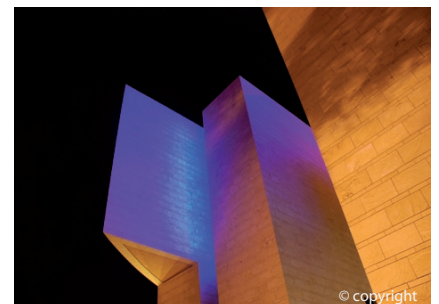
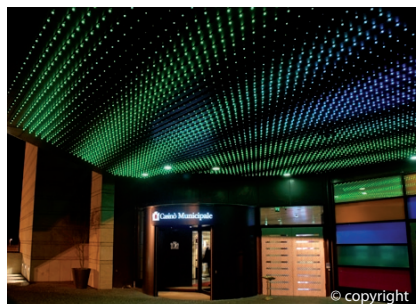
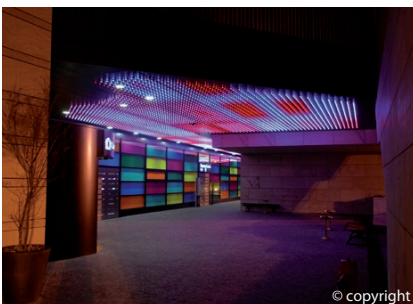


CAMPIONE D'ITALIA CASINO

CAMPIONE D'ITALIA (CO) - ITALY



Credits

Category: Entertainment
Client: Municipal Company Casinò di Campione
Location: Campione d'Italia (CO) - Italy
Architect: Mario Botta
Photographer: Cannata&Partners
Type of work: Exterior Lighting and Entry Platform
Lighting Design: Filippo Cannata
Lighting Design team: N. Fiorillo, C. Masone
Completed: 2010

The plant projected by the architect Mario Botta is composed by big volumes covered with stone. This blocks alternating with big hollows and inlets are disposed radially towards Lugano's lake. Our project involved the whole plant. The lighting system includes both an ordinary and artistic-scenographical illumination. For both of them we used the same change colours led devices and we placed them so that they are discrete and unobtrusive. The stone walls of the building dematerialise thank to stained lights which merge by creating lighting scenes. Green, red, yellow and blue lights slide on the stone, in the daps of the volumes, in the hollows of the structure and create a transparency effect as they were "telari" of a theatrical scene which overlap and change setting. Great importance had the lighting of the Casinò entrance at the first floor. Here a ceiling totally covered with change colours led works like a real interactive display able to change colours uniformly or partially, to regulate their speed, to mix them in order to get new shades and create movement or stroboscopic effects.