

AJ

SPECIFICATION



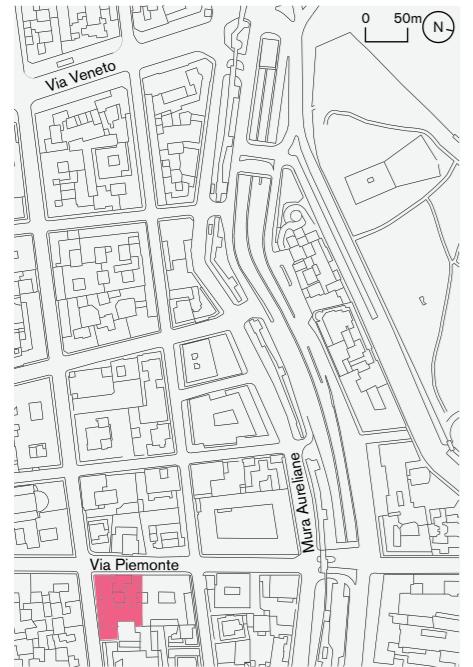
LIGHTING

David Hughes and Hoare Lea:
illuminating playhouses
PLUS a Roman theatre of light

HOUSE OF DUST, ROME

ANTONINO CARDILLO ARCHITECT

Location plan



Top left Kitchen roof: at night, the rough plaster on the upper walls and ceilings is emphasised by an Egyptian light
Top right Living, entrance and kitchen. Arched doorways conceal rooms and cupboards
Right The golden ratio divides the sides of the living room

Photography by Antonino Cardillo

Using Classical proportions and architectural elements, on a conceptual level this house is a celebration of dust. The proportions of the living room are governed by the golden ratio. A light grey base supports a ceiling of rustic plaster, the colour of bare earth. My inspirations were primordial caverns, Renaissance grottos, the nymphaea of Rome's Villa Doria Pamphilj and the faintly Liberty facades in the streets off the Via Veneto.

The spaces of the House of Dust form a balanced sequence of compressions and dilations. On the walls, passages and windows appear, now dug out of the base, now like the textured surfaces of baguettes. A series of arches, abstracted memories of Trecento Italian painting, disguise doors and cupboards. Among these, one studded with a pink glass doorknob introduces intimate rooms, which are distinguished by the palest pink on the walls which evokes dawns and flowers, the colour of beauty, the colour of beauty that dies.

Someone has observed that my spaces impose silence and others that my houses look like bunkers, inside which light separates and dilates architectural components. In a way, light permeates a building just as air does our bodies and I could say that architecture inhales light. Architecture is the interpretation of light, which it mediates. If music is sound, architecture is light and a building is not the outcome but the instrument that creates it. And if light is the raw material of architecture, reverberation, as in music, measures its distances. Light, when it encounters a solid material changing its nature and form, reverberates on other surfaces in a game of divisions until it decays into darkness. But not all buildings 'listen' to the light: only opaque material is pushed into that iridescent web that we call architecture.

