



GG-loop

# CAPABILITY STATEMENT 2023



# Curriculum Vitae GG-loop

Established in 2014, GG-loop believes that design is not simply about creating functional objects and spaces. Instead, design should tell a story, taking its user on a journey. GG-loop tackles design challenges with this in mind, articulating a vision for projects that is at once future-forward, organic and refined.

With studios in Amsterdam and Milan, design outcomes are embedded in a recurrent back story with an emphasis on objects and spaces that envelop the user. GG-loop also harnesses the history and craftsmanship within a country yet offers a global perspective in terms of forms and trends. The 'loop' to which the studio's name refers comes from the studio's iterative process of inquiry into a project or brief, to explore an underlying design idea.

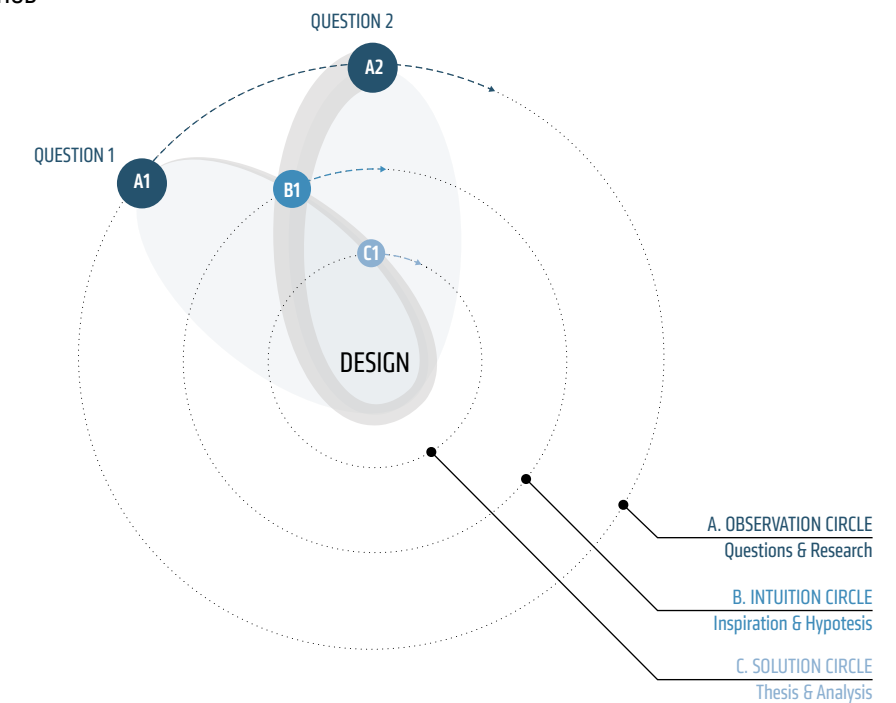
GG-loop's realised projects include Freebooter (2019) and The Seed of Time (2015). The studio won awards such as the Frame Award (NL), the WAF Award (UK), and the Best of Year 2019 Award (NY).

GG-loop was founded by Giacomo Garziano, a graduate of Facoltà di Architettura di Firenze (2008). Garziano has more than 15 years of experience working for studios such as NIO Architecten and UNStudio.

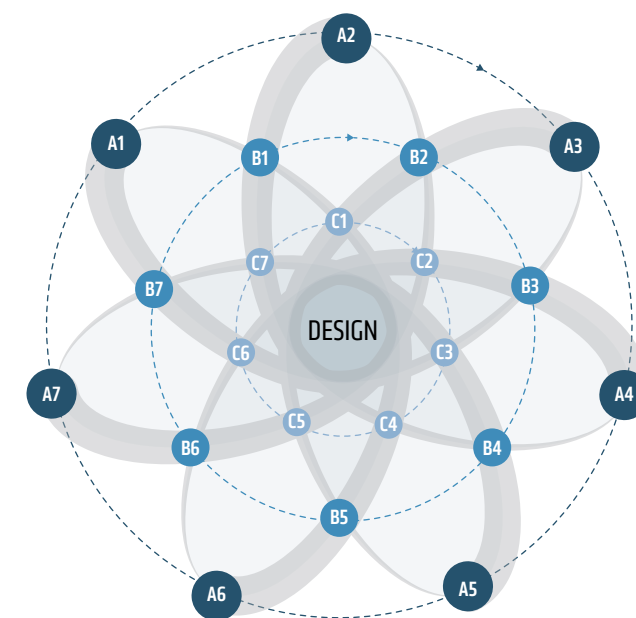
founder Giacomo Garziano  
Address NL Veemarkt 44A  
1019 DD, Amsterdam  
Address IT Via Santa Marta 14  
20123, Milan  
Phone +31 647 88 79 00  
Mail [info@gg-loop.com](mailto:info@gg-loop.com)  
web [gg-loop.com](http://gg-loop.com)

Date of registration 02.06.2020  
COC 78184541  
VAT NL861294233B01

## SCIENTIFIC METHOD



## PROCEDURAL LOOP



## Selected Projects

2023	A.P.C. flagship - Milan (IT) - retail	completed
	Talos - Lake Tahoe (US)- residential	ongoing
2022	Eurytides - Tucumán (AR) - masterplan	ongoing
	Echinoidea - Milan (IT) - installation	completed
	Polygonia - Paris (FR) - furniture	completed
2021	Atargatis - Palestine - masterplan	ongoing
	Illyrius - Tirana (AL) - residential	ongoing
	Mitosis-XS - Eindhoven (NL) - residential	ongoing
2020	Mitosis-XL - Amsterdam (NL) - residential	ongoing
	Gyrus - Amsterdam (NL) - refurbishment	preliminary design
	Grasp - Hilvarenbeek (NL) - masterplan / landscape	preliminary design
2019	Freebooter - Amsterdam (NL) - residential	completed
	IDA - Haarlemmermeer (NL) -art	ongoing
	Ω (Oxygen-18) - Amsterdam (NL) - Milan (IT) - installation	completed
	Ganglia - Altamura (IT) - education	preliminary design
2018	Metaphase - Doetinchem (NL) - residential	preliminary design
	Elysia - Amsterdam (NL) - product	preliminary design
	Firnocene - London (UK) - art	completed
	Dioptase - Amsterdam (NL) - product	ongoing
2017	Aiknite - Amsterdam (NL) - product	ongoing
	the Infection - Milan (IT) - fair installation	completed
	Adamas - Amsterdam (NL) - furniture	completed
	Resonating Spaces - Amsterdam (NL) - research	ongoing
2016	Zephyrus - Amsterdam (NL) - furniture	completed
	The Seed of Time - Altamura (IT) - art	completed
	The Infection - Altamura (IT) - Interiors	completed
	The Gentle Genius - Altamura (IT) - restoracion	completed
	Vibrio - Amsterdam (NL) - Furniture design	ongoing
	Synapse - Amsterdam(NL) - interior design	preliminary design
2015	Givenchy shop 1 - Milan (IT) -interior design	completed
	Givenchy shop 2 - Moscow (RU) - interior design	completed
	Givenchy shop 3 - Macau (CI) - interior design	completed

## Awards

winner	Golden Trezzini Awards 2022 – Best Implemented Project of Residential Estate – St. Petersburg (RU) - Golden Trezzini
winner	Frame Awards 2020 – Large Apartment of the Year – Amsterdam (NL) – Frame Magazine
winner	WAF Awards 2019 – Amsterdam Prize – London (UK) – World Architecture Festival
winner	Best of the Year 2019 – Environmental Impact – New York (US) – Interior Design magazine
winner	Best Project 2019 – Bari (IT) – Archilovers
finalist	A+ Awards – Details + Architecture, Wood – New York (US) – Architizer
winner	AMP 2019 – Green architecture – Los Angeles (US) – Architecture MasterPrize
winner	CODA awards 2019 – Residential – Madison (US) – Codaworx
winner	A'Design awards 2019 – Sustainable and Green Design – Como (IT) – A'Design
winner	DNA Paris awards 2019 – Green Architecture – Paris (FR) – DNA Paris
winner	Inspireli Awards 2016 - Prague (CZ) - Inspireli
winner	Young Italian Architects 2016 - Venice (IT) - presS/Tletter
finalist	“Spectacular houses” HÄUSER Award 2017 - Berlin (DE) - Häuser

## Exhibitions

DI-X pavilion	July 2022, Architectural Design Week 2022, Jakarta (ID)
Echinoidea	June 2022, INTERNI Design Re-generation, Milan (IT)
Mitosis	February 2022, Full Circle: Design without end, MODA Museum of Design Atlanta, Atlanta (US)
Freebooter	June 2019 - December 2019, ARCAM architecture center Amsterdam, Amsterdam (NL)
Freebooter	November 2018 - January 2019, ARCAM architecture center Amsterdam, Amsterdam (NL)
Zephyrus	December 2018, Roche Bobois at Art Basel Miami, Miami Beach (FL)
Zephyrus	July 2018, Roche Bobois at Beijing International Furniture Fair (BIFF), Beijing (CN)
Ω (Oxygen-18)	April 2018, Source at Fuorisalone, Milan (IT)
Ω (Oxygen-18)	January 2018, UNFAIR, Amsterdam (NL)
Zephyrus	July 2017, Roche Bobois art gallery, Monaco (FR)
Firnocene	May 2017, Open Senses Festival, The Old Truman's Brewery, London (UK)
Resonating Spaces	November 2016, TEDx Amsterdam, Stadsschouwburg, Amsterdam (NL)
The Seed of Time	September 2016, Digital Design Weekend, Victoria & Albert Museum, London (UK)
Resonating Spaces	September 2016, New Scientist Life, ExCeL, London (UK)
Hacking Source	September 2016, Florence Design Week, Le Murate, Florence (IT)
the Infection	April 2016, Milan Design Week, Ventura Lambrate XV, Milan (IT)
The Seed of Time	October 2015, House-museum The Seed of Time, Altamura (IT)
Resonating Spaces	June 2015, SONAR D+, Barcelona (ES)
the Infection	February 2014 - Het Wilde Weten, Rotterdam (NL)



# Introduction

The need for healthy spaces has hardly ever been more apparent than during the current global condition. The current efforts to reduce the negative impacts of buildings are inadequate. Therefore the built environment must be designed in a different way.

To bring **regenerative** collective habitation and mixed-use to all scales of development, Amsterdam architecture practice GG-loop uses parametric design tools and BIM technology to design, manufacture and build biophilic and user-centric architecture.

GG-loop aims at creating regenerative ecosystems with a positive ecological footprint, balancing the technical benefits of an environmentally conscious construction with the qualities of an organic and **healthy environment** in which its residents coexist harmoniously.

With its **biophilic design** principles, GG-loop operates at diverse scales, ranging from furniture design to off-grid single family detached houses to high density mixed-use urban developments to master plans. Each project consists of experiential objects and spaces that respect both the environment and its direct users, reconnecting both in a balanced ecosystem.







# “In the wilderness is the salvation of the world.”

Henry David Thoreau (1817-1862)  
American Author

## Mission

Due to the global condition, the built environment must be designed in a more holistic and environmentally conscious way. GG-loop's goal is to develop an architectural solution that "**gives back**" to the Planet and can serve as a benchmark for the real estate and urban development sector.

By involving stakeholders in the entire decision-making process, GG-loop encourages dialogue between stakeholders and clients in order to work together towards maintaining **resilient community** and sustaining its long-term goal of conservation, self-sufficiency and regeneration.

GG-loop' vision is to deepen the understanding of the relationship between the built environment and Nature, to raise awareness and sensitize both professionals and the general public regarding the importance of biophilic architecture as an answer to the current climate condition.

Sharing the same vision as international Real-Estate Developers, Clients and Consultants, GG-loop works to inspire and provide healthy sustainable living communities and **net-positive** impacts on ecology and society. By working with the natural environments rather than against it, the natural balance and health of the planet can be restored.



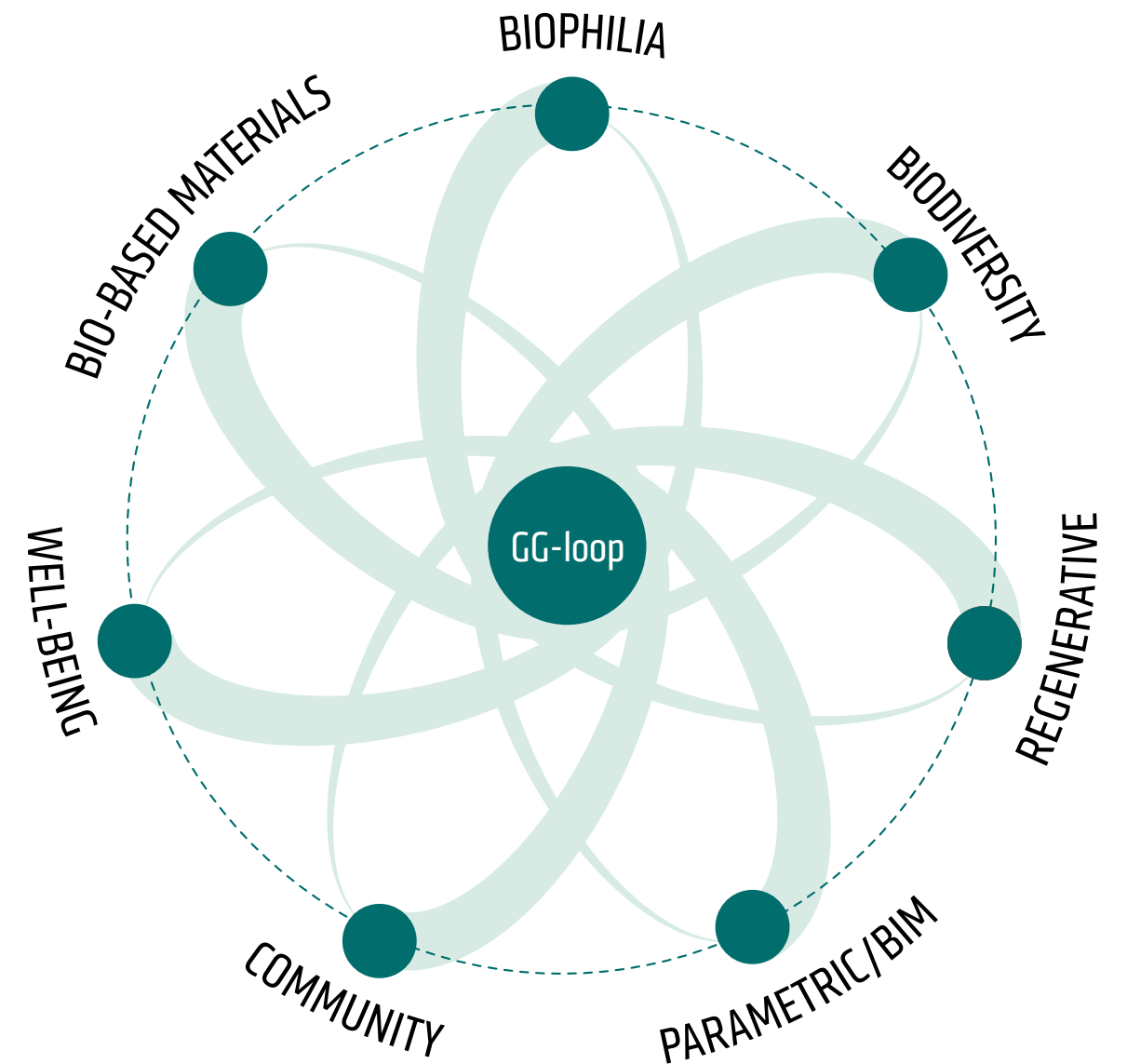


# Strategy

GG-loop developed a design strategy that responds to the current global climate condition and rising world population.

