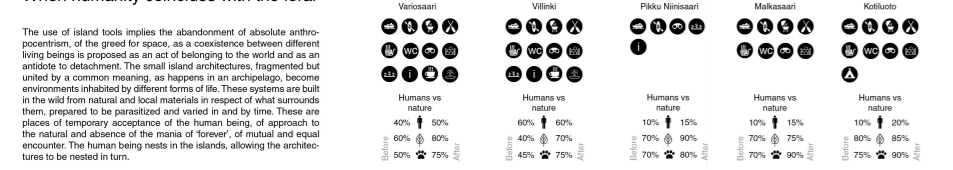
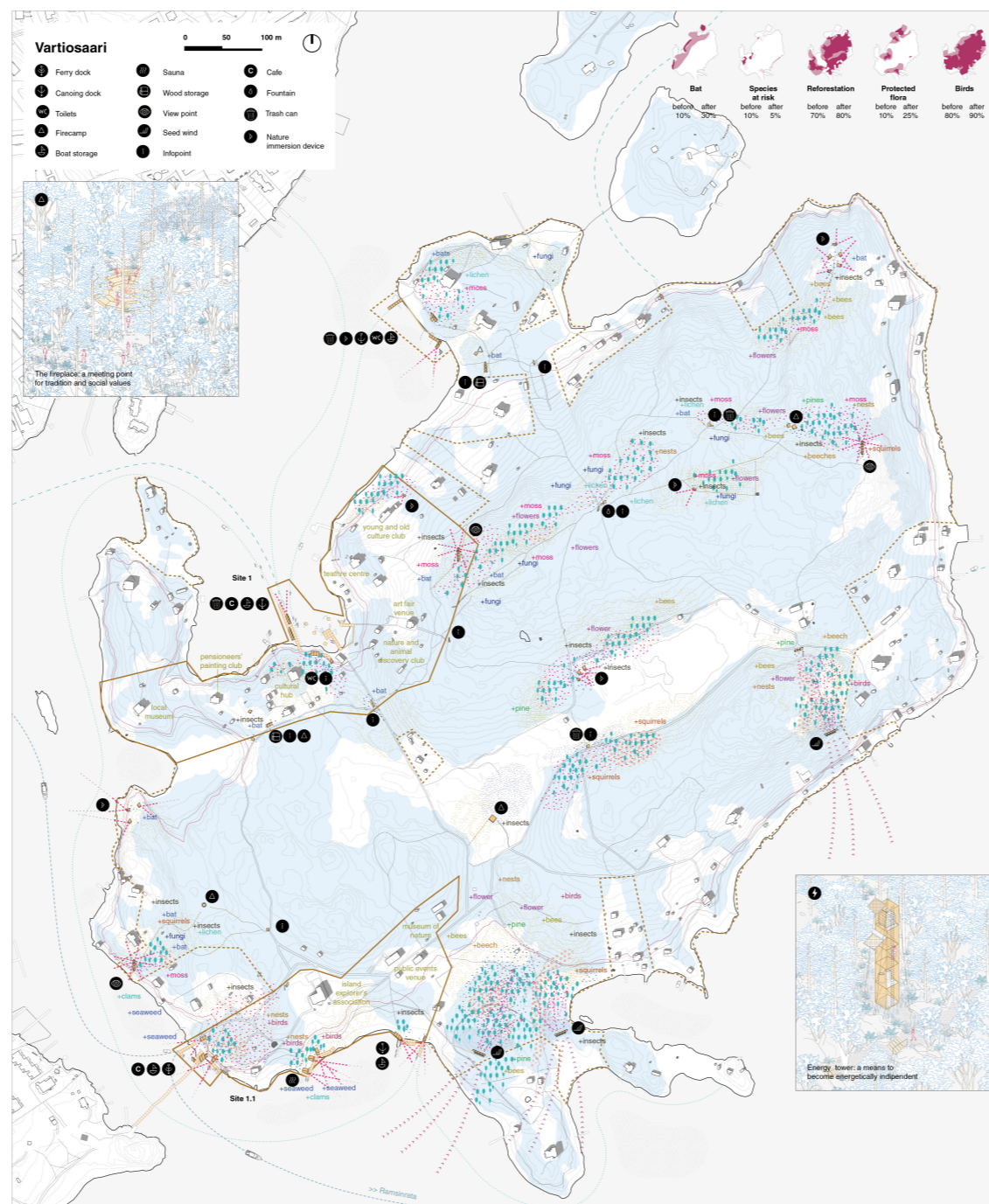
