**MADLIENA VALLEY** 

MADLIENA





3DM Architecture is an architectural design studio based in Malta that has been active in the field of architecture and interiors projects. A forward-thinking team that focuses on architecture as the art in designing spaces, which combines knowledge, experience, and creativity.

3DM believes in a comprehensive holistic design approach, which brings together different specialism which is normally considered as separate. This is done through constant attention to detail, selection of materials, the interplay between light and shadows, the team focuses on producing exciting, sustainable, timeless spaces.













INTRODUCTION

**ANALYSIS** 

**PROGRAM** 

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INTERVENTION METHODOLOGY

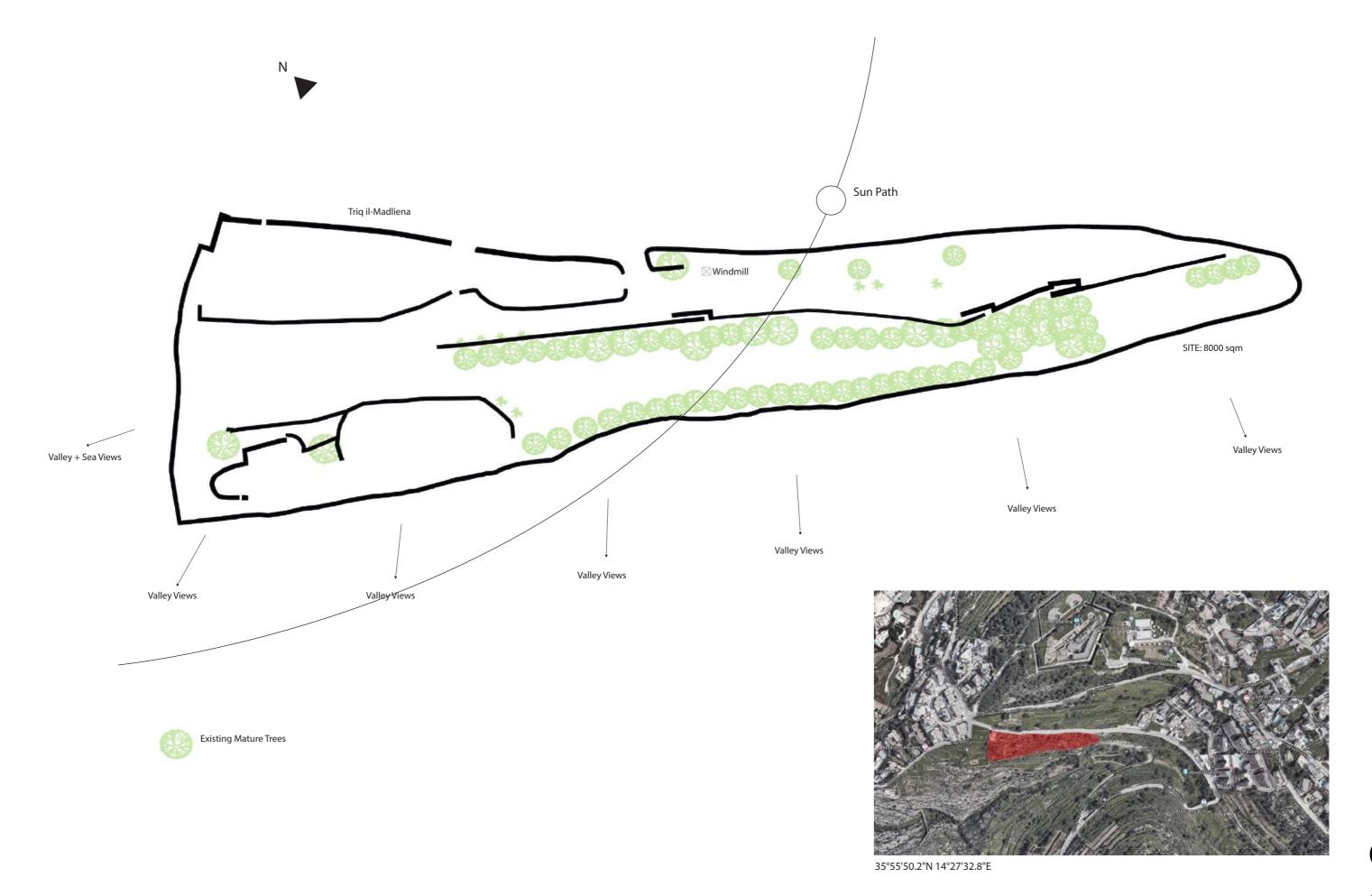
**PLANS** 

**ILLUSTRATIONS** 

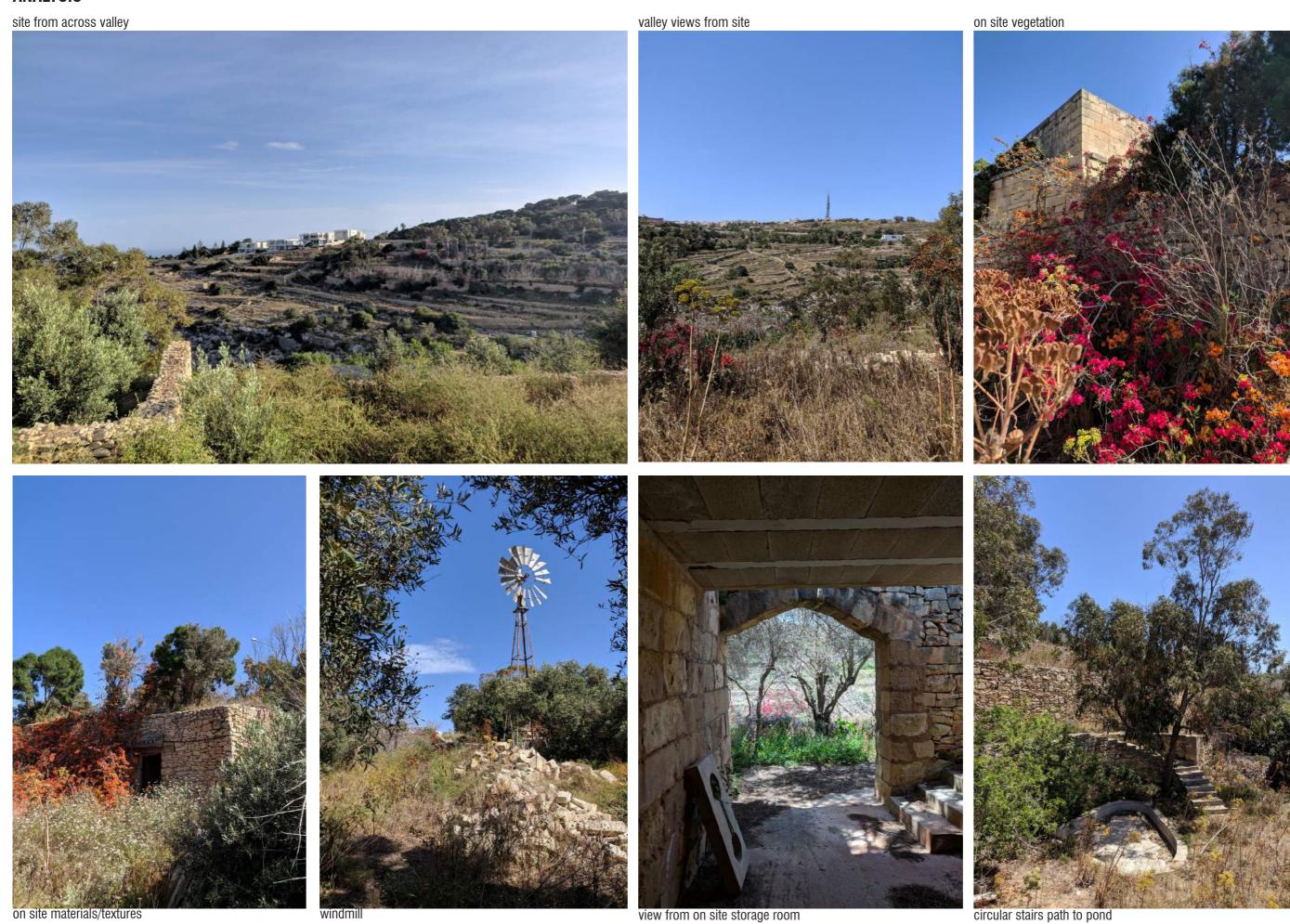
## MADLIENA VALLEY PROJECT

**PROPOSAL** 

The intent of this document is to present the proposal for Madliena Valley, located in Triq il-Madliena, Madliena. The initial concept is developed based on the various space requirements and the overarching language applied for the project. A list of international examples, along with the methodology will be presented to explain how the proposal was developed. Plans and walk-through illustrations will provide a better understanding about the schematics and volumetrics of the building and the interiors.