- GG-loop follows a holistic **biophilic approach** and builds ecosystems where users and dwellers experience a unique way of living and fulfil their innate desire to reconnect with nature.
- **Biodiversity** relative to each project's location is restored, allowing residents to coexist harmoniously with Nature in order to strengthen the quality of their life and of their surroundings.
- GG-loop embodies a **regenerative** design process, focusing on creating resilient and fair systems that integrate the needs of society and of nature. The goal is to achieve net-positive impact for ecology and society.
- **Parametric and BIM tools** are developed in order to generate optimized scale and process of each project based on the specific conditions on the given site and the needs of all the stakeholders.
- GG-loop supports **community making** with facilities that encourage social cohesion and create a community culture of "pro-environmental" practices.
- **Health and well-being** is fostered through careful material choices, flexible layouts, organic interiors and large outdoor spaces.
- GG-loop uses **bio-based building materials**, such as CLT (cross-laminated timber), that sequesters CO2. The building techniques are environmentally positive and the processes are optimised in order to improve construction efficiency.

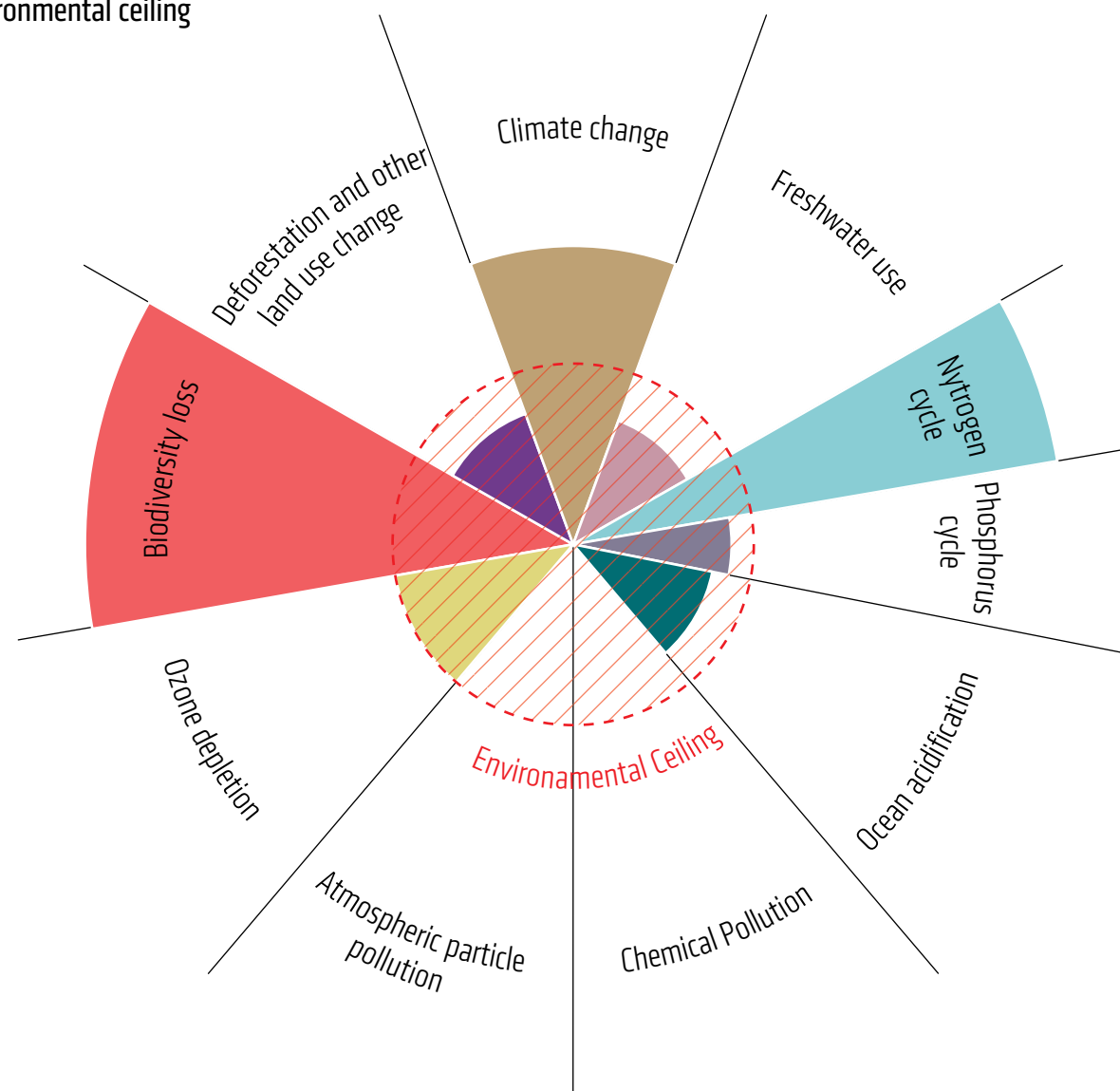
The Seed of Time | Altamura (IT) | GG-loop | 2015 | Photo: Francisco Nogueira



Manifesto | GG-loop | 2020



Planet Earth limits:  
the environmental ceiling



Svedin U. (2012). "Global conditions for the future of agriculture in the Anthropocene." A planet for life. Retrieved 02 November 2020.

## Anthropocene

In the 80's, biologist Eugene F. Stoermer coined a specific name, **Anthropocene**, for the current geological era (-*cene*), attributing the main causes of this change to man (*anthropo*-). The term over time has taken on an increasingly negative meaning supported by the irrefutable reality of climate change.<sup>1</sup> Given the responsibility that architects and urban planners have, the race towards solutions such as biophilic architecture, has manifested also in the sector.

<sup>1</sup> Revkin, Andrew C. (11 May 2011). "Confronting the 'Anthropocene'". The New York Times. Retrieved 25 March 2014.

## Biophilia

In the mid-19th century, naturalist and philosopher Henry David Thoreau described how "wild nature" was the key to safeguarding the world, and how humans can benefit from embracing and improving their relationship with their surrounding.<sup>2</sup> The "**Biophilia Hypothesis**", a concept introduced in the 60's by the German social psychologist Erich Seligmann Fromm, and further explored by the American biologist Edward Osborne Wilson in the 80's, states that humans are attracted to coexist with other living systems, both fauna and flora.<sup>3</sup> Biophilia literally means "love for life". Today, studies held throughout the globe prove that biophilic design has biological and emotional benefits: stress reduction, enhanced cognitive function and faster healing.

<sup>2</sup> Thoreau, H. D. (1854). Walden; or, Life in the Woods. Boston, MA: Ticknor and Fields.

<sup>3</sup> Wilson, Edward O. (1984). Biophilia. Cambridge, MA: Harvard University Press.





Mitosis-XL | Amsterdam (NL) | GG-loop | 2020 | Render: GG-loop

## Biodiversity

Enhancement of biodiversity in the urban fabric has a beneficial impact on the quality of life and the environmental education of the inhabitants. Inspired by Singapore's "**city in the garden**" vision, GG-loop forms "garden cities" by integrating plant and animal life throughout the buildings, allowing inhabitants to coexist harmoniously with the biodiversity of local flora and fauna. Projects are designed to co-evolve with its surrounding, by recreating ecosystems appropriate to the climate, site and residents. In this way, buildings can facilitate the conservation and improvement of the biodiversity that exists on the site.



Parkroyal on Pickering by WOHA | Singapore | Photo: Patrick Bingham-Hall | 2013



Mitosis-XS | Eindhoven (NL) | GG-loop | 2021 | Render: GG-loop





Eurytides | Tucumán (AR) | GG-loop | 2022 | Render: GG-loop

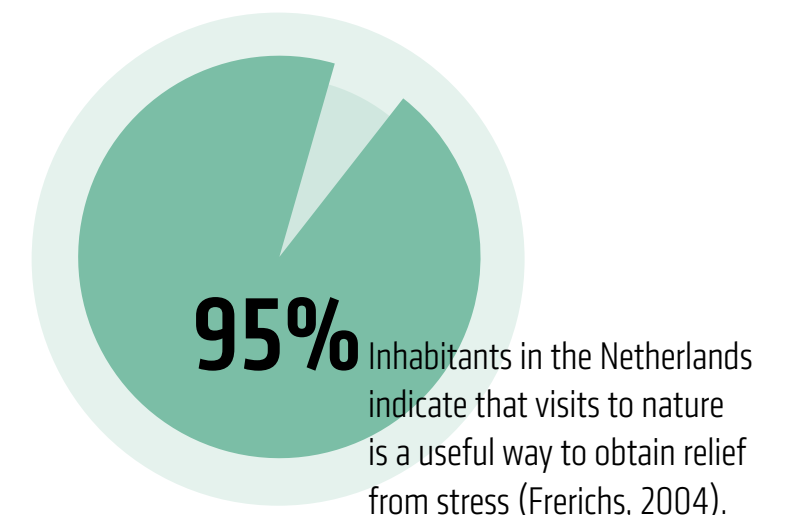
# Regeneration

In the last decades the desire to reconnect with nature has been manifested in architecture through the integration of **green systems** in outdoor (green façades, controlled vegetation on balconies, terraces and roof-gardens) and indoor environments (patios, green walls, pots).

GG-loop's vision goes further than the integration of just green systems, but rather creates a built environment that restores and nurtures its surroundings, and that serves as a catalyst for positive change.

Being in direct contact with nature has proven to help physical and mental health and overall **well-being**, as well as technical benefits of acoustics improvement, CO2 and urban heat reduction.<sup>4</sup>

At the Wageningen University (NL), Agnes van den Berg asserts that in compact cities the desire for Nature is not just a rural romanticism but an actual **restoration tool**.<sup>5</sup> Robbert Snep, Senior researcher in Green City from the same University, stresses the importance of enhancing **biodiversity** in the built environment listing the benefits of it like social cohesion i.e.<sup>6</sup>



<sup>4</sup> Brown, Barton & Gladwell, 2013; van den Berg, Hartig, & Staats, 2007; Tsunetsugu & Miyazaki, 2005.

<sup>5</sup> Van den Berg, A. E., & van den Berg, M. M. H. E. (2015). Health benefits of plants and green space: Establishing the evidence base. *Acta Horticulturae*, 1093, 19-30.

<sup>6</sup> Snep R.P.H., Clergeau P. (2013) Biodiversity in Cities, Reconnecting Humans with Nature. In: Loftness V., Haase D. (eds) *Sustainable Built Environments*. Springer, New York, NY.



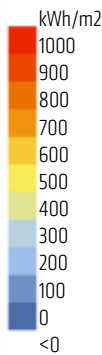
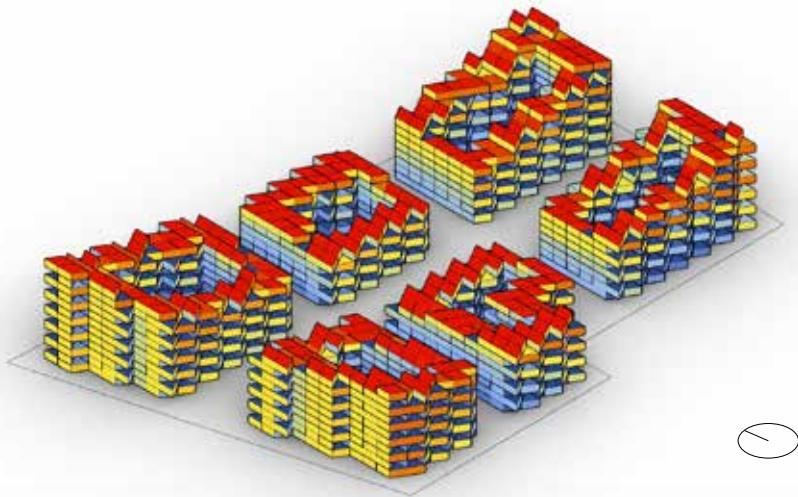
# Parametric Design/BIM tools

GG-loop takes into account the calculation and simulation of parameters related to specific conditions of a given site, such as solar radiation, wind impact, privacy, population density, common spaces index, and vertical connections. The example below shows 3 different scenarios offered on a specific site, optimised in shape and scale based on the calculation of solar radiation, circulation and density.

## Orthogonal Urban Grid

Max floors : 13  
Bld index: 2.66m³/m²

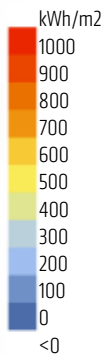
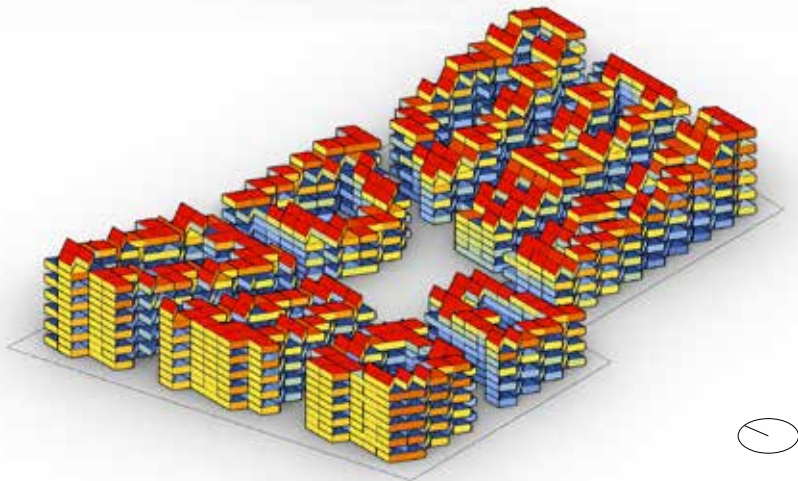
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Path Width: 9.00 m



