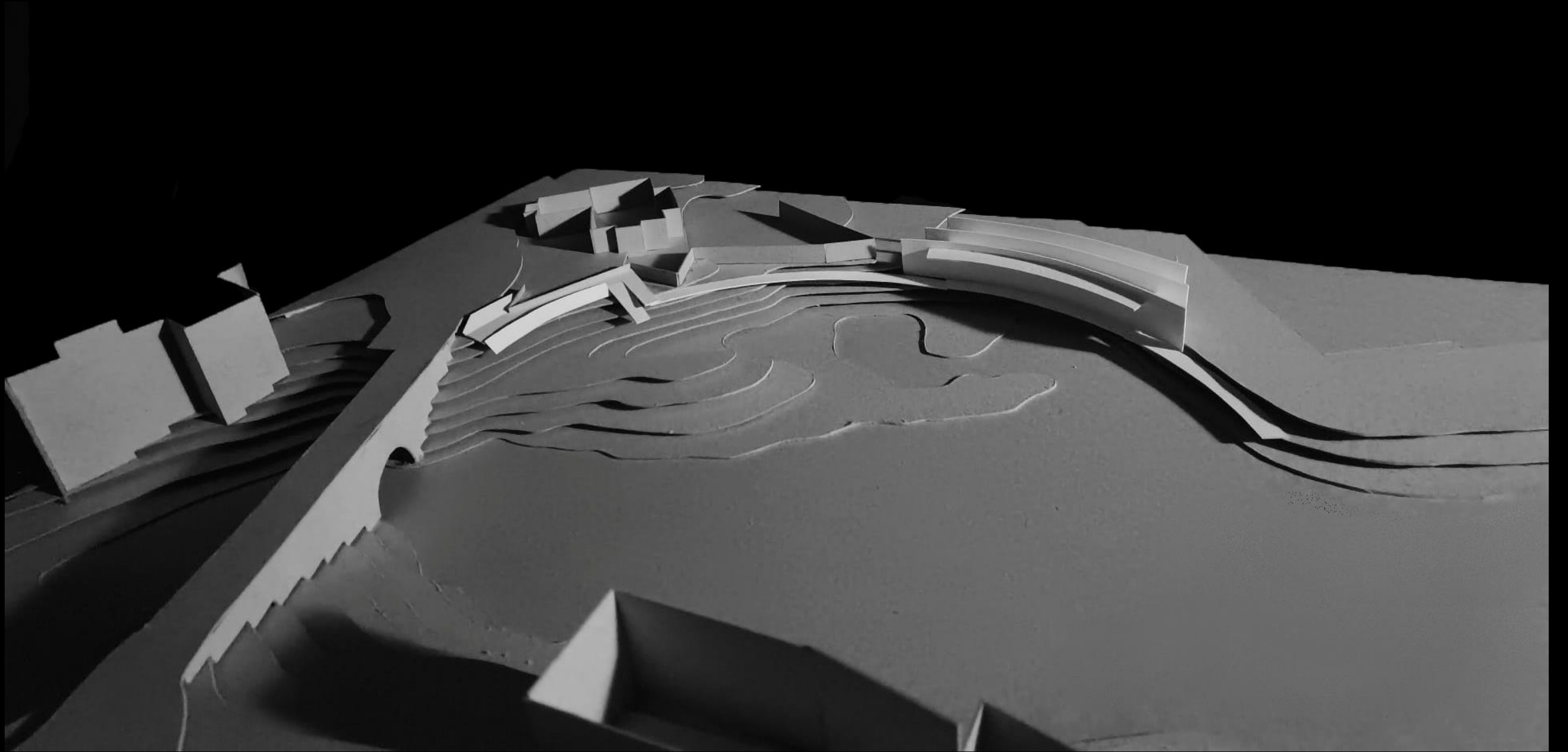
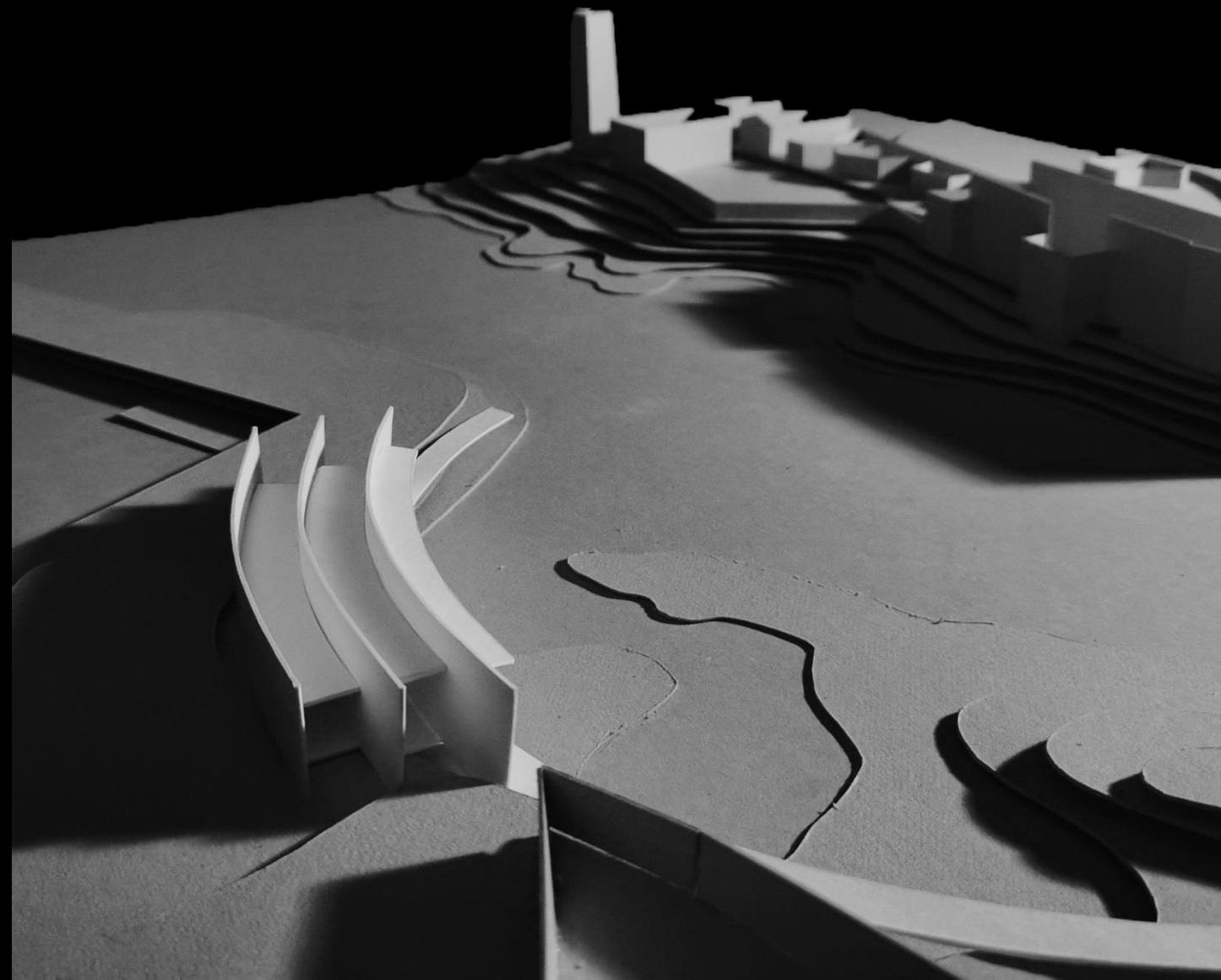
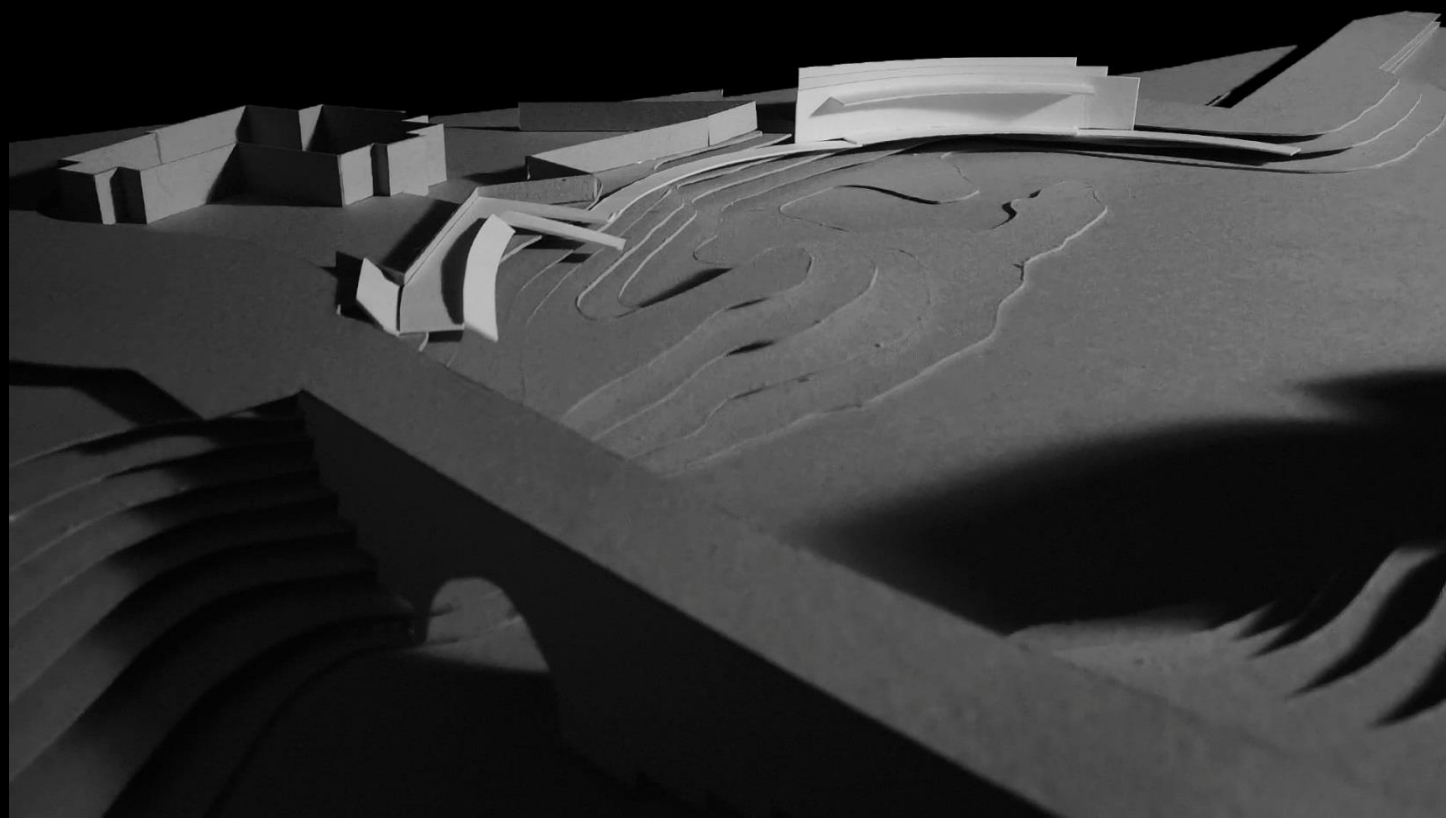


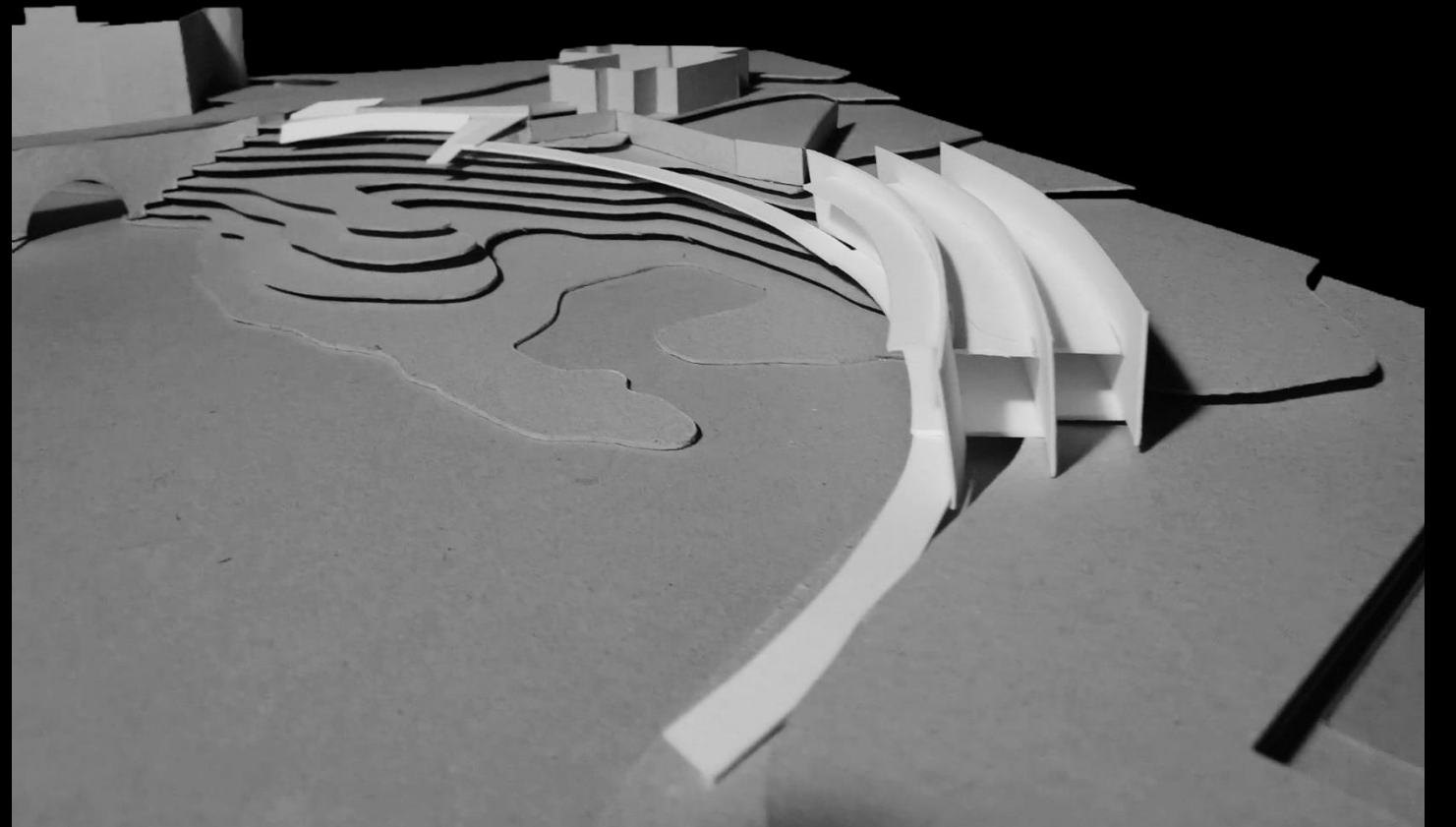
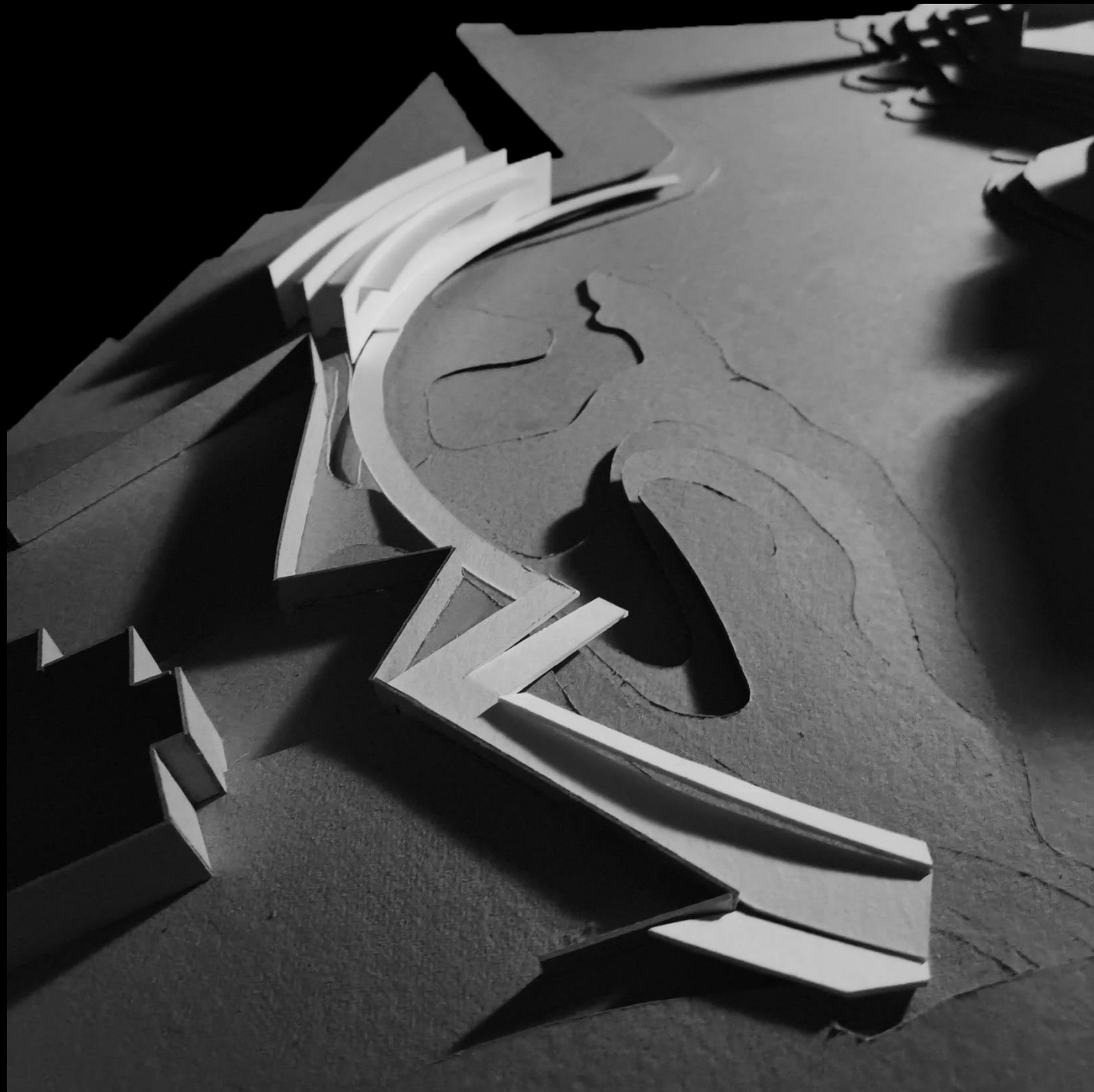
**SÍTIO . IMPLANTAÇÃO**



