



LORENZO RENZI
ARCHITECTURAL WORKS

A black and white portrait of a young man with a beard and mustache, wearing a dark coat, standing in front of a historic building with many windows. The image is framed in a circular vignette.

Interior Design



MOXY HOTELS: INTERIOR DESIGN

(Milan, Glasgow, Edinburgh, Bristol, Birmingham, London, Paris, Nice, Utrecht, Copenhagen, Stuttgart, Essen, Berlin, Southampton, The Hague, Plymouth)

_APTO Architects (Amsterdam)

MOXY is Marriott's brand focused on the rapidly growing 3-star-tier segment. MOXY's focus is on the millennial traveler, who understands that style can be delivered at attractive prices. From unexpectedly spacious rooms to a vibrant lobby and a 24-hour cafe/bar, Moxy offers an experience that is bold, confident and hip.

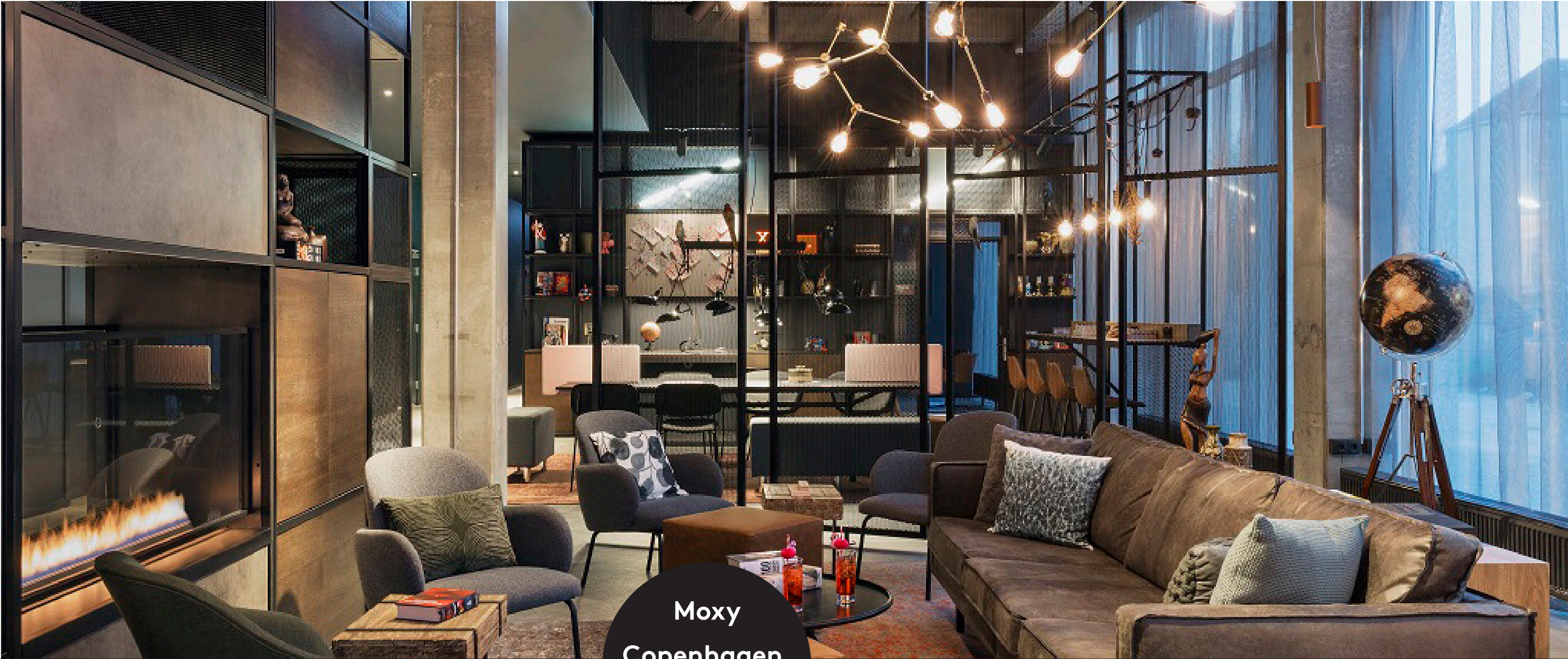
MY ROLE IN THE PROJECTS: I directly followed all the different phases from preliminary design to technical design, elaborating layouts, visuals, technical details, choice of materials and furniture, coordinating a team of interns and directly communicating with the client and the other parties involved in the design.





Moxy
Linate,
Milan





Moxy
Copenhagen,
Denmark





Moxy
Ludwigshafen,
Germany





IMPACT HUB AMSTERDAM 3.0

_AKKA Architects (Amsterdam)

The Impact hub is a coworking space located in Amsterdam Oost in the historical building of the Tropen museum.

It's a journey through different spatial experiences, from high level conversation meeting rooms to more cosy spaces for informal meetings, from offices for growing companies to coworking spaces, from event areas to relax and focus rooms.

The project involved the full renovation and refurbishment of part of the old building basement, the design of offices meeting rooms and a sliding kitchen, with an important focus on reuse and sustainability.

MY ROLE IN THE PROJECT:

In this project I developed layouts for all the spaces, material and furniture selection and concept ideas for special objects inside the space. I was as well involved in the budget and cost calculations and communication with clients.