## Flowing Urban Grid

Max floors : 12  
Bld index: 2.55

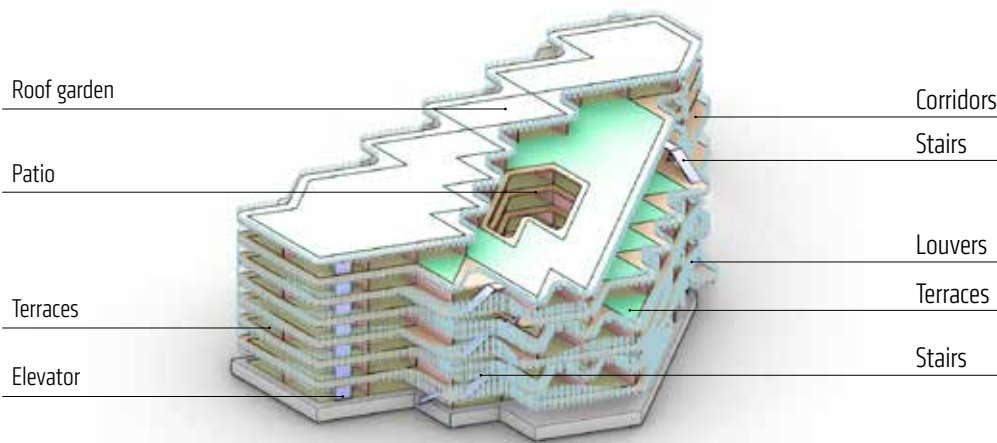
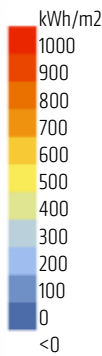
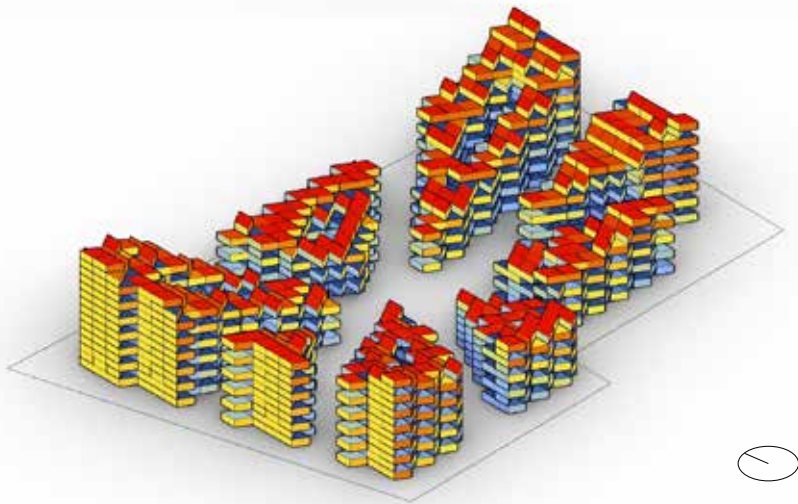
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## Radial Urban Grid

Max floors : 15  
Bld index: 2.52

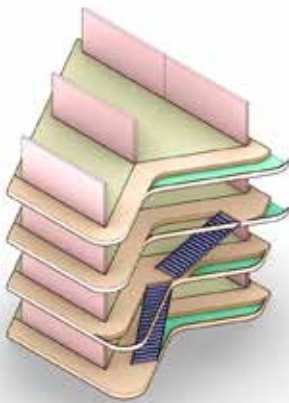
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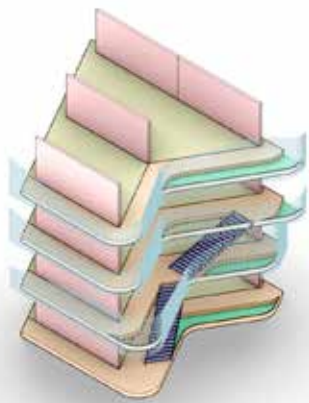
Slabs and Walls



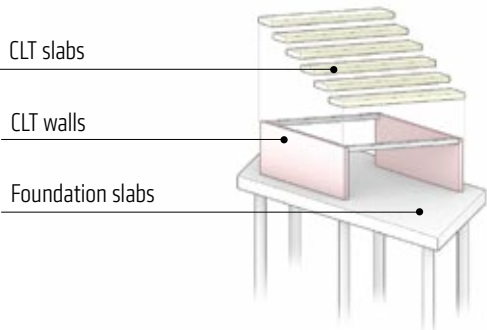
Balconies, Stairs and Green



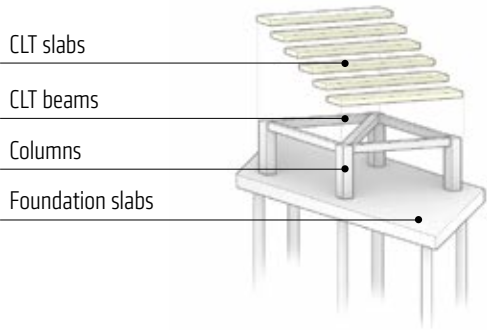
Facade-Louvers



Slab option 1  
Load Bearing Walls



Slab option 2  
Columns Structure







Freebooter | Amsterdam (NL) | GG-loop | 2019 | Photo: Francisco Nogueira

# Community

Shared presence is a foundational block of forming **social cohesion**.<sup>7</sup> GG-loop provides a vision of shared spaces and amenities that encourages neighbours to engage in pro-environmental practices and support each other in adopting more sustainable habits. The town of Ostuni, located in southern Italy, is one of the key inspirations for GG-loop's approach. Houses are located around “claustr” that are semi-privately used. Neighbours maintain the open spaces together in the form of gardens and gatherings.



Ostuni, Italy | Booking.com | 2020



Illyrius | Tirana (AL) | GG-loop | 2021 | Render: Kiasm

<sup>7</sup>Festinger, L., Schachter, S., & Back, K. (1950). Social pressures in informal groups; a study of human factors in housing. Harper.





The Seed of Time | Altamura (IT) | GG-loop | 2015 | Photo: Michael Sieber

## Well-being

The "Biophilia Hypothesis" reveals why humans have an intrinsic need to connect with nature and other living systems.

GG-loop adopts the 14 principles of biophilic design and articulates the relationships between nature, human biology and the design of the built environment.

Its designs are organic and flexible, providing organic spaces and areas of urban and vertical farming, greenhouses, wildlife corridors and integration of habitat creation, that encourage

shared indoor/outdoor activities among users. Exposed to green shared areas, tiny forests and gardens and nature-inspired interiors, dwellers can benefit from the direct and indirect connection with nature. By applying elements of nature and providing available renewable resources in shared facilities and infrastructures of community living, dwellers can create a culture of **pro-environmental practices** and share their expectations of sustainability, creating healthier environments and improve social interaction.



Image by Freepik.com | 2020



# Bio-based Materials

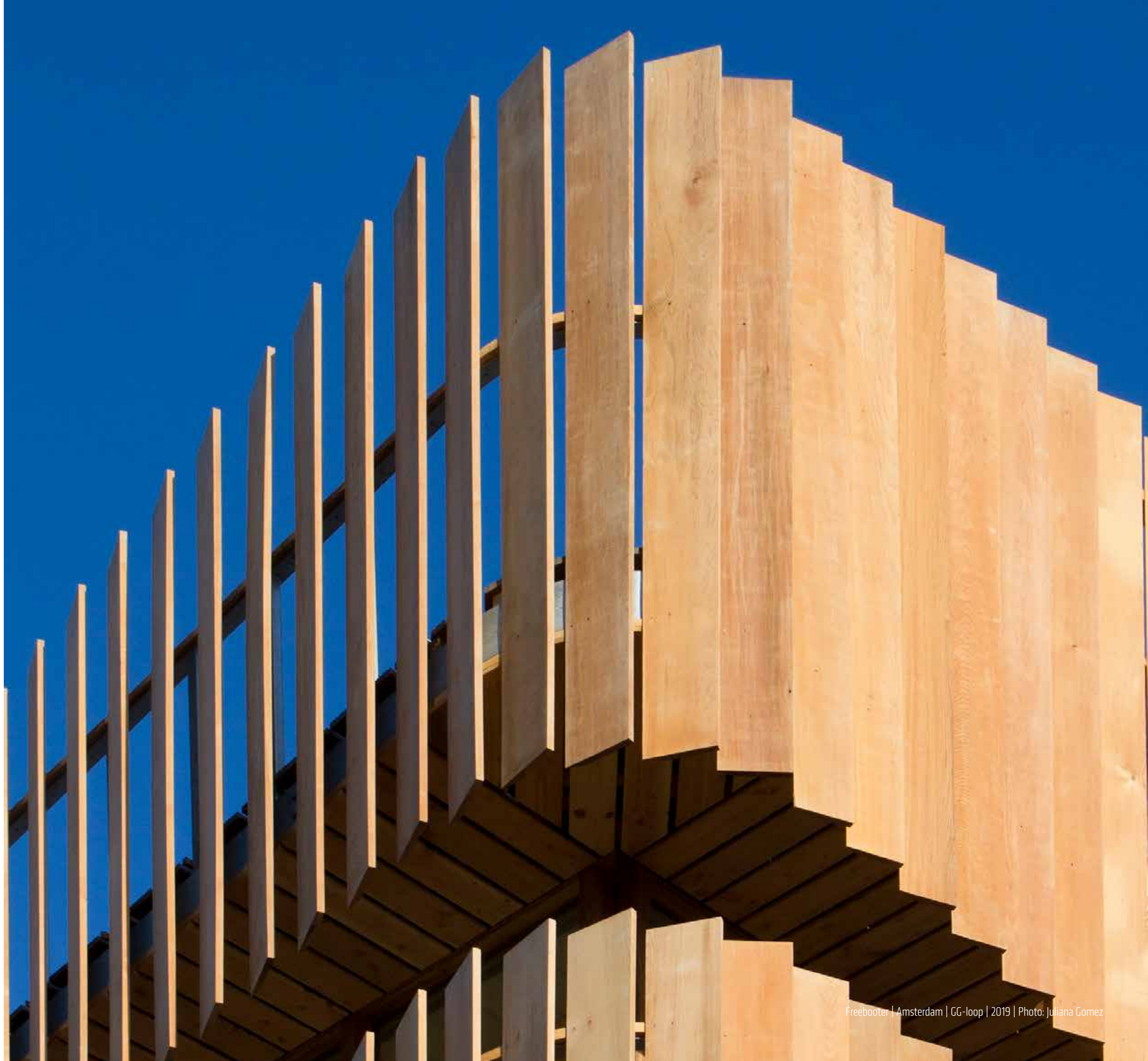
**Wood** remains one of nature's most regenerative and adaptable materials that can be harvested. Because it stores CO2 rather than producing it, wood is one of the most environmentally friendly materials used for constructions. Therefore GG-loop often uses prefabricated CLT, a type of composite wood material derived from advanced engineered timber, and other bio-based materials, such as natural fibres for insulation, wax and water-based paint for coating, bio-resins for flooring.

Depending on the design scale and client request, hybrid construction solutions are adopted, such as CLT + concrete and/or steel or recycled concrete. **Lightweight** and easy to assemble, prefabricated elements speed up **construction time** and reduce risks and worksite's general impact on its surrounding. This solution translates also into cost efficiency.

Using natural materials in internal spaces, helps decrease occupant stress, contributes to a comfortable internal climate, and can reduce exposure to high vapour pressure indoors.<sup>8</sup> GG-loop not only considers the outdoor and indoor environmental quality, but also the logistics and suppliers. The materials we select are naturally sourced and certified by the Programme for the Endorsement of Forest Certification (PEFC) and Forest Stewardship Council (FSC). GG-loops' design follows rating programs such as WELL Building Standard and Living Building Challenge.

GG-loop constructs net-positive built environments that produce more energy than they consume and use resources in a circular way.

<sup>8</sup> Hough R. (March 2019). Rethinking Timber Buildings: Seven perspectives on the use of timber in building design and construction. Arup, Retrieved 19 October 2020.





# PORTFOLIO



# ILLYRIUS

Date 2021-..  
Program 500 apartments residential  
complex  
Location Tirana (AL)  
Client Balfin Group  
Plot Area 7000 sqm  
Building Area 62000 sqm  
Phase definitive design  
Design Team Giacomo Garziano, Matteo  
Bettoni, Bogdan Chipara,  
Gianmarco Daniele, Chelsea Fu,  
Simone Piccolo

29 Residential | ILLYRIUS

Photo: CG-loop with Kiasm





# 500 Units Residential Complex

Illyrius was born by the request for a high-density residential project just outside the first urban circle, on an empty lot on the Rruga Dritan Hoxha artery, which connects the city center to Tirana International Airport, and to the coast of the Adriatic Sea. To the ambitious brief, GG-loop responds using the parametric tool “Mitosis” launched in November 2020. The determined solution consists of 4 compact towers, tapered in a way that allows optimal light conditions in the courtyard and in the towers' apartments.

A modular and parametric system of generous balconies and terraces extends the apartments outwards and integrates greenery into the building. A system of continuous balustrades composes the façade in an organized way allowing a constructive optimization guaranteeing an organic, dynamic and aesthetically ever-surprising effect. The 4 tapered towers refer to the mountain range while the natural cladding materials used on the outside, wood and stone, reflect the colors of the Maja e Thatë mountains.



31 Residential | ILLYRIUS

Renders: GG-loop with Kiasm





Renders: GG-loop with Kiasm



# ECHINOIDEA

35 Art & Culture | ECHINOIDEA

Date 2022  
Program Installation for Milan Design Week  
2022  
Location Milan (IT)  
Partner Rubner Haus  
Building Area 36 sqm  
Phase completed  
Design Team Giacomo Garziano, Bogdan  
Chipara, Simone Piccolo, Mariam  
Sherif  
Contractor Rubner Haus  
Light Fixtures Artemide  
Event by Interni Magazine

Photo: Alice Turazza for Rubner Haus



## Biophilic Pavilion

The archetype of the natural refuge, of the primordial and innate need for shelter is the starting point of GG-loop's design investigation with Rubner Haus for the INTERNI Design Re-Generation exhibition.

The "Primitive Hut" is the concept introduced by Vitruvius who explores the origins of architecture and the anthropological relationship between man and the natural environment as a fundamental basis for the creation of architecture.

In his "An Essay on Architecture" (1753), Abbot Marc-Antoine

Laugier stated that the ideal architectural form embodies what is natural and intrinsic, providing an allegory of a man immersed in nature from which he draws his need for shelter.

"Echinoidea" is an interpretation of a natural, organic space, whose function is the archaic one of the shelter. It is a versatile modular wooden shell with a 6x6x6m footprint, which offers visitors a contemplative, enveloping experience of refuge in their own cocoon, allowing them to have a different perspective of the courtyard of the Statale, enriched by privacy and protection.







