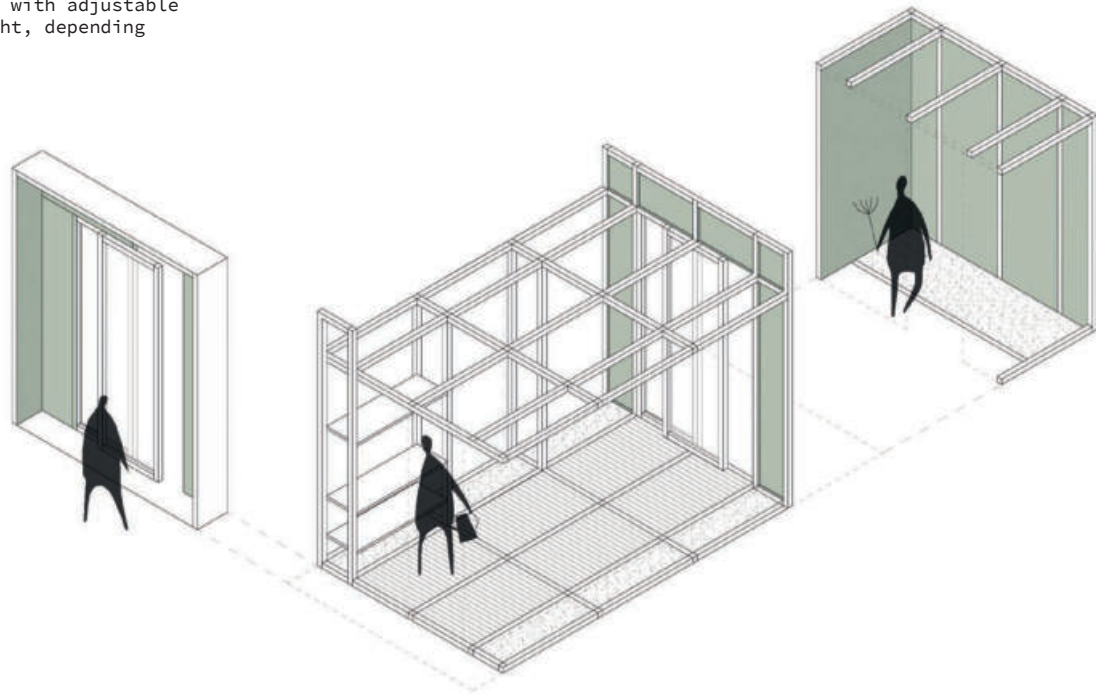
Elisa Lo Iacono

Living 6x6

Members: **Elisa Lo
Iacono**
Country: **Italy**

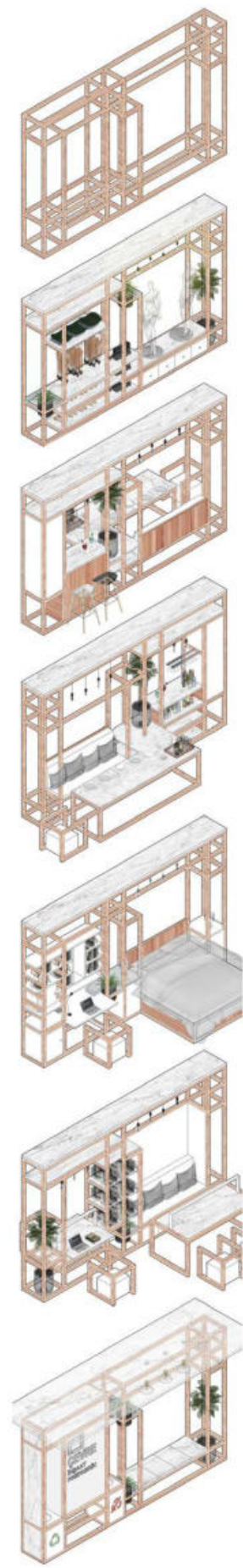
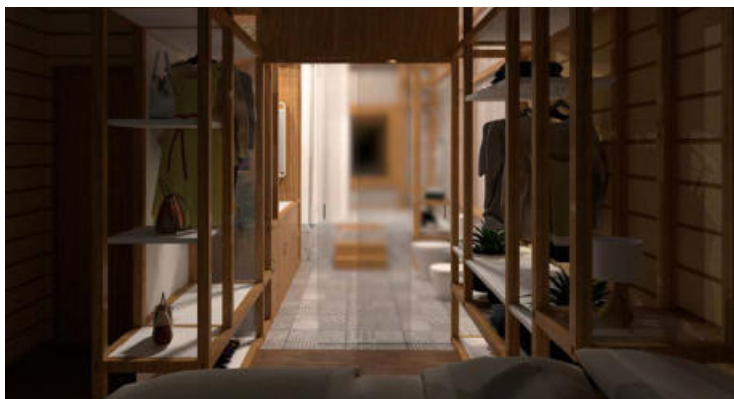
Wooden beams to create a simple language that generates flexible systems. Modularity, flexibility, frame thickness, a combination of different cladding, and a variety of finishes can produce countless solutions for indoor and outdoor. An inhabitable wall crosses the home space from the entrance to the living room, following everyday life activities. The elements can be combined and matched together freely. You can compose completely customizable furniture solutions by increasing or reducing the composition dimensions. A green oasis, designed by modular sections, to relax and work among plants and flowers. Shelves in each section can be placed at will with adjustable height, depending