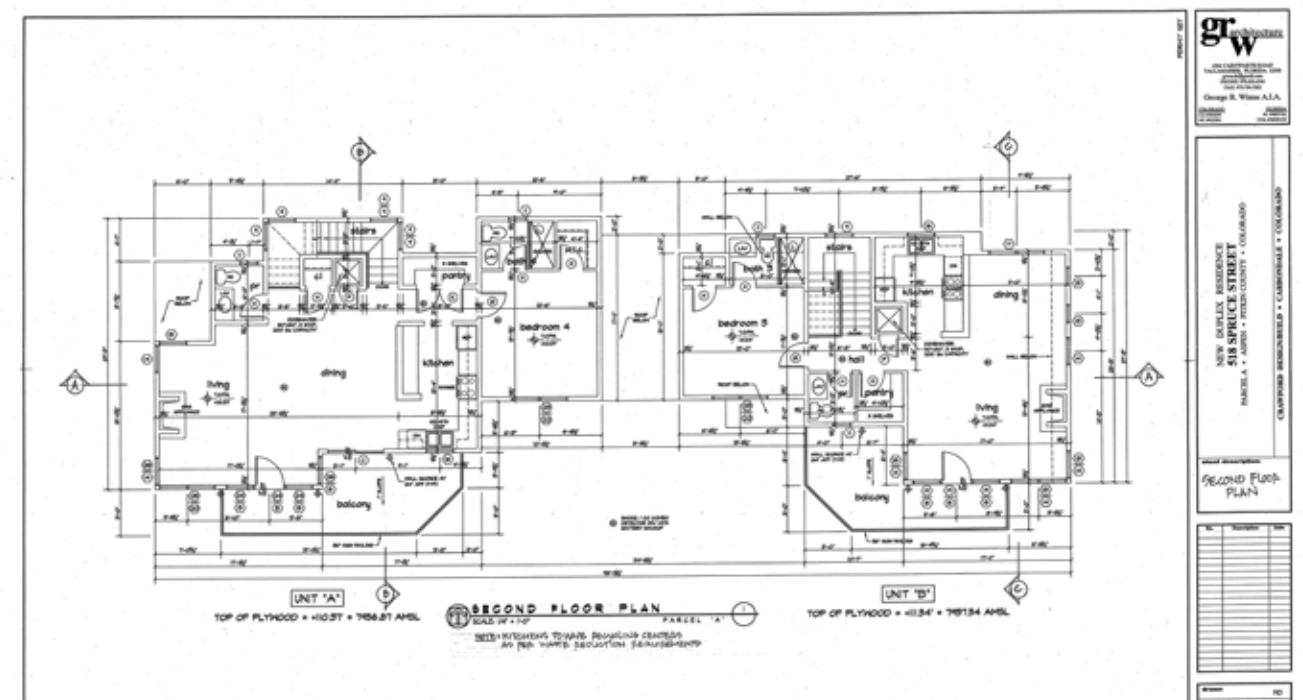
TWO LIVING SPACES IN ASPEN (ASPEN, COLORADO USA)

_Studio Renzi

The project consists in the interior design of two living+kitchen spaces in Aspen, Colorado. These spaces feature a mix of Italian design furniture and traditional north american elements, in order to create a warm, cozy environment, with an eye to minimal and sharp contemporary design. The kitchen is designed to become the core of the entire room: it's not just furniture but a social shared experience to gather people together around the table, sharing the pleasure of good food and good conversation.

MY ROLE IN THE PROJECT:

For this project I was in charge of the layout design, furniture selection and visualisation.





Architecture



MONTE SAN GIUSTO STADIUM (MARCHE, ITALY)

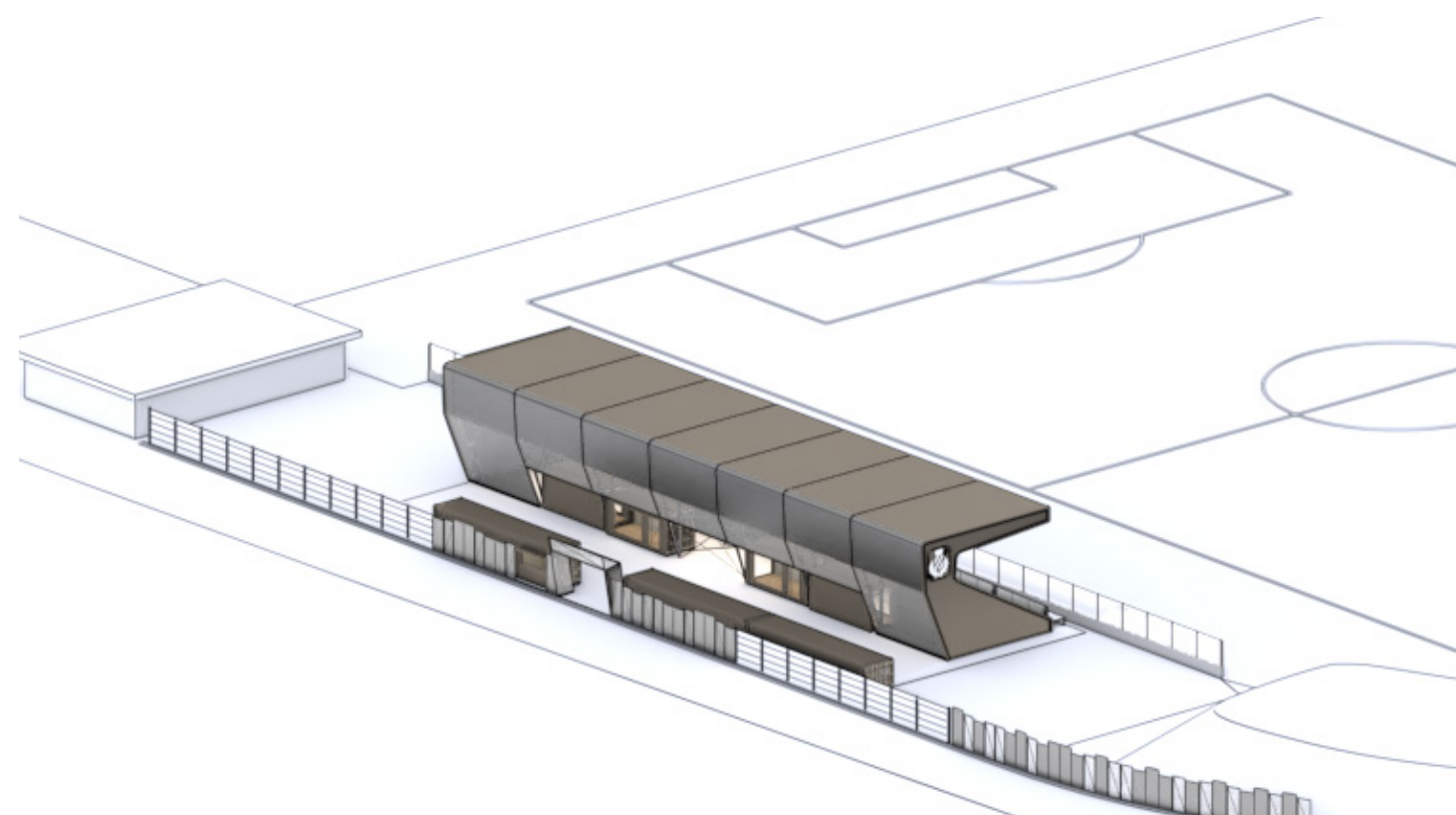
_Studio Renzi (In Construction)