Maquete 1:200



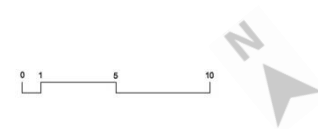
Maquete 1:200

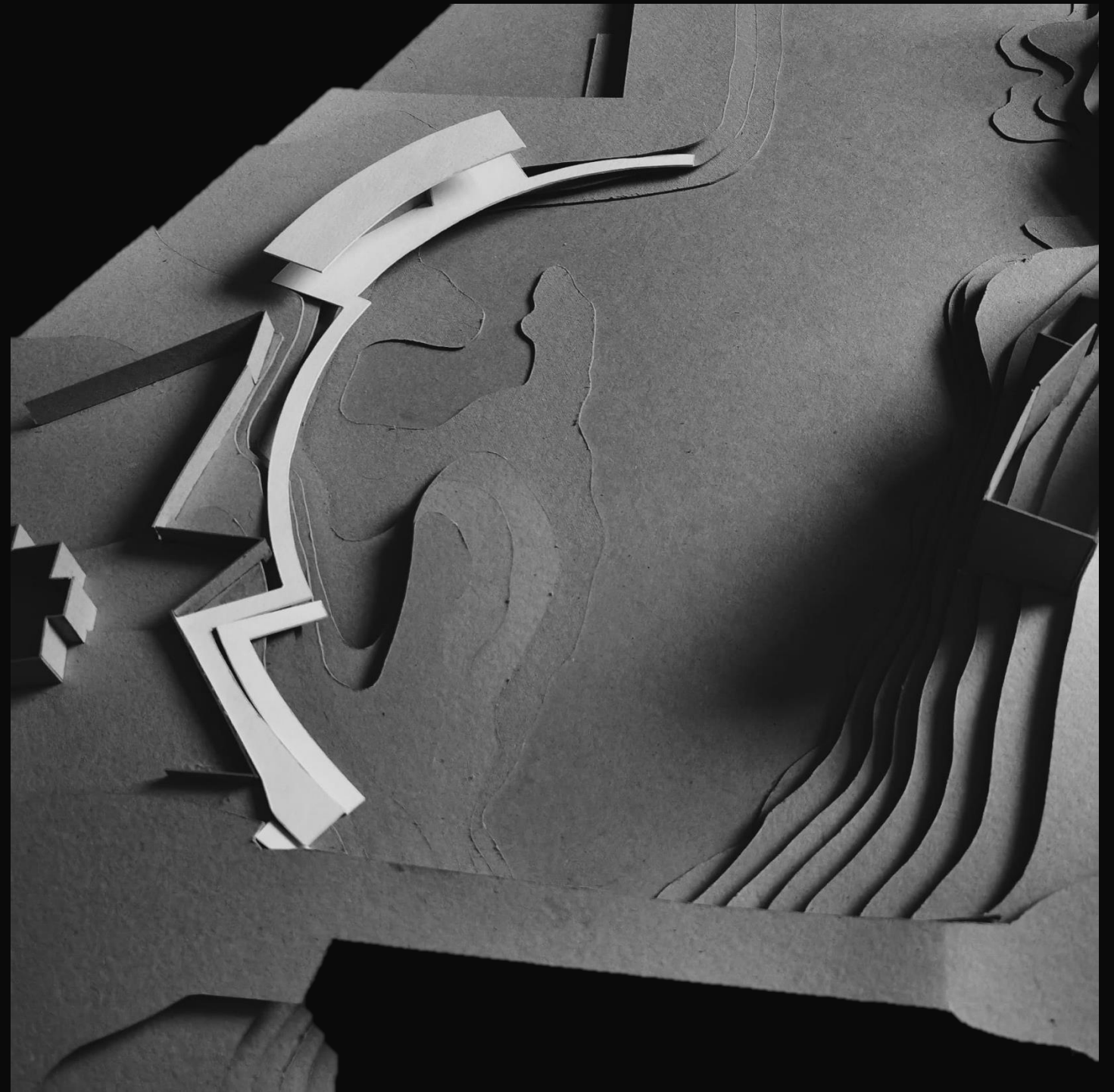
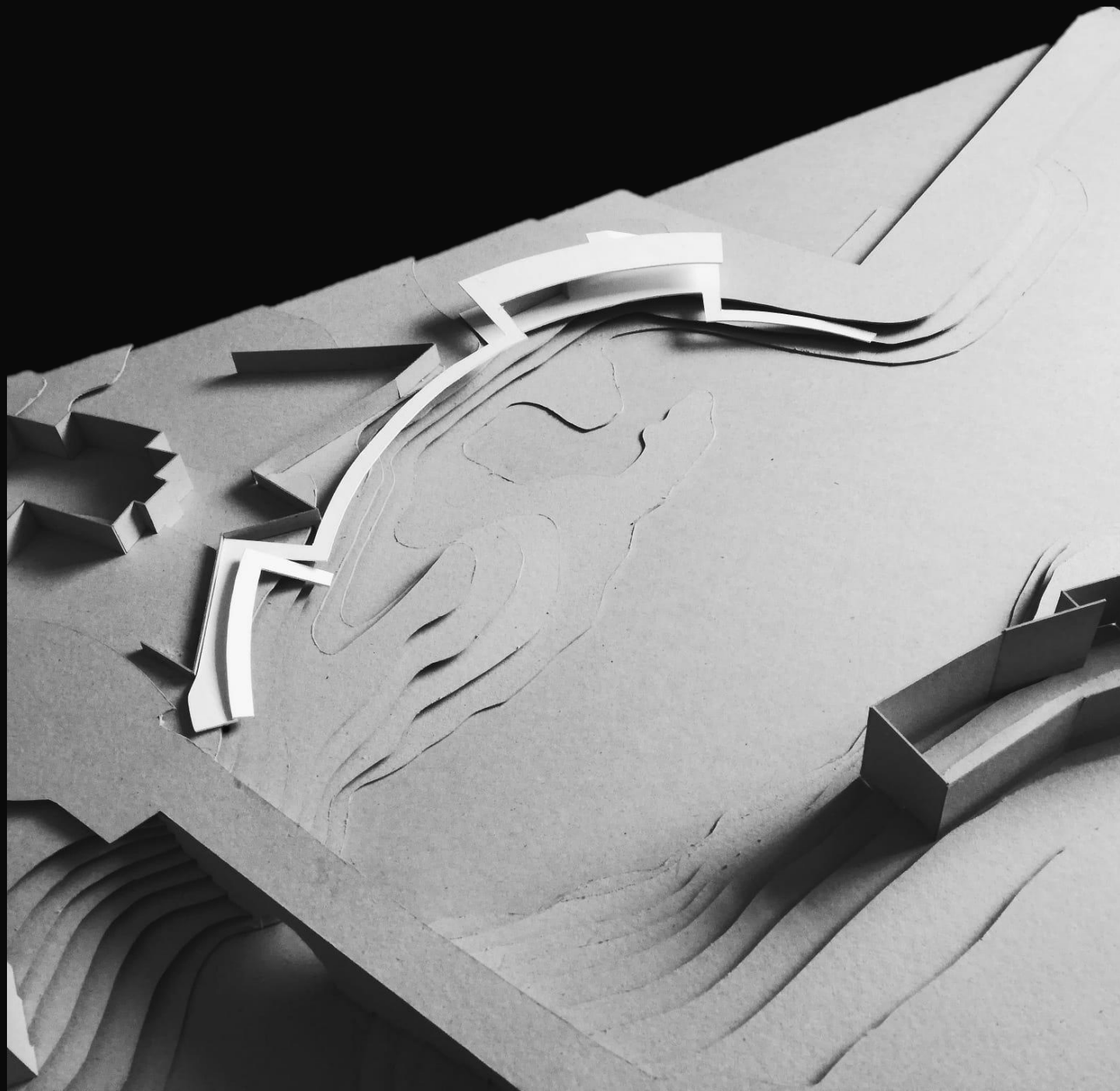


Maquete 1:200



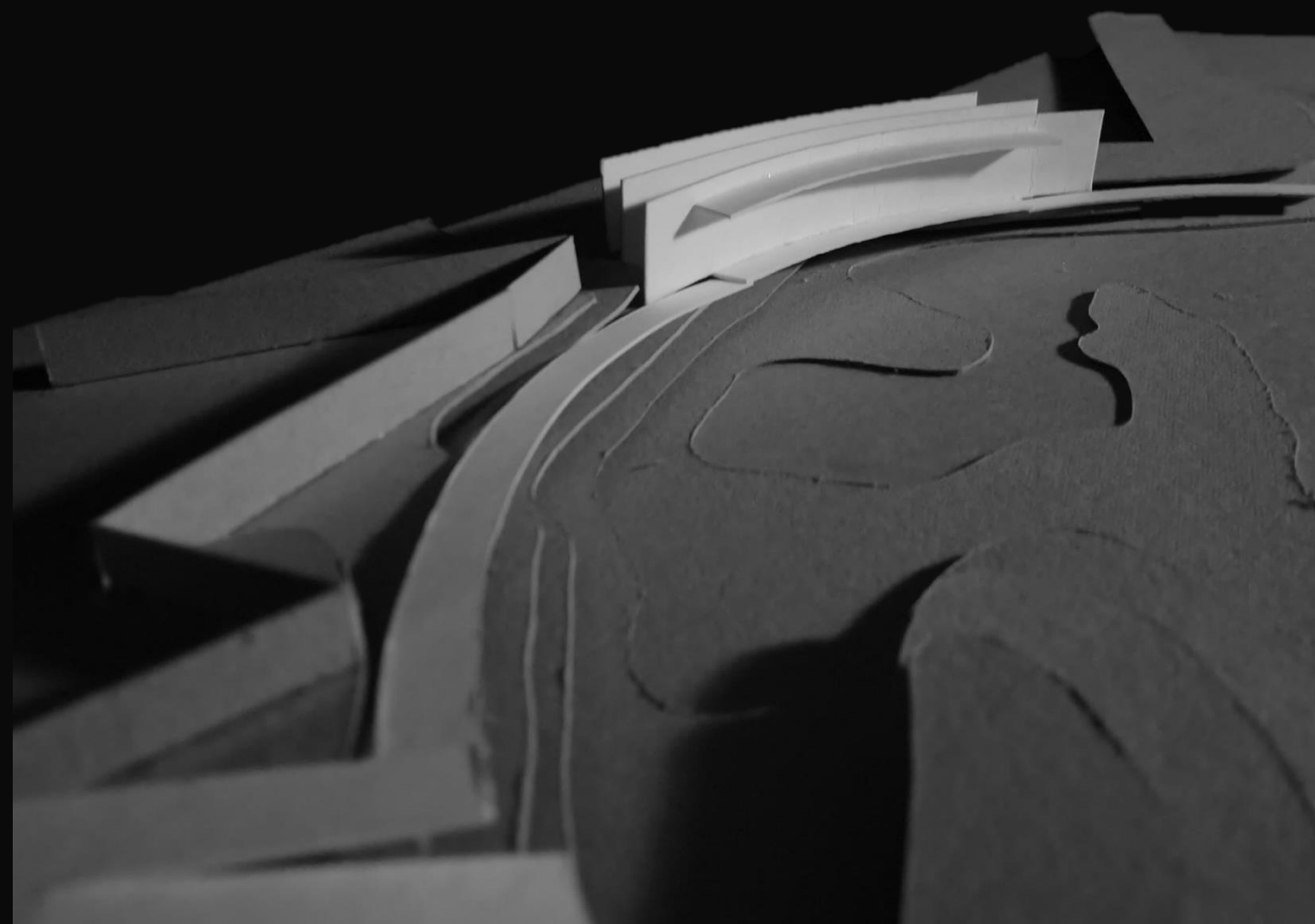
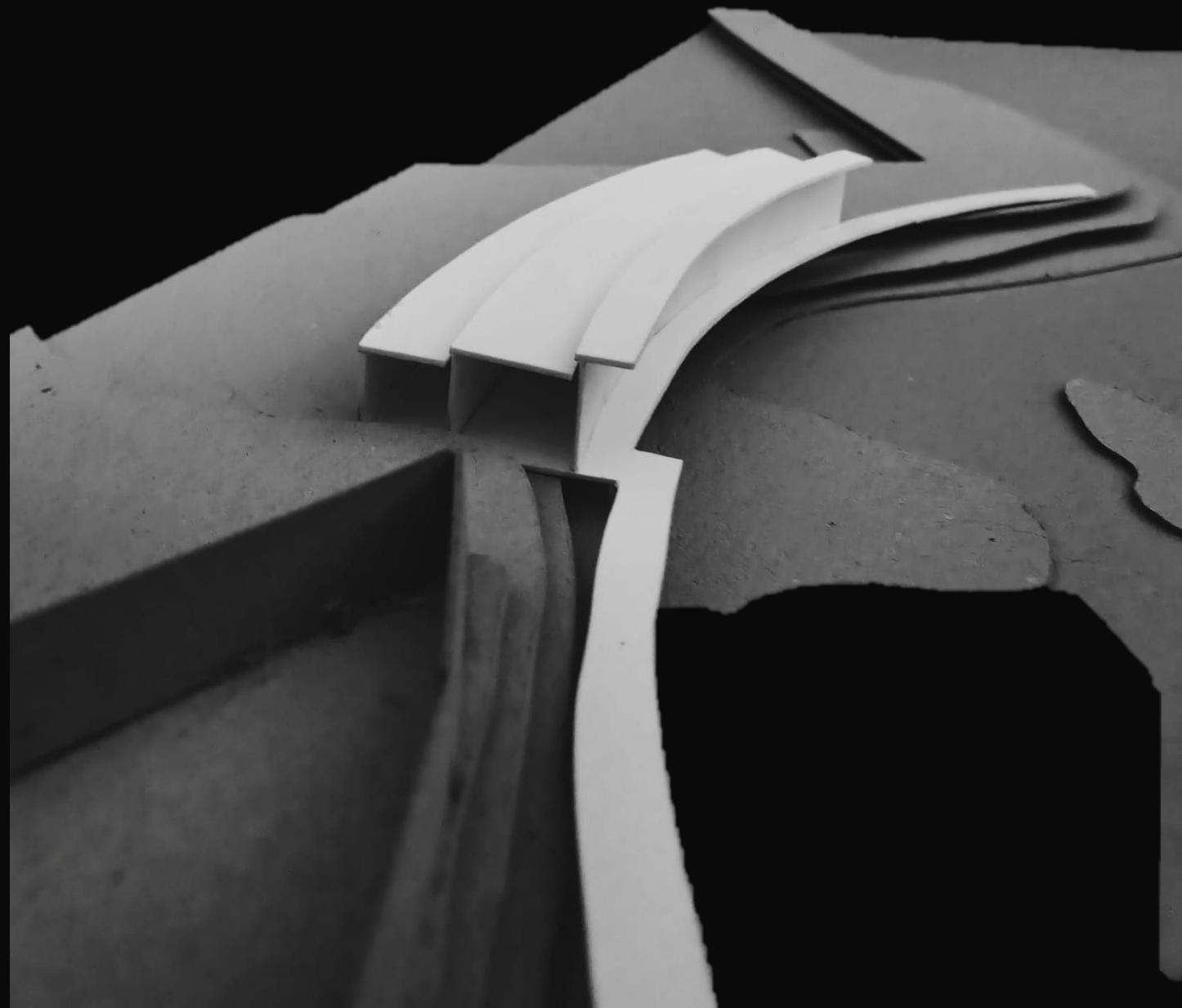
Implantação 1:200



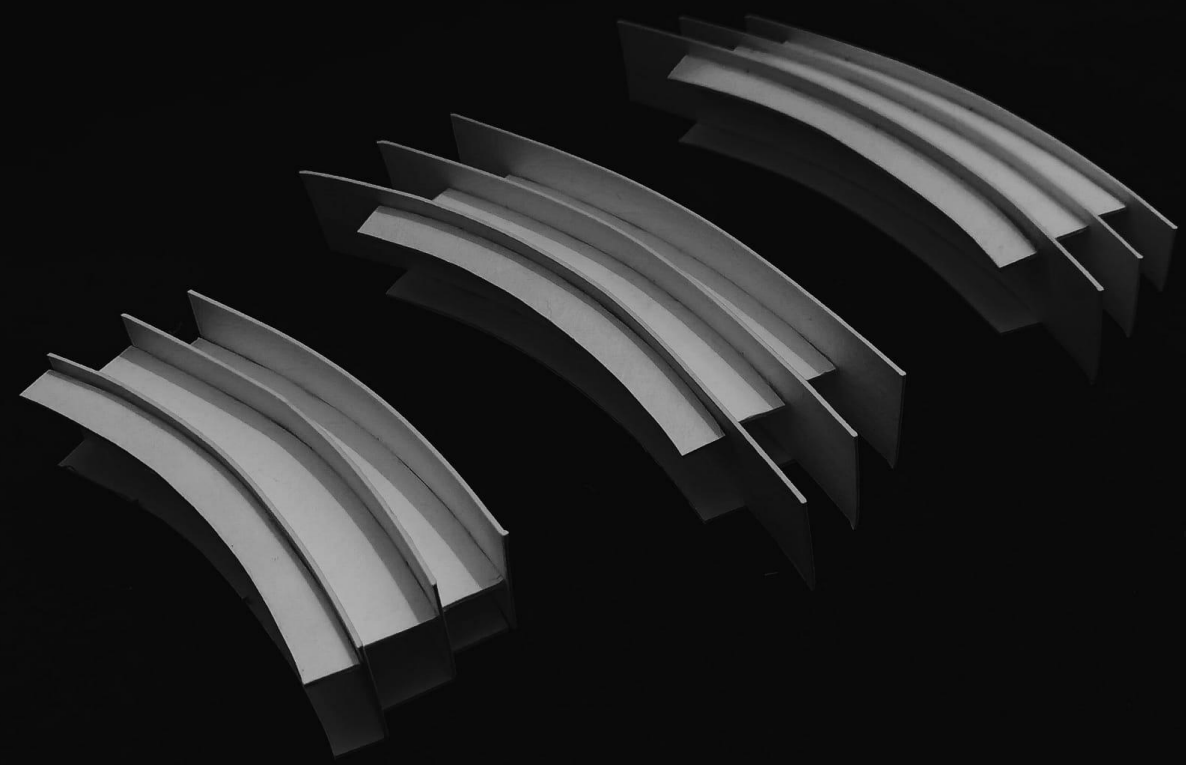


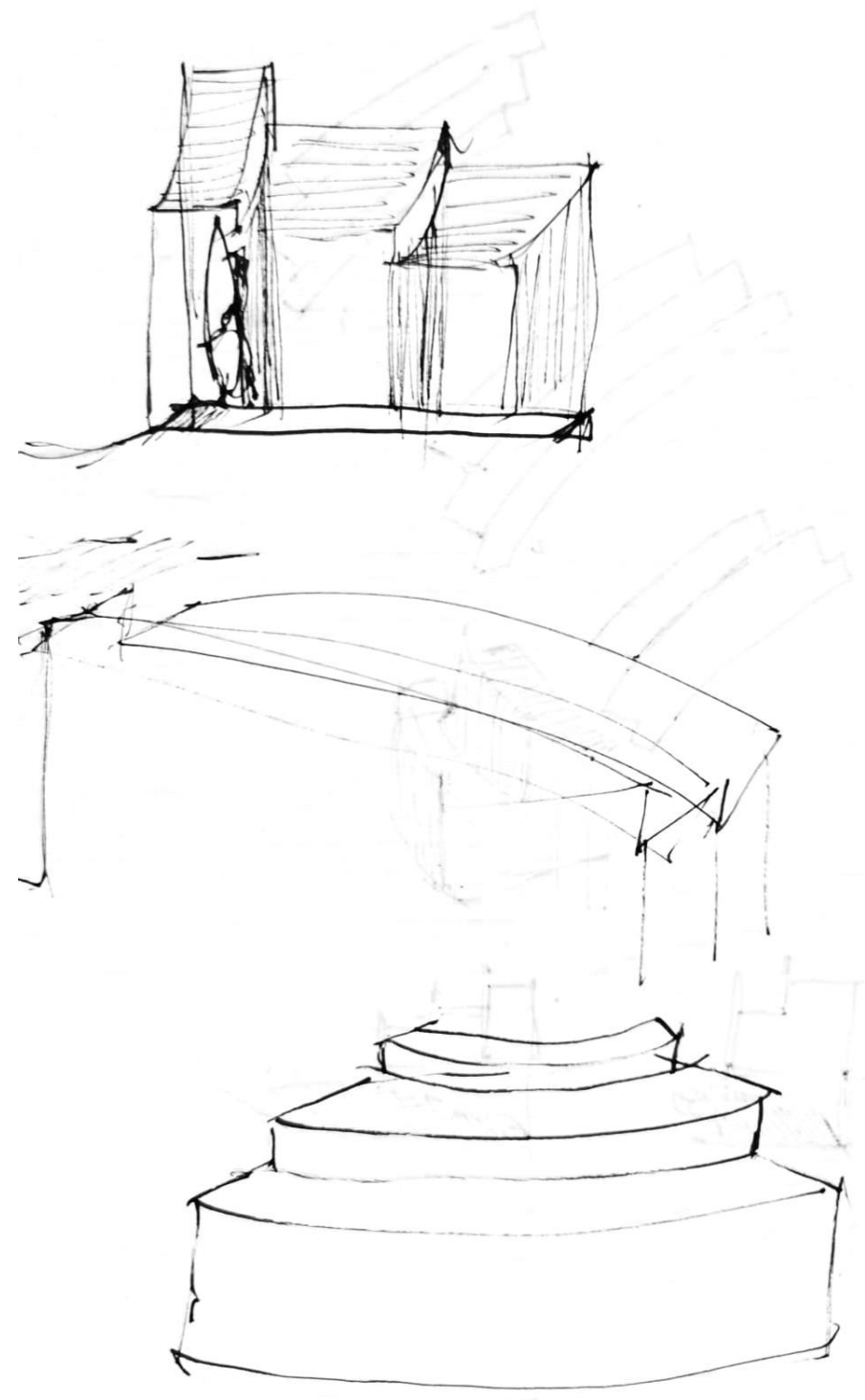
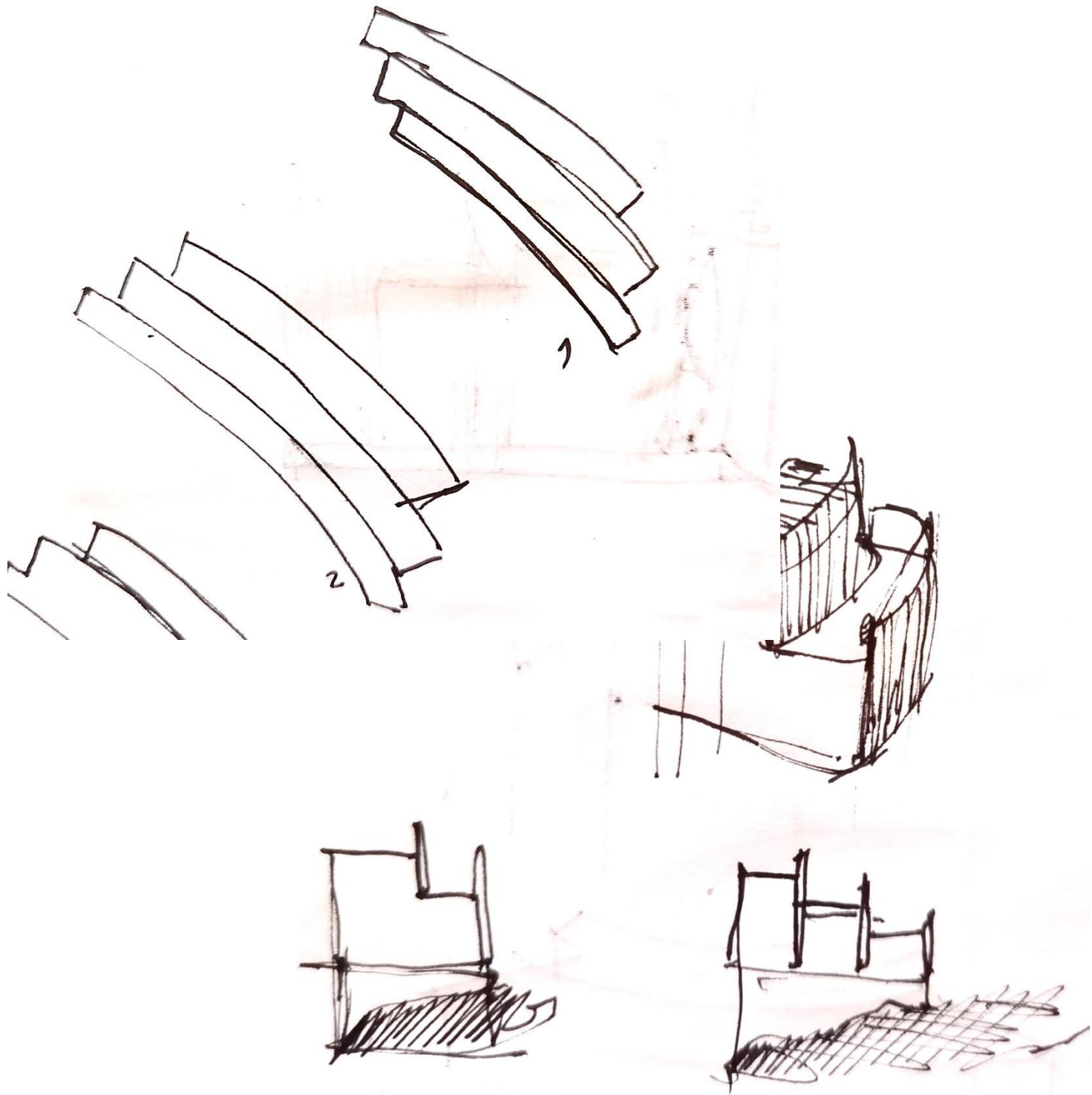
Processo evolutivo



