

PATRICK STAPPERS ARCHITETTO

# VILLA SANTA LUCE

STL\_13

**Cliente**

Private

**Luogo**

Santa Luce

**Dimensioni**

200 sqm.

**Cronologia**

2003 - 2004

**Status**

built first phase



On a gentle hillock surrounded to the horizon by wheat fields, a few steps from the ancient Pieve di Santa Luce, with the Pian del Pruno behind it, you will find this old farmer's house. The perfect refuge for the weekend.

A very simple floor layout, built in the 30s by the local agricultural cooperative for its members, surrounded by sheet metal sheds for tools and land abandoned for years.

The renovation had to be reduced to a minimum because the work to be done and the budget were contrasting. Works to be divided into phases; make the manor house habitable, arrange outbuildings and swimming pool and finally the final arrangement of the garden with pergolas and driveways. As happens in the best forecasts, it was anticipated by the sale as soon as the first step was finished, leaving an unfinished dream ....

For the project it was decided to leave the exterior part in its original state, while the interior part had to be of modern style. The stables on the ground floor have become respectively kitchen, dining room and living room. The unique sunsets decided the location of the living room and the kitchen. The name "Santa Luce" was not chosen by chance. A straight staircase connects the bedrooms on the first floor where the intervention was minimal.

On the ground floor an anthracite-coloured industrial concrete floor with warm white walls was used. The windows were custom made by a local carpenter in oak wood, preferring large window sizes. On the ground floor a stone masonry wall was found which was scrupulously brought back to light.