Photos: Alice Turazza for Rubner Haus



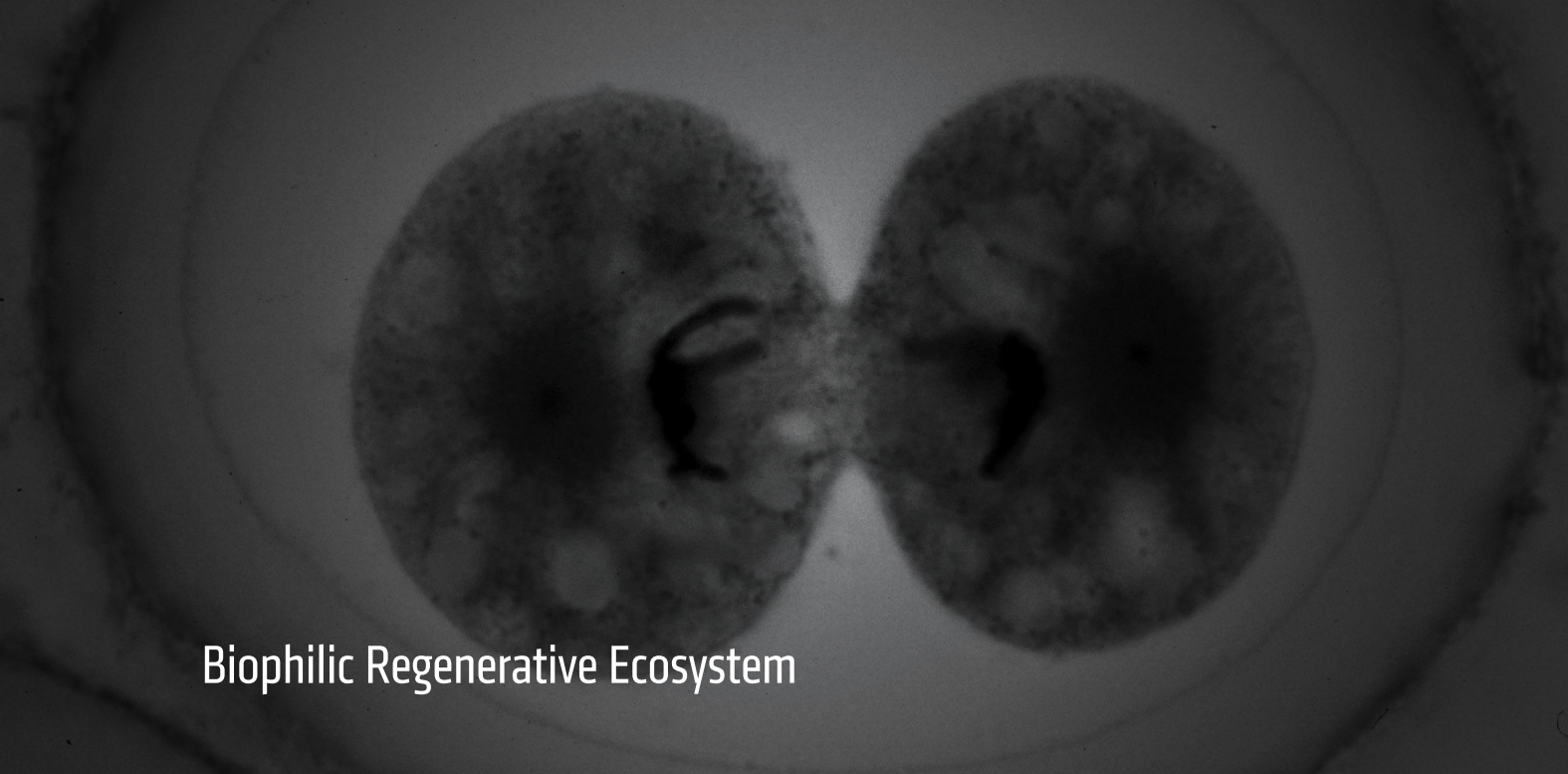
# MITOSIS-XL

Date 2020-..  
Program Urban development  
Plot Size 1 ha  
Phase Concept Design, Proposal  
Design Team Giacomo Garziano, Gianmarco  
Daniele, Chelsea Fu, Simone  
Piccolo  
Engineering consultant ARUP

41 Residential-Mixed-use | MITOSIS-XL

Render: CG-loop with Hexapixel





# Biophilic Regenerative Ecosystem

Mitosis is the first development of the modular biophilic residential system born out of the research held during the design of Freebooter. Mitosis is a process where a single cell divides into two identical daughter cells. We used this reference as a source of inspiration to conceive a timber, energy active, flexible co-living ecosystem where each residential unit coexist sin symbiosis with all the others. Hence Mitosis is a parametric design tool applicable to diverse urban scales, ranging from single family unit to high density

housing. Our built and living environment should not only be 'green' in terms of materials, construction, and energy efficiency features, but should be made of healthy and productive spaces to help us reconnect to nature and in which wellbeing is fostered. Mitosis is a response to that; as biophilic design is the key to truly innovative design, balancing the technical aspects of environmentally conscious construction with the qualitative, lived-in experience of an organic and natural space.



43 Residential+Mixed-use | MITOSIS

Renders: CG-loop with Hexapixel





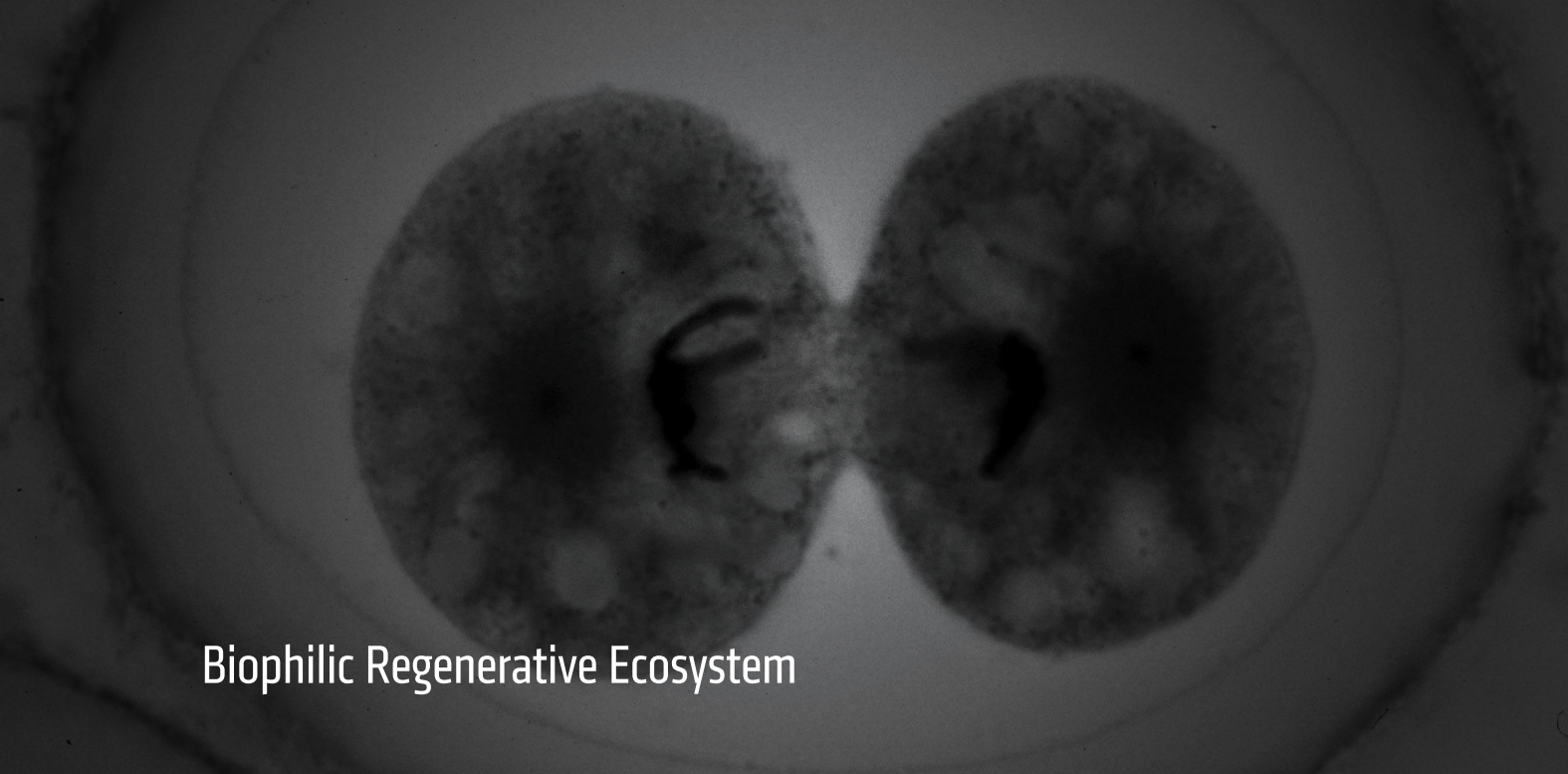
Renders: GG-loop with Hexapixel



# MITOSIS-XS

Date 2020-..  
Program Off-grid residential unit  
Plot Size 1 ha  
Phase Concept Design, Proposal  
Design Team Giacomo Garziano, Gianmarco  
Daniele, Chelsea Fu





# Biophilic Regenerative Ecosystem

Due to its flexible structure and grid formation, Mitosis is able to host a variety of typologies that are customizable to the resident's needs. It is applicable to diverse urban scales, ranging from off-grid single family detached houses (30m2 up to a quadruplex 120m2 ) to high density mixed-use urban clusters that incorporate public functions such as education, leisure, wellness and retail.

Mitosis generates experiential spaces that respect both the environment and its direct inhabitants, reconnecting both in a balanced ecosystem. By accommodating for all sizes, typologies and performance levels, Mitosis moves beyond the basic concept of sustainable design and shifts towards a design that focuses on producing net-positive impacts on the environment.



49 Residential | MITOSIS-XS

Photos: CG-loop





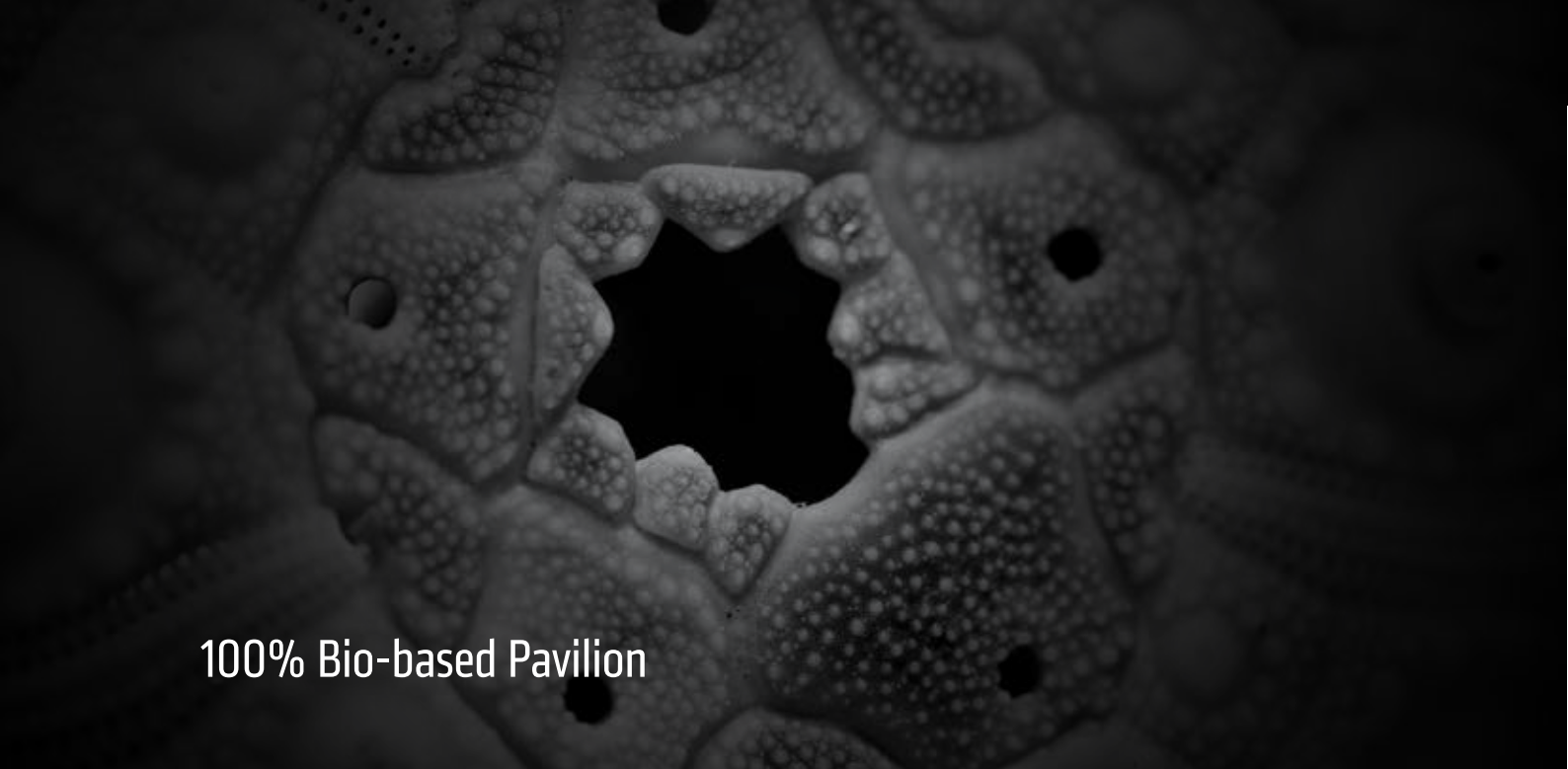
Photos: GG-loop



# DI-X PAVILION

Date	2021
Program	Dutch Innovation Experience – pavilion for Floriade 2022
Location	Almere (NL)
Partner	Rubner Haus
Building Area	600 sqm
Phase	competition entry - 3rd place
Design Team	Giacomo Garziano, Daniele Colombati, Simone Piccolo, Maria Pachi
Contractor	Rubner Haus
Light Fixtures	Artemide
Event by	Interni Magazine
Partner Architect	Woonpioniers
Manufacturer	Fiction Factory
Engineer	TenTech
Material research	Teresa van Dongen
Landscape	The Dutch Wave
Sustainability	primum
Main contractor	kubik





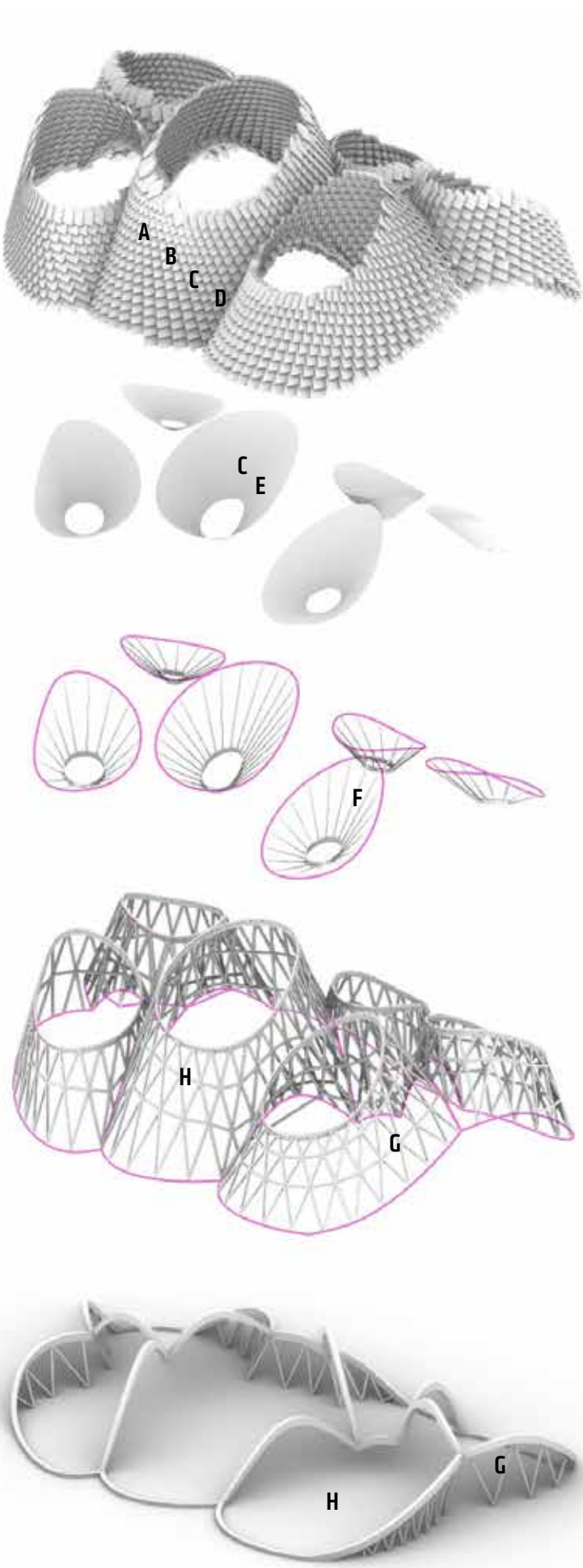
# 100% Bio-based Pavilion

Started in 1960, Floriade is a horticultural show held in the Netherlands once every 10 years. "How can you make a densely built city greener, funnier, liveable and sustainable?" This is the question Floriade tries to answer for the 2022 edition of Almere.