**ANALYSIS** 



OUTDOOR CAR SPACES

SECONDARY RESIDENCE

**GARDENS** 

CONCEPT



Balance—Aharmony of design and proportions—a situation where different elements relate perfectly to each other. 'A continuous language throughout all spaces'

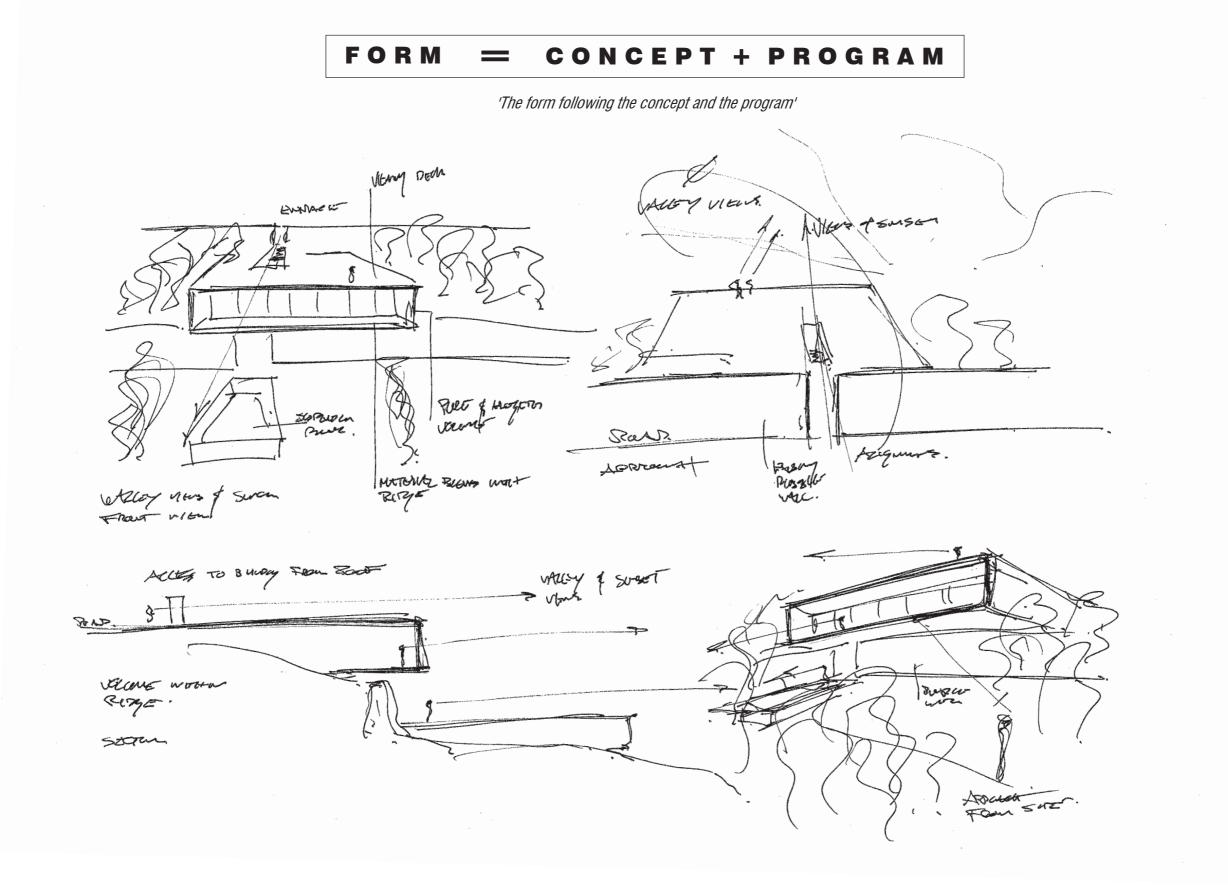


Time & History- The indefinite continued progress of existence and events in the past, present, and future regarded as a whole by looking back at architectural elements through the ages - Palladio's Villa Poiana

The building was conceived to be the intermediary element between the user and the surrounding environment, most specifically the predominant valley and landscape views. By combining the orientation of the site, the major viewpoints and the program, the form of the building was conceived to be as pure as possible, a contrast between positive vs negative spaces, solid vs transparent, a solid which gives the impression that it is emerging from the valley ridges, ultimately to achieve a calm space, that invites you to stay, a place that instills piece of mind and serenity.