on the size and the height of the plants. The modular design and the composability allow adapting the composition of the greenhouse to space.

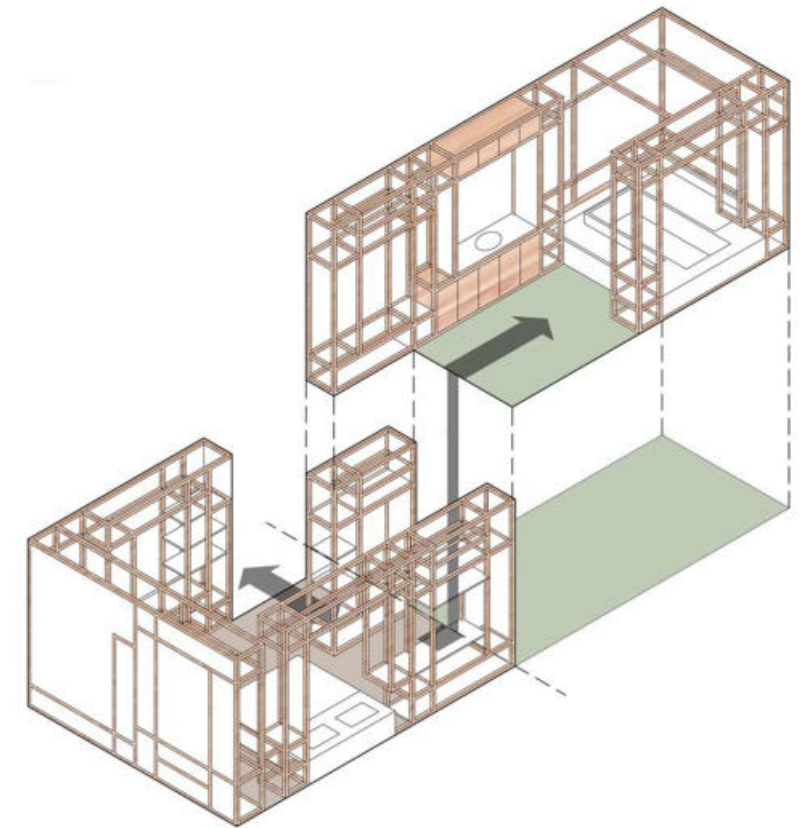


DLTX Geometry

Members: Siyu Xiao,
Xinan Tan, Yiqi Dong,
Yangchang Li
Country: China



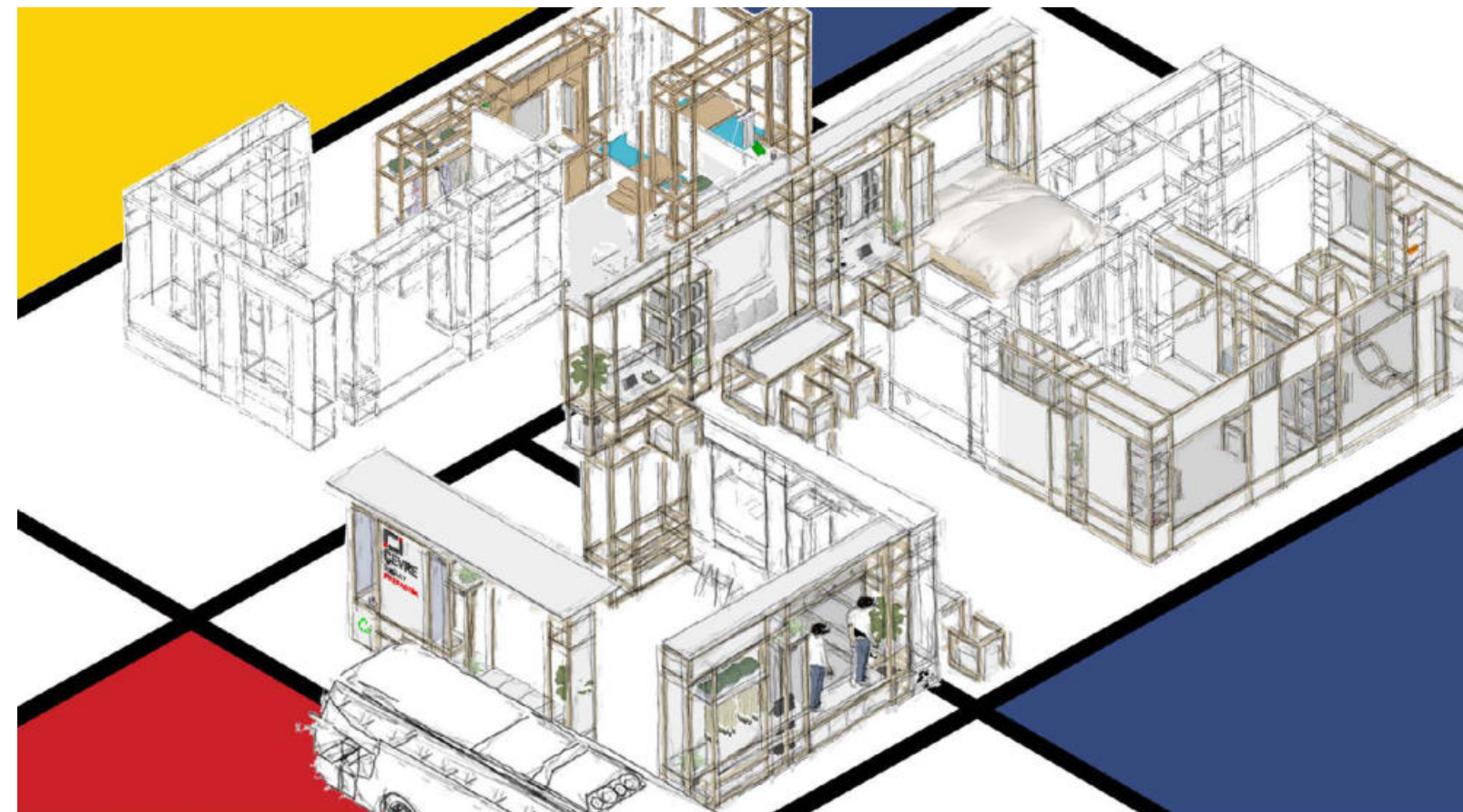
Mondrian's most classical work uses simple lines and colors showing tremendous information on and in the meantime, reveal its rationality and harmony. This could be an interesting metaphor for 6 x 6. After a study of Mondrian 1930 artwork, we decide to compose a universal unit that has