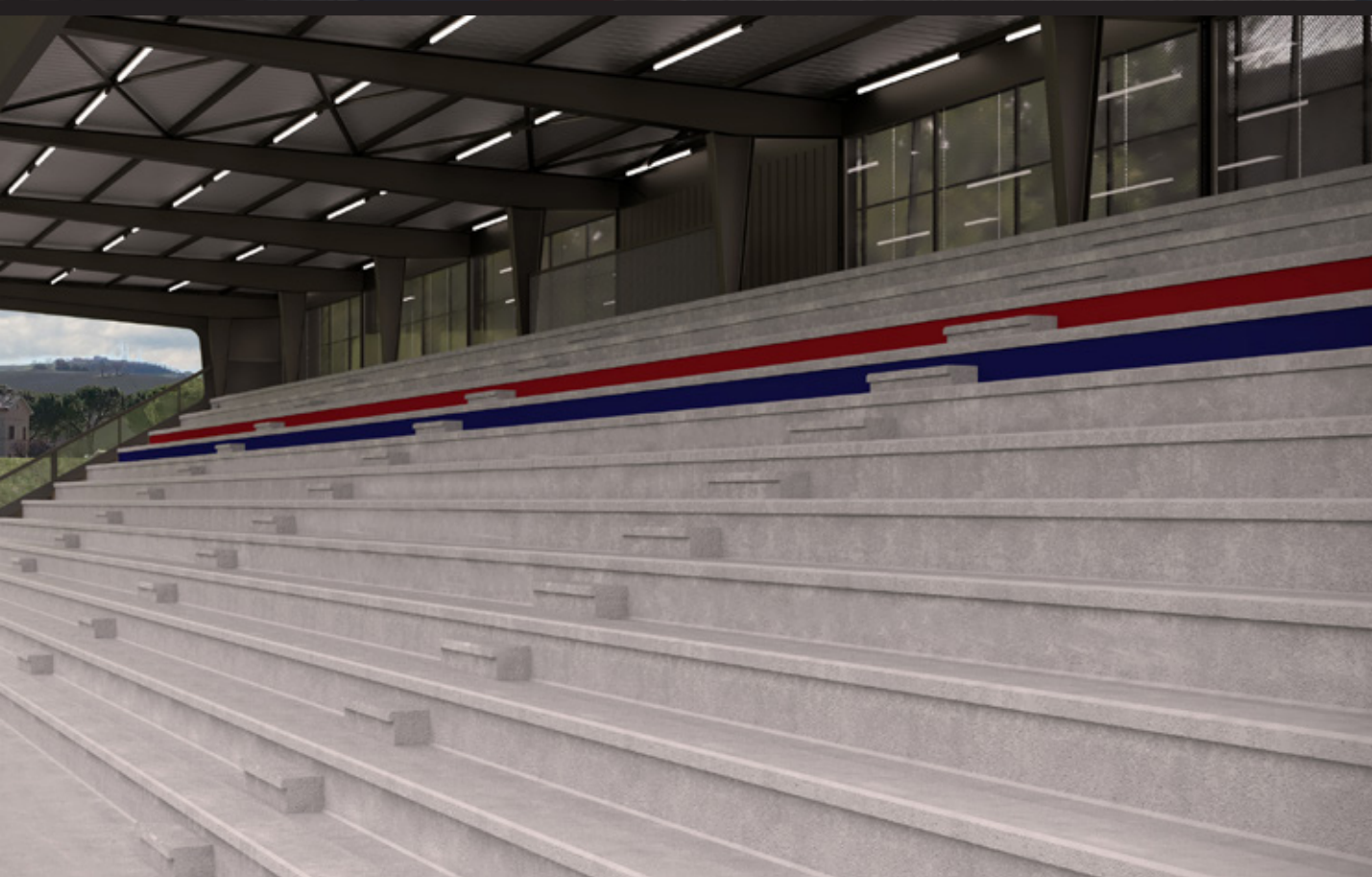
The new design for Monte San Giusto stadium, aims to refurbish the existing structures, reuse and refunctionalize the spaces making of the entire area a new social attractive point.

A new fencing system increases the safety of the structure while the new claddings enhance the lighting and the comfort of the existing stand. New functions such as shops, bars common areas are now populating the entrance area completely abandoned in the past, transforming the stadium into a safe and family friendly facility for the entire population.

MY ROLE IN THE PROJECT:

My role in this project was developing the architectural concept from volume study to layouts, facade studies, materials selection, technical details, budget calculations and coordination with structural team.







COUNTRY HOUSE RENOVATION (MARCHE, ITALY)

_Studio Renzi (In Construction)

This villa in the Marche countryside, combines references to traditional central Italy architecture and contemporary details and technologies. The core of this house is a double height space that connects the two main residential blocks, framing, with its big openings an impressive view on le Marche hills.

The two buildings, the main house and the guest house, are designed to enclose a 80 sqm swimming pool, finished in local stone and teak wood, covered by a sliding, walkable element.

MY ROLE IN THE PROJECT:

My role in this project was developing the architectural concept from volume study to layouts, facade studies, materials selection, technical details, coordination with structural team and communications with clients.