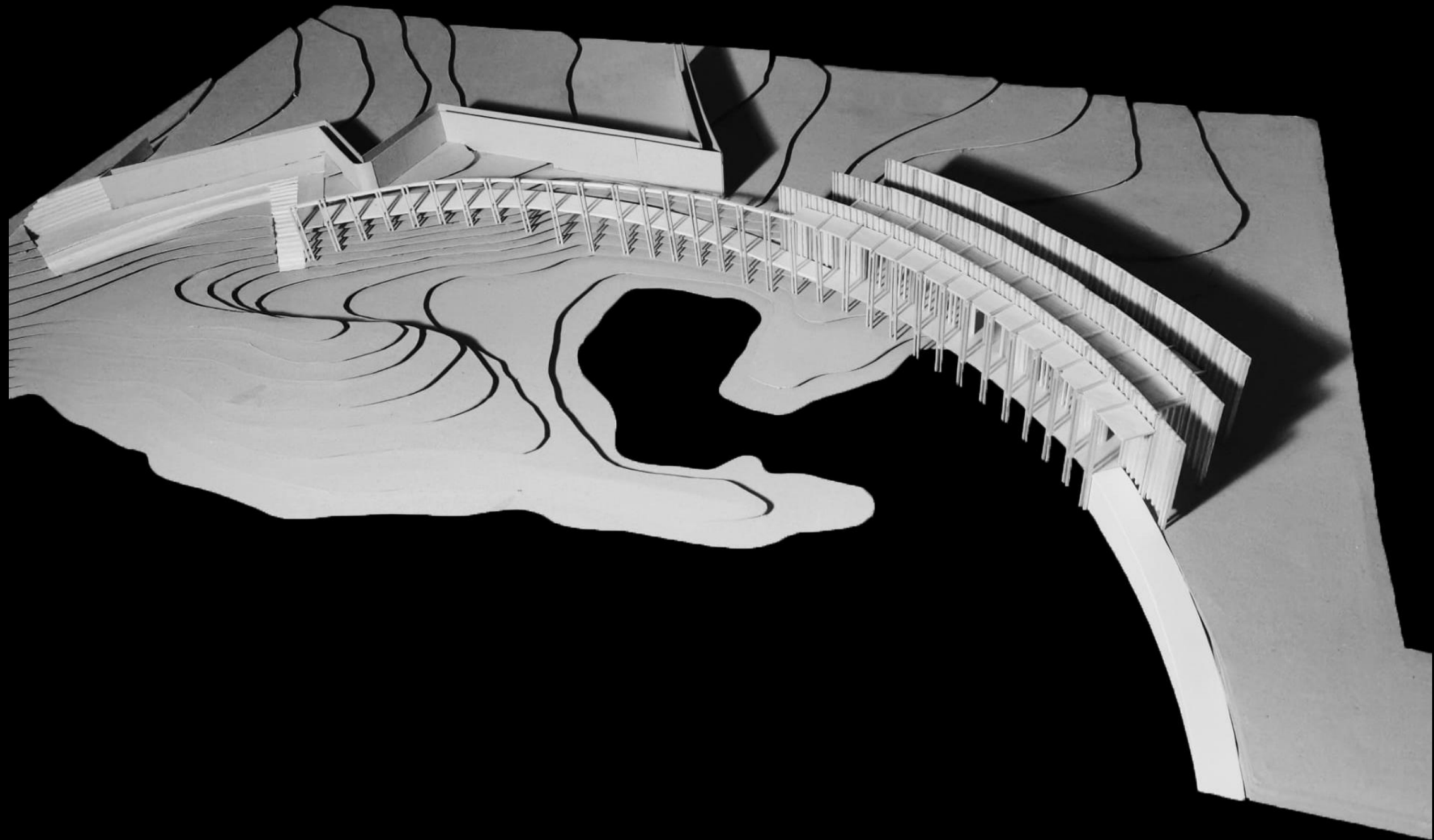


Processo evolutivo

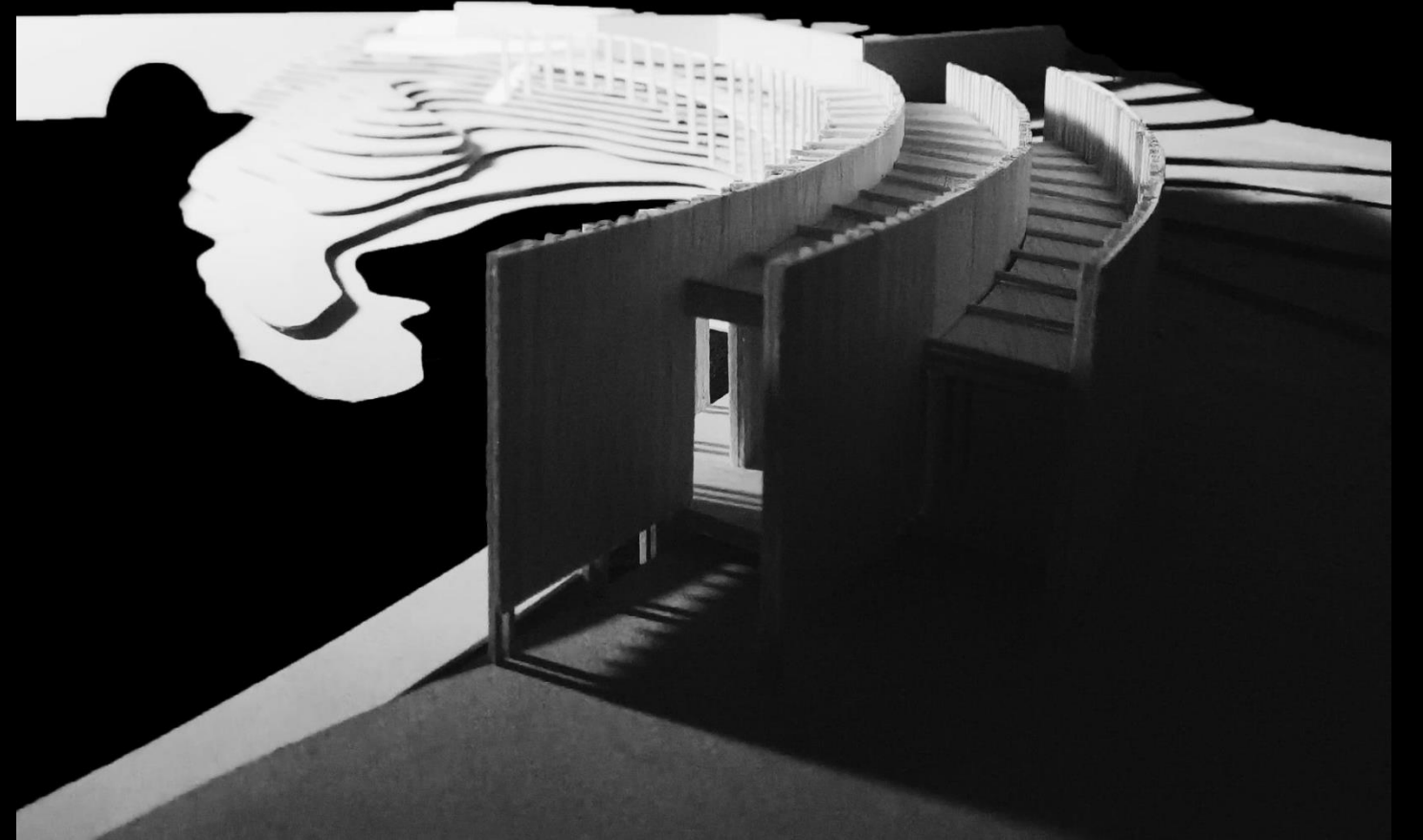
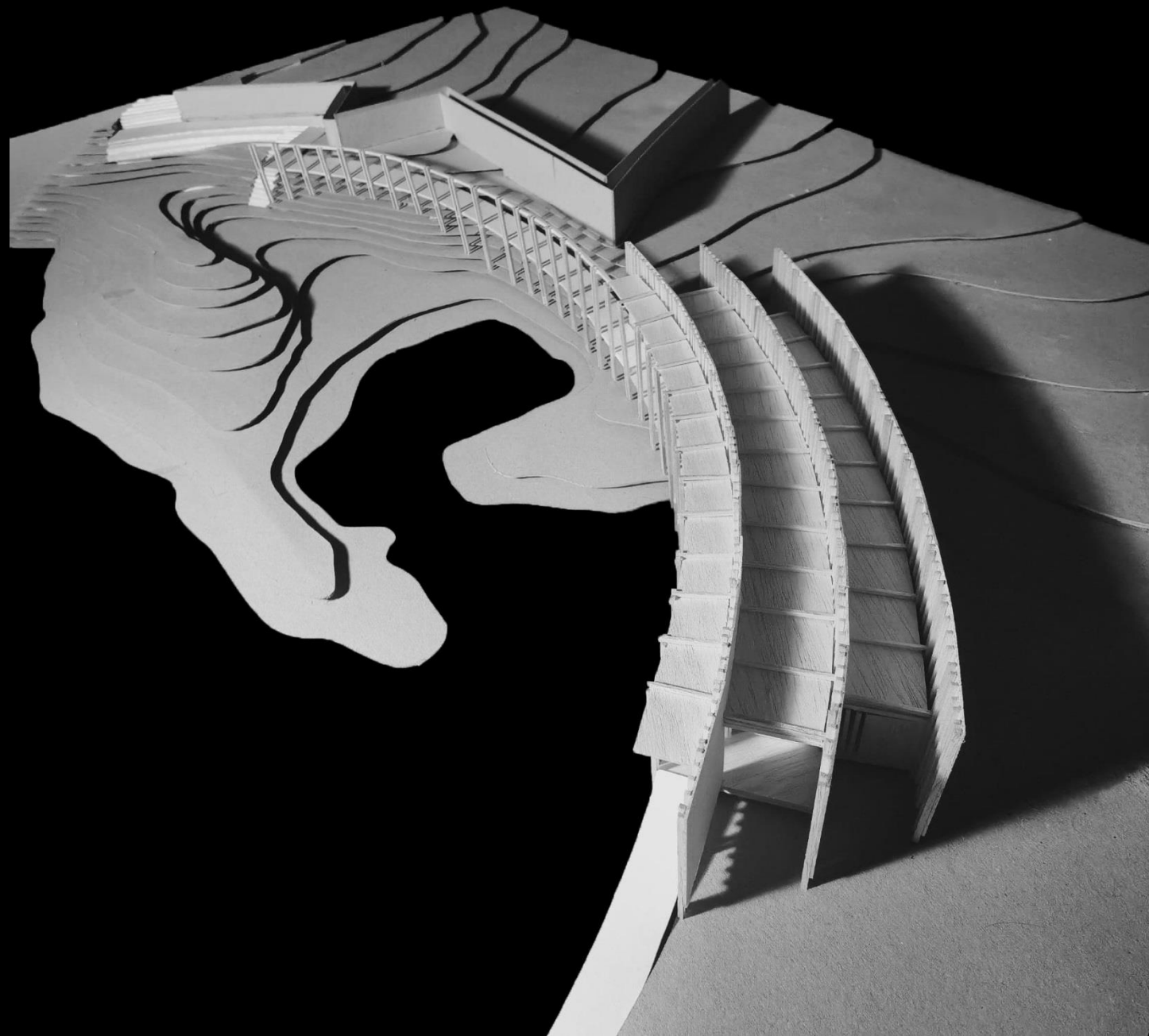