Antonino Cardillo, architect



Specified products

Lighting

Simes, Linea Continua
www.simes.it

Windows

Schüco, AWS 75 BS HI
www.schueco.com

Cement flooring/paving

Kerakoll
 Cementoresina
www.kerakoll.com

Parquet flooring/paving

Mardegan, Grey Castle
www.mardeganlegno.com

Doors

L'Invisibile
www.linvisibile.it

Marble/stone

Ghirardi
www.ghirardi.it

Lamps

Lumieres

Bookshelf

Rimadesio, Zenit
www.rimadesio.it

Sofas

Cassina, Mexcube
www.cassina.com

Chairs

Simone Gavina, Gaja
www.simoncolezione.com

Marble and lacquered tables

Antonino Cardillo, Triumvo
www.antoninocardillo.com

Project data

Start on site October 2012

Completion March 2013

Gross internal floor area 100m²

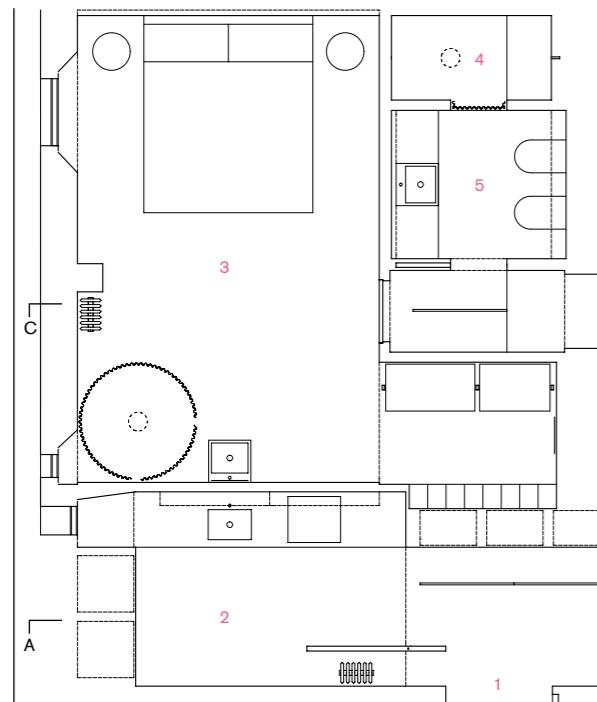
Construction cost €150,000 (£126,627), including furniture

Construction cost per m² € 1,500/m² (£1,266), including furniture

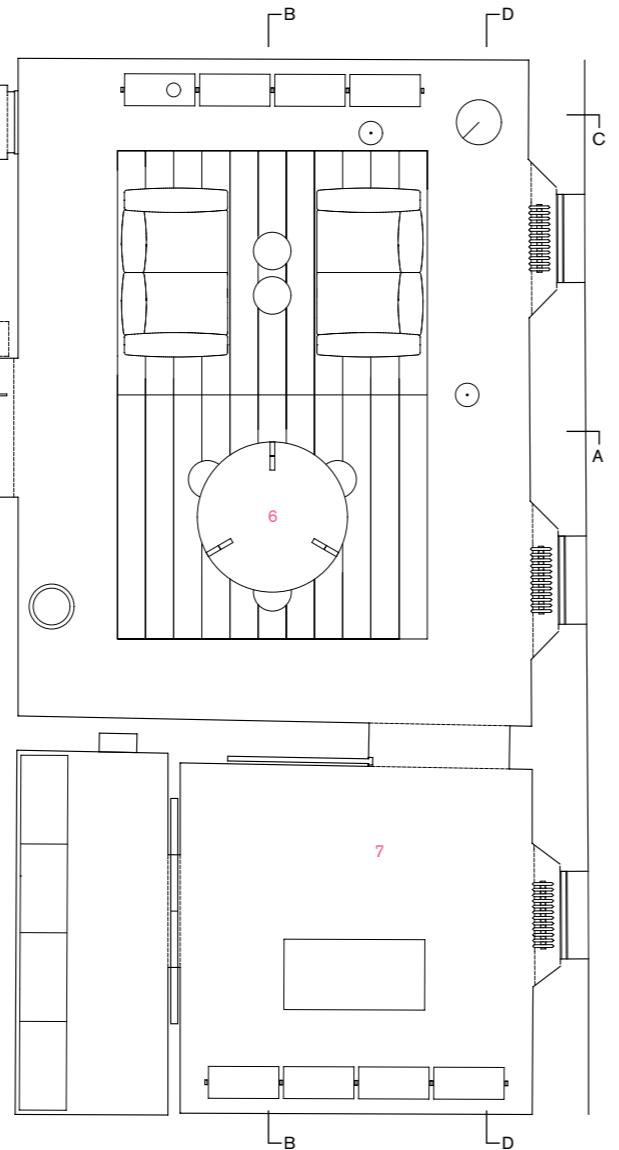
Architect and project manager Antonino Cardillo

Client Massimiliano Beffa

- 1. Entrance
- 2. Kitchen
- 3. Master bedroom
- 4. Shower
- 5. Bathroom
- 6. Dining area
- 7. Living area