enormous possibilities and a combination of rationality and 70 sensations. Apart from the simple functional representations we give to our unit, we also develop two different complete environments: a commercial barbershop and a residential bedroom with a luxury bathroom. Consider that the main structure is made of wood, we also combine the design process with greenery or fish tank to create a natural environment for the users.



In the previous page: renderings and exploded axonometry.

Above: unit decomposition.

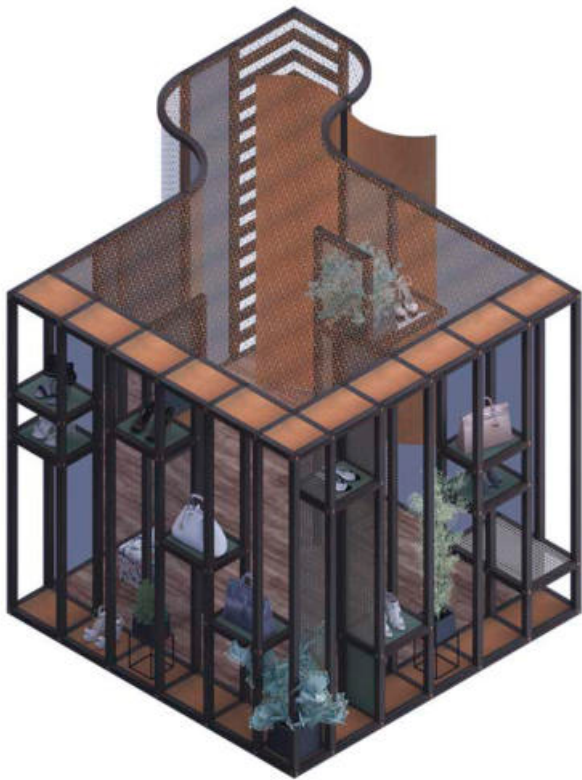
Below: the Mondrian concept design.