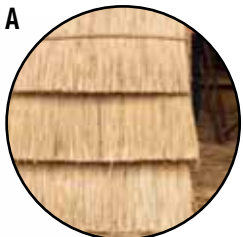
Our entrance to the pavilion responds to the brief with a biophilic approach: a completely biobased pavilion made up of 6 domes hosts 10 different exhibitors in an organic way integrating the exhibition with a typical landscape of the local wetlands.

The main structure is made up of a grid of wooden poles, intertwined with CNC milled joints. This structure is covered on the inside with a fabric of algae covered with mycelium. The facade / roof is covered with reed panels as in the local tradition.

When the design brief clearly requires innovation it triggers us to come up with a bold statement! A wonderful team of innovators produced the design of a 6-domes bio-based pavilion, which was a shortlisted entry for the Floriade 2022 edition.



Materials and structure



Façade panels from reed



Possibly supplemented with versions of Sedge, Cattail, Seaweed



Mycelium coating for facade panels and seaweed roof outlet finish



Biobased sheet material inside facade panels



Seaweed finish roof funnels



Roof funnel construction of willow bundles



Diagrid & plinth construction of round wooden poles in combination with parametric CNC machined connecting elements



CO2 absorbing Olivine soil paving



# FREEBOOTER

winner Golden Trezzini Awards 2021  
winner Frame Awards 2020  
winner WAF Awards 2019  
winner Best of the Year 2019 Interior Design magazine  
winner Best Project 2019 Archilovers  
winner AMP 2019 – Green architecture  
winner CODA awards 2019  
winner A'Design awards 2019 – Sustainable and Green  
winner DNA Paris awards 2019 – Green Architecture

Date 2018-19  
Program 2 apartments Sustainable House  
Location Amsterdam (NL)  
Client private  
Size 260 m2  
Phase Definitive design  
Design Team Giacomo Garziano, Robbie  
Nijzen, Simone Peluso, Daniele  
Colombati, Piergiorgio Angius,  
Jan-Willem Terlouw  
Contractor P.A. Wiersma  
Construction Engineering Pieters Bouwtechniek  
Installations Mabutec  
Web [freebooter.nl](http://freebooter.nl)

Photo: Michael Sieber





# Biophilic Homes

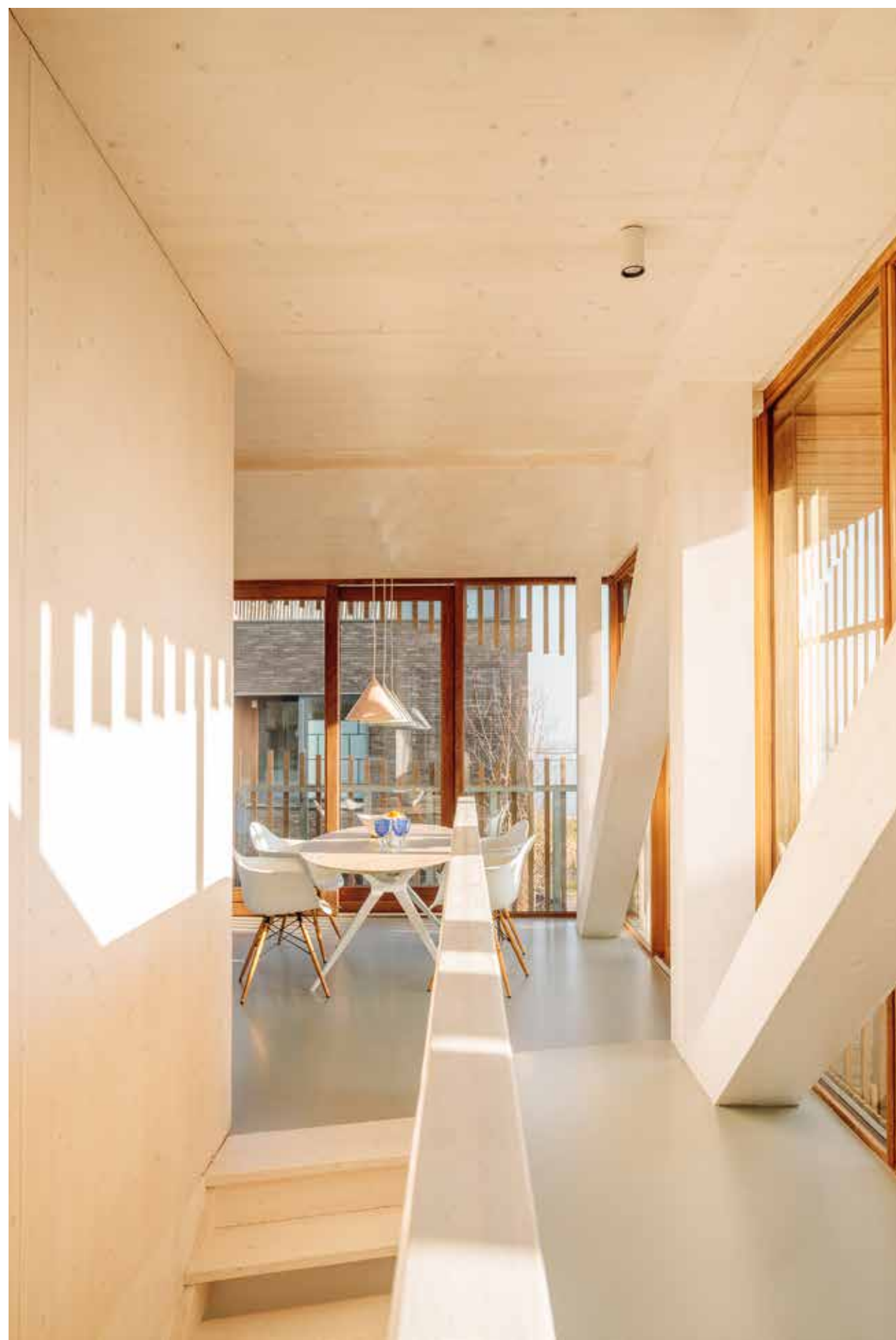
More than 100 years ago, Zeeburgereiland was born from the sediments of the river IJ to host the Dutch Navy. This area became a watershed of the river IJ splitting it into North side and South side.  
Long before that, when the IJ was one, this water hosts the ships which were prepared to sail the oceans. These years sets the Dutch hegemony on a global level, the Gouden Eeuw began after 80 years of war to set the country free.

Piet Hein was a commander of the Dutch navy, a privateer and considered also a freebooter. His ships were beautiful and its navy strong. They defeated all the opponents and made the Netherlands the one of the most acclaimed countries in the world, for art, military, industry, science, wealth.  
On a land that belongs to this water, a new ship is about to be built.



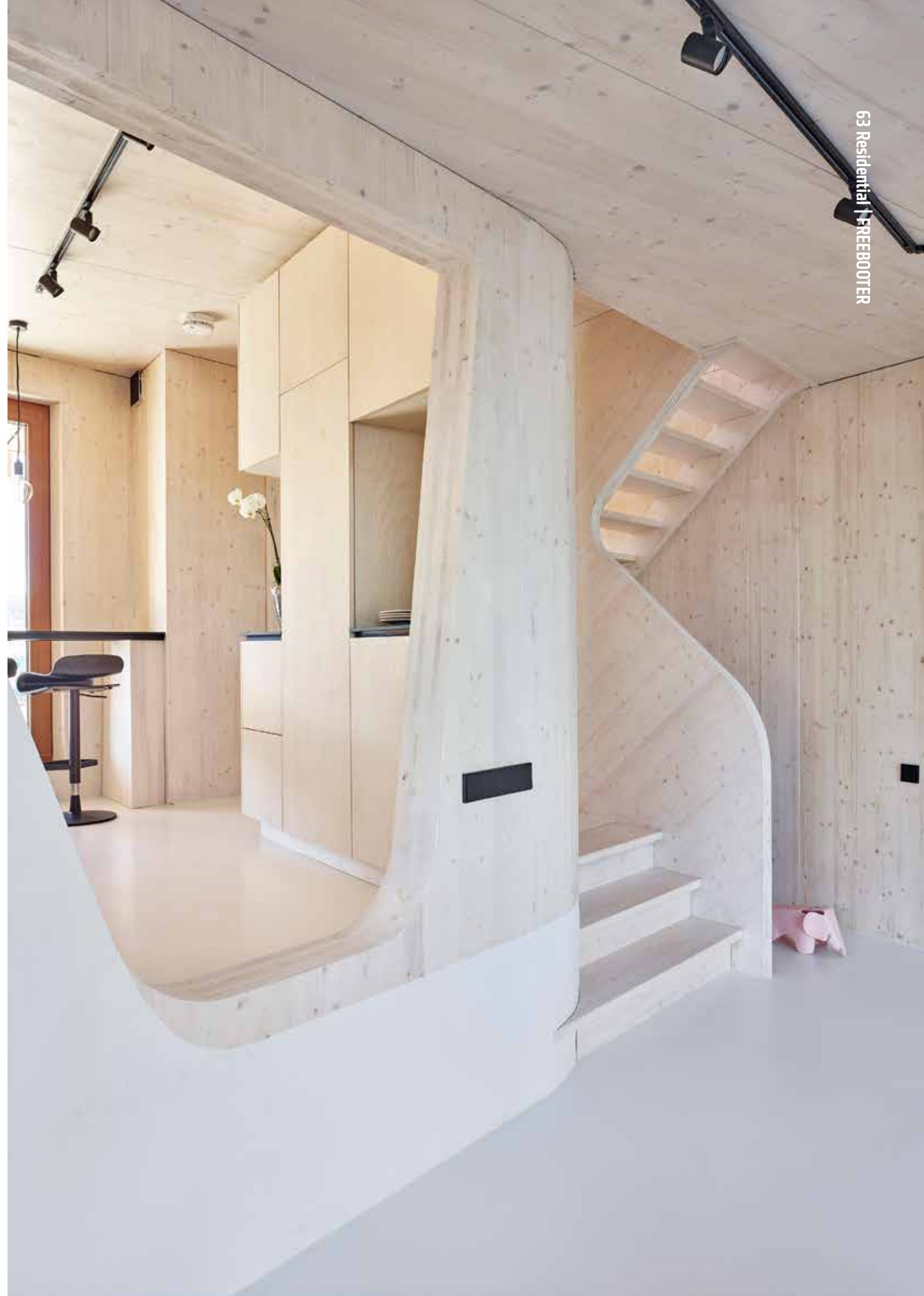
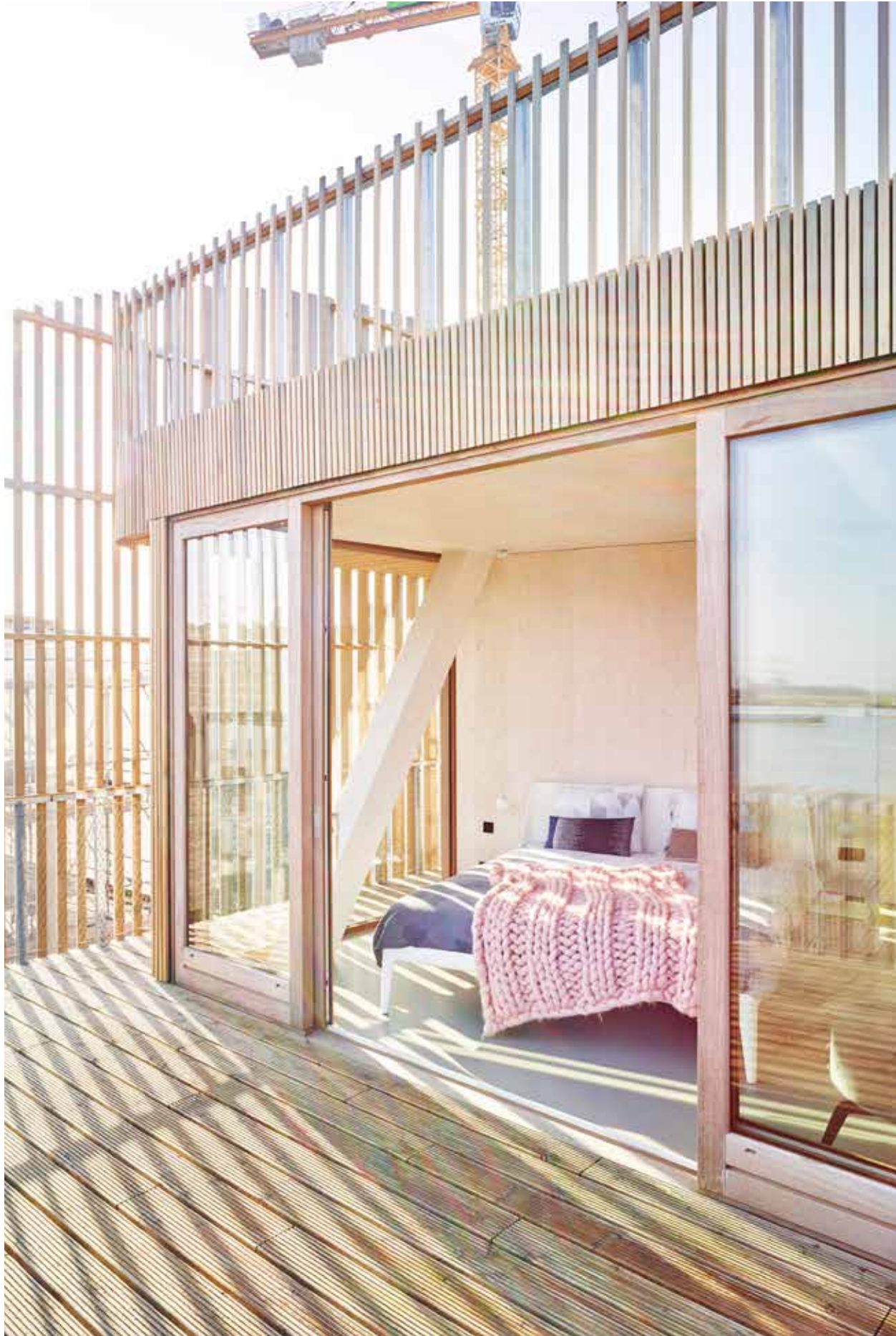
Photos: Francisco Noguera





Photos: Francisco Nogueira







# GRASP

Date 2020  
Program masterplan, landscape vision for city fringes  
Location Hilvarenbeek (NL)  
Client EO Wijers landscape award  
Size 50 ha  
Phase EO Wijers landscape competition – winning entry  
Design Team Giacomo Garziano, Gianmarco Daniele, Chelsea Fu  
peer architect Woonpioniers,  
landscape architect H+N+S landscape,  
Real Estate Developer Revolution development

65 Masterplan, landscape | GRASP

Render: Woonpioniers





GRASP is part of the approach that we have developed within the project: Landlink, which focuses specifically on the development vision for agricultural businesses (VABs) and tackles a number of major social challenges as a catalyst: climate change, the current environmental and agricultural issues, the energy transition, ageing, isolation and the lack of housing in the Netherlands.