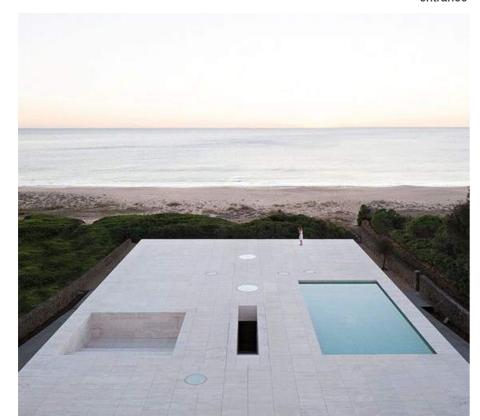
The main elements being proposed in the design of the interior spaces, were extracted from various architectural elements applied throughout history. These include aspects such as flooding the interiors with natural light and shadows to create an ever changing environment daily and ultimately seasonally. Other elements include the use of volumetric elements and how these relate to light coming into the spaces and the shadows being created. Generally these volumetric elements are aligned to work with the rest of the architecture, and whilst some architectural elements used to seem grand in terms of proportion, there would still be some elements that consider the human scale.

Another aspect that is often seen in earlier forms of architecture is having a space that revolves around a focal point, such that the space is simplified in terms of the number of elements it contains. This lets the user experience the focal point its totality without unnecessary visual clutter that can interfere the experience. The latter is seen to be affected as well by the way materials come together and the choice of materials itself ultimately to create a timeless experience, one that is suspended in time.



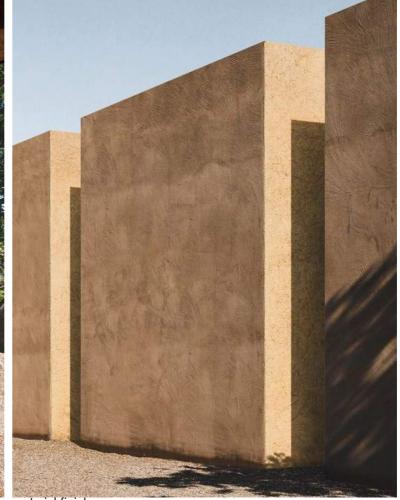
# INTERNATIONAL EXAMPLES ARCHITECTURE

entrance





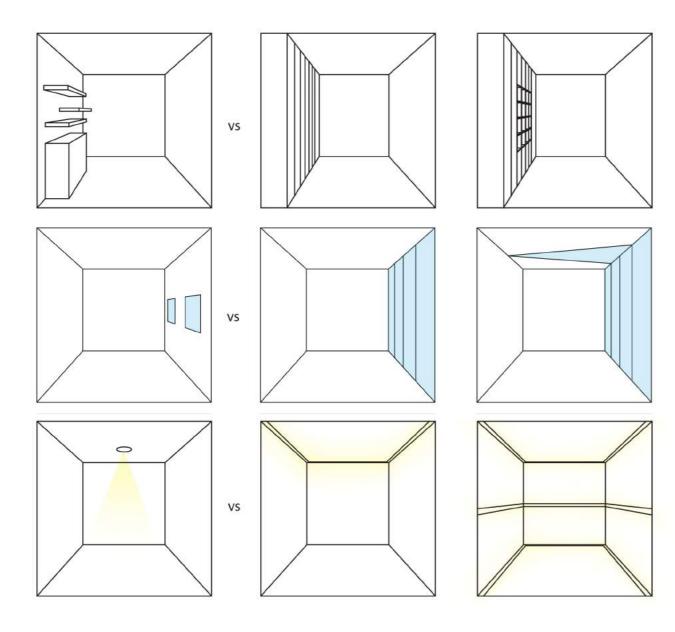




pool on a ridge material relation to surroundings

material finish

The intervention for the interiors follows the understanding of the required spaces and the necessities of the users that will be using the spaces. Through the spaces defined by the brief, a program is organised and respective volumetric spaces are assigned accordingly. Through the use of reflective/non-reflective materials, lighting and shadows, all elements are brought together through a rigid language of alignments.