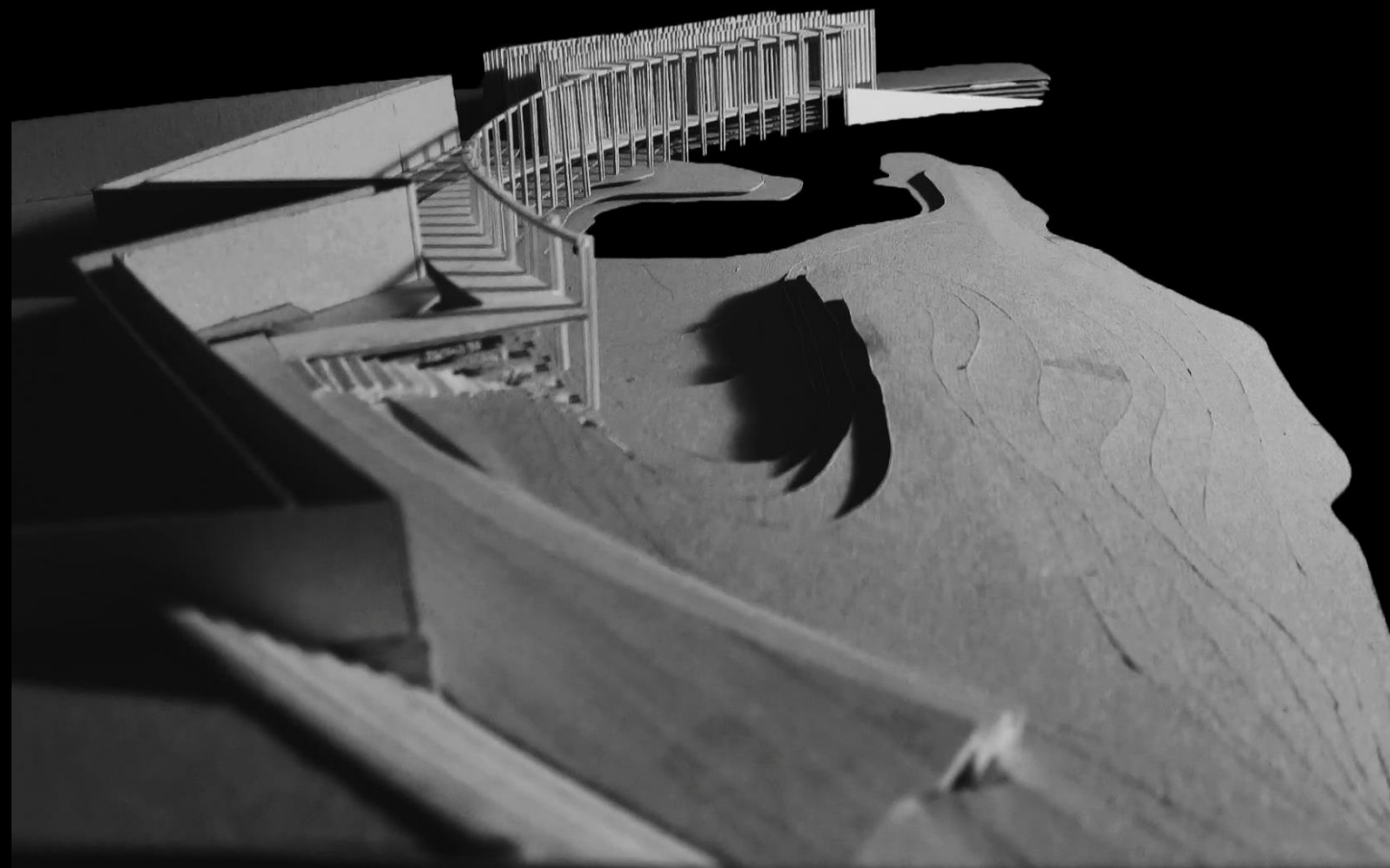




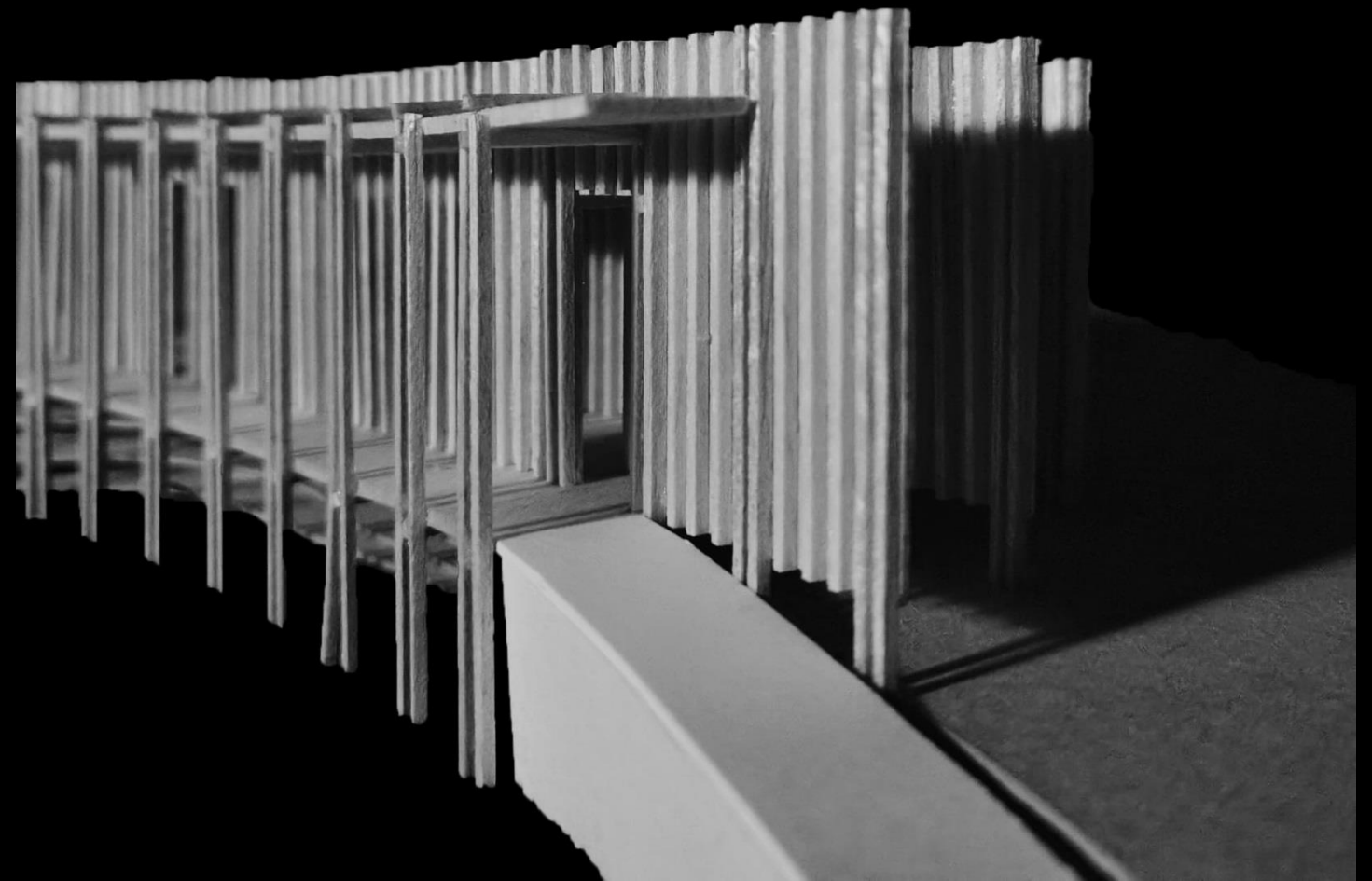
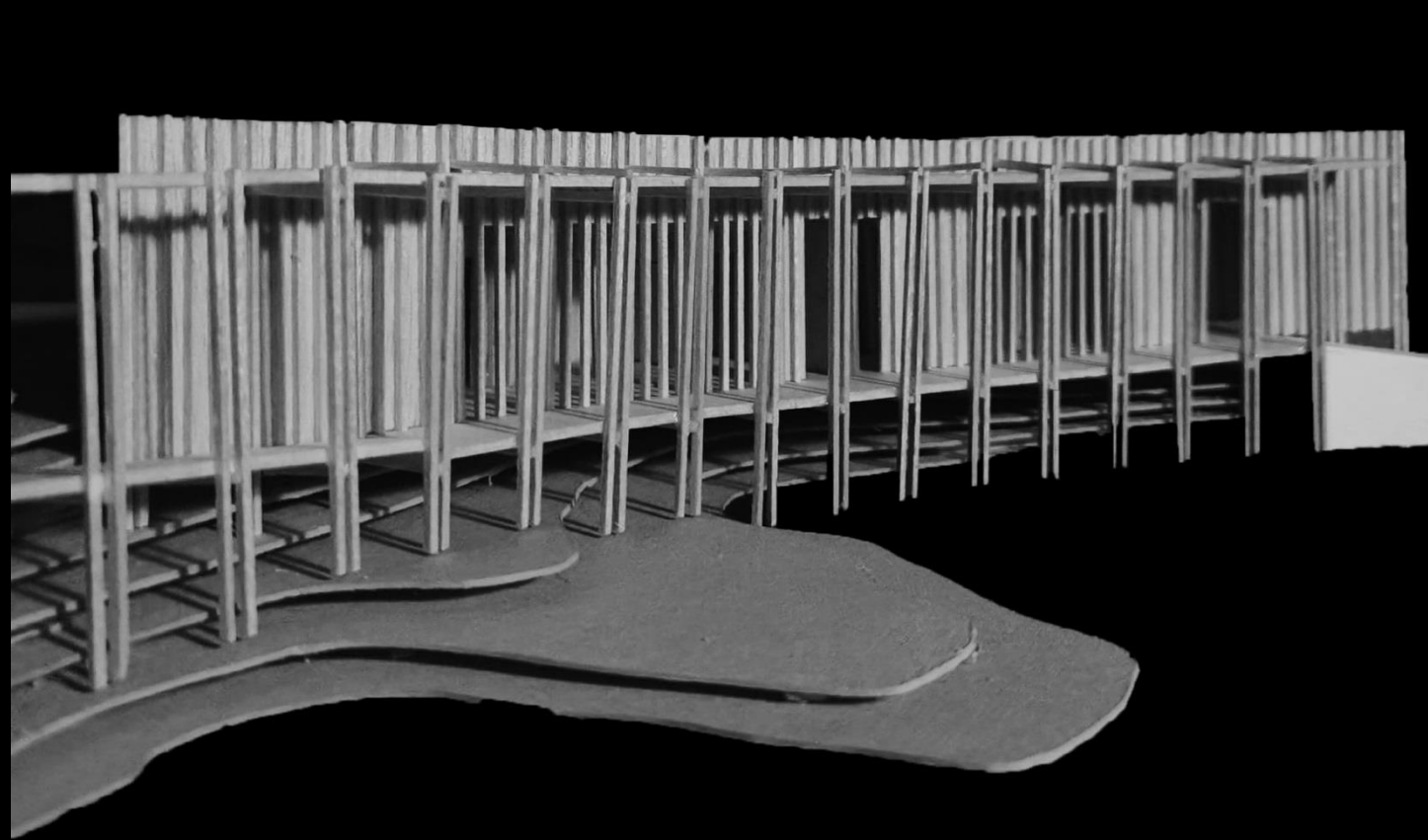
Maquete 1:100



Maquete 1:100

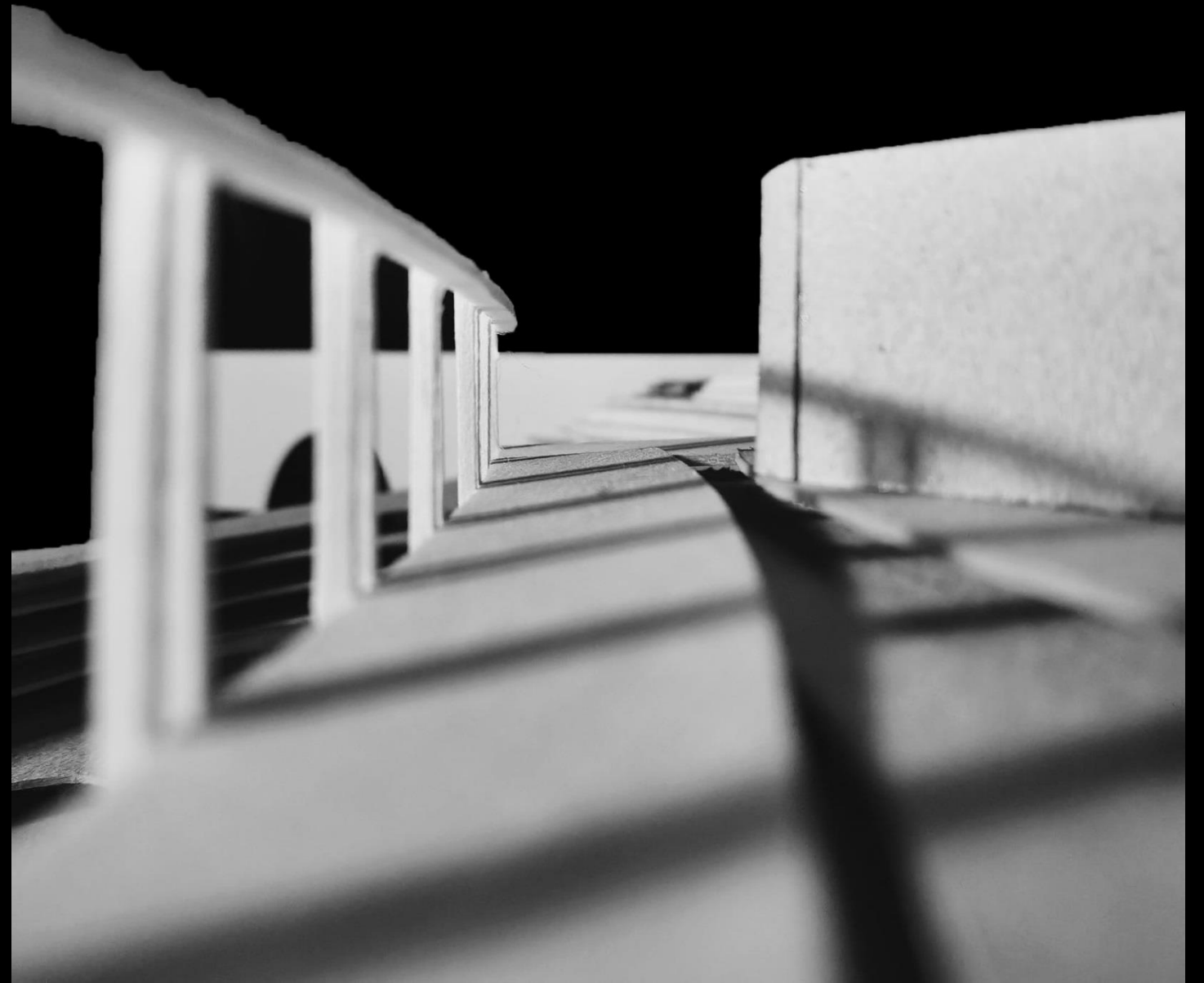
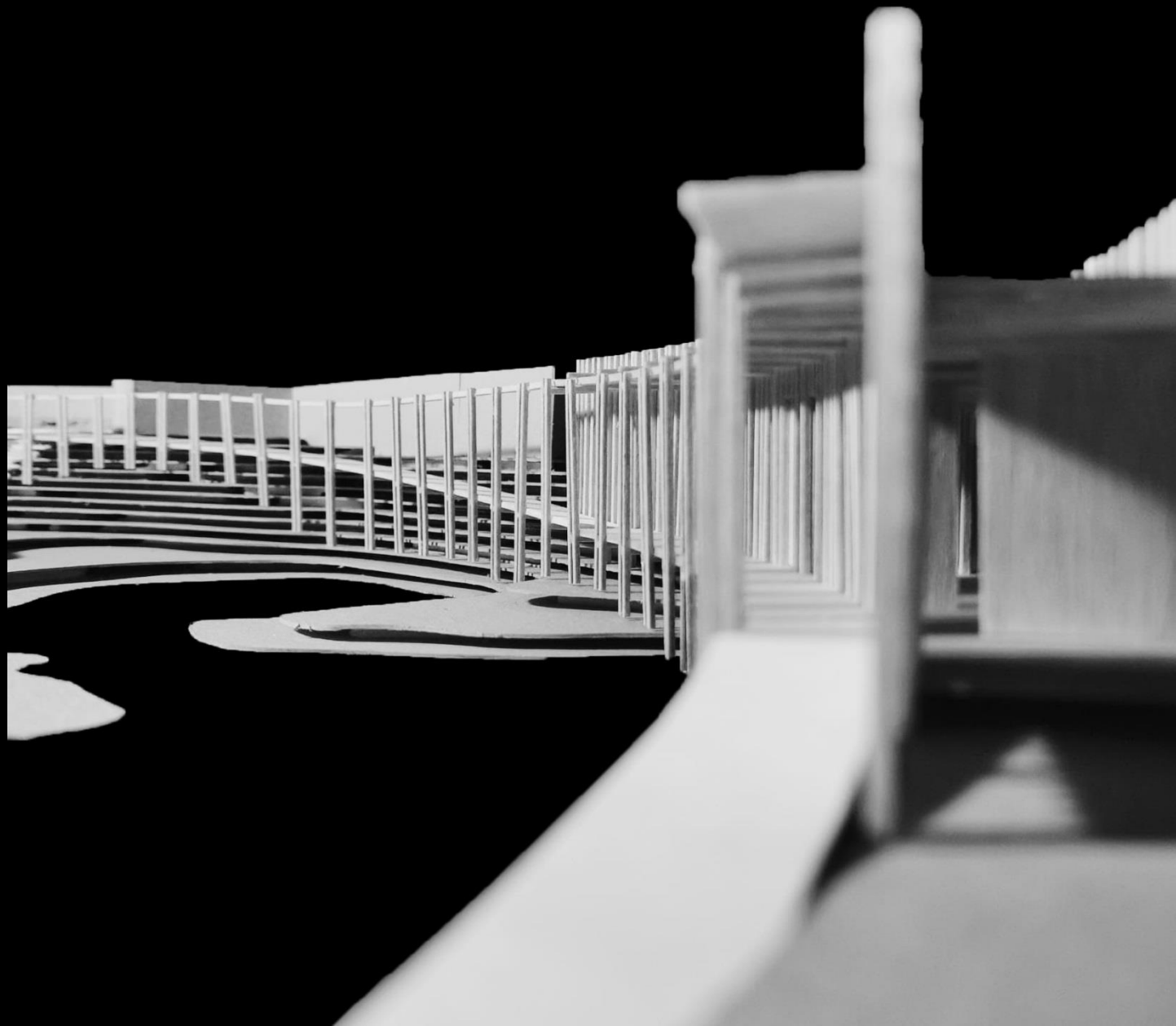


Maquete 1:100

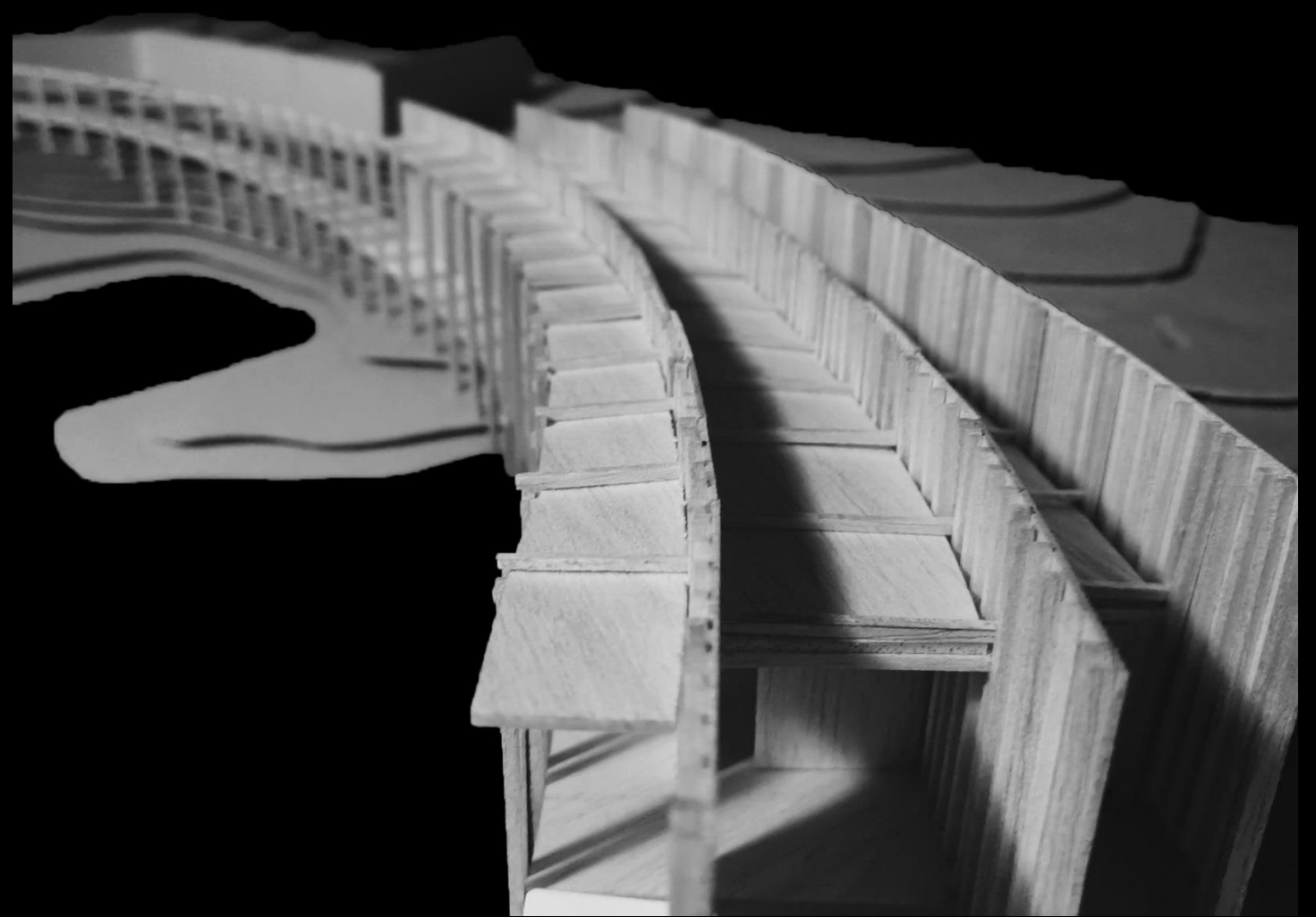
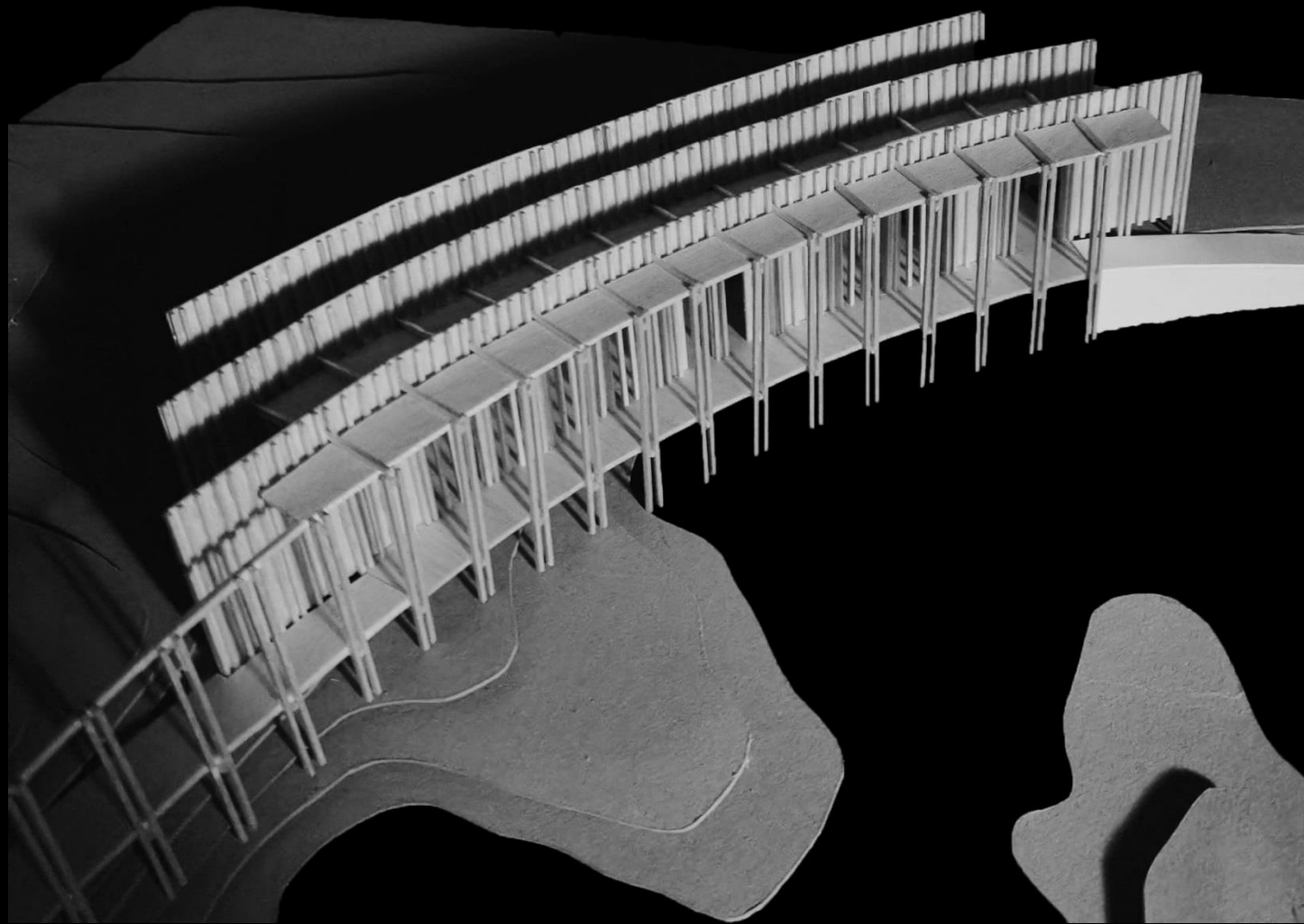