"Deze aanpak kan de ruimte en vooral ook het draagvlak onder lokale agrariërs en politici vrijmaken om op een duurzame manier betekenisvolle woonprogramma's op VAB-locaties te ontwikkelen en daarmee landschapsherstel mogelijk te maken"

Vragen die hierbij opgelopen zijn: wie begeleidt dit proces? Hoe wordt het proces, en hoe worden na enig en beheer van de opwaardering van het landschap betaald? En wie kan en mag zo'n VAB-locatie ontwikkelen? Kort gezegd zien we aan sleutel in het oprichten van een fonds, het "Landinrichtingsfonds" (LIOf). Een landelijke opererende organisatie die de ideale doelstelling heeft middels duurzame woningontwikkeling in het buitengebied de impuls voor een gezond agrarisch systeem en een verrukkelijk landschap te creëren.

The diagram illustrates the four stages of urban development:

- Suburbanisierung**: Shows a central urban area (red) surrounded by a green suburban area. A label indicates "Suburbanisierung".
- Suburbanisierung und Suburbanisierung**: Shows the central urban area (red) and the suburban area (green) expanding. A label indicates "Suburbanisierung und Suburbanisierung".
- Suburbanisierung und Suburbanisierung**: Shows the central urban area (red) and the suburban area (green) expanding further. A label indicates "Suburbanisierung und Suburbanisierung".
- Suburbanisierung und Suburbanisierung**: Shows the central urban area (red) and the suburban area (green) expanding further. A label indicates "Suburbanisierung und Suburbanisierung".

“Onze interactieve applicatie maakt, op basis van wetenschappelijke feiten, de milieu-impact van het bouwen van woningen én het leven in die woningen, op een ruimtelijke manier inzichtelijk”

[illegible]

Diagram illustrating the components of a 3D-printed building facade, showing various materials and layers:

- Refused brick
- Pressure windows
- Flat (flat) and (flat)
- Lateral window profile

Is gata dintr-un grupament de case: baciul, buclă, răsărit în betonizat

Ontworpen bij een gezinsbedrijf (levenswijze), geopend voor

- Beleidskeuze van de overheid
- Regulerende energie (markt)
- Geleidelijke overname van de overheid
- Nieuw markt model

In getijden delen gecompenseerd door:

beleid, markt, nieuw bes en kostenrijzen

Wettelijke Algemeen Overheid Marktmacht Markt Overheid Markt Overheid Markt Overheid Markt

The situation now

FARMER SOKO

"I have far fewer animals now, but I can let them graze freely within Landlink all year round in the new nature that has been created. I sell all the beautiful meat on the Dutch market, for a much better price. Furthermore, the residents of Landlink grow a large part of their food themselves and often hire me to do so."



# CHYMOSIN

Date 2020  
Program Cheese store  
Location Altamura (IT)  
Client Caseificio Stella Dicecca  
Size 100 m2  
Phase Definitive design  
Design Team Giacomo Garziano



Render: GG-loop



## Cheese Experience

In the historical heart of the Apulian city of Altamura, a piece of hidden history came to light. Informed by the traditional yet innovative cheese making process of Dicecca's family, we responded to the client brief by conceiving the space as a family portrait through the 4 different generations and expertise. By experiencing the sequence of the adjacent rooms, the customers and the visitors are brought onto a gastronomical journey through the family's and the city's history.

The predominant use of wood reflects the environmentally conscious approach of the client, who creates its products in great respect of the local flora and fauna involved in the production process. A fluid pattern, reminiscence of the most important chemical ingredient and process of the cheese production, the "caglio", recurs over all the vertical surfaces of the interiors enveloping the users in a warm embrace.





# IDA

Date 2018-..  
Program Sculpture for PARK 21  
Location Haarlemmermeer (NL)  
Client City of Haarlemmermeer  
Size 25x40xH21m  
Phase Preliminary design  
Design Team Tom Claassen, Joan Almekinders,  
Giacomo Garziano  
Engineers Arup



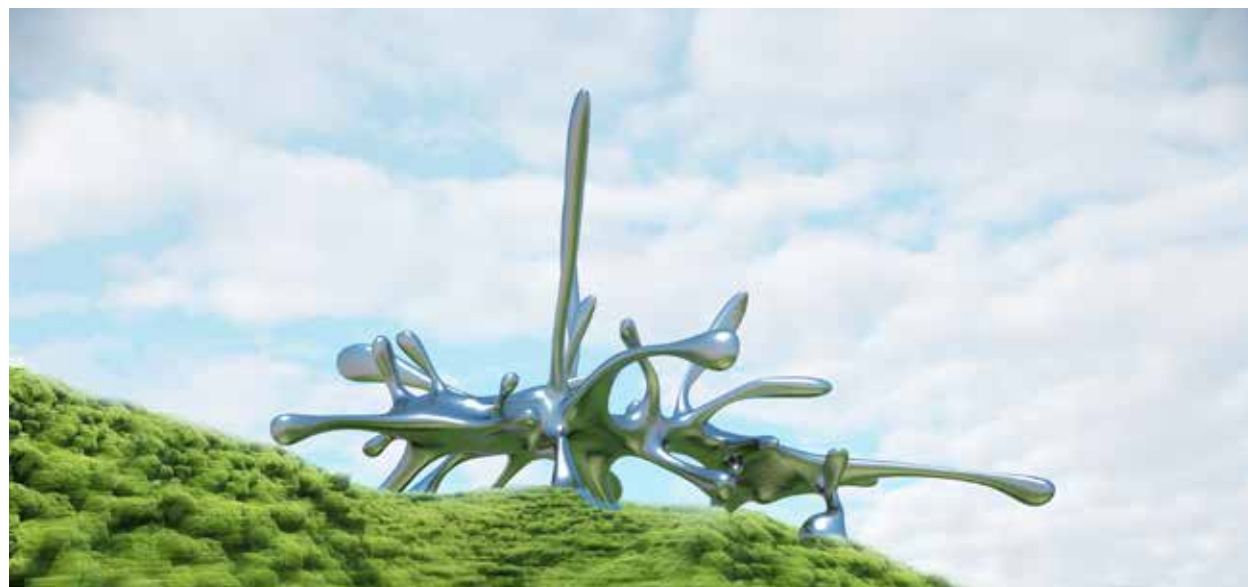
Render: CG-loop



## Sculpture

The municipality of Haarlemmermeer decided in 2012 that art should be shown from the airplane between Rijnlanderweg and the railway, near the planned festival site, in the current development of Park 21. An independent art commission chose Ida, the work of Tom Claassen.

Ida is named after a former loca farm, is inspired by the struggle against the water and the bulbs of the polder. The sculpture is made of 800m<sup>2</sup> of polished stainless steel and will be assembled on top of a 18m high hill within the next 3 years. It is an abstract image, dynamic, landscape, with its own identity and character. The image is the middle between an animal that has crawled out of the water on the land and a futuristic structure and is of an appropriate size at the scale of the environment.





# GYRUS

Date 20119  
Program Mix-use sustainable/innovative-  
Location mobility  
Phase refurbishment  
Design Team Amsterdam (NL)  
Proposal  
Giacomo Garziano,

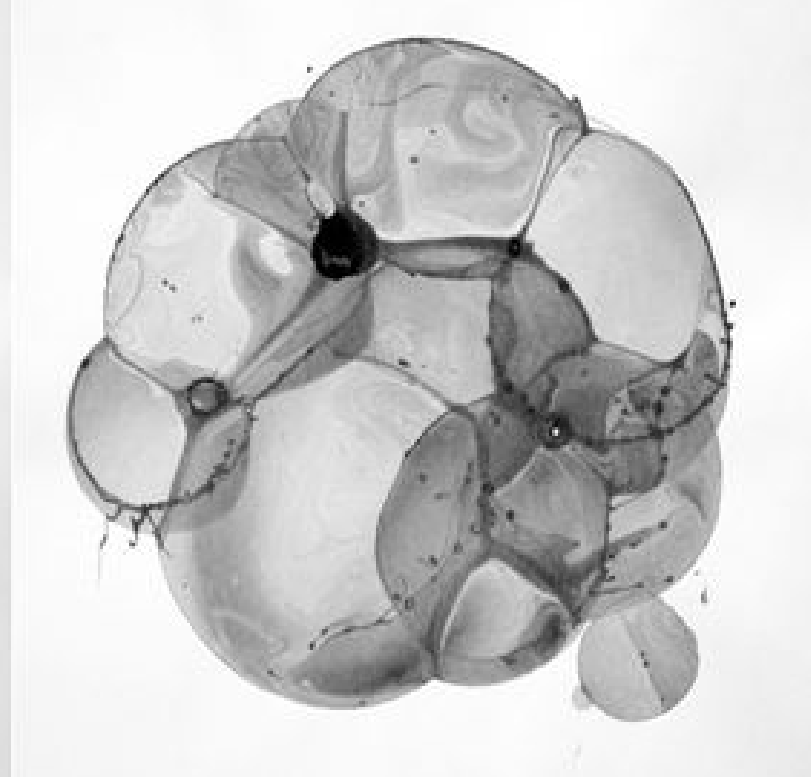
77 Residential+Mixed-use | GYRUS

Render: GG-loop





## Mixed-use silos refurbishment

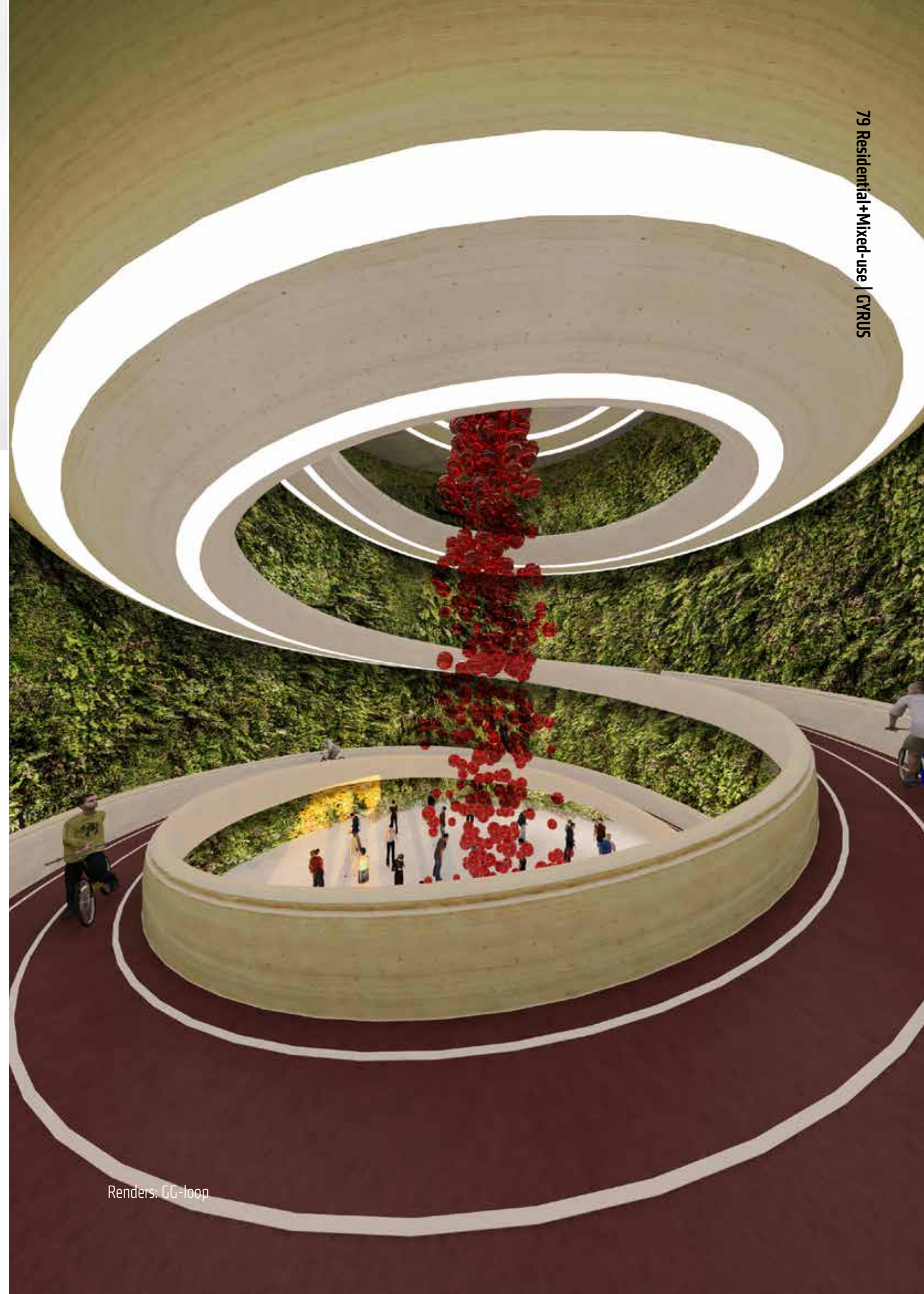


We envisioned our own bike-centric solution to re-use the 3 concrete cylindrical voids. A mixed-use extension up to 40mt high with a balanced program of education, leisure and culture combined with hotel, horeca, offices and retails, in which the bike is a center point and the main means of interconnection throughout the whole complex.

A biophilic addition on top of the 3 silos contains most of the dedicated program and is reachable from the ground thanks to

spiral bicycle paths that aim to preserve the current status of the silos and enhance the experience of the bike-riders throughout the only historical remains of the previously industrial area on Zeeburgereiland.

Our proposal is not meant to be realized but it is part of our ongoing research on new mobility, enriching a larger vision of biophilic urban ecosystems.





# VIBRIO

Date 2015-2016  
Program Furniture Design  
Location Amsterdam (NL)  
Altamura (IT)  
Client Personal project  
Size 1884x1446x739mm  
Phase Completed  
Design Team Giacomo Garziano  
Manufacturer Inlinea Design - Altamura (IT)

Photo: Alessandro Indrio



## Modular sofa

Vibrio is a modular furniture piece inspired by the relentlessly changing multitude of primary organic shapes created through molecular aggregation.

