

Hospes Palma酒店

Hotel Hospes Palma

撰文 EQUIP Xavier Claramunt 图片提供 Adrià Goula

翻译 郭震



原景重现

蔚蓝的大海，绵延的海岸，岸边上绿树成荫——在这里，人们想像着很久以前人类与此岛和谐共处的情形。然而，世事变迁，那种人类与小岛融洽的共存关系早已不复存在，取而代之的是人类对小岛占有欲和破坏行为。

在该项目的建设过程中，设计师致力于恢复酒店周边原有的那些令人难以忘怀的美景。首先，需要确定的是酒店的位置，选址要保证客人能够纵览大海的波澜壮阔；然后，设计师将目标转向将马略卡岛（西班牙东部岛屿）历史环境中的树木和干石墙重现在人们眼前。

海景重现

原酒店始建于1948年，是第一批特别为游客而设计的酒店之一，也因此而备受尊崇。由于酒店的地理位置比较特殊，设计师便将酒店设施以阶梯的形式向海边延伸，远远望去仿佛一个巨大的台阶伸入海中。设计师在靠近海边的露台区域开辟出一片空地，并使用一系列拱形结构扩大地下室的空间，这样的设计将人们的视线引至碎石密布的海岸线。进入酒店的一瞬间，人们会发现自己宛若置身于迷宫之中，滑动的窗门仿佛要将大海引入其中。这种新颖的设计可将阳光引入室内，明媚的阳光吸引着人们去海边散步。该设计旨在重现地中海沿岸常见的洞穴密布、岩面崎岖的景观。越过层层阶梯和新建成的泳池，人们可以看到远处地中海的美景，实现了设计中海景重现的目标。

森林重现

项目的延伸部分建于原有建筑前面的两块空地上，而最主要的问题是怎样使建筑的延伸部分与公共街道相连，以及怎样使之融入到周围的城市环境中。考虑到这些因素，设计师着重强调了将原有建筑作为主入口的重要性，并在这片新开发的区域建立一个新的繁荣点，达到促进城市环境发展的目的。

新的区域被重塑成山谷的形状，设计中采用了marjades式设计，即马略卡岛传统农业活动中所用的梯田形式。通过这些新的梯田形状的结构，“山谷”顺势向前延伸，将新开发的区域与主建筑连接起来。在设计过程中还要考虑到干石墙和地面的设计：有些地方沿斜坡而建，其他地方则如“日光浴室”（主建筑中的露台）一样呈阶梯状散布在通往海边的小路旁。山谷状的设计将地面勾勒成梯田状的结构，坚固而又极具地方特色的干石墙营造出了一个别具一格的环境，仿佛与毗邻的其他建筑相隔绝。

最后，设计师还将树木和天空作为该项目的布景，重现这片沿着蜿蜒的小溪生长的森林，而行人平常使用的通道则是一条蜿蜒的崎岖小路，百转千回地将地面勾勒成不同形状，最后将人们引入建筑内部。人们从底层进入建筑，拾级而上，直抵拥有最佳海景观测点的房间，重现森林的同时也将海景展现在人们眼前。





Origin Regained

The sea, the seashore, the trees approaching the seashore... And the human being. We can imagine once upon a time when we humans were active part of the harmonious life of the island. But now things have changed, and the original agreeable relation between island and man has turned into an arrogant control of the second over the island.

Along the different stages for refurbishing and extending the Maricel Hotel, we have been pursuing a recovering of memorable and desirable original scenarios. On the first intervention we tried to make clear that the sea was there. Now, with this extension, the aim is to regain the trees and dry stonewalls that have been part of the environmental history of Majorca.

Regain the Sea

Maricel Hotel was built in 1948 as one of the first hotels specially designed for tourists. Thanks to his



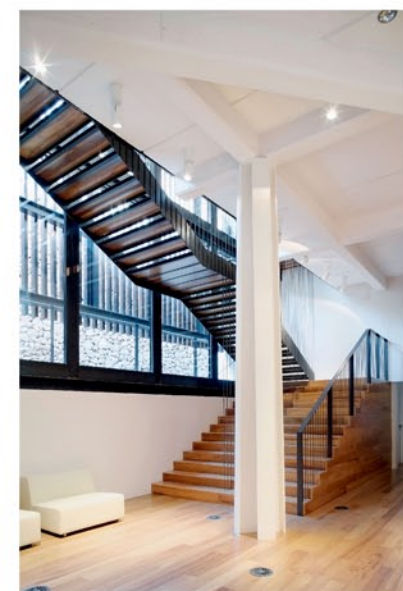
privileged situation, it was easy to extend its facilities towards the sea with terraces as a giant's stair to the water. On this stage, the building first opened itself over areas more related to these terraces and the sea, using a series of arcades to enlarge the basement and focus it on the rocky seashore. You enter the hotel and find yourself intertwined with a scenography of sliding doors and evading walls, rhythmically placed to allure the sea into the building. This new arrangement treats the sunlight in a way that triggers you to walk with increasing intensity towards the sea. This first aim was to recreate an atmosphere not far from the little caves and rocky shelters that are easily found all over the Mediterranean coast. Make clear that the Mediterranean is there, through filters, terraces and the new orientation for the swimming pool. Regain the sea.

Regain the Forest

The extension is to be built on two plots placed just in front of the original building. The main issues are how to connect, across the public street, and how to deal with the urban surroundings. In that direction, the extension seeks to stress the importance of the original building as main entrance and to establish an access to the new areas capable of generating an alternative context to the existing urban development.

The new situation is rearranged as a valley that makes its way recovering the technique of the so call marjades, the terraces used on traditional agriculture activities in Majorca. Creating these new marjades, the valley moves ahead, connecting the new areas to the main building. Dry stonewalls deal with the soil on how to settle on the new areas. Sometimes, they both agree simply with slopes, sometimes, likewise the terraces that the main building uses as a solarium on its way to the sea, the valley sculpts the soil with marjades. Solid and vernacular dry stonewalls that give a desirable environment, detached from the constructions neighbouring the extensions.

Finally, we manage to stay just aware of trees and sky. Recover the forest, the forest that grows along a dreamed brook driving us away from the sea. As a casual path, we walk on a winding course that turns here and there carving the soil to allow entrance to the new buildings. We enter close to the ground but immediately we climb up those buildings conceived as vantage points where to place the rooms oriented to the sea. Regain the forest, but again the sea. **LD**



项目位置：西班牙卡尔维亚
占地面积：5500m²
成本：1650万欧元
建筑设计：EQUIP Xavier Claramunt
建成时间：2009年
所获奖项：2010年卡尔维亚建筑大奖一等奖

Location: Calvià, Spain
Site Size: 5500m²
Cost: 16,500,000 euros
Architects: EQUIP Xavier Claramunt
Completion Date: 2009
Award: 2010 First Prize Premi Calvià d'Arquitectura