## **SOLID VOLUMES**

- The use of volumes in the interiors allows for a number of advantages such as:
  - Storage space (which can be hidden out of sight), since floor to ceiling height is used to its potential
  - Services: to be used for the passing & position of certain services (such as HVAC, Lighting, ELVs)
  - Less visual clutter, allowing an experience of the architecture itself
- Volumes can be made out of the architecture itself (the constructed walls) or built out of gypsum or joinery

## **APERTURES**

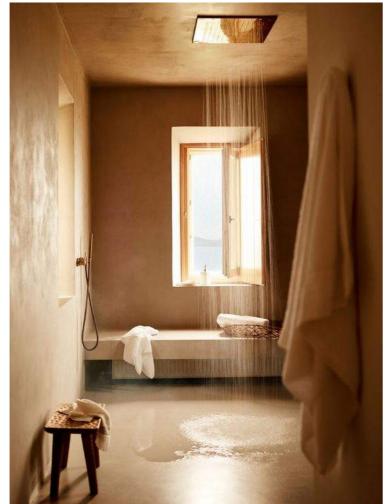
- Having floor to ceiling apertures allows the interior spaces to be infiltrated with natural light whilst allowing for unobstructed views of the natural landscape.
- By opening up the ceiling using skylights, the interior spaces change completely
  due to sun light and various shadows created, this is also highlighted given the
  actual architectural design of the skylights and how these work with the rest of the
  built fabric.

### DIFFUSED LIGHT

- By lighting a space from its extremities, good levels of lighting can be achieved without having concentric spots of harsh light in a space.
- Lighting is generally poistioned in such a way where natural light floods the interiors during the day. This is done so that one can achieve a cohesive lighting experience both during the day and night.
- The concept can be applied on different heights of a wall (ceiling, floor, etc.)