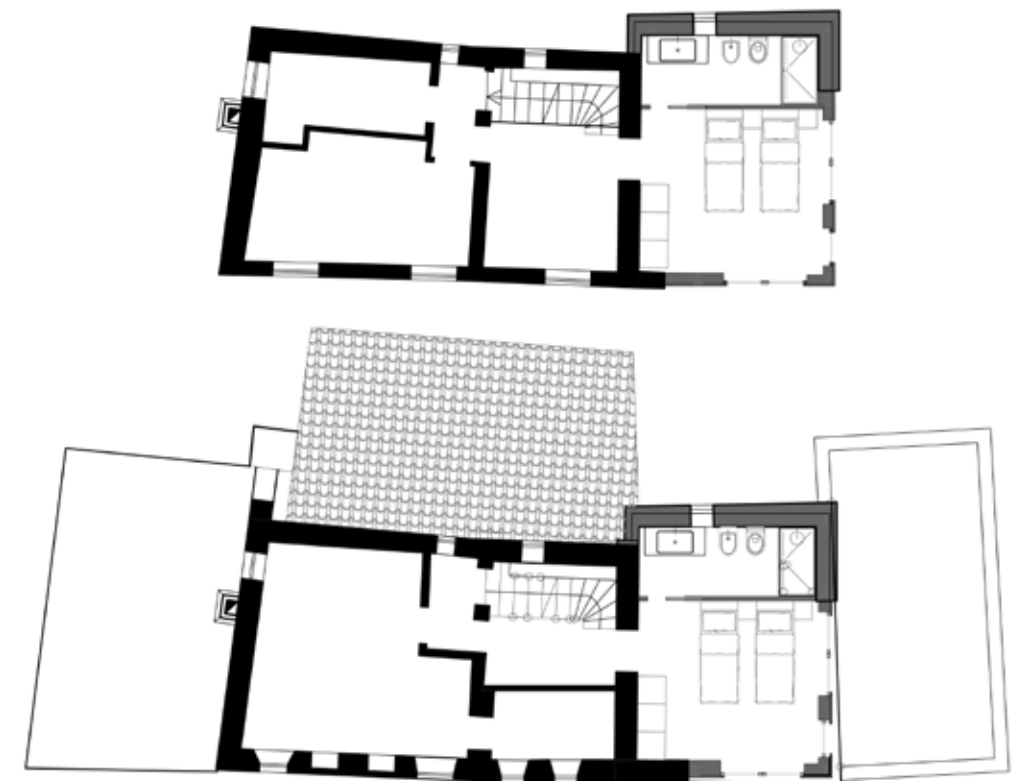
POST EARTHQUAKE HOUSE RECONSTRUCTION (MARCHE, ITALY)

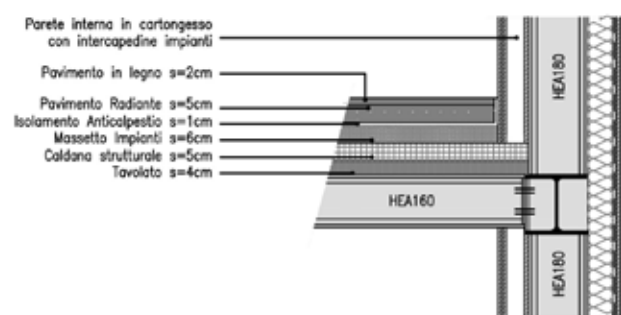
_Studio Renzi (In Construction)

This XVI century house in Sarnano, was heavily damaged by the central Italy earthquakes of August and October, this project renovates the whole building introducing anti-seismic structural interventions to preserve what remained and a whole new volume to give an idea of what the original house was using a contemporary approach to reconstruction.

MY ROLE IN THE PROJECT:

My role in this project was developing the architectural concept from volume study to layouts, facade studies, materials choice, technical details and coordination with the structural engineers team.







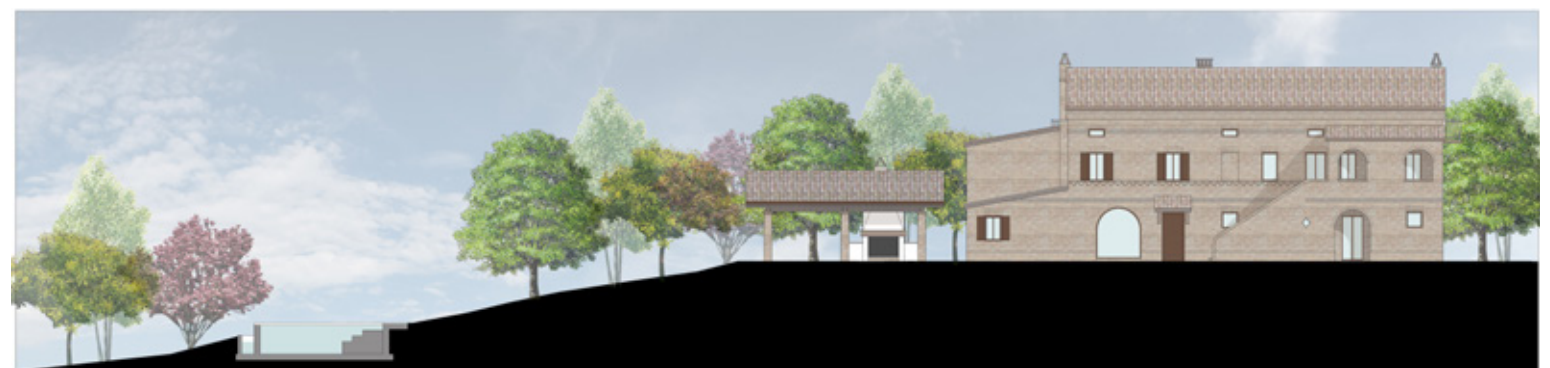
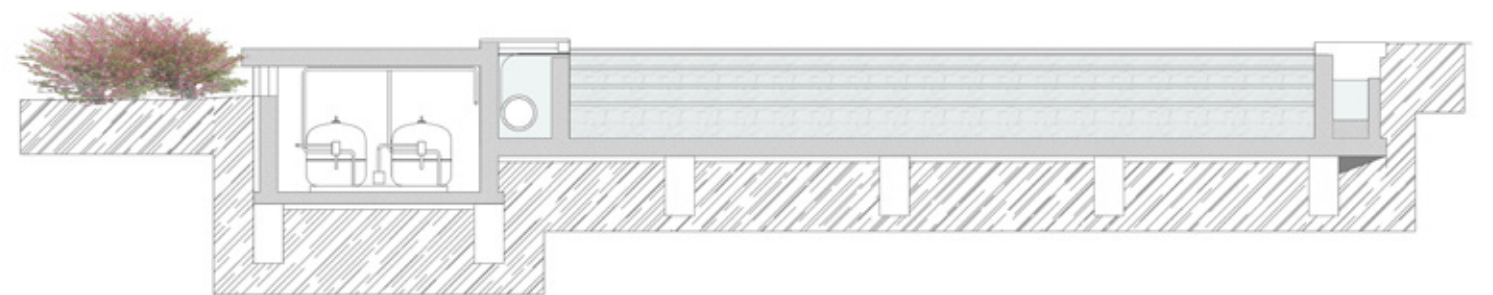
RENOVATION OF AN OLD VILLA AND SWIMMINGPOOL (MARCHE, ITALY) _Studio Renzi

This farmhouse, recently restored, has been expanded to create a covered space opened on all sides, equipped with a large fireplace, which functions as a connection between the main house and the external relaxation area.