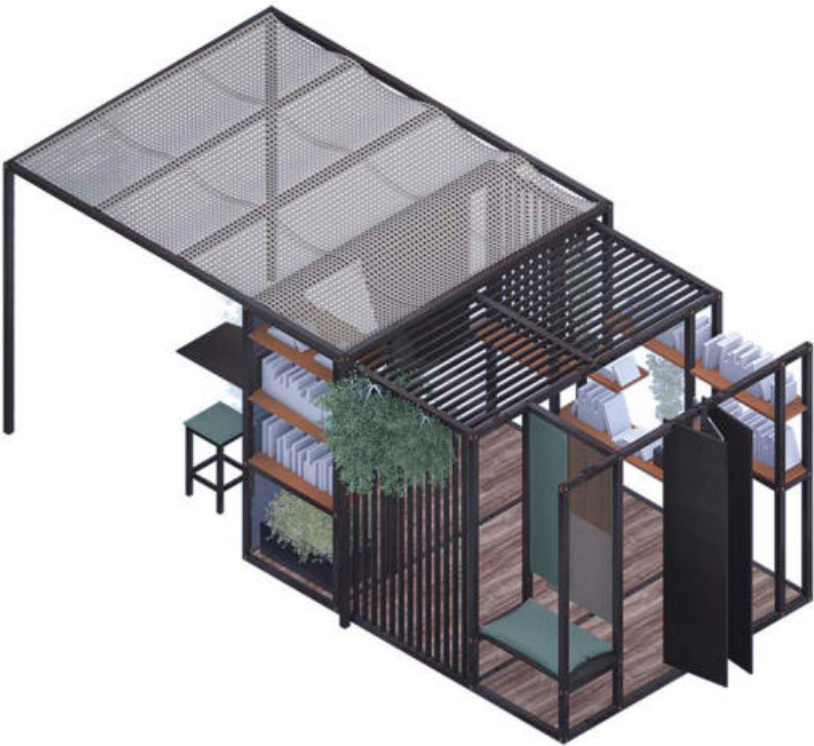
GC-711

Clothes

Members: **Marco Capobianco**, **Enrica Maria Ludovica Grazian**
Country: **Italy**



Below: axonometric views and sections.

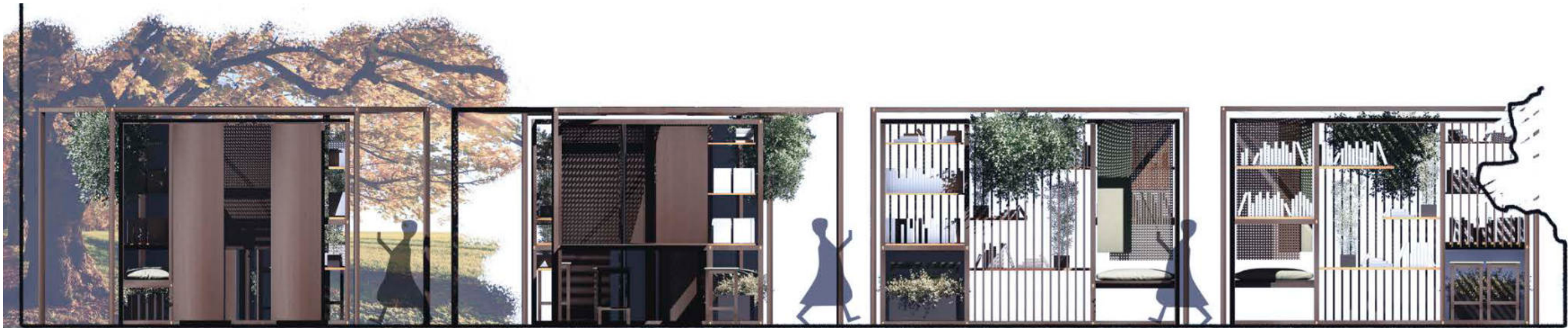


As minor as they seem, the mission of clothes is not just to keep us warm. They change the appearance of the world in our eyes and change us in the eyes of the world.

Virginia Woolf

The books were my birds and my nests, my pets, my stable and my countryside; the bookcase was the world closed in a mirror; of a mirror had infinite depth, variety, unpredictability.