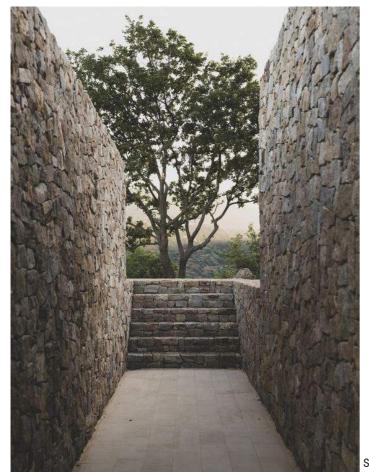
bathroom example

warm finishes

# INTERNATION EXAMPLES

# A VALLEY | DEVELOPED DESIGN |

# INTERNATIONAL EXAMPLES OUTDOORS



stone textures



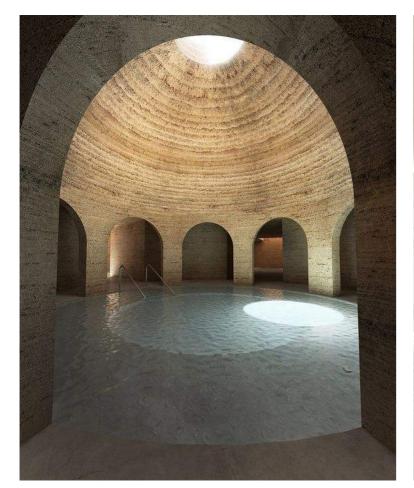






pool house atmosphere