The pool, from its panoramic location inside the private park, creates a direct relationship between the house and the surrounding countryside. Its floor made out of white stone descends from the organic outdoor stairs directly into the water creating a unique feeling of continuous flow.

MY ROLE IN THE PROJECT:

In this project I was involved in the preliminary design for the architectural concept and in the final and technical design for material selection and technical drawings.





Competitions



i-NNSBRUCK EUROPAN 15 (INNSBRUCK, AUSTRIA)
_Roberto Menozzi, Antonio Giungo, Lorenzo Renzi
(Competition)

This project envisions the future of the city through one of its most strategic but forgotten areas, aiming to rethink a new way of productivity for the urban area of Innsbruck and how this can affect the development of the city in the next years. The urban plan is oriented to create a network of hotspots, existing buildings, new interventions all focused on young entrepreneurship closely connected to the university and the hospital located in the area. Old carparks and abandoned buildings become startup hubs, coworking spaces, fablabs, contemporary housing blocks, sports facilities and leisure centers, in order to recreate a new urban fabric dedicated to young people, students and their businesses. A new network of public space connects these hotspots, public space that abandons its traditional ground floor location to discover new levels: rooftop squares, bridges, small public seating arrangements etc. they all collaborate to give the city new views and perception of the Inn River.







NEW CHURCH COMPLEX IN CINISI (SICILY, ITALY)

Studio Mondaini Roscani Architetti associati (Italy)
(Competition)

The complex includes a church equipped with traditional liturgical spaces such as, baptistry, weekday chapel, sacristy and chorus as well as a nursery.

The entire complex is completed by the presence of a multipurpose room and two floors of educational spaces.

All the buildings are linked by covered walkways that recall on the one hand traditional cloisters, typical Sicilian architecture, on the other the streets as social gathering.

The materials used refer to the Sicilian historical heritage such as plasters, stone and volcanic stone claddings.



MY ROLE IN THE COMPETITION: From the concept idea, to layouts and visuals I was involved in every stage of the design process. With a particular focus on relating the design of the complex to the deep historical roots of the area.





PRIMARY SCHOOL IN MATELICA (MARCHE, ITALY)

_Studio Renzi

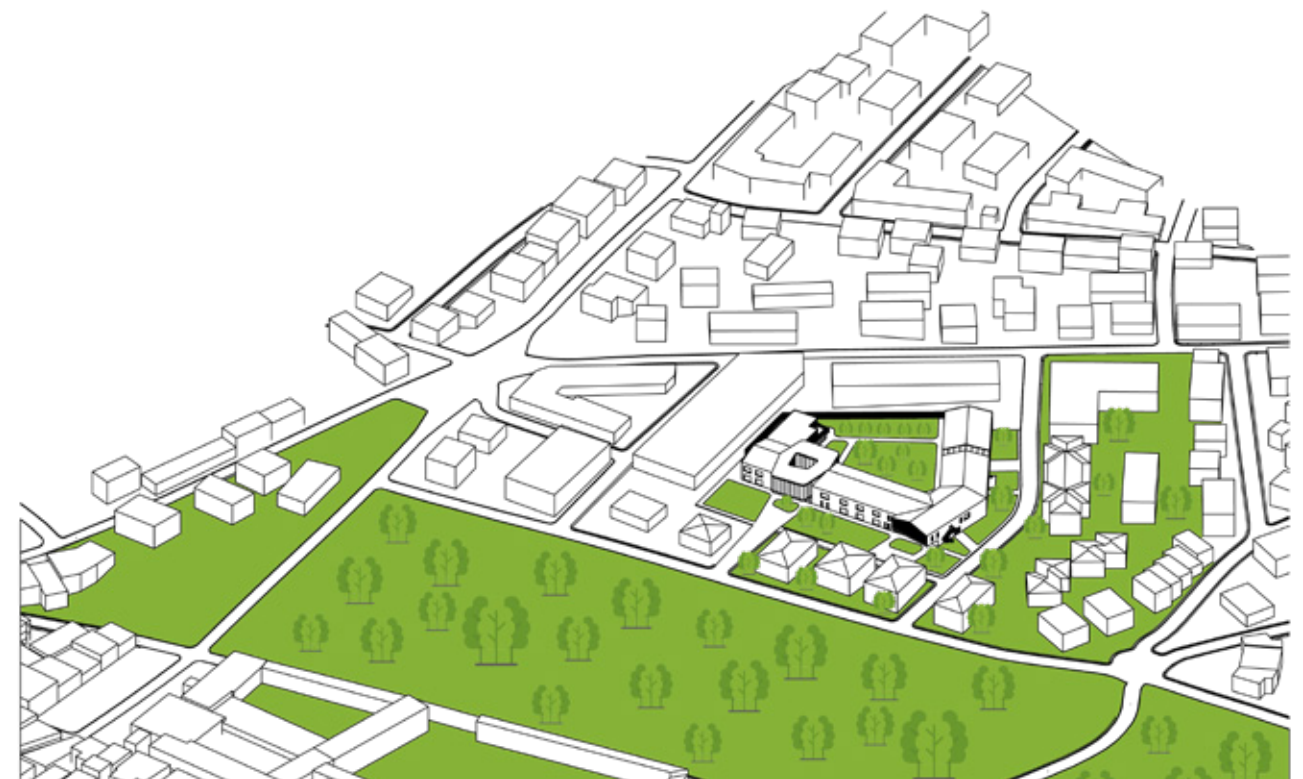
(Competition)

This school design competition is part of the renovation program of public structures following the seismic events in central Italy of 2016. It takes place in a rural area not far from the Appennini on one side and the adriatic sea on the other.