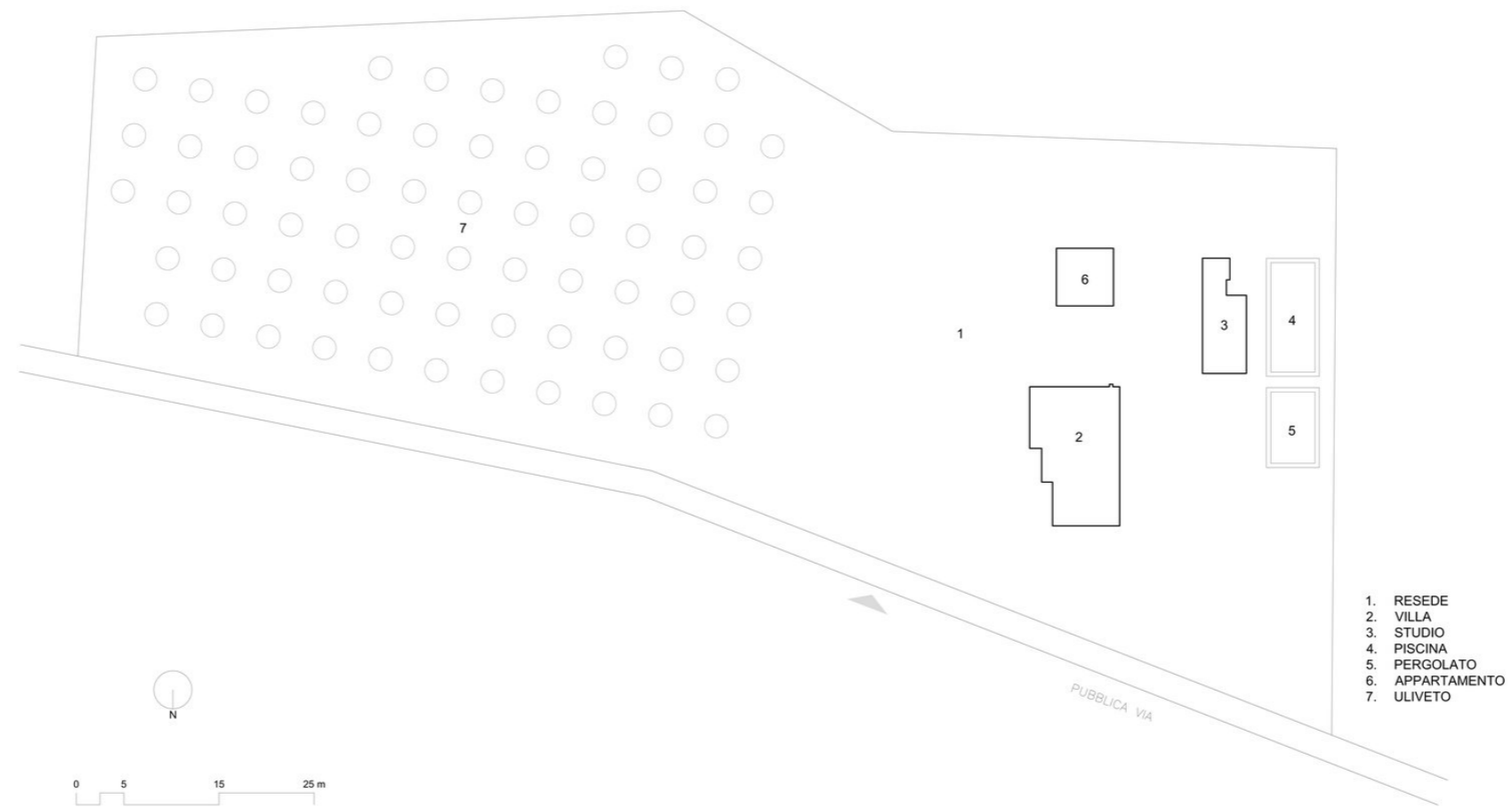


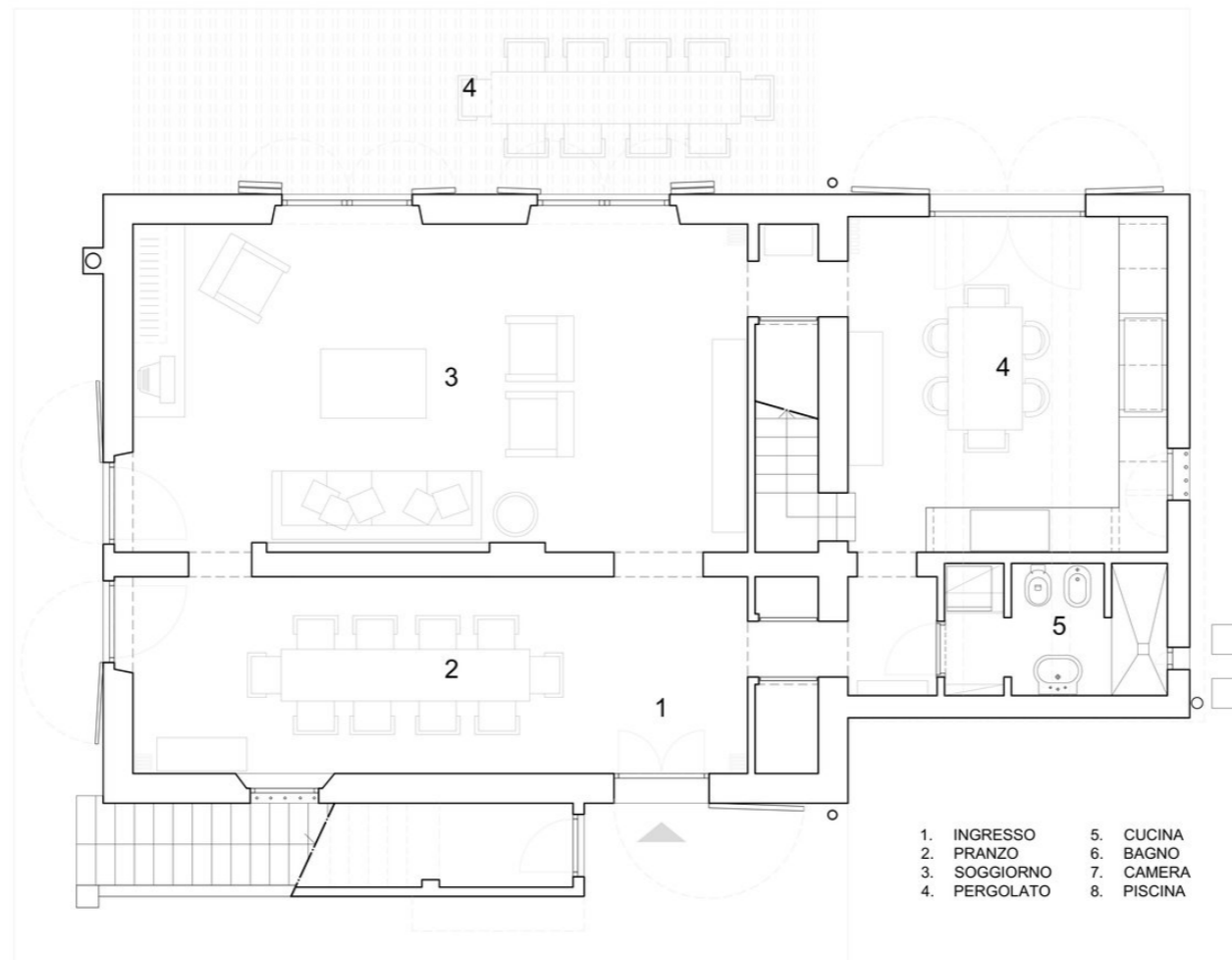












PIANO TERRA





PIANO PRIMO

- |              |            |
|--------------|------------|
| 1. INGRESSO  | 5. CUCINA  |
| 2. PRANZO    | 6. BAGNO   |
| 3. SOGGIORNO | 7. CAMERA  |
| 4. PERGOLATO | 8. PISCINA |







WWW.PATRICKSTAPPERS.COM