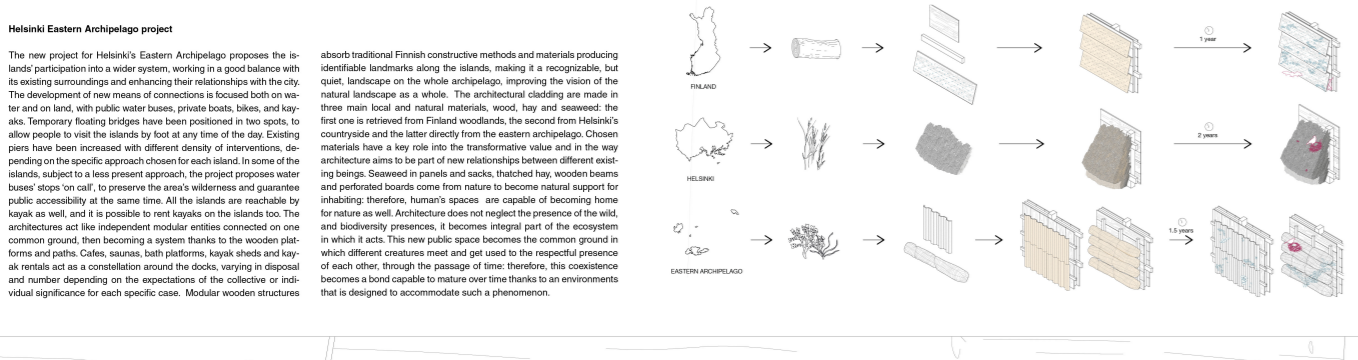
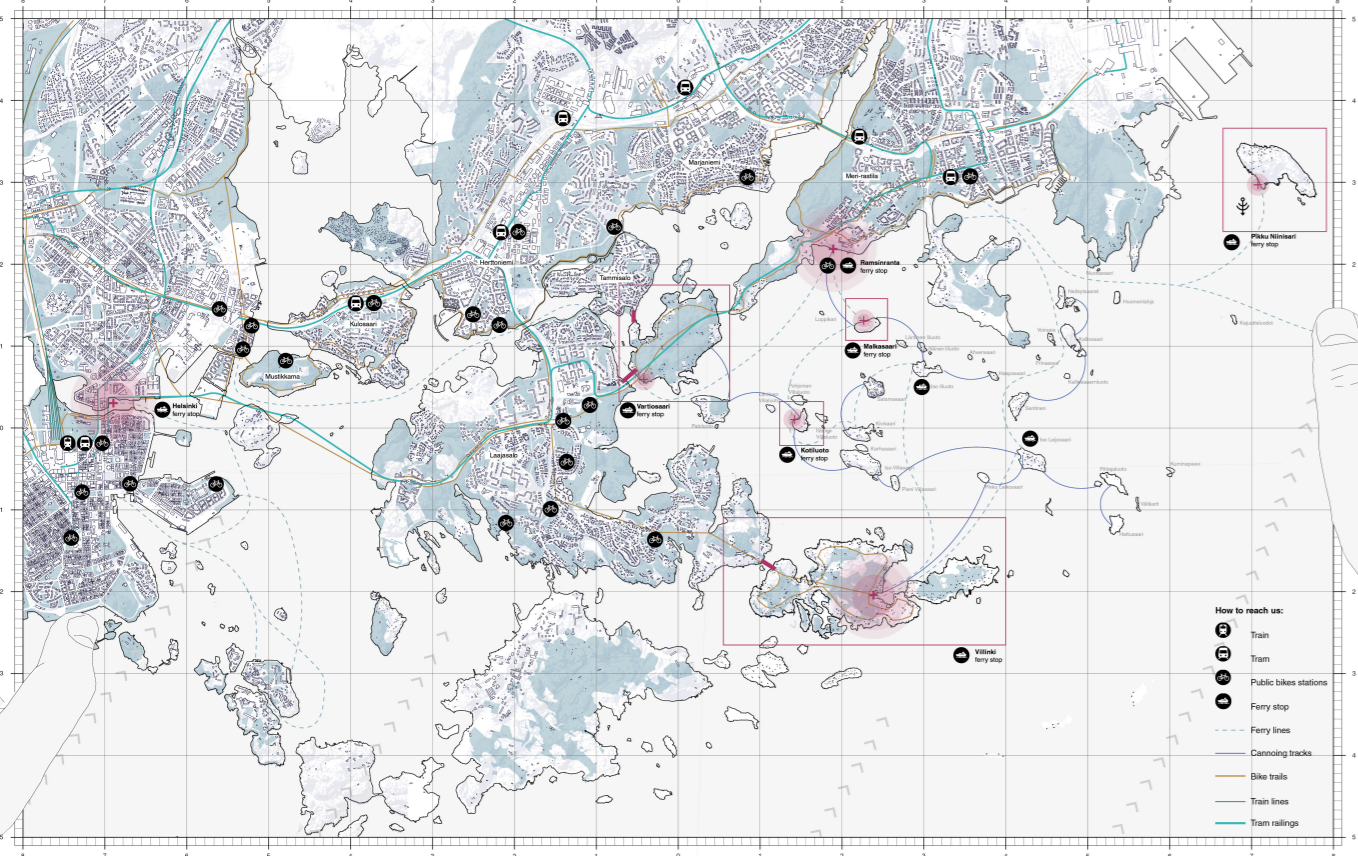