Jean-Paul Sartre



GU.EL

Lifestyle changing

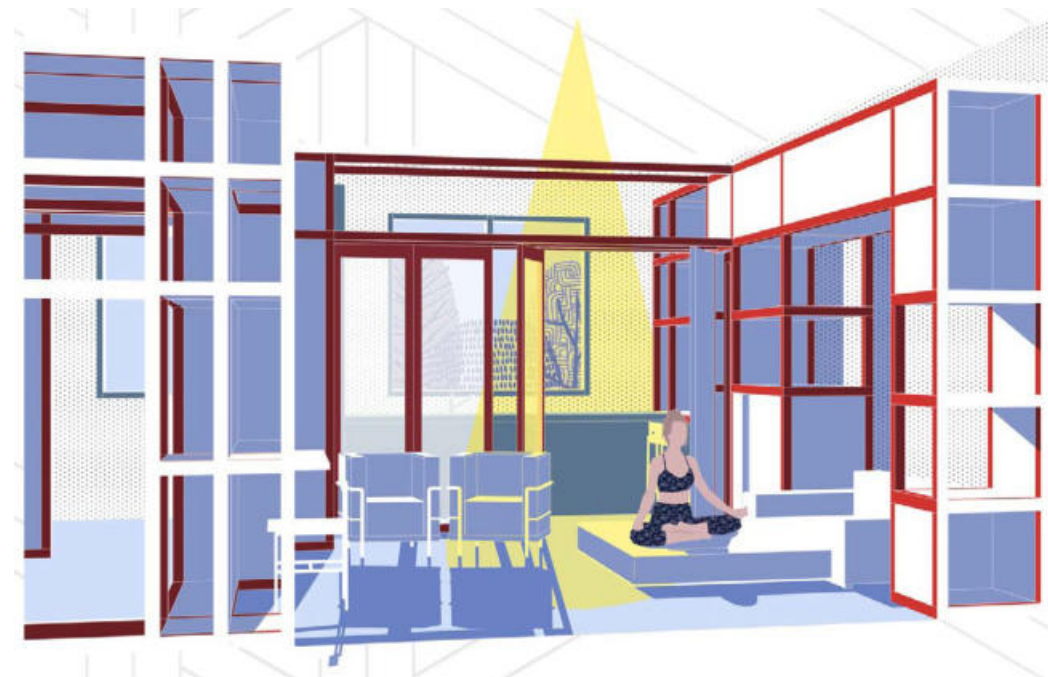
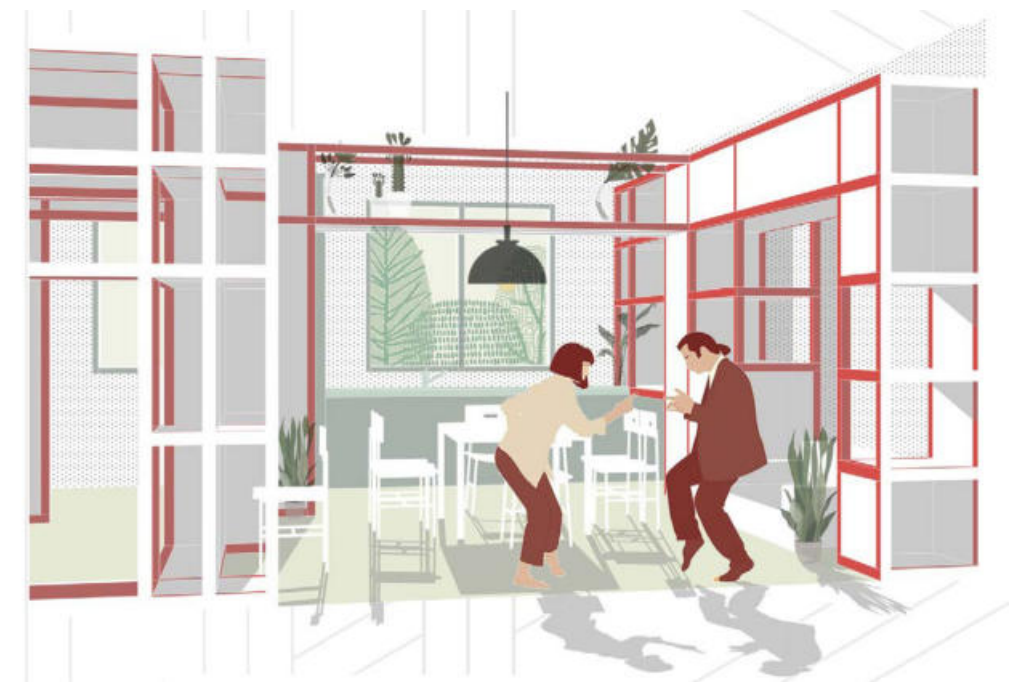
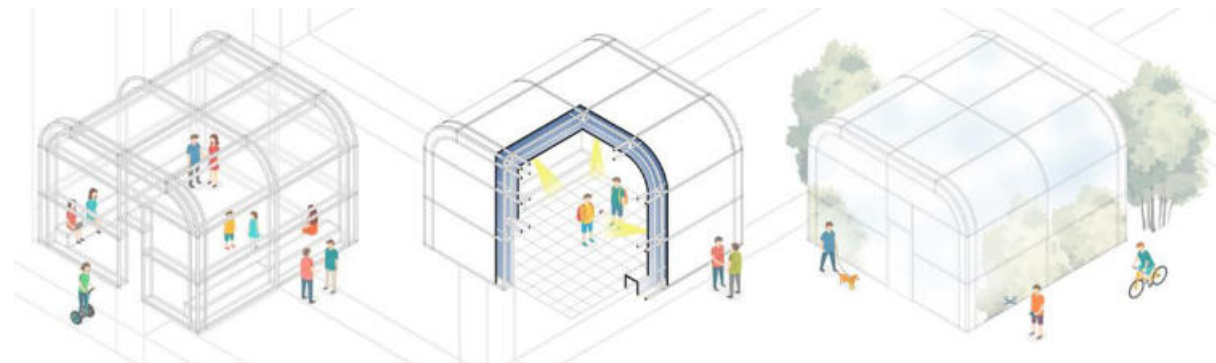
Members: Giulia
Guglielmi Maes, Karim
Elgazzar
Country: Italy