# INTERNATIONAL EXAMPLES ANNEXES













outdoor fitness

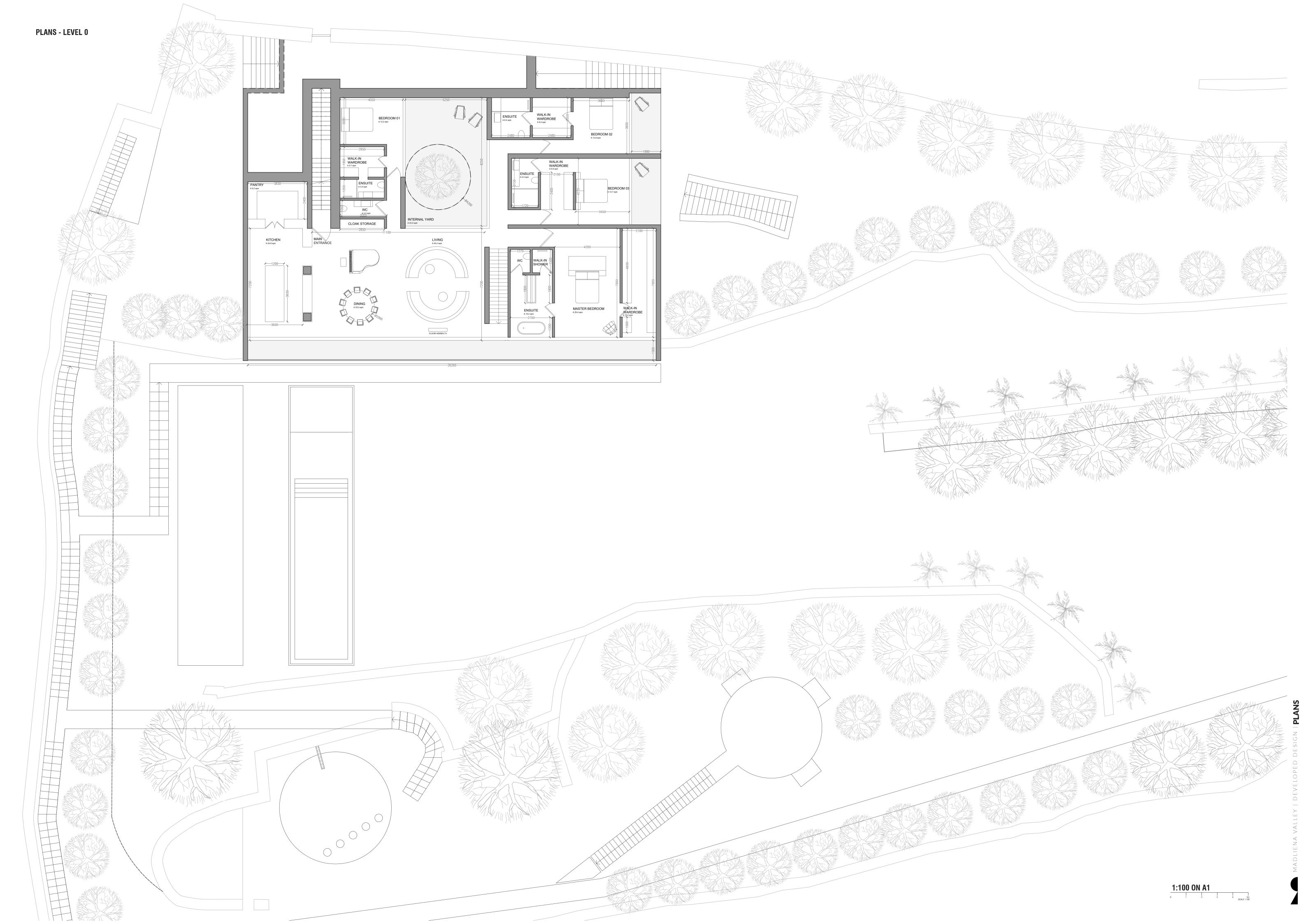
sunset ambience lap pool

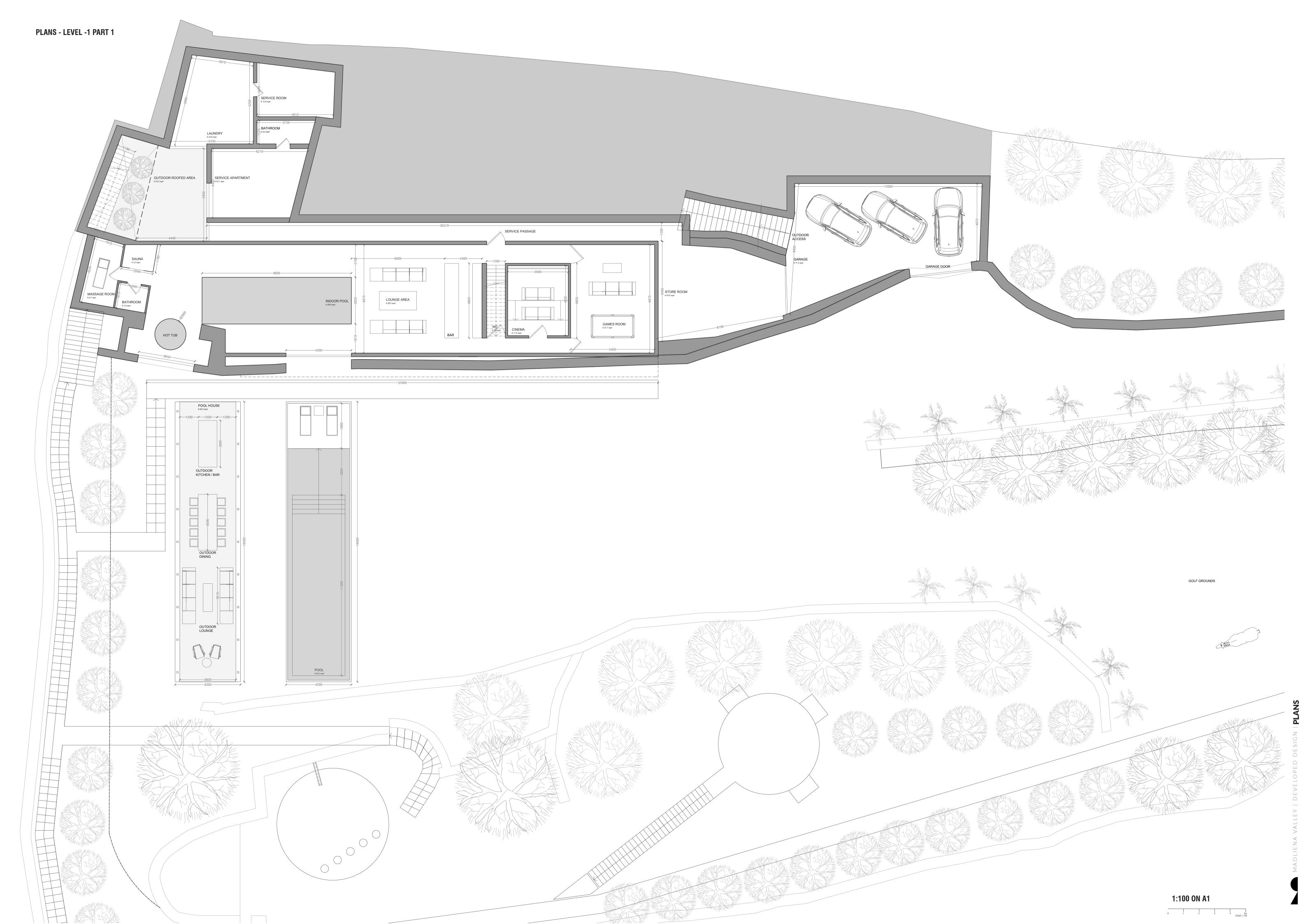


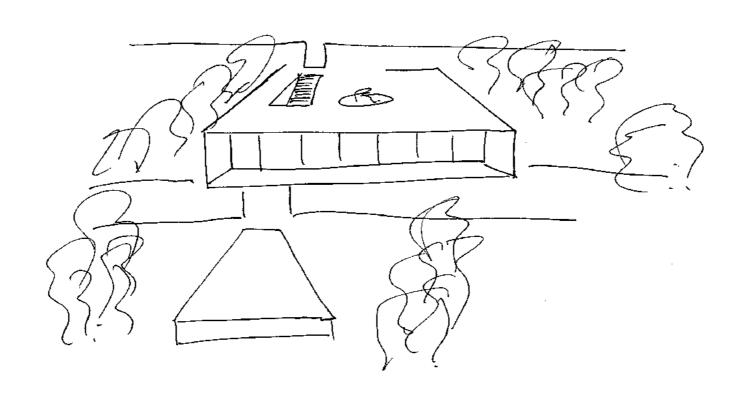














## 3DM Architecture

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