Right Entrance,
leading to area with
translucent table

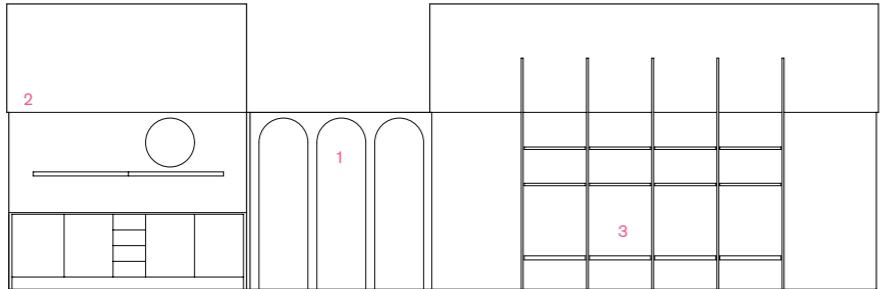


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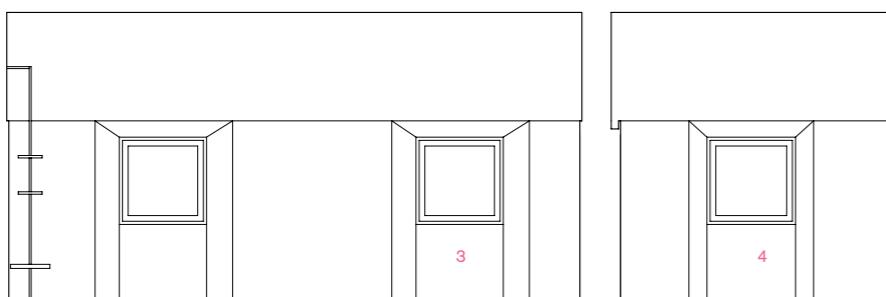
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Right Bedroom
painted pale pink

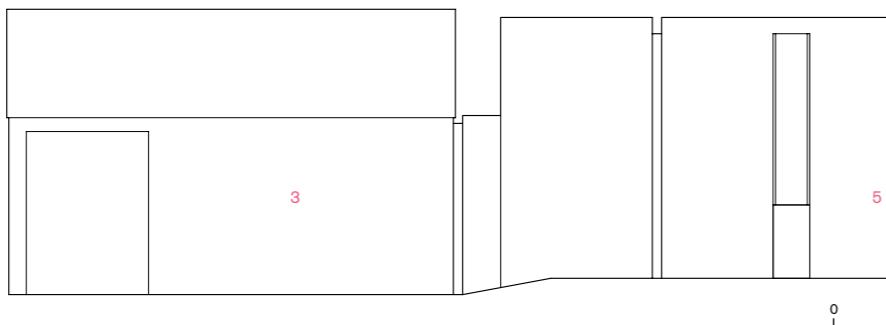
Section A-A



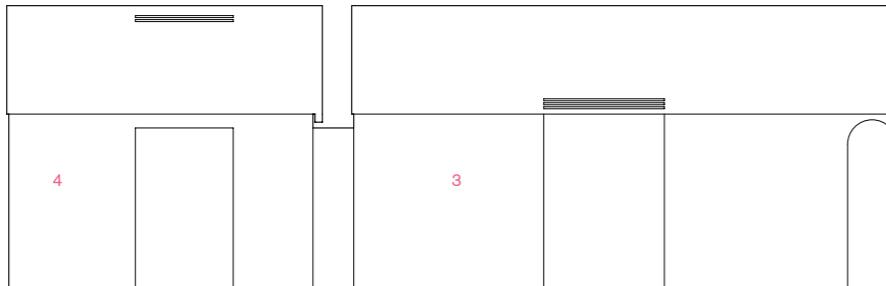
Section B-B



Section C-C



Section D-D



1. Entrance
2. Kitchen
3. Dining area
4. Living area
5. Master bedroom



The spaces form a sequence of compressions and dilations