DOMESTIC ENVIRONMENT
Is it possible to live in a 40 sqm space with all the comfort of a two-room apartment? 6x6 by Cesare Roversi represents the opportunity to propose this idea of 40 sqm house for 2 people where there are no fixed walls (except for the bathroom), living room/bedroom/kitchen can be separated by transparent removable walls and furniture & design mix together. This apartment has been thought out for 2 people who don't give up dinners with friends! In fact, it is possible to take out tables and folding chairs from the kitchen's wardrobe. The removable walls can be completely open in order to create a larger living room. The spaces are designed also for a disabled person: the transparent walls can easily be moved with one hand, getting a more usable space.

Wood self-standing double structure (6x6 by Roversi) can be used in a square as a public social space or for temporary expositions.

The gap between the double casing can be used for mechanical and electrical equipment for visual effects.

Collocated in a public park, the experience of the artwork will be double immersive: outside the mirror panels reflect the nature.



Vesuvius

Cube space

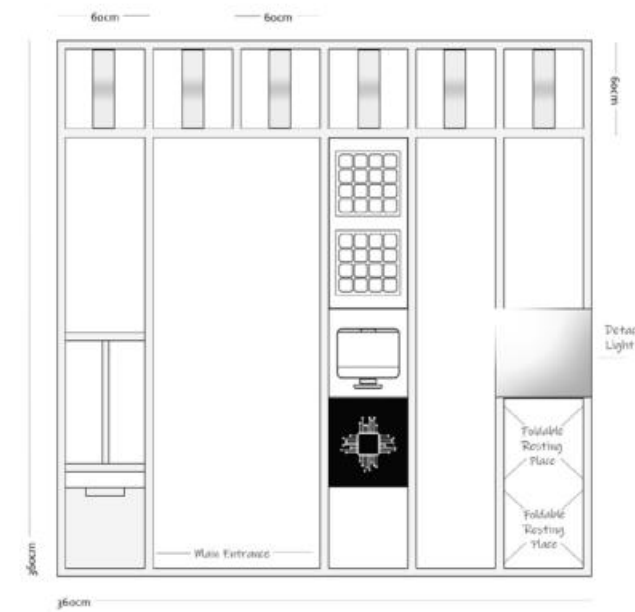
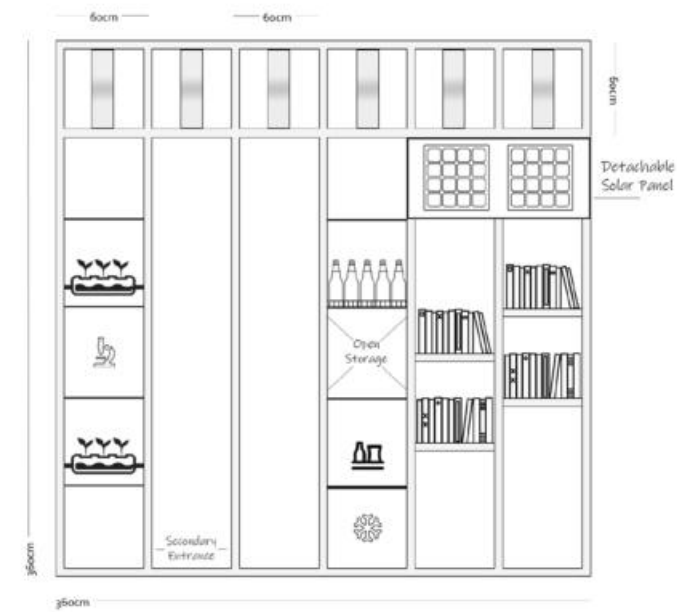
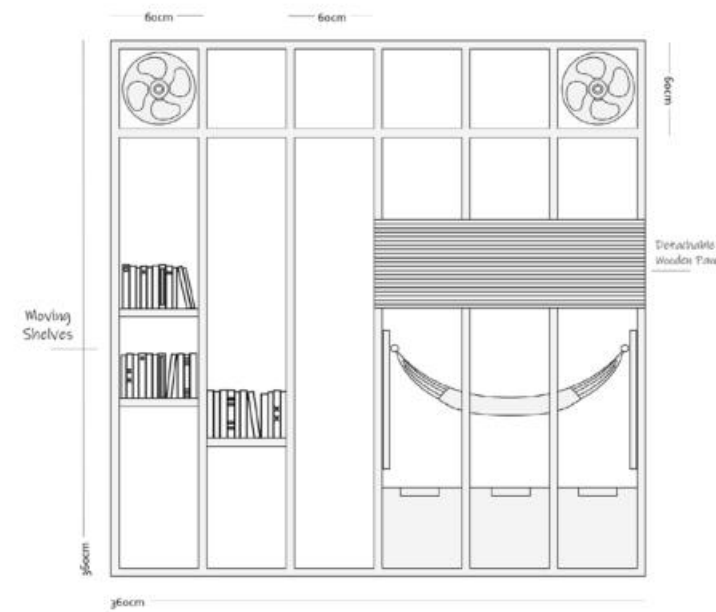
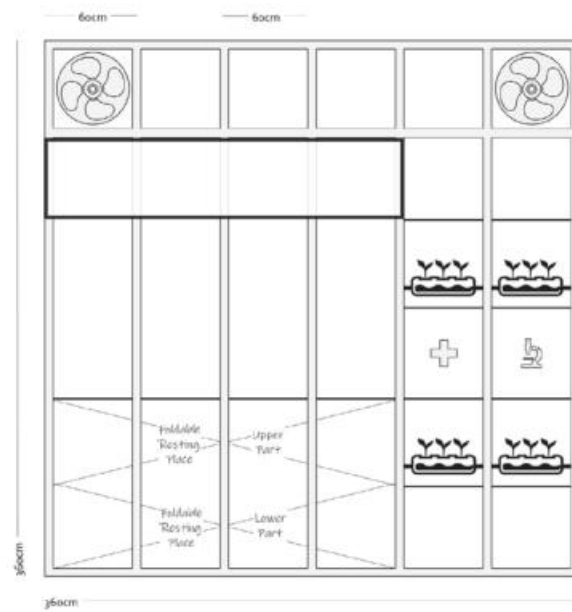
Members: **Ilkin Evin Akpınar, Günes Eser**
Country: **Germany**