In this complex environment the project wants to propose a school that together with its educational purpose becomes a gathering point for a whole community, a space dedicated to different users in different times of the day.

To achieve this the design opens up to a modular shape, with parts that can be closed and used separately from the rest of the structure.

The materials and technologies used to design the school make of it a NZEB, designed to have the smallest impact on the ecosystem on one side and to provide the safest environment in case of future seismic events, very common in the area.







HUT3_WARMING HUTS v.2016 (WINNIPEG, CANADA)

Lorenzo Renzi, Roberto Menozzi, Lorenzo Trentuno, Francesco C.
(Competition)

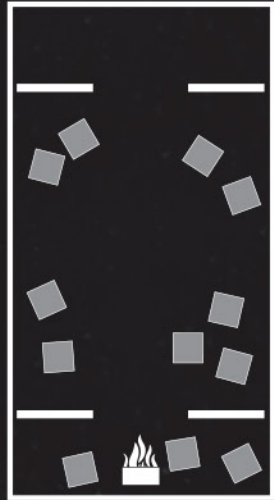
HUT3 is a multifunctional hut, a multifunctional space to adapt and transform following the needs of people interacting with it. All the interior elements can be moved in order to create new configurations that are suitable for the type of activity that the installation will host.

Sliding on special tracks the metal brazier can determine three different ways to use the space, generating a space for events, a relaxation area or a place for socializing.

HUT3 is also communication, with its translucent coating becomes a lantern capable to illuminate the surroundings catching the attention of people passing by. Through a special lighting of three different colors associated with the three possible positions of the brazier, HUT3 will produce bright and colored smoke trails showing at night that people are using the hut and how they are using it.