Maquete 1:100

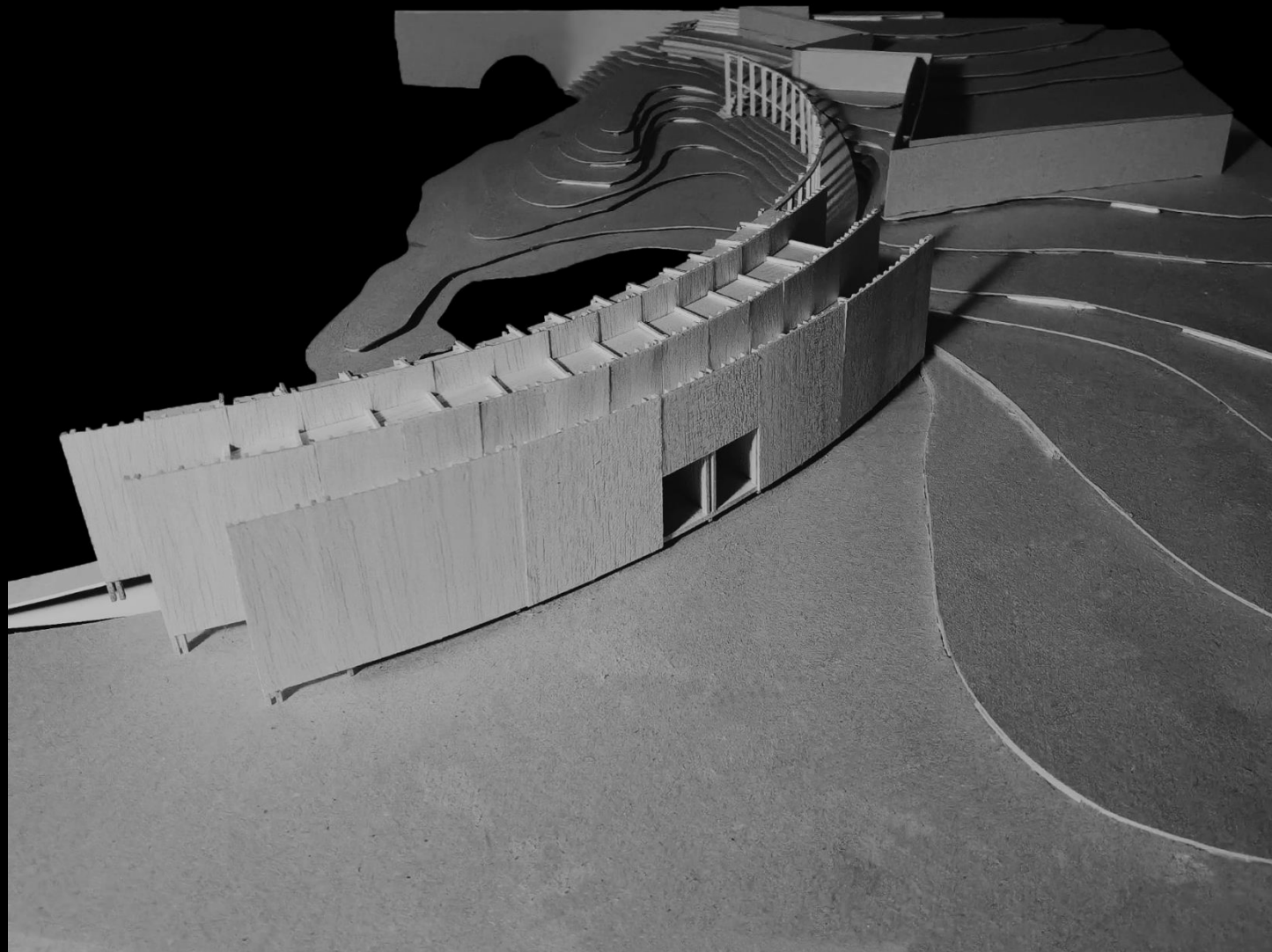




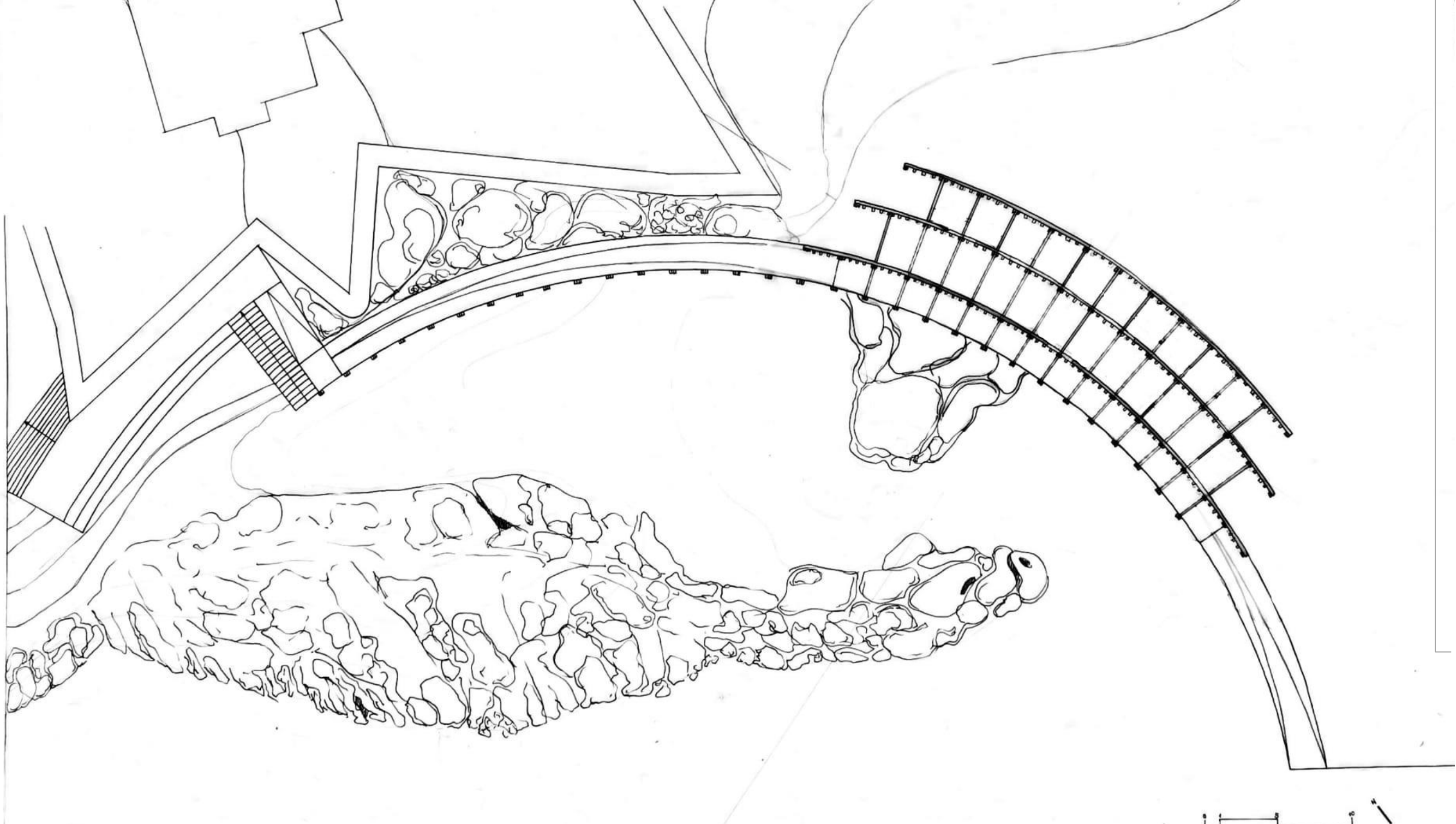
Maquete 1:100



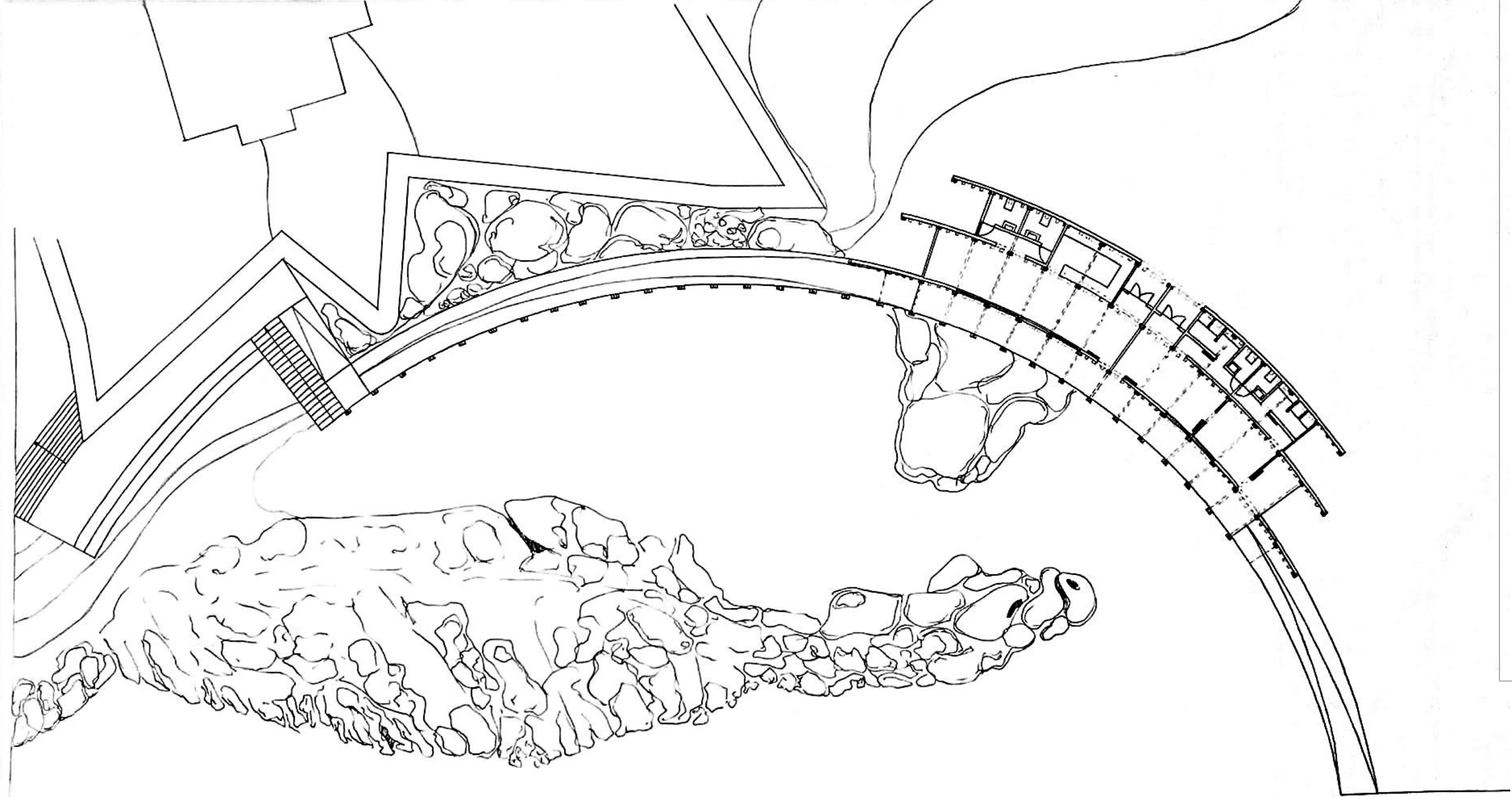
Maquete 1:100



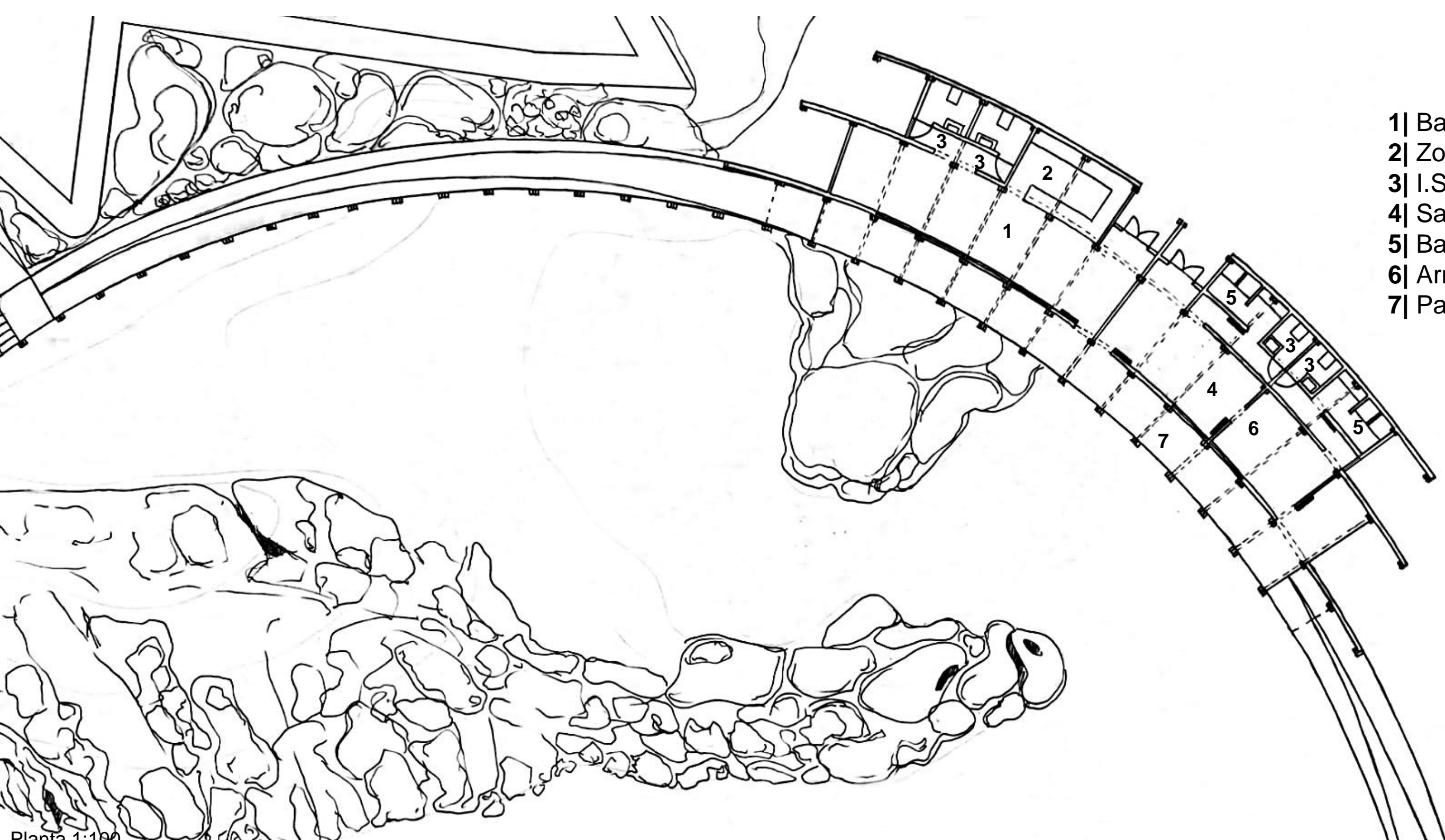
Maquete 1:100



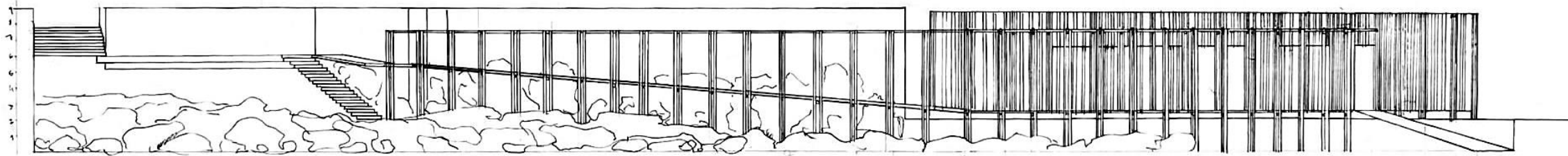
Planta de coberturas 1:100



Planta de piso 1:100

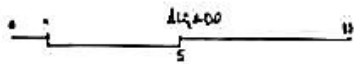
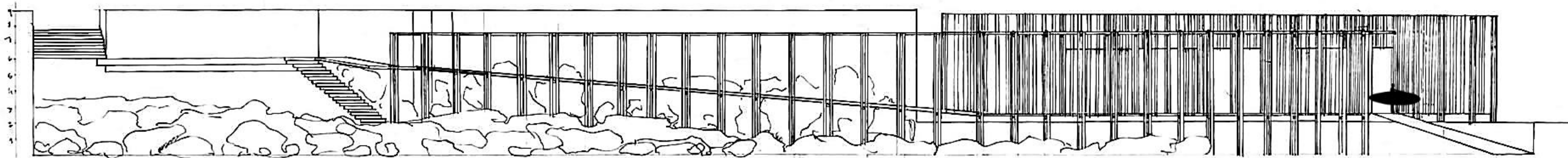


- 1| Bar/Zona de estar
- 2| Zona de preparação
- 3| I.S
- 4| Sala multiusos
- 5| Balneários
- 6| Armazém de Material
- 7| Paddle/Deck Exterior



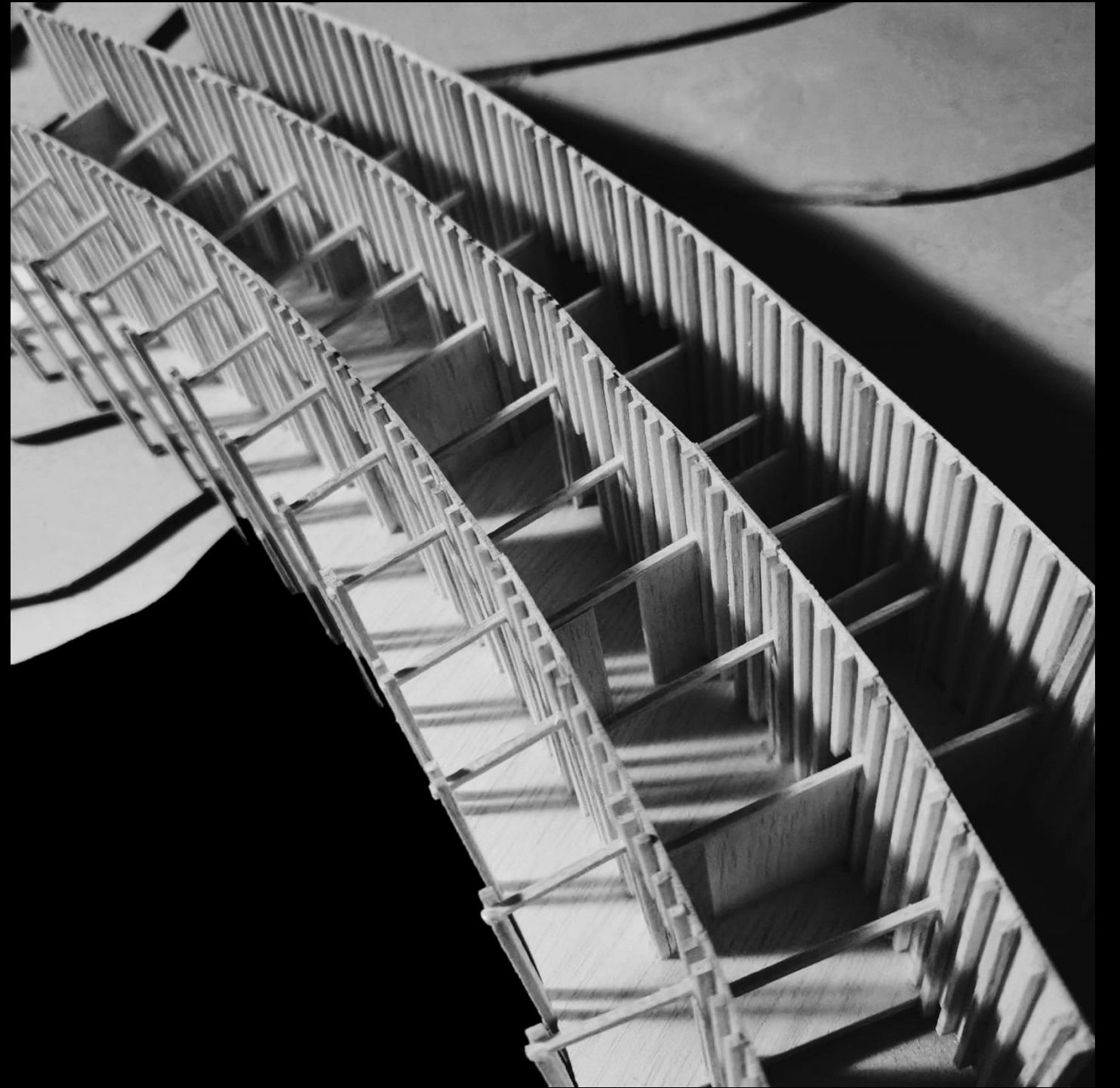
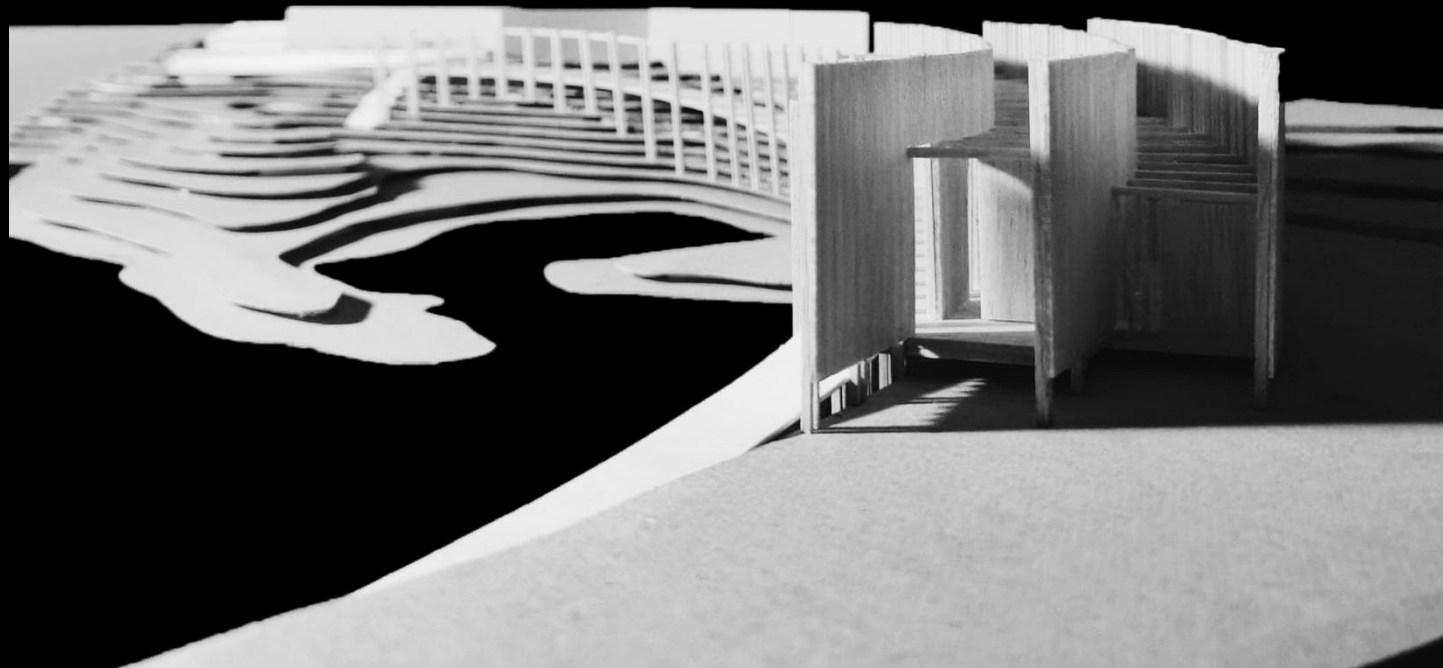
Alçado frontal e planta