Cube Space is a short-term living solution and also a recovery station for special places. It is designed to be used in warm environments. Cube Space applied 6x6 approach on a

grand scale to its entirety. It is a nearly closed living area that consists of necessary survival and refreshment stations. Cube Space uses equal dimensions whenever it's possible. This

place is not just giving comfort to its visitors, it also feeding them with the abstract serenity of symmetrical shapes. Cube Space can be placed in solitary environments such as

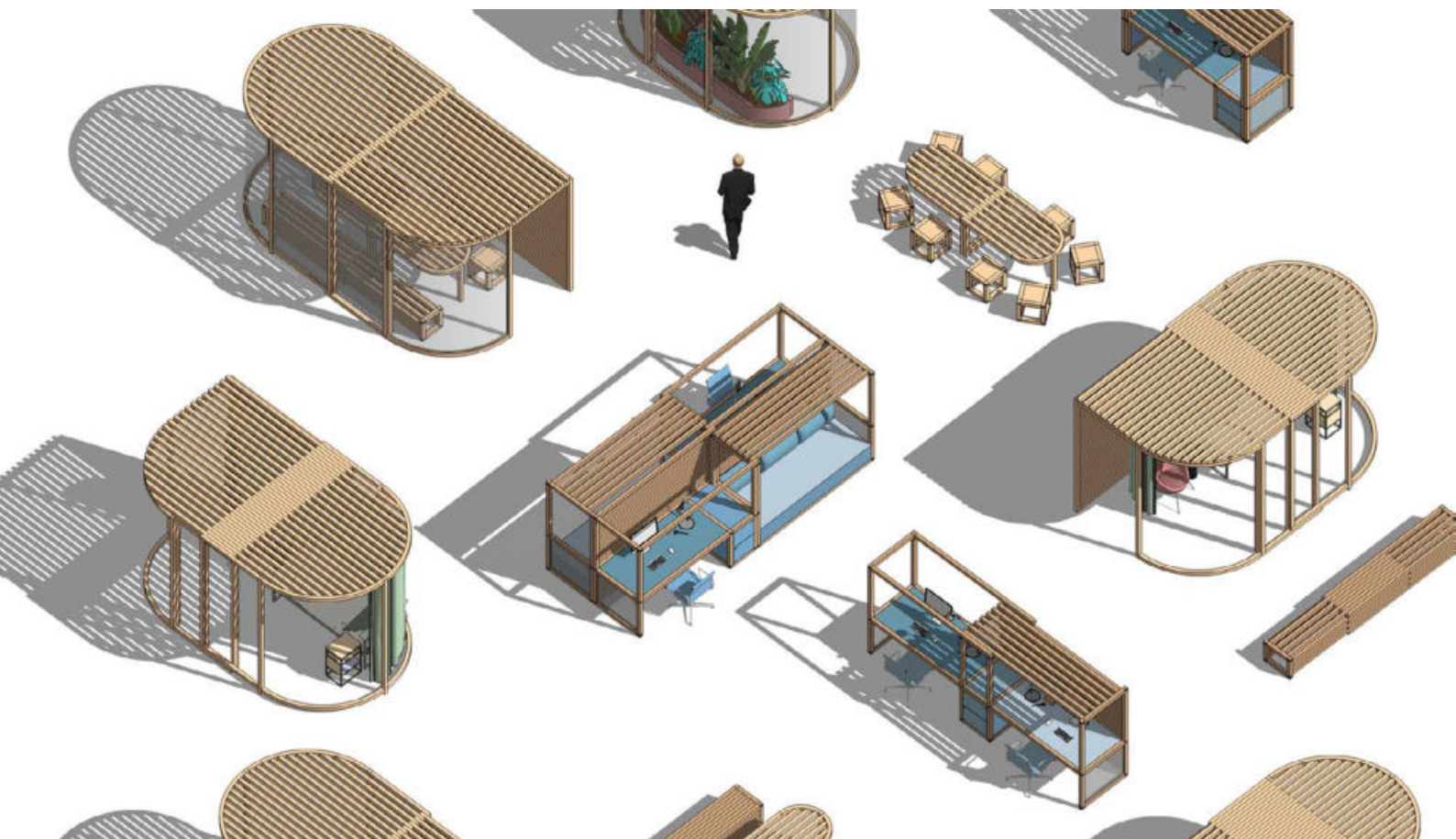
deserts. Alternatively, in a dense city in between walls, or rooftops are also appropriate locations.



Mezzo Atelier

Push - Pull

Members: Giacomo Mezzadri, Joana Oliveira, Sabrina Sinelli
Country: Italy



Will 2020 mark a new beginning after such a period of crisis? The last critical and dramatic months are revealing that what we are used to taking for granted can just be taken away from us at

a glimpse. The way we relate to each other's and work, our leisure and social time, and more importantly, our health, may change drastically from one day to the other. If the future of design

was already pointing out for more fluid, flexible, and mixed-use spaces, it seems that there will be a need to take faster actions and adaptations in order to respond to the new future challenges.

Push & Pull uses the 6x6 system in order to create extremely flexible "containers" which easily grow or decrease, adapting to the consumer present needs of space.