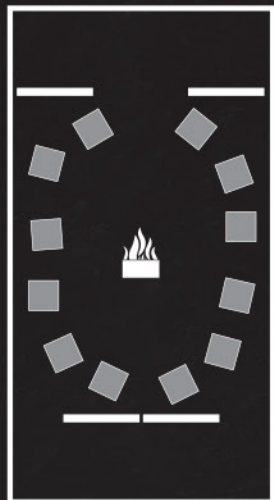


1. SOCIAL INTERACTIONS



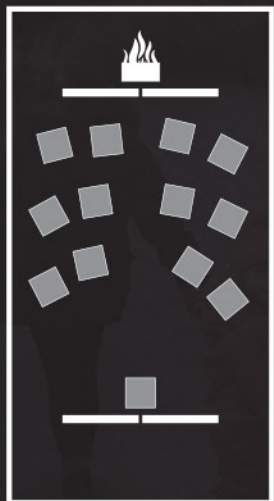
RED SMOKE

2. RELAX & WARMING UP



YELLOW SMOKE

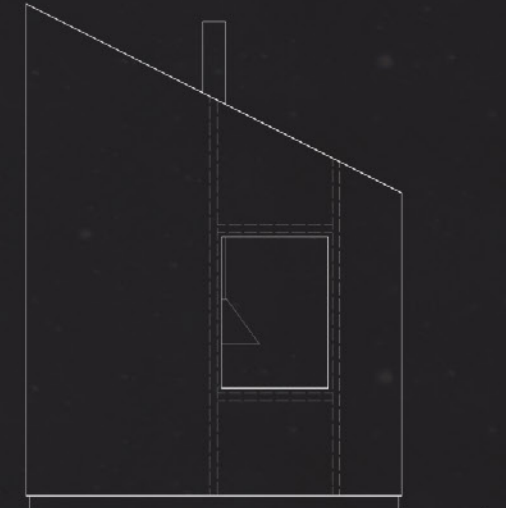
3. PERFORMANCES



BLUE SMOKE



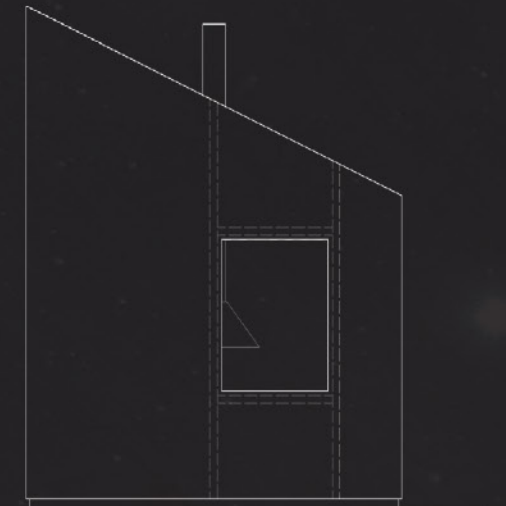
REAR ELEVATION



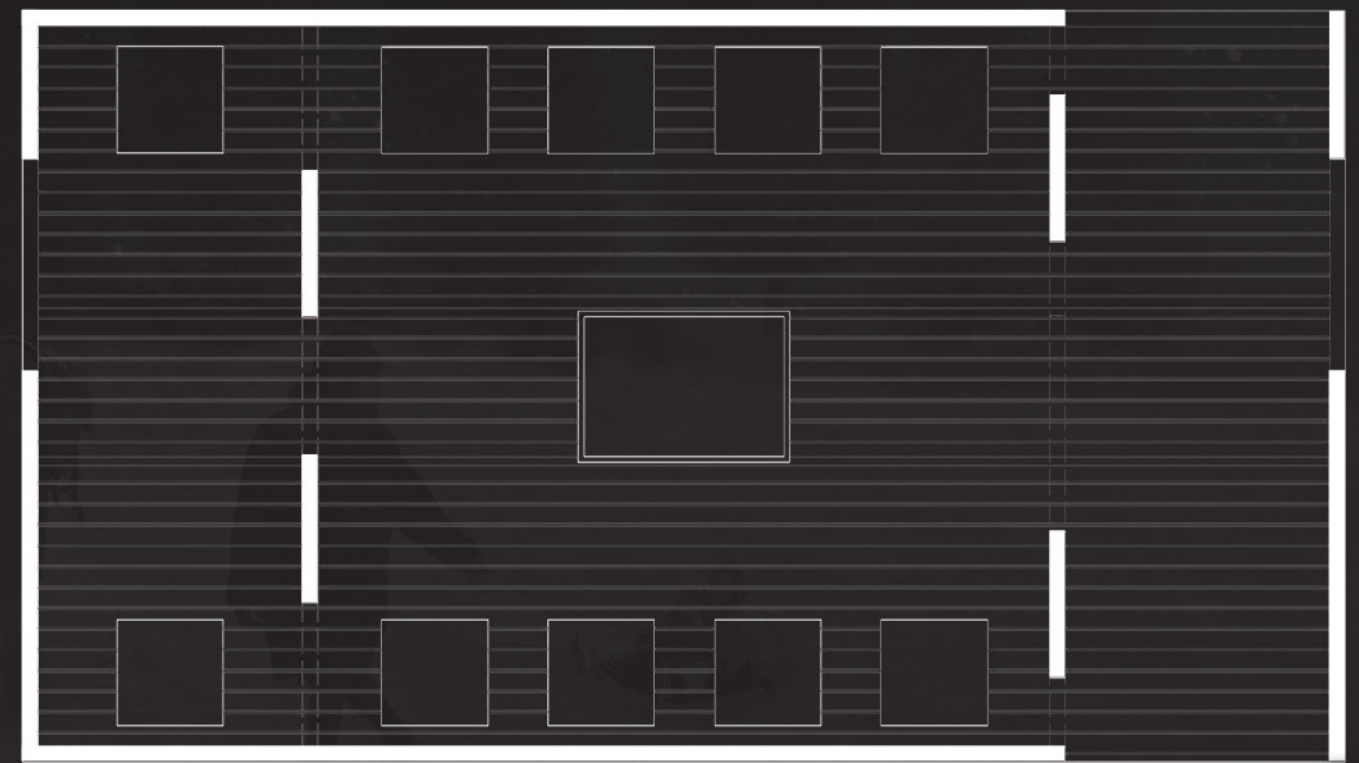
SIDE ELEVATION



FRONT ELEVATION



SIDE ELEVATION



PLAN



ORBITALIS LIGHTHOUSE SEA HOTEL (Siracusa, Sicily, Italy) _Akka Architects (Competition)

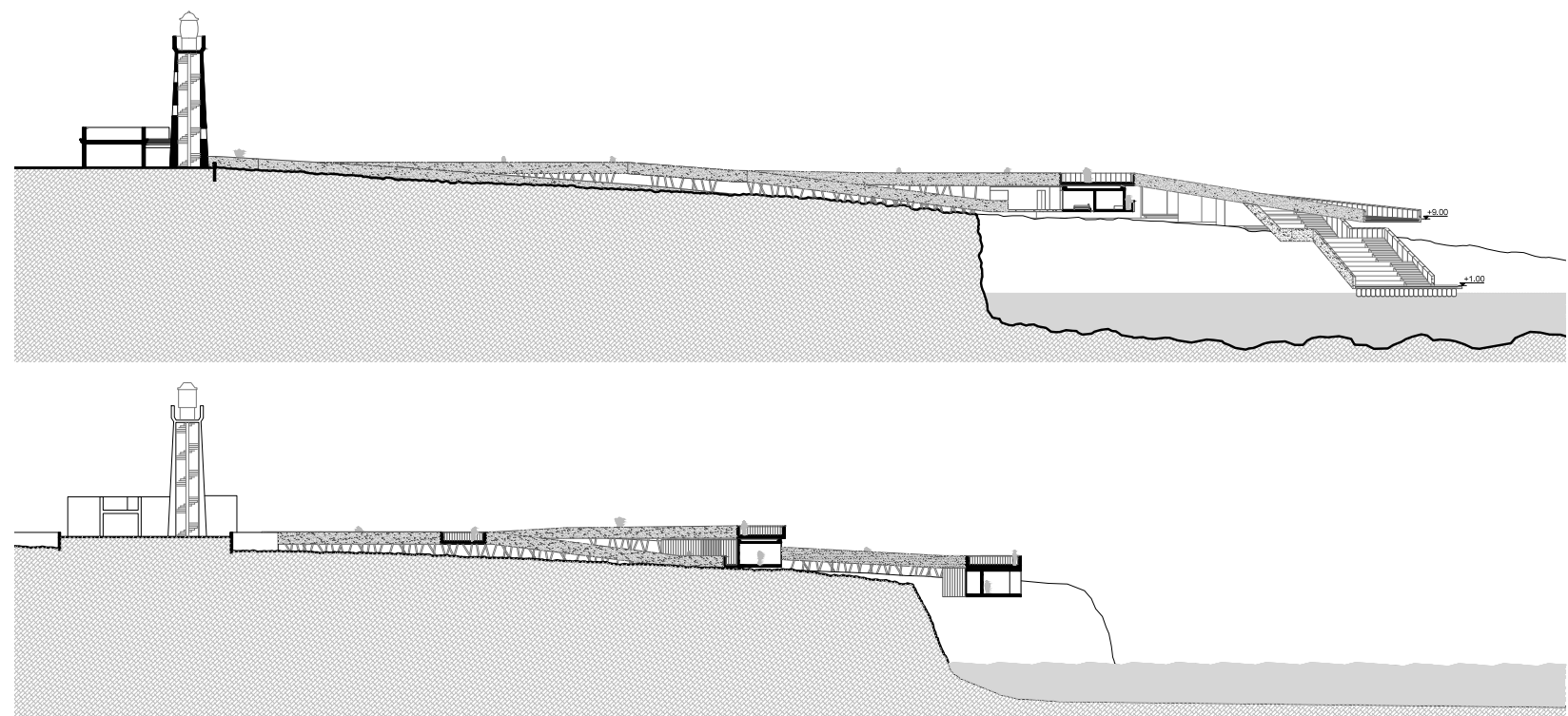
ORBITALIS is a renovation project that turns an old lighthouse on the natural sicilian coast line into a museum, a spa and an hotel.