Alçado  
5

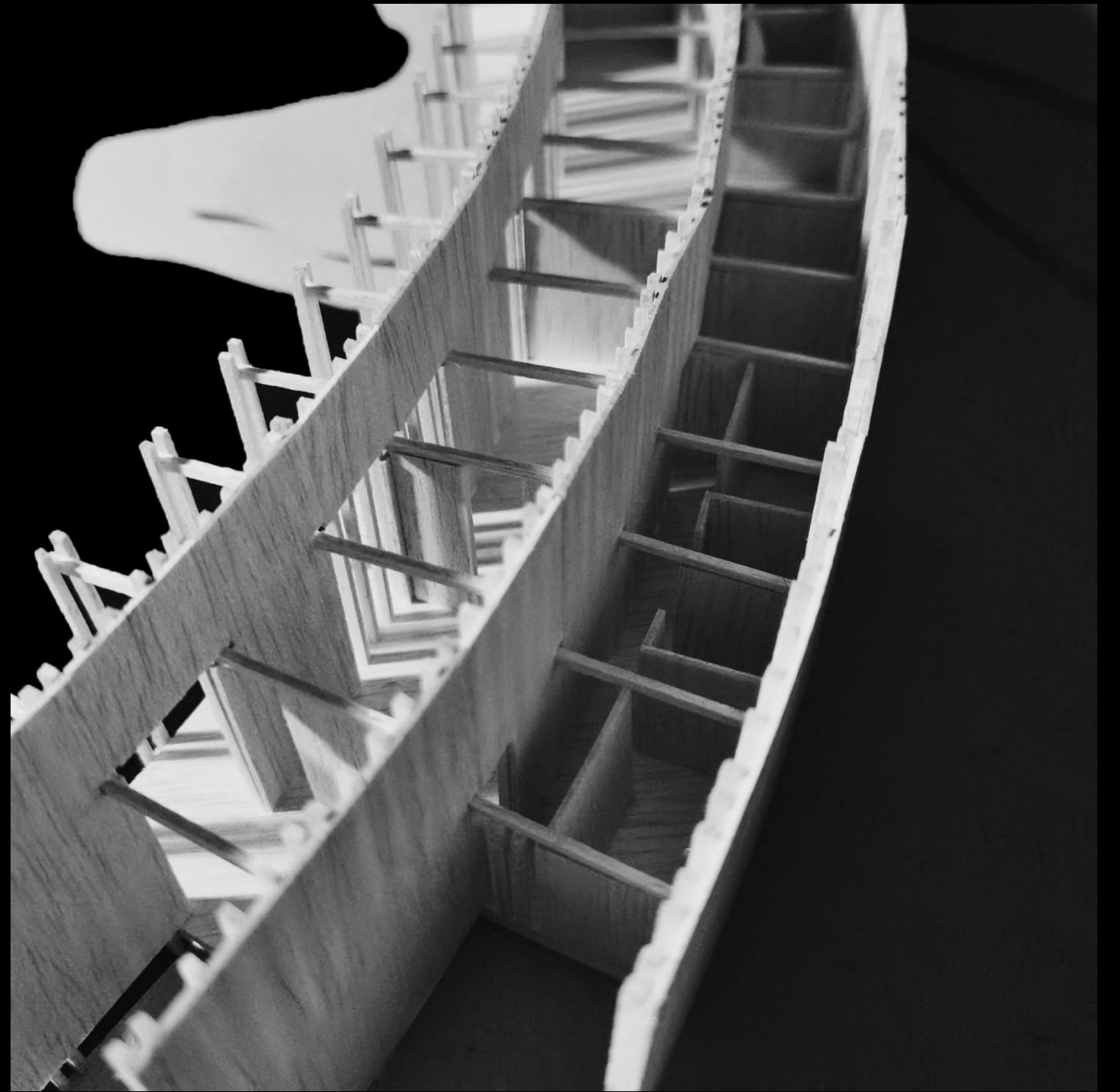
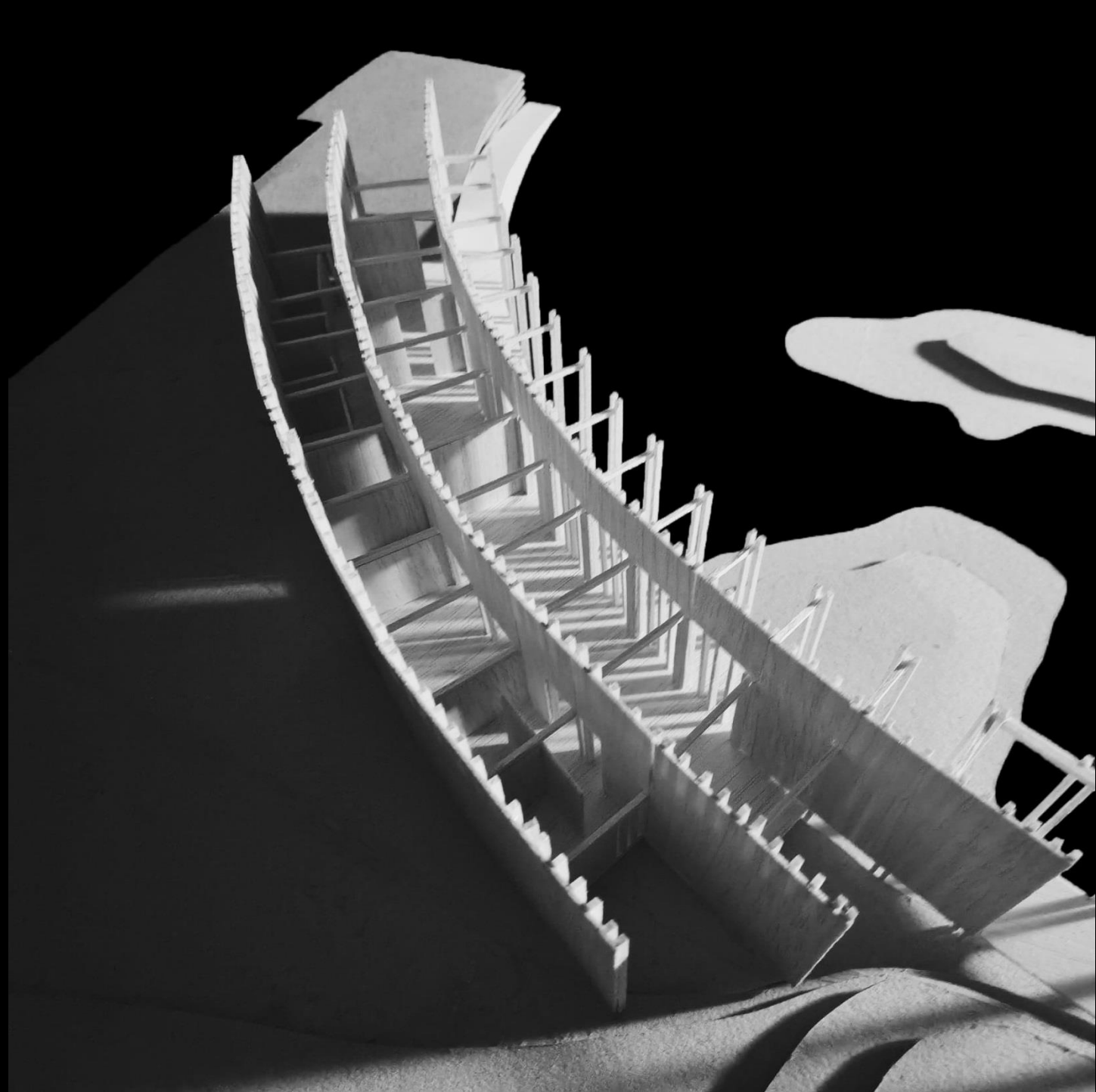


Alçado frontal





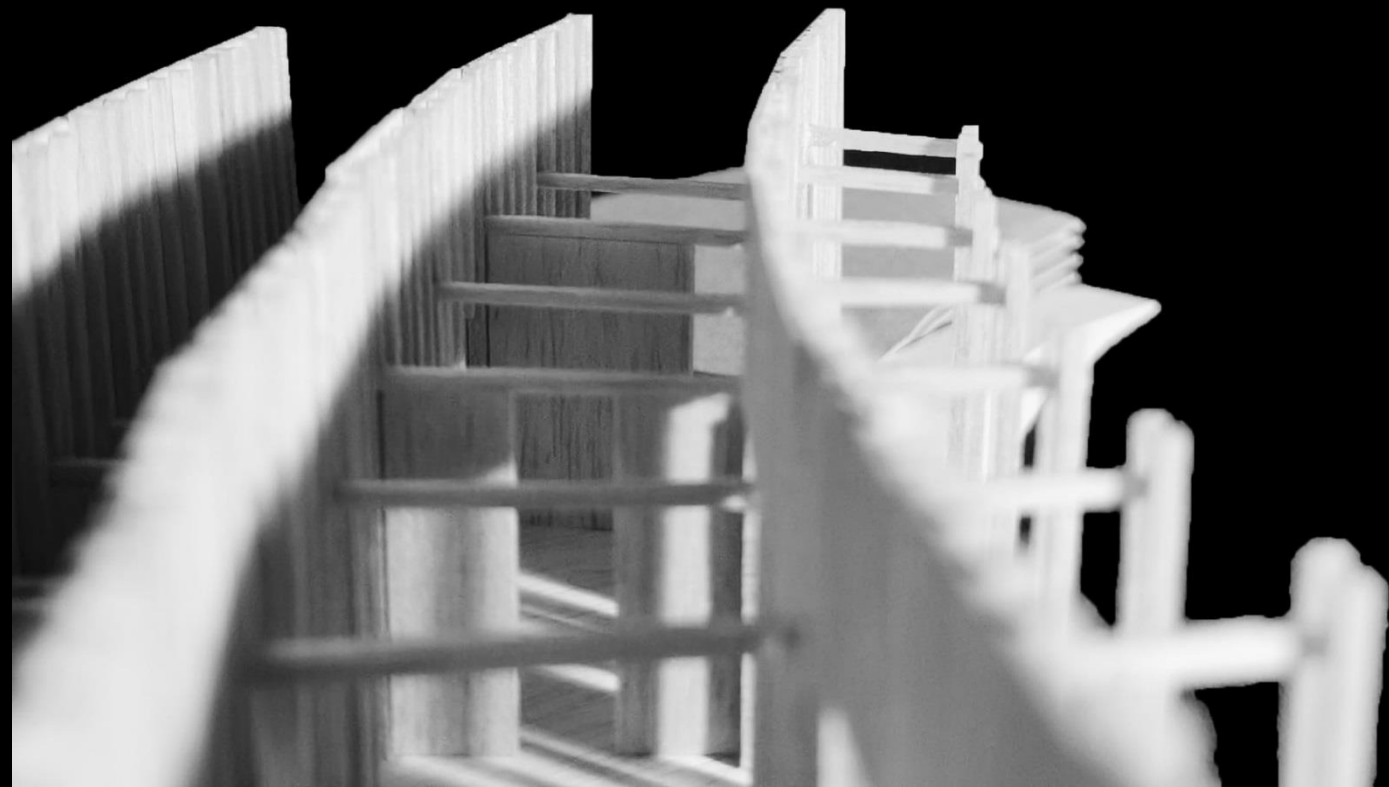
Maquete 1:100



Maquete 1:100



Maquete 1:100



Maquete 1:100

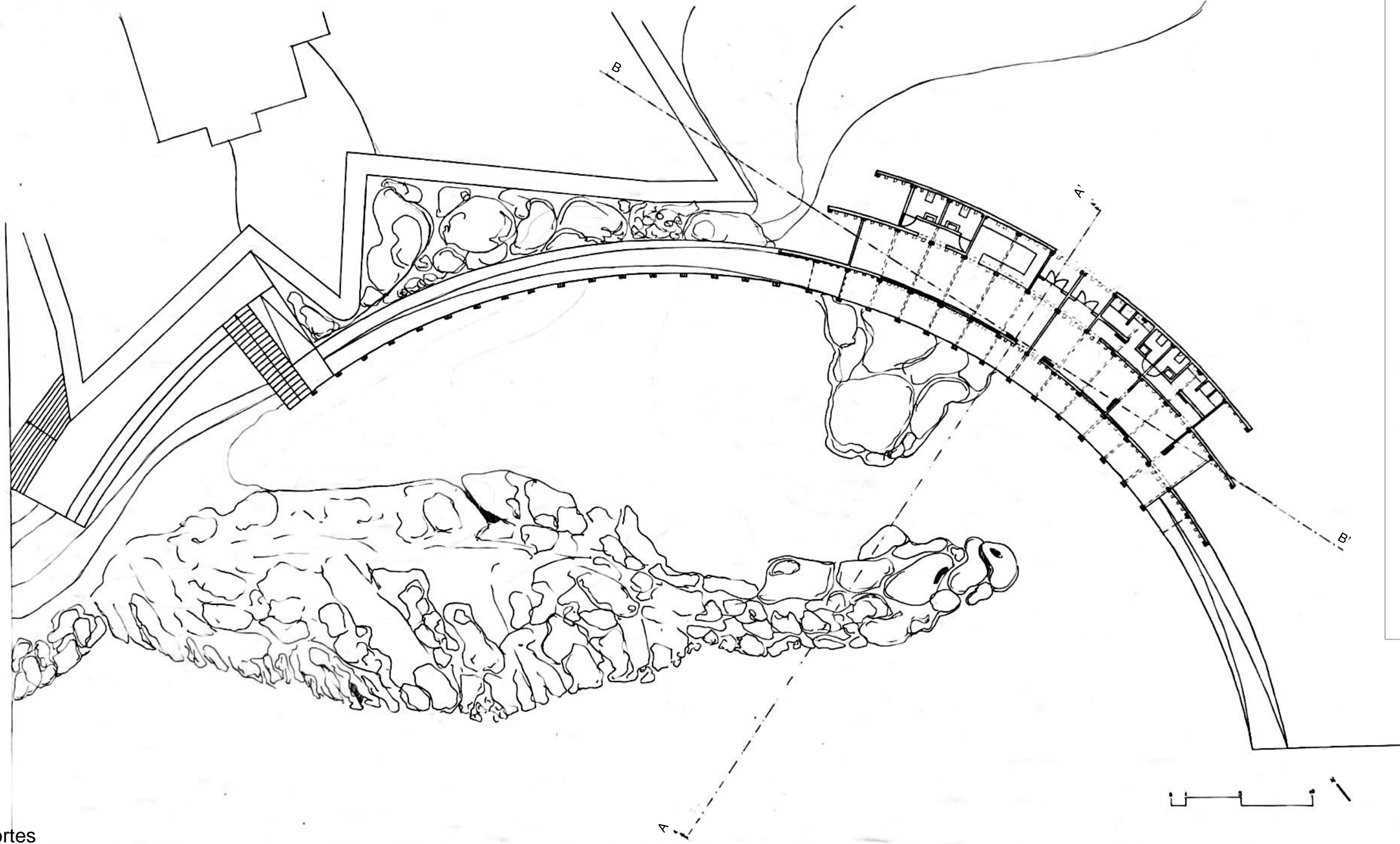


Maquete 1:100

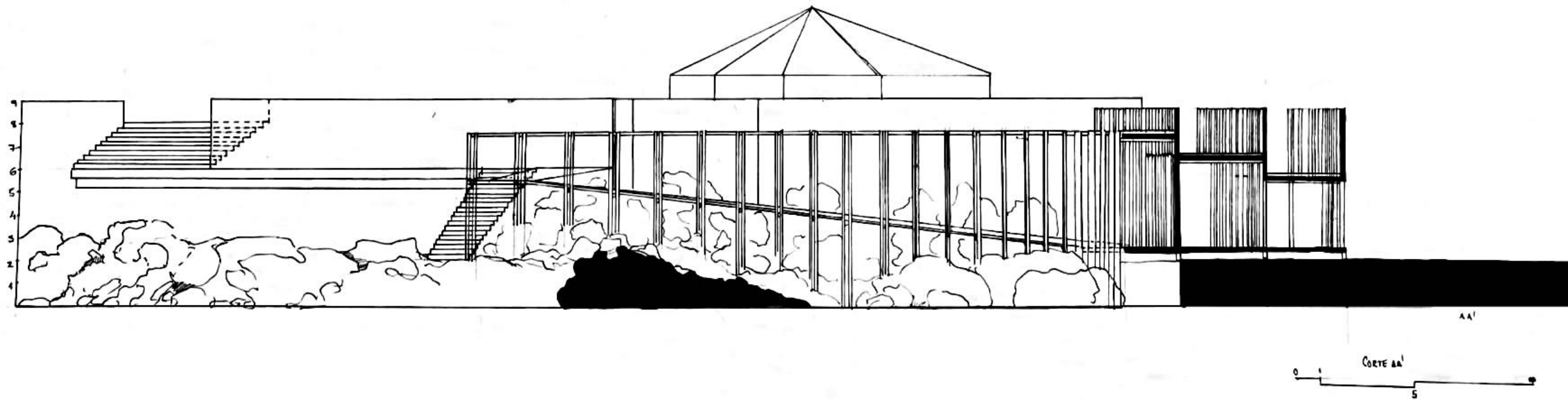
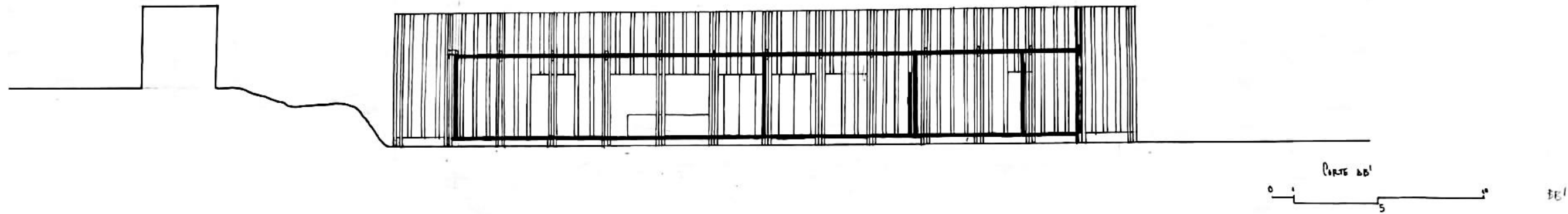