Microenvironments can resolve functionality or programmatic situations into existing spaces by creating scenographic and beautiful atmospheres. An

extendable domestic pavilion introduces programs like a green house, a sleeping room or eating and living room, in all kinds of pre-existing architectures.



Workspaces aren't tied to a formal office space anymore and will continue to spread and contaminate other locations as our homes, fancy co-workings, cafeterias, libraries, airports, etc. Adaptive workstations can help workers to find intimacy and focus inside such

ambiences and manage their needs for space and work relations to other colleges or partners. Push & Pull workspace is a fluid desk for one or more people with other functions like side sofa or bed and storage space.

Jury



Livia Tani
Ateliers jean nouvel



Marco Imperadori
Politecnico di Milano



Peter Pichler
Peter Pichler Architecture



Nicholas Bewick
AMD L Circle



Marco Costanzi
Marco Costanzi Architects



Marco Roversi
Cesare Roversi



Massimo Iosa Ghini
Iosa Ghini associati



Frans Van Vuure
UNStudio

Partners

D

A

R

Promoter: Cesare Roversi

6x6 è una soluzione aperta, che usa un sistema di telai in legno naturale, personalizzabili con diversi materiali di finitura e accessori, per comporre illimitate configurazioni di arredamento e divisori di spazio adatti a ogni tipologia di ambiente.

6x6 is an open solution, which uses a system of natural wood frames, customizable with different finishing materials and accessories, to compose unlimited furnishing configurations and space dividers suitable for any type of environment.

www.roversi.it



CESARE ROVERSI