Like nature displays itself in an infinity of forms, Vibrio, like a living entity can manifest in continuously alternating constellations and be reinvented through subtraction, addition and recomposition of the individual modules.

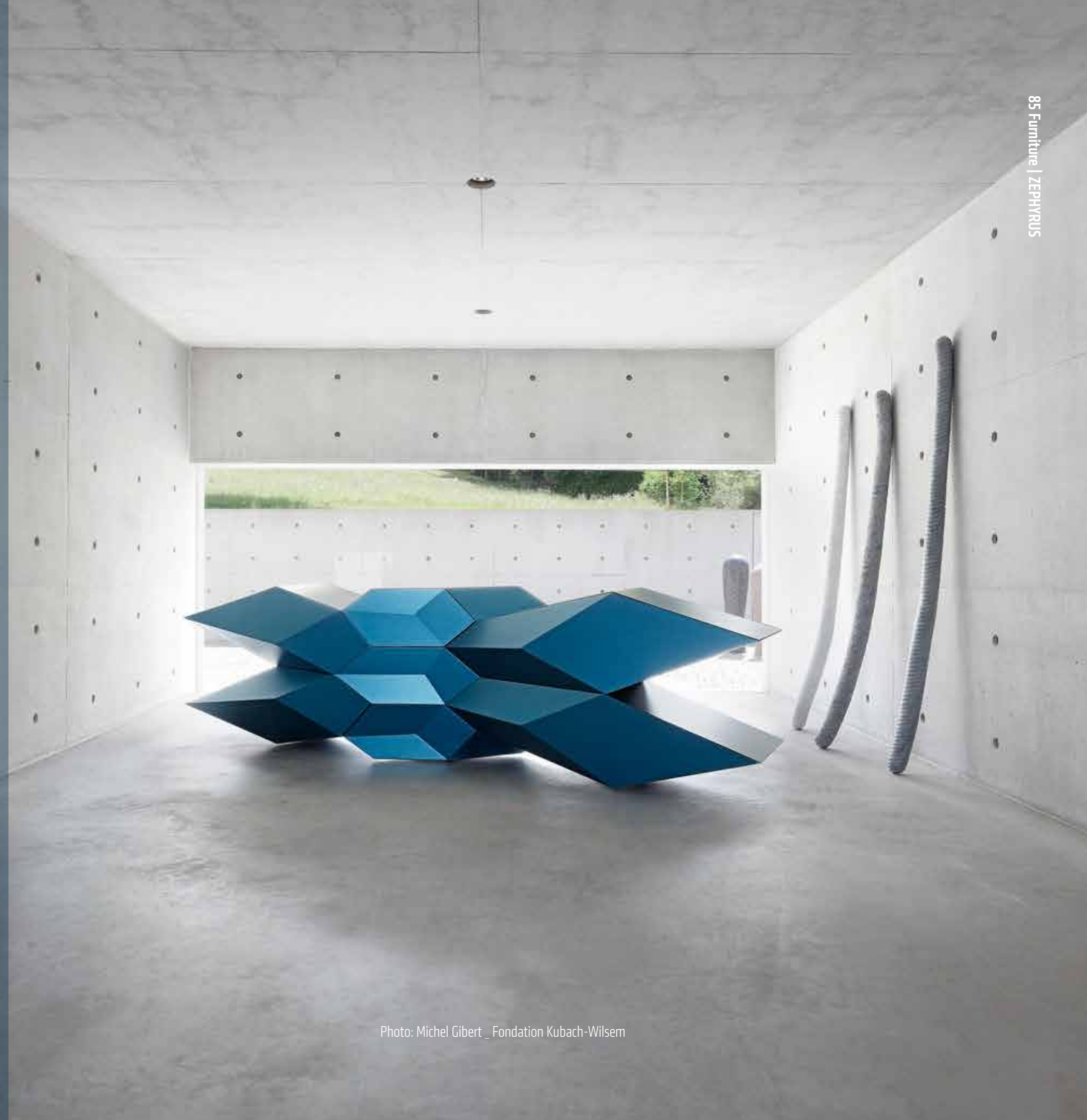
Molecular properties like bioluminescence inspire its visually responsive surface, the iridescent velvet fabric traces movements and creates ever changing reflection patterns painted by its use.





# ZEPHYRUS

Date 2015-2016  
Program Modular Cabinet  
Location Amsterdam (NL)  
Paris(FR)  
Client Roche Bobois (FR)  
Size 2000-2962 x 557 x 750 mm  
Phase Completed  
Design Team Giacomo Garziano, Daniele Colombati





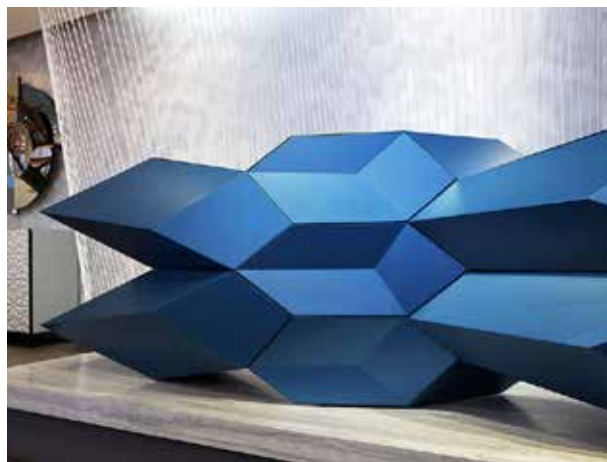
## Modular Cabinet

Zephyrus is a cabinet, a first piece of the modular furniture series designed by GG-loop.

The polymorphic nature of the sculptural furniture piece reflects the quality of the butterfly as a symbol of life as transformation. Its dynamism evokes the beauty and elegance of that transformation in a space.

As a butterfly, it is composed by a body and two wings: the main core of 3 drawers and two wings of 2 drop-front drawers each. Mirroring and rotation around the symmetric core create an ever transformable furniture piece.

'The Butterfly' does not have a front and back, but rather two front sides that can be rearranged at wish and extended or reduced over time.



Photos: Roche Bobois



# GENTLE GENIUS

1st prize Young Italian Architects 2016  
Venice (IT) - presS/Tletter  
1st prize Inspireli Awards 2016 - Prague (CZ) - Inspireli  
honorable mention "Spectacular houses" HÄUSER Award 2017  
Berlin (DE) - Häuser

Date 2013-2015

Program façade refurbishment, energy saving  
technological improvement,  
installations, terrace  
refurbishment

Location Altamura (IT)

Client Private

Size 250 sqm

Phase Completed

Design Team Giacomo Garziano

Main contractor Domenico Cannito Costruzioni

Main supplier Mapei S.r.L.

Steel work Saverio Petronella

Window Casa Infissi Debernardis

Sail Shades Sail Shadeworld



Photo: Michael Sieber



## Refurbishment of the House-Museum “The Seed of Time”

The city and its various parts can be seen as a music score, the edifices acting as notes played by different instruments simultaneously.

A melody is created by, what the Romans used to call Genius Loci, the spirit of the place, the conductor of the city.

The Genius Loci of this area, after decades of abandon, has arisen from its sleep.

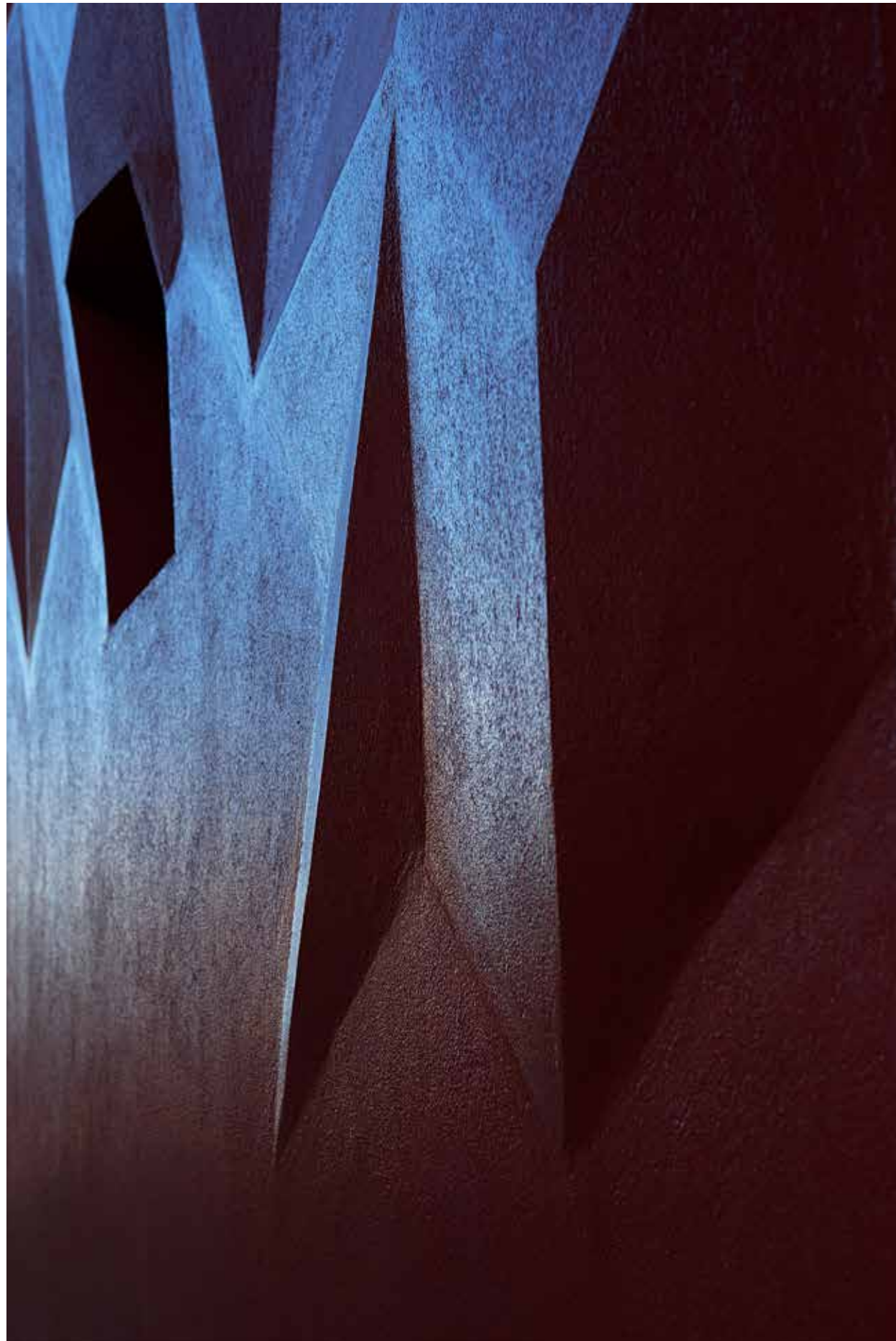
The façade starts to vibrate and due to its structure creates an

ever moving surface. The red represents the strength of the genius. Red has the longest wave length of the visible spectrum and can be associated with the longest sound-waves that rather than touching our ears are felt in the torso. Hence it touches the instincts of the viewer, it is not linear, it is multifaceted perception that reaches out from the walls, transforming a residential building into a sculpture.



Photos: Michael Sieber





Photos: Michael Sieber



# the Infection

1st prize Young Italian Architects 2016  
Venice (IT) - presS/Tletter

1st prize Inspireli Awards 2016 - Prague (CZ) - Inspireli  
honorable mention "Spectacular houses" HÄUSER Award 2017  
Berlin (DE) - Häuser

Date 2014-2015  
Program interior refurbishment  
Location Altamura (IT)  
Client private  
Size 50 sqm  
Phase completed  
Design Team Giacomo Garziano, Matteo Garbagnati  
Main contractor Domenico Cannito Costruzioni  
Furniture MGarba  
Installations Tecno Impianti 2000 S.r.L.

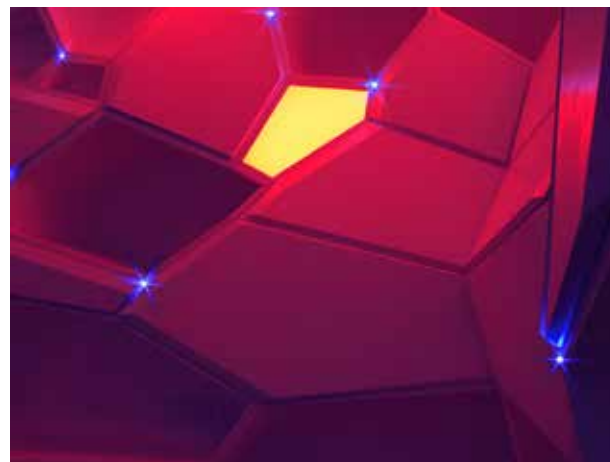
Photo: Michael Sieber



## Interiors of the House-Museum “The Seed Of Time”

When a body is sick it changes equilibrium, any method applied to cure it is actually perceived by the body as causing an imbalance initially, as an infection itself. This project seeks to generate new life, recreate a positive equilibrium, in a long abandoned space. Based on the Voronoi diagram, the furniture spreads its cells along the walls of the apartment embracing and purifying the entire space.

This 2 rooms apartment is the first floor of a old complex built in the 50's, made of typical local tuff stone. The young owners wanted to improve the quality of the space exploiting the beautiful 4 meters high vaulted ceiling by adding a mezzanine for the more private space of their bedroom.