Maquete 1:100



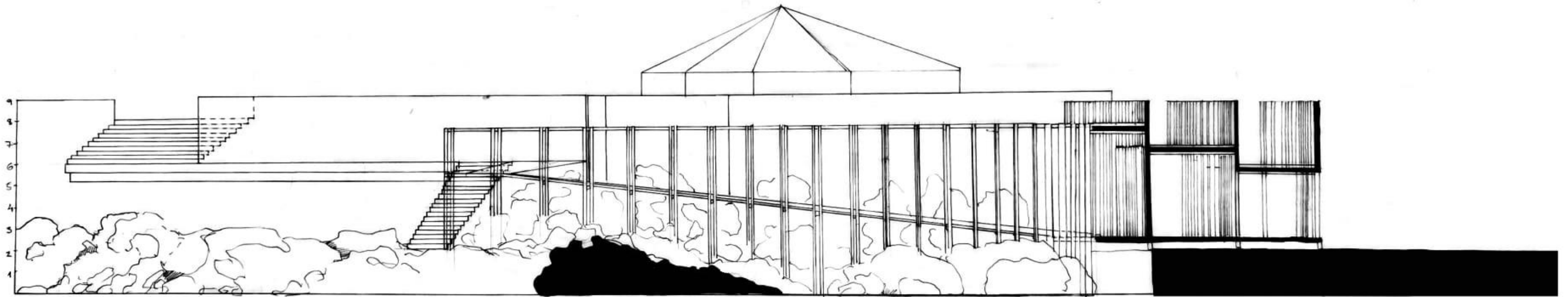


Marcação de cortes

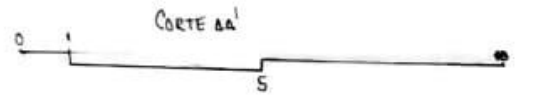


Corte BB' e AA'

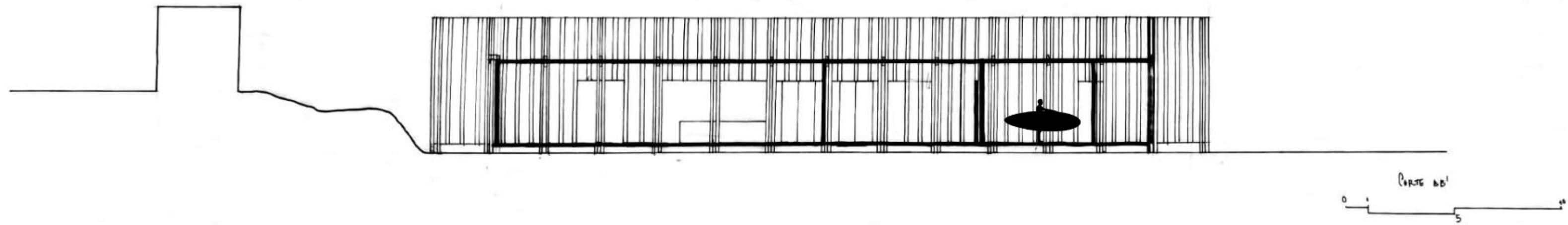




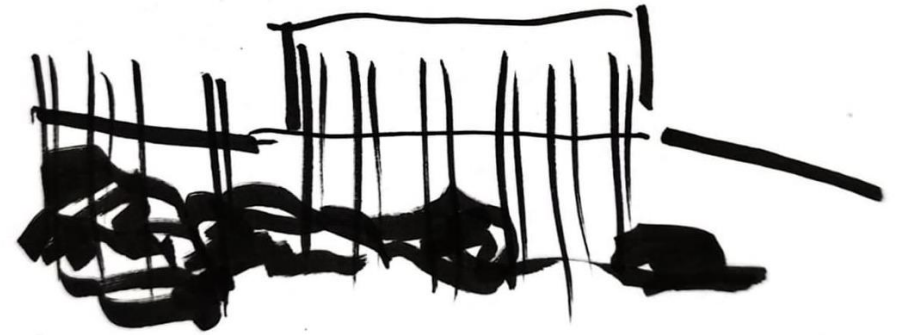
AA'



Corte transversal AA'



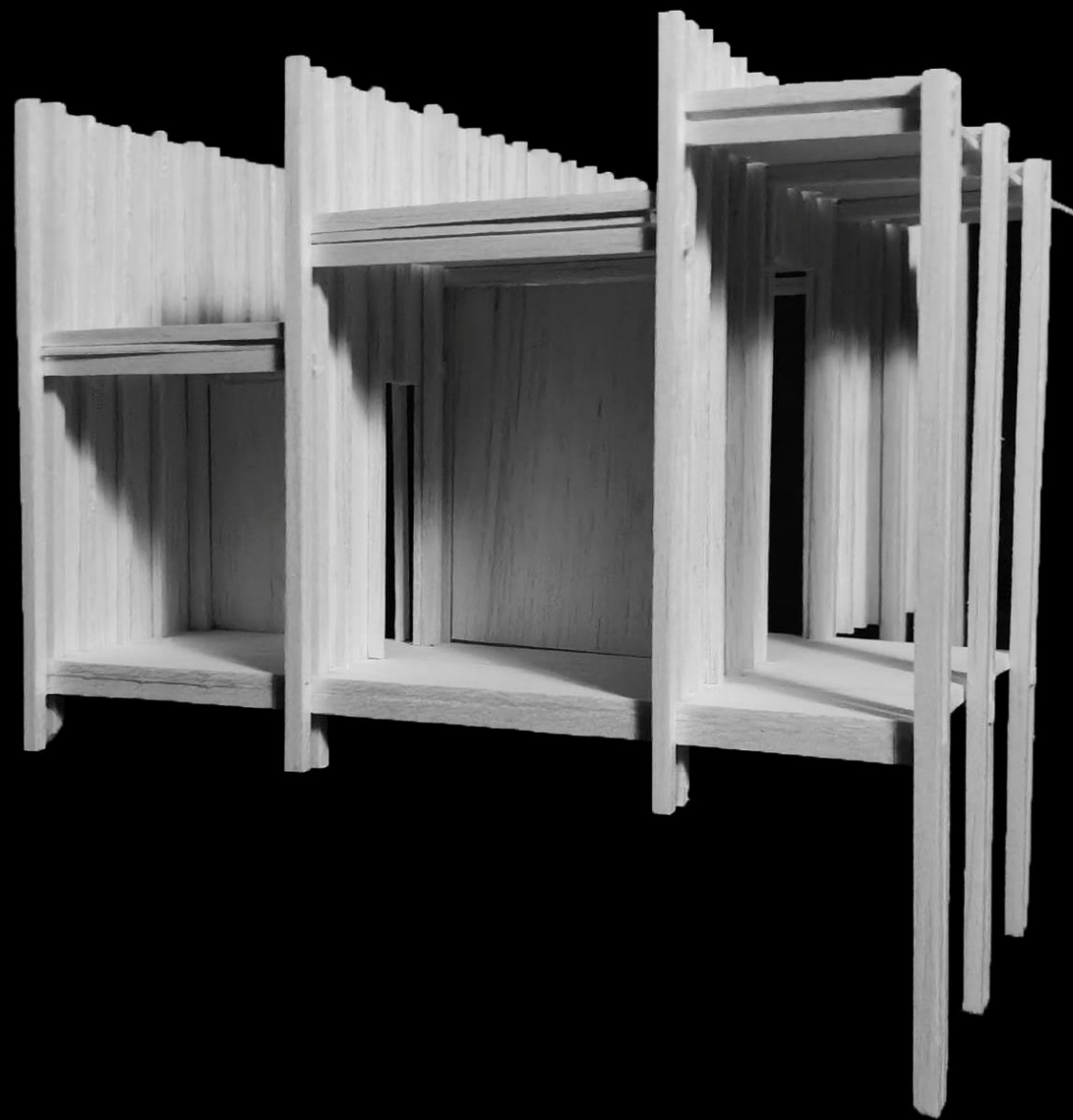
Corte longitudinal BB'



**MATERIALIDADE . TECTÓNICA**



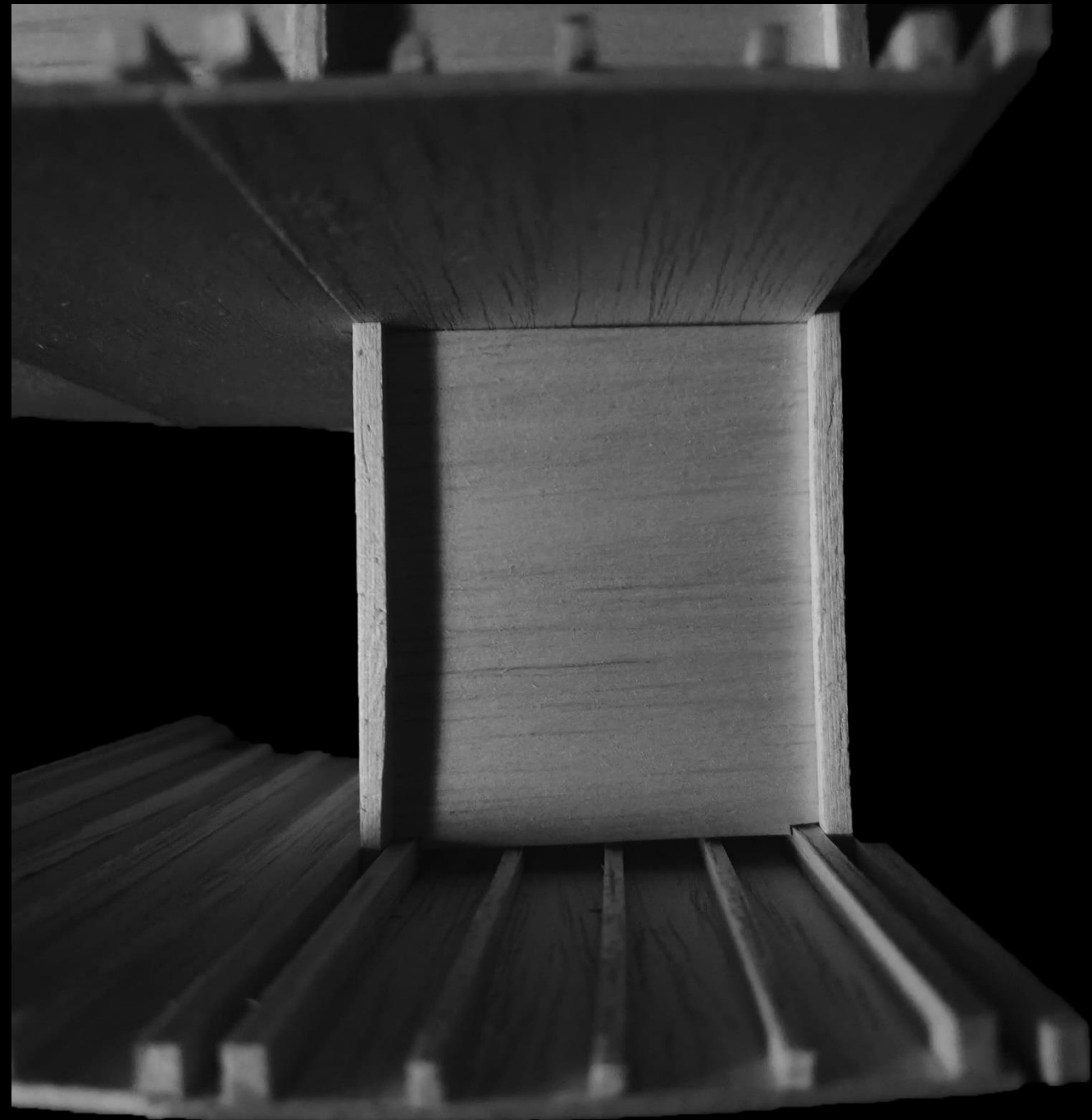
Maquete 1:50





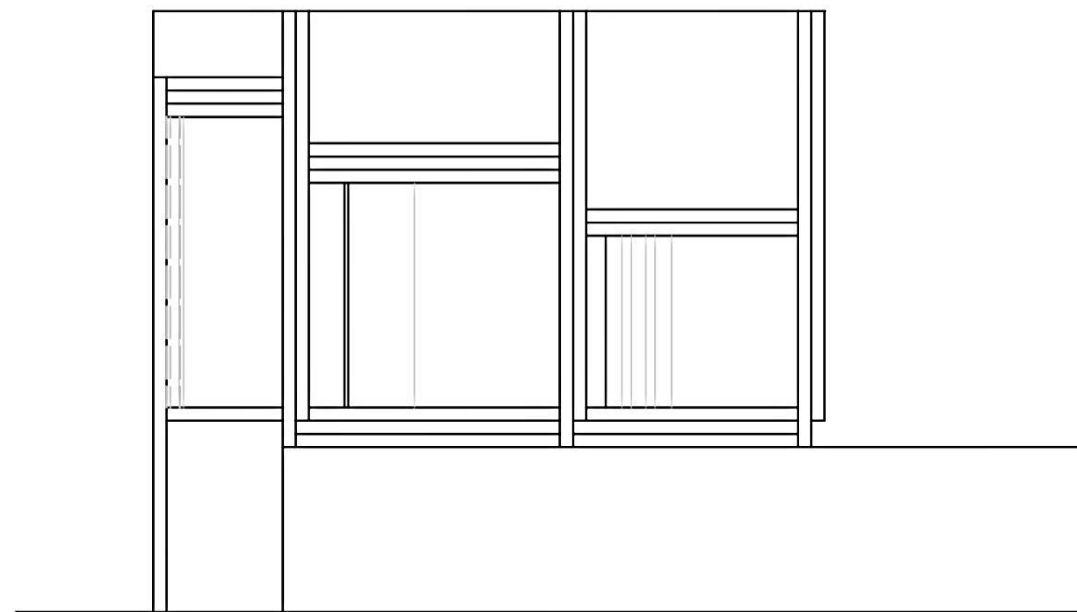
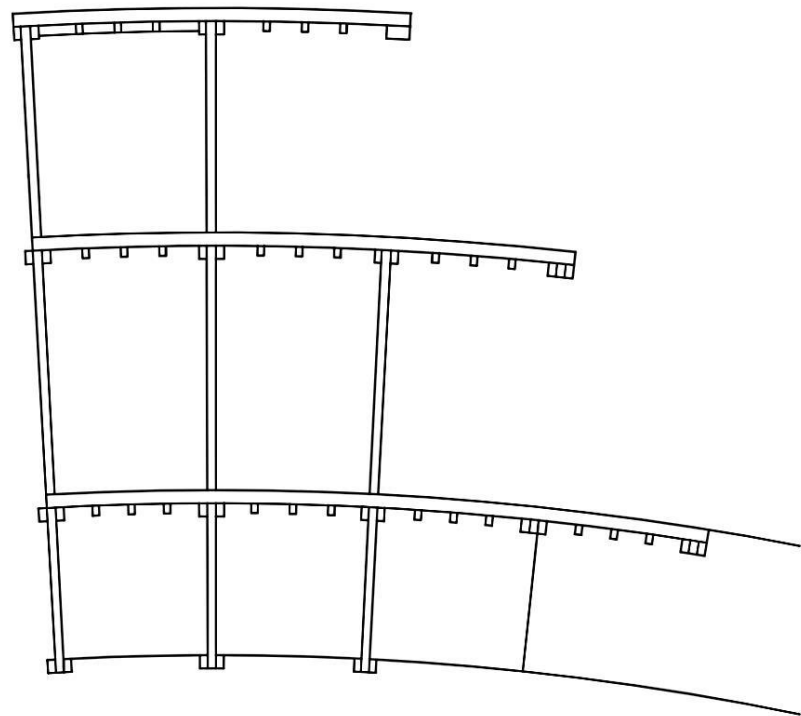
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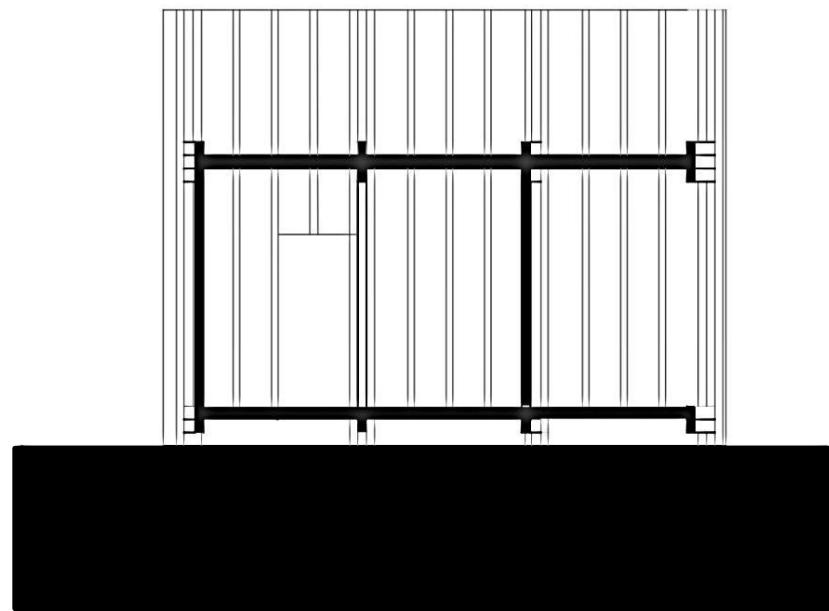