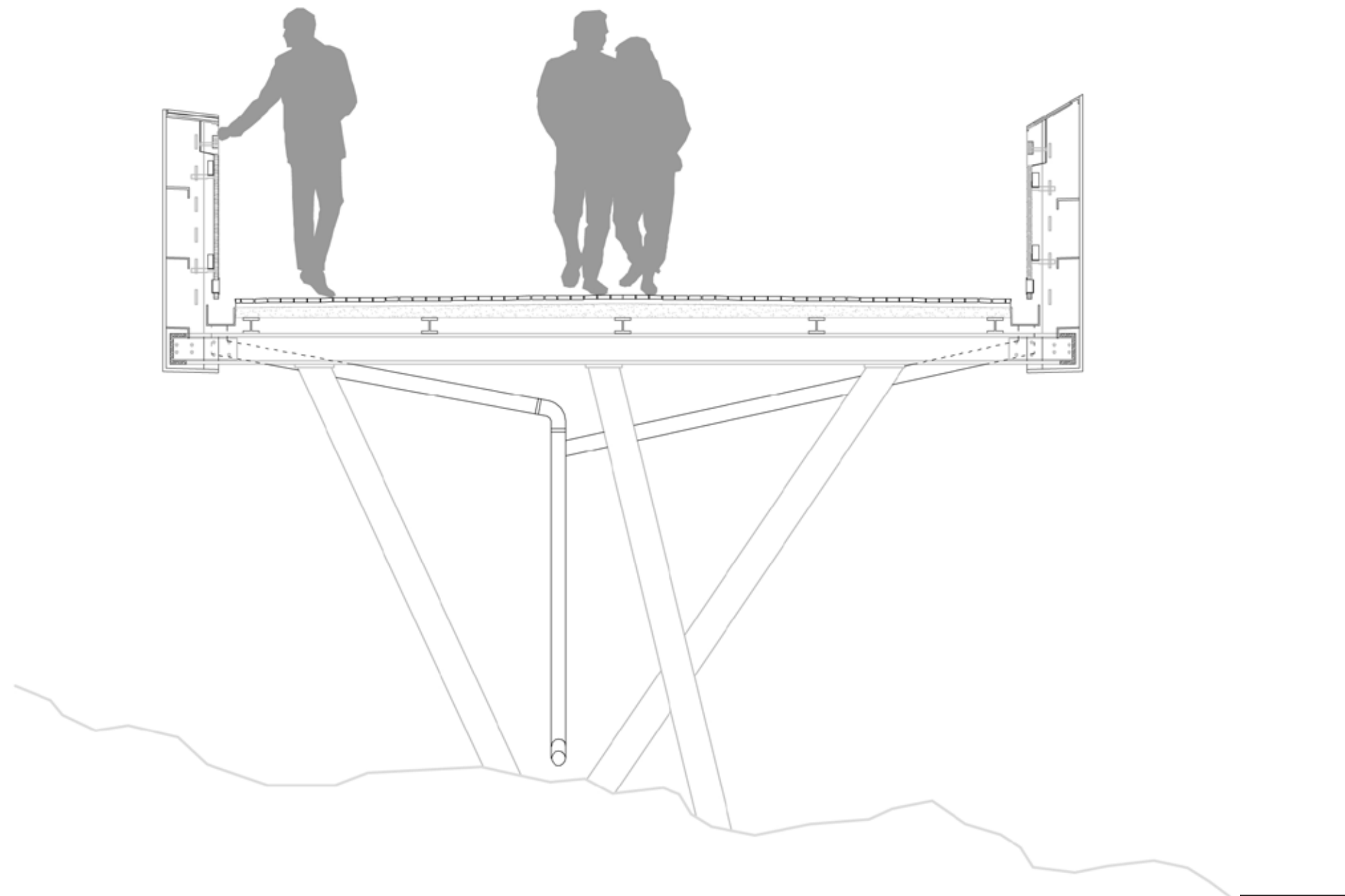
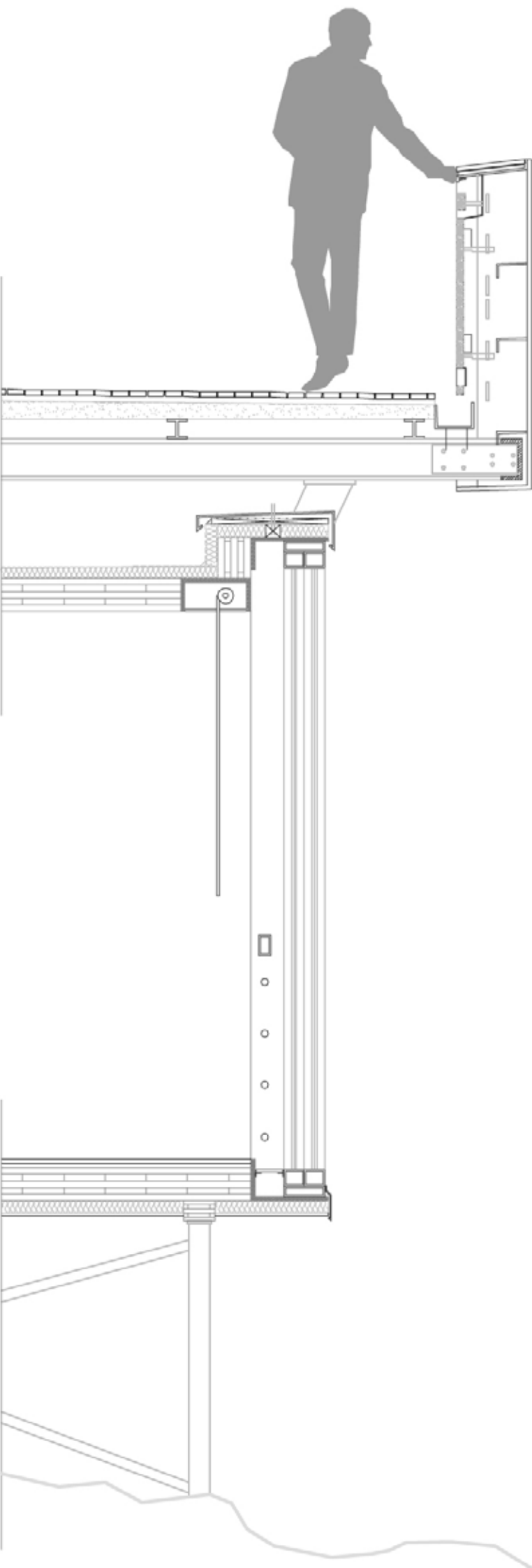
The whole concept is about a circular shaped 'infinite' loop recalling the shape of 'Trinacria' the ancient symbol of Sicily, brought to a contemporary interpretation.