## Island tools



**Warnings for the visitor**

The use of island tools implies the abandonment of absolute anthropocentrism, of the great for space, as a coexistence between different living beings is proposed as an act of belonging to the world and as an antidote to detachment. The small island architectures, fragmented but united by a common meaning, as happens in an archipelago, become environments established by different forms of life. These systems are built in the wild from natural and local materials in respect of what surrounds them, prepared to be dismantled and varied as and by time. These are places of temporary acceptance of the human being, of approach to the natural and absence of the marks of 'forever', of mutual and equal encounter. The human being rests in the islands, allowing the architecture to be nested in turn.



**A renewed network glancing through scales**

Architecture is simple enough to allow possibility of change without big expenses, thanks to its structural and material modularity and expandable nature. Projects touch the ground only thanks to screw foundations in specific points, occupying the soil gently, foreseeing a non-destructive human presence.

This main system works together with another one, composed of other punctual architectural objects immersed into nature, made of concrete delicately spreading and hiding inside natural areas, aiming to increment biodiversity in a more direct way. Some of those still accept the presence of humans, like fireplaces, platforms where to sit and rest, fire-down devices to observe the nature, sight towers. Other objects that can be found in reflection sites, further from pedestrian paths, are steel structures designed to scatter future vegetation through the wind. Therefore, the areas that experience both main human uses and presence of the land, are integrated with projects that are specifically made for biodiversity incrementation, not made for humans, rather their materials and design are strongly planned to get colonized by nature through time. They have been placed in reflecting sites, in reforestation spots, or in areas in which landscape has been subject of excessive human use. These punctual architectures are designed to completely disappear over the years, after having played the role of biodiversity matrix. This is just one of the ways in which the project, as a whole, acts as a caring plan for vulnerable sites.

Finally, the last punctual architecture is the info point, scattered in the islands, guiding the visitor and acting at the same time as a seat and watering hole for both humans and animals, making it one of the most pivotal new elements in the islands.