Photos: Michael Sieber



# THE SEED OF TIME

Date 8-10/10/2015  
Opening Event of the House-Museum  
"The Seed of Time"

Program Altamura (IT)  
private

Location Elephants & Volcanoes

Client Annika Kappner (DE) artist

Partnership Clovis Wieske (NL) art director

Team Eric Maltz (US) composer  
Giacomo Garziano (IT) architect  
Michael Sieber (CH) photographer  
Monica Kisic (PE) culinary artist  
No Water For Whales (CO) video  
Loic Perela (FR) choreographer

Guests Min Li (CN) fashion designer



Photo: Michael Sieber





## Immersive Performance

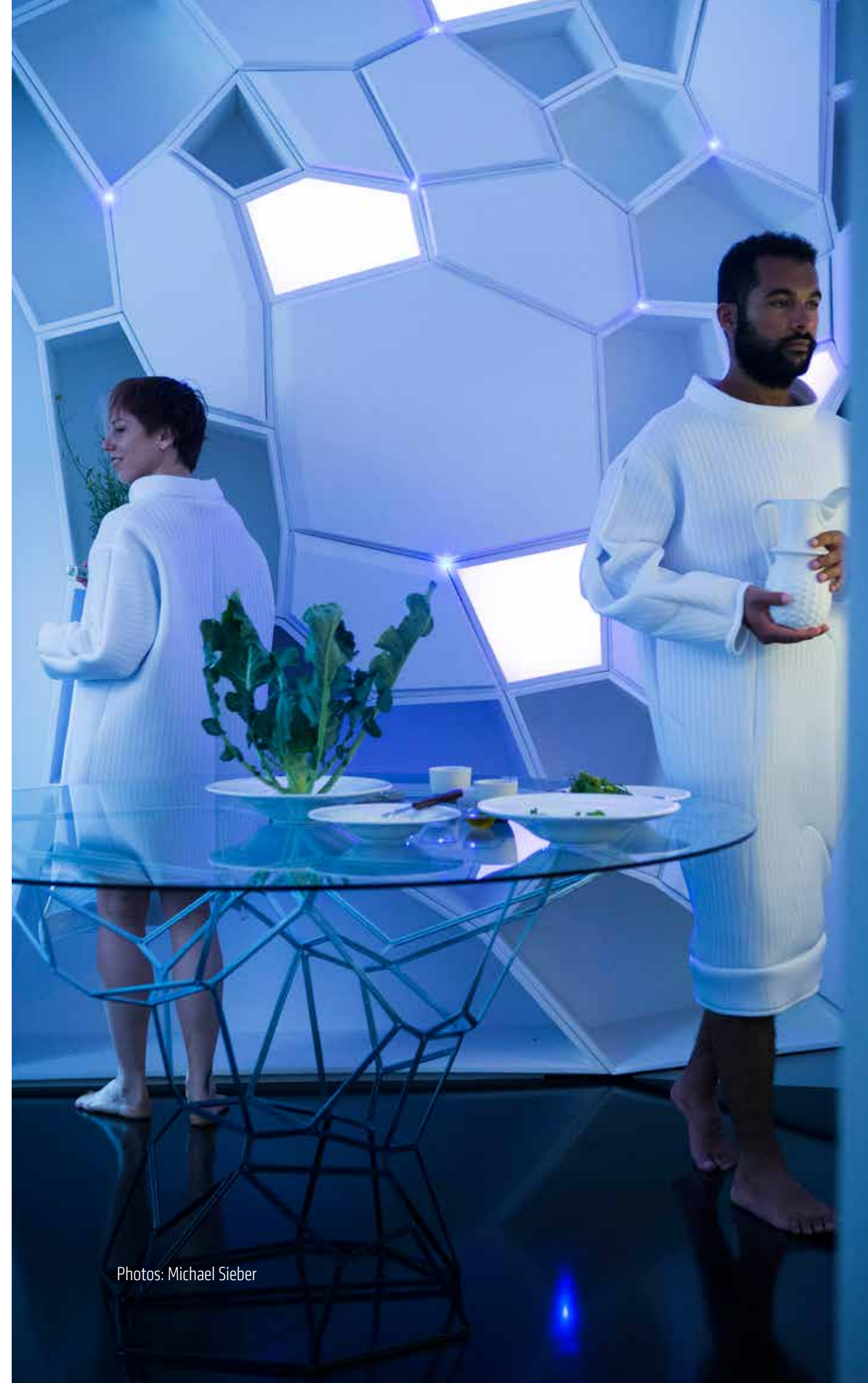
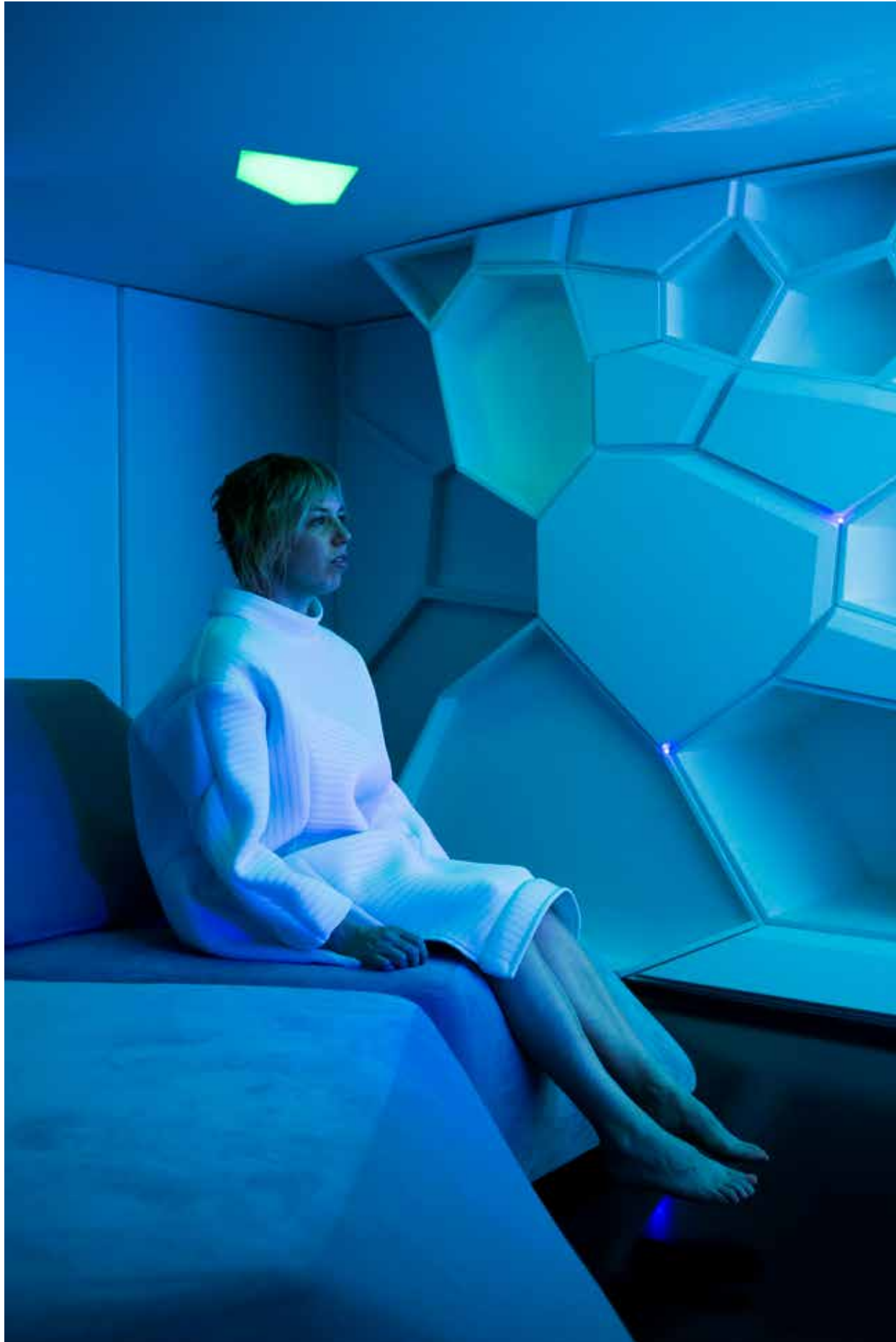
Deeply inspired by the album “In the Court of the Crimson King” by King Crimson, our main project of 2015 was inaugurated by an opening event organized by the art collective Elephants & Volcanoes. The immersive performance hosted 75 people over three days. The guests were invited to enter the house on their own and were guided through the rooms in which the sensorial experience was amplified by the sound, video and light installations, the culinary intervention, the dance performance, and the acting performance of the four inhabitants of the futuristic dimension of the house. Parallel to the performance, an exhibition took place in order to show the experience also to the people who didn’t have access to

the performance.

A seed, as it grows, impacts and alters the environment around it. It begins a process of growth that, through the very nature of the seed, bridges the past and the future. The metaphor of the seed serves as the point of departure for an event that emerges out of a building that has been healed and protected by architectonic interventions; a building that holds within itself its past and future iterations simultaneously; a building that wants to alter and affect its environment.







Photos: Michael Sieber



# THE WOMB

Date 2008  
Program Masterplan of a music park and  
conception of a 1800 places  
auditorium and a school of music  
Location Pistoia (IT)  
Client Municipality of Pistoia  
Size 70 ha  
Phase Concept Design, Proposal  
Design Team Giacomo Garziano, Marco Mugnai  
Budget 300 ml €





## Music Park

The project focused on creating a new space near the city of Pistoia for developing, teaching and discovering contemporary musical approaches.

The project was composed by a Concert Hall for 1800 spectators, a Modern music school and a building for musical therapy and health activities related to the next hospital. These three buildings

forming a public square were located into an open system of a green park.

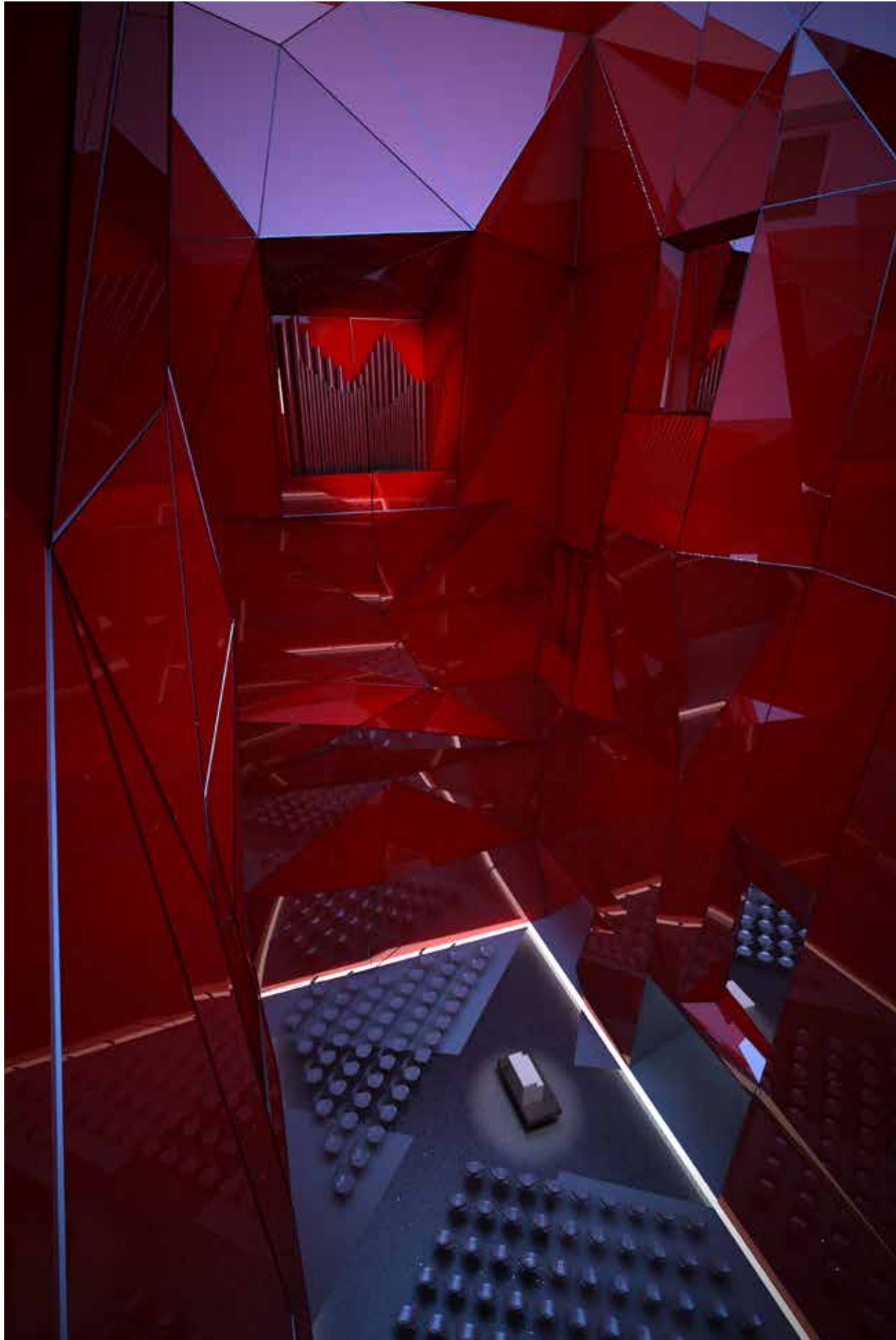
The aim was to stimulate a reflection on the relationship between Architecture and Music. Primordial elements like the womb and platonic solids, with their interpretations and transformations, feed the concept of the project.



Renders: GG-loop









# PREVIOUS EXPERIENCES



# VAULTED SPACES

UNStudio

Date 2013-2020  
Program Doha Underground System  
Location Doha (QA)  
Client Qatar Railway  
Team UNStudio  
Phase Completed  
Structure, MEP RHDHV  
Facade engineering Inhabit  
Wayfinding Mijksenaar  
Fire and life safety AECOM

Photo: UNStudio



# SENSING THE WAVES

NIO architecten

Date 2011-16  
Program Extension of the Center for Contemporary Art Museum "Luigi Pecci"  
Location Prato (IT)  
Client Centro Pecci / Municipality of Prato  
Size 7.815 sqm  
Team Maurice Nio, Giacomo Garziano, Luca Elio Rimatori, Giuseppe Vultaggio  
Phase Completed  
Contractor Cooperativa l'Avvenire 1921  
Direction Luca Piantini  
Construction Ingenieursbureau Zonneveld  
ACS ingegneri  
Installations Kino Workshop  
Dante Di Carlo

Photo: Fernando Guerra for NIO architecten



# ANGELIC DRIVE

NIO architecten

Date 2010-13  
Program Tunnel-Bridge  
Location Amersfoort (NL)  
Client DHV Ruimte & Mobiliteit  
Phase Completed  
Design Team Joan Almekinders, Maurice Nio,  
Giacomo Garziano, Omar Aljaboeri  
Contractor Ballast Nedam Infra  
Structural engineer DHV Ruimte & Mobiliteit





# I CALL ARCHITECTURE *FROZEN MUSIC*

Johann Wolfgang von Goethe

”

*Architecture and music have always been my main interests.*

*During my personal investigation of design approaches I came to realize how close these two forms of expression are.*

*Main concepts in one field, assume significant meaning within the other: form, structure, rhythm, tone and so on. Music, as sequences of sound and silence, embodies my vision of Architecture: harmonic sequences of full and empty, closed volumes and open spaces, light and shadow, evolving in a continuous loop.*

*Both fields have the capacity to stimulate all five senses in a Copernican way, the human being the center point.*

Giacomo Garziano

**GG-loop** is an architectural practice established 2014 in Amsterdam by Giacomo Garziano. The office works within an international network, deriving its strength from an interdisciplinary approach. We work on different scales, ranging from urban planning to Furniture design. GG-loop is also involved in art projects, such as video installations, digital sculpture and music performances, embracing various creative fields.

We believe that architecture, as answer to a spatial demand, cannot be merely functional. Every space needs to tell a story. This story acts as filter between functional request and creative intuition. Our main goal in the design process is to create a unique question, based on the analysis of context, necessities, possibilities and constraints. This question will create a unique answer, that will create another unique question, that will create another unique answer, a loop. Creativity, technical solutions and financial facts are fed into this loop, to finally obtain an answer that equally satisfies all the questions coherently, producing noble architecture.

A good architect for us is a scientist, able to arrange components in harmonious proportions creating a totally new element, a composer enabling the orchestra to perform his piece in the best way.



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GG-loop

Veemarkt 44A  
1019 DD Amsterdam - NL  
Via Santa Marta 14  
20123 Milan - IT  
[info@gg-loop.com](mailto:info@gg-loop.com)