Maquete 1:50

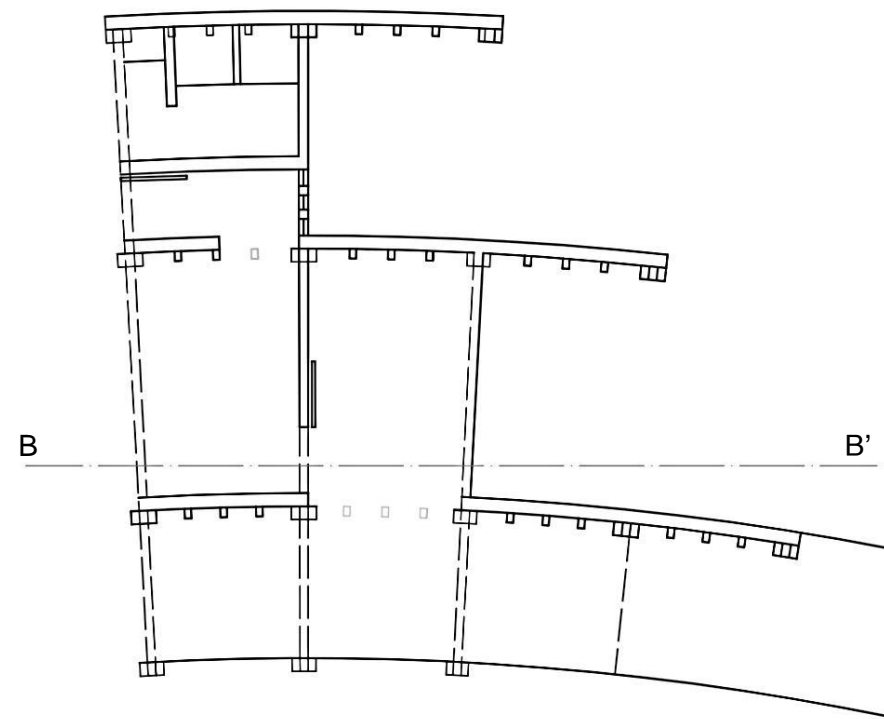


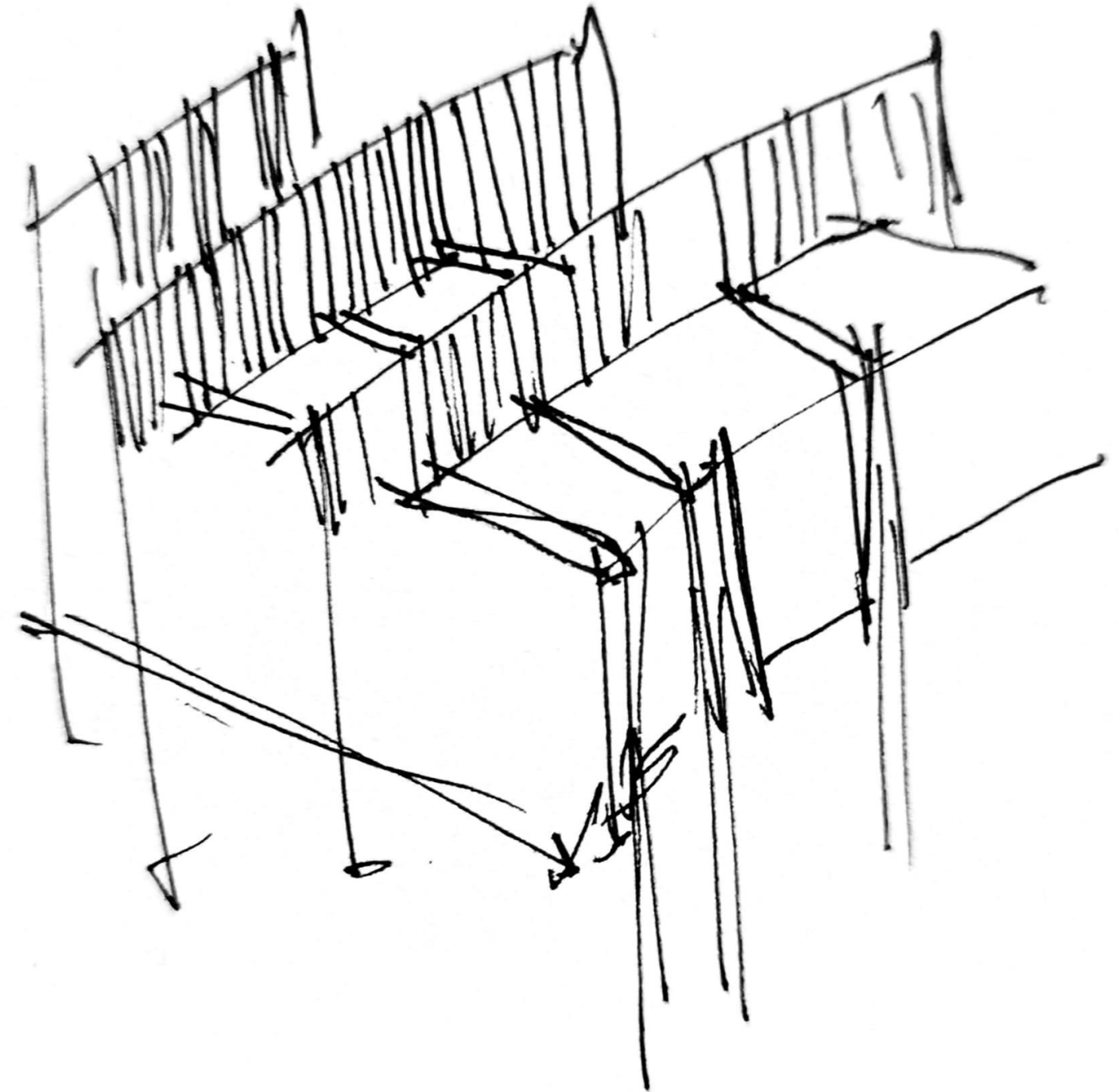
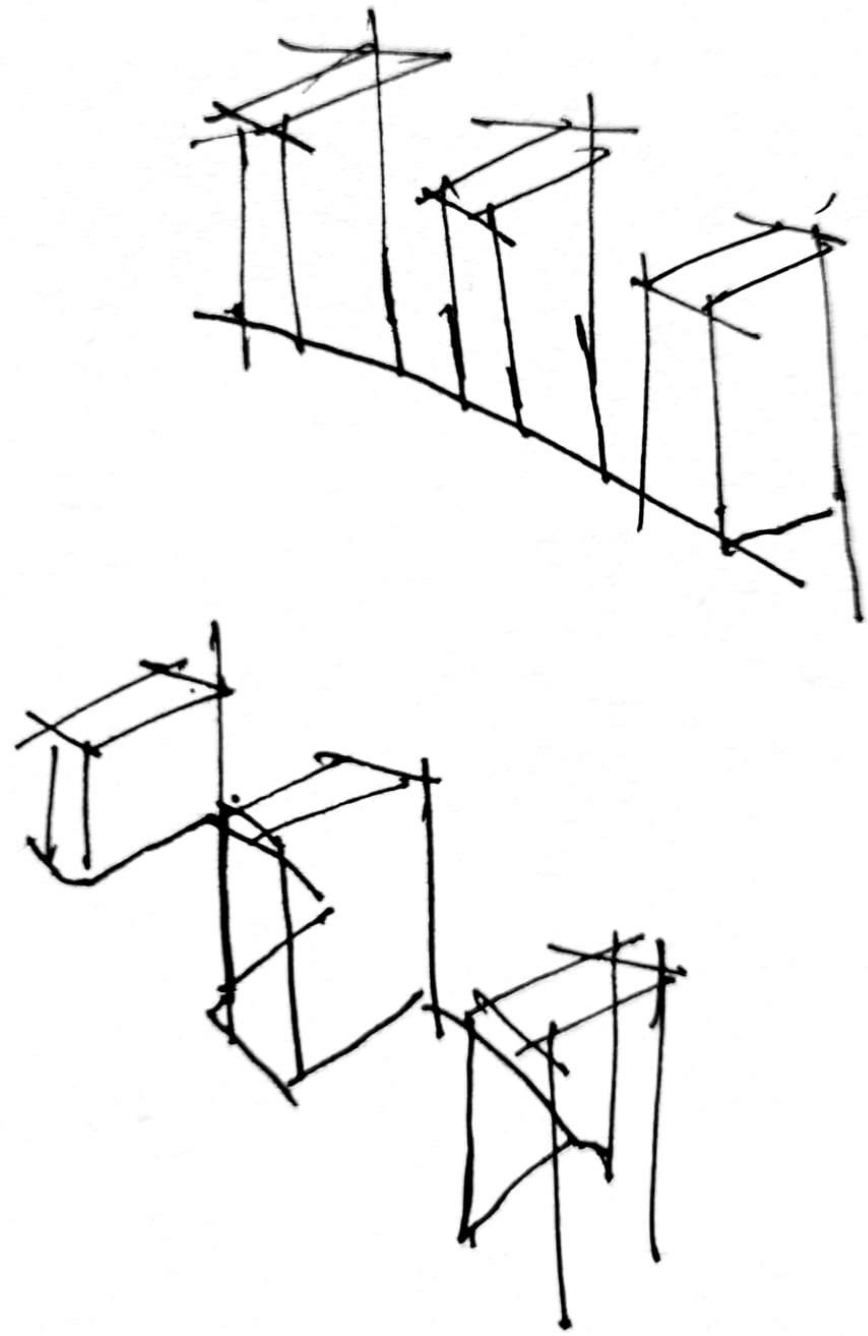


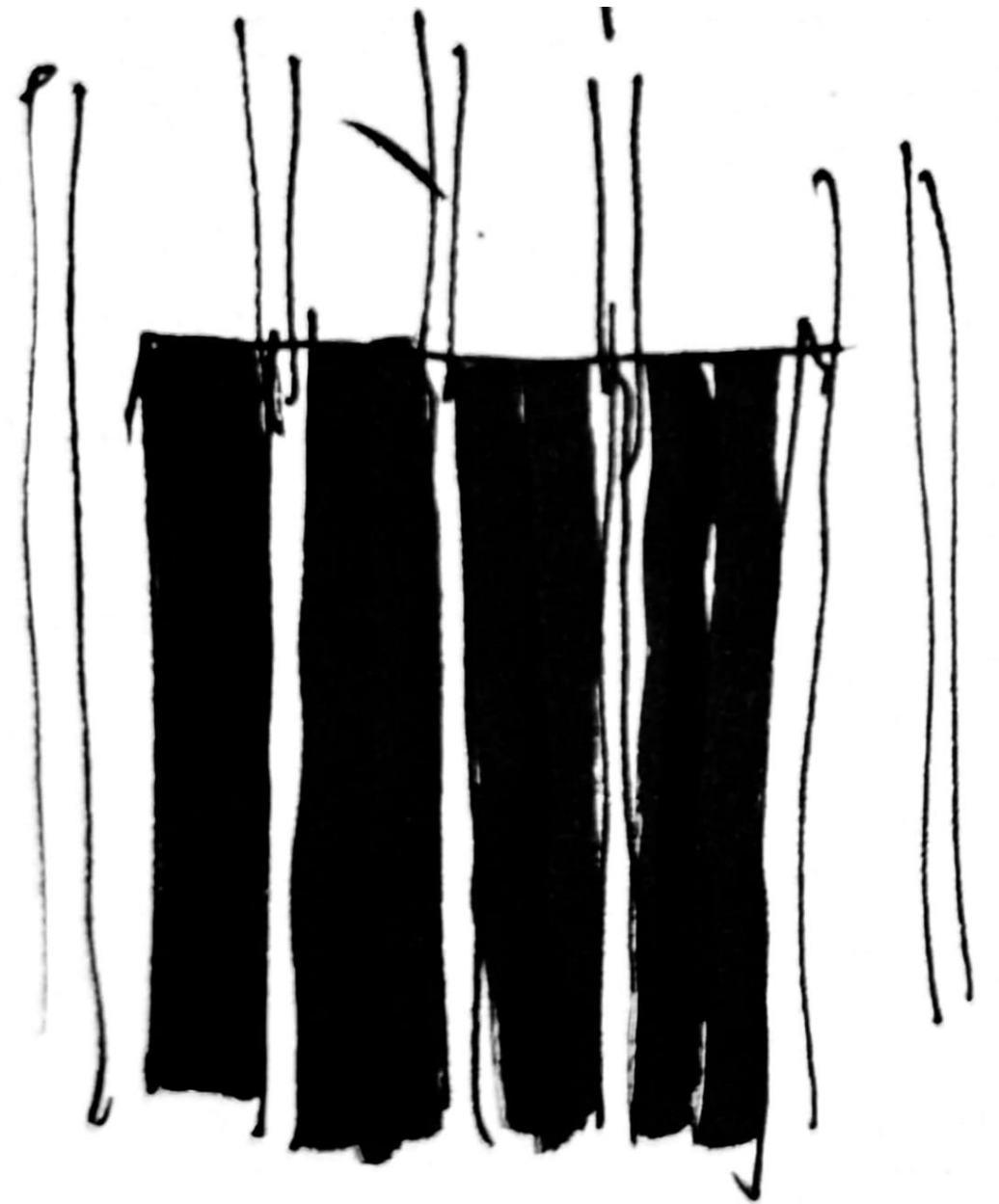
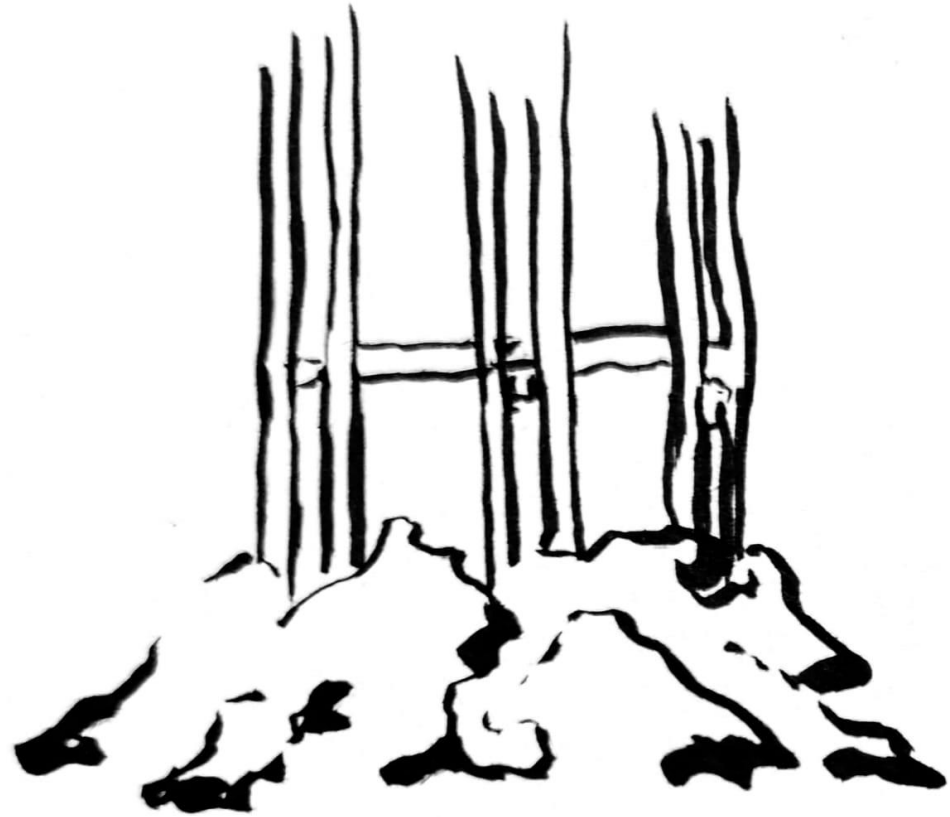
Planta de coberturas parcial e alçado lateral parcial

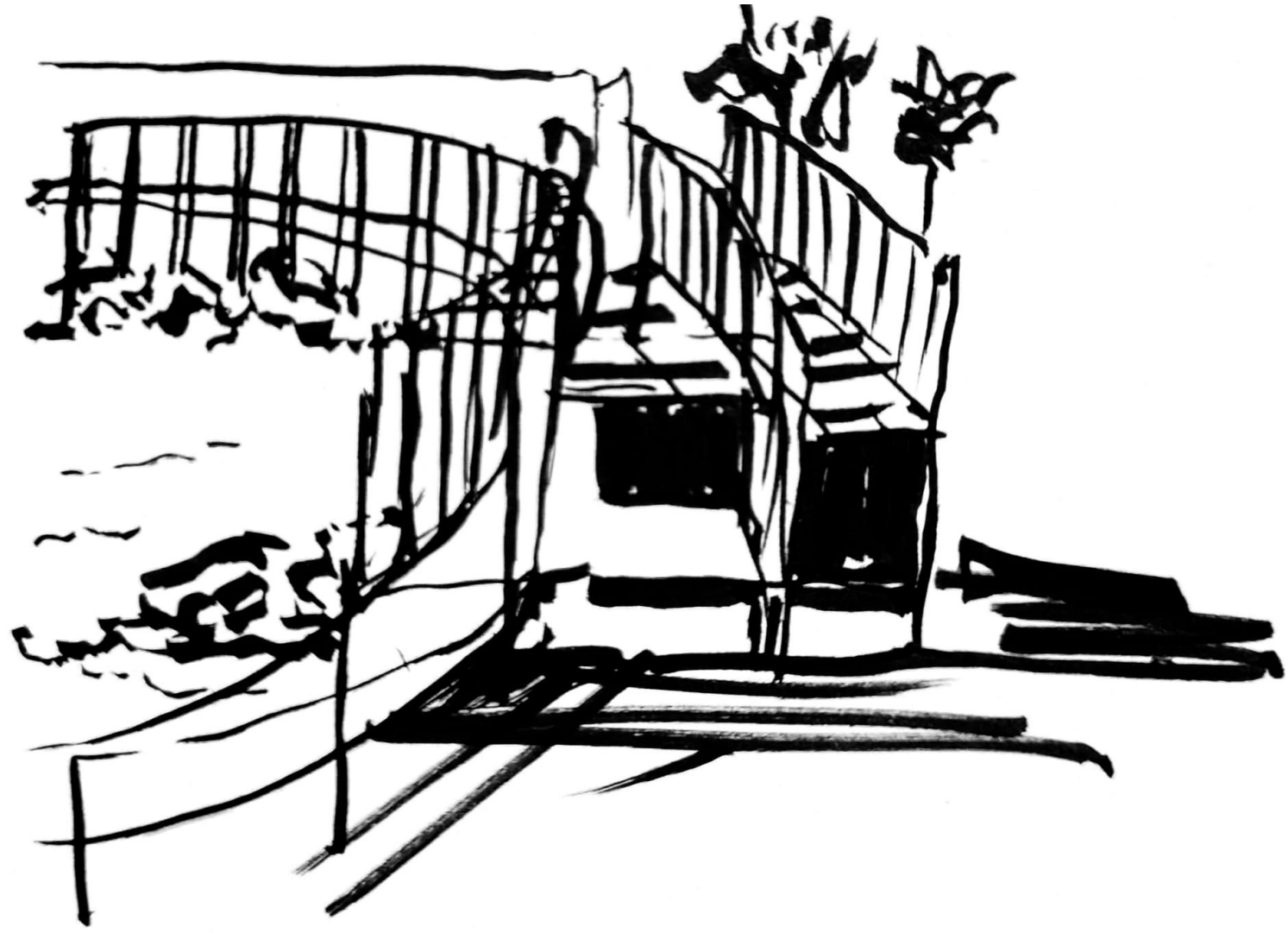


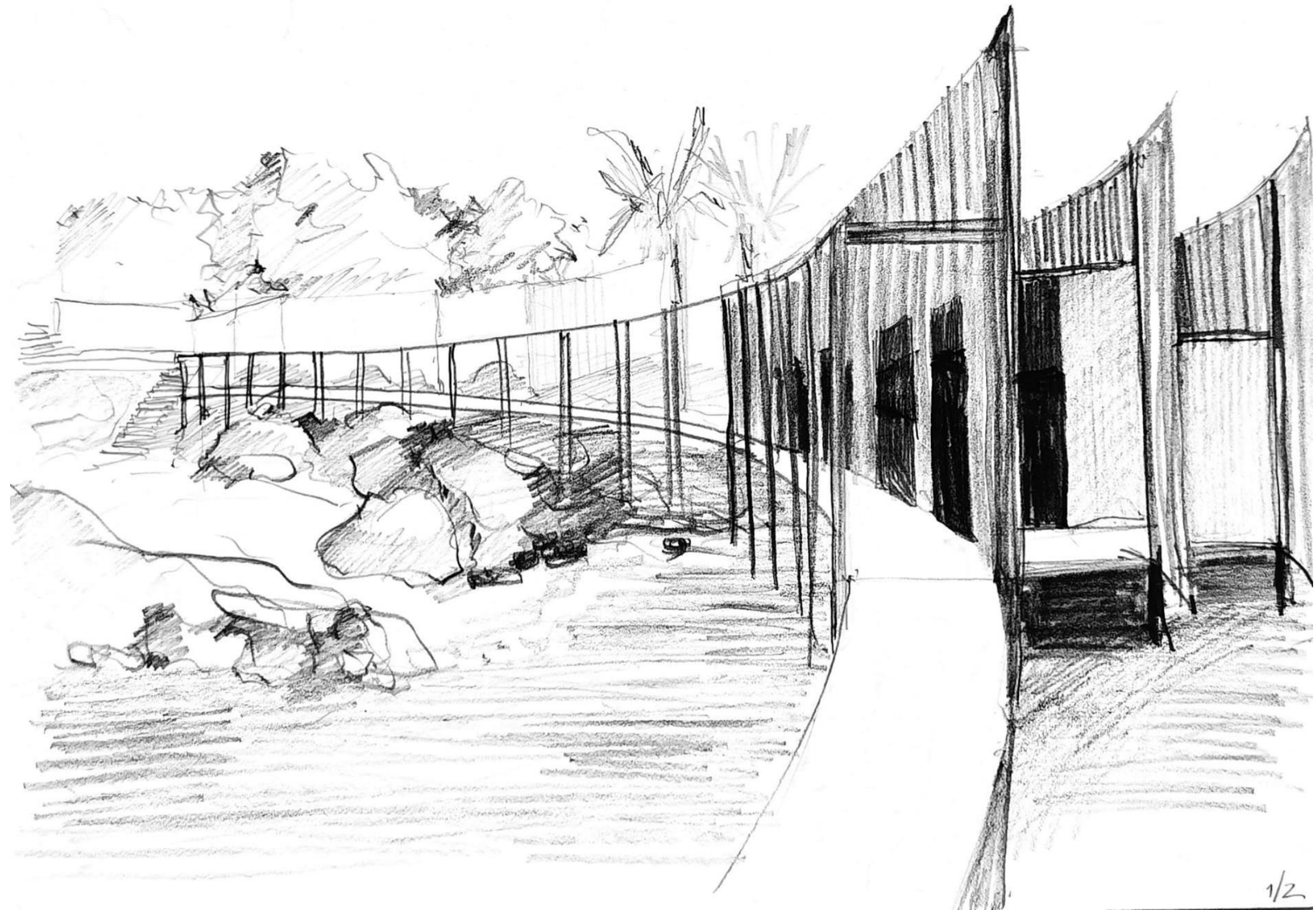
Corte BB'











## Memória descritiva

O projecto segue uma linha de força dada pelo terreno e por toda a envolvente do local: um arco. É criado um percurso a partir da ponte, descendo uns degraus até um deck que nos leva tanto a um passadiço que nos guia até ao programa como a uma escada que nos desce à praia. Surge a necessidade de criar uma praça de chegada e uns degraus onde se possa sentar e apreciar a vista. Percorrendo o deck encontramos um percurso que nos conduz a uma zona coberta. Este percurso passa pelo edifício que contém o programa e acaba na água.

Todo o projecto é baseado no arco usando linhas paralelas ao mesmo ou usando como fonte o seu centro, para que tudo comunique entre si e esteja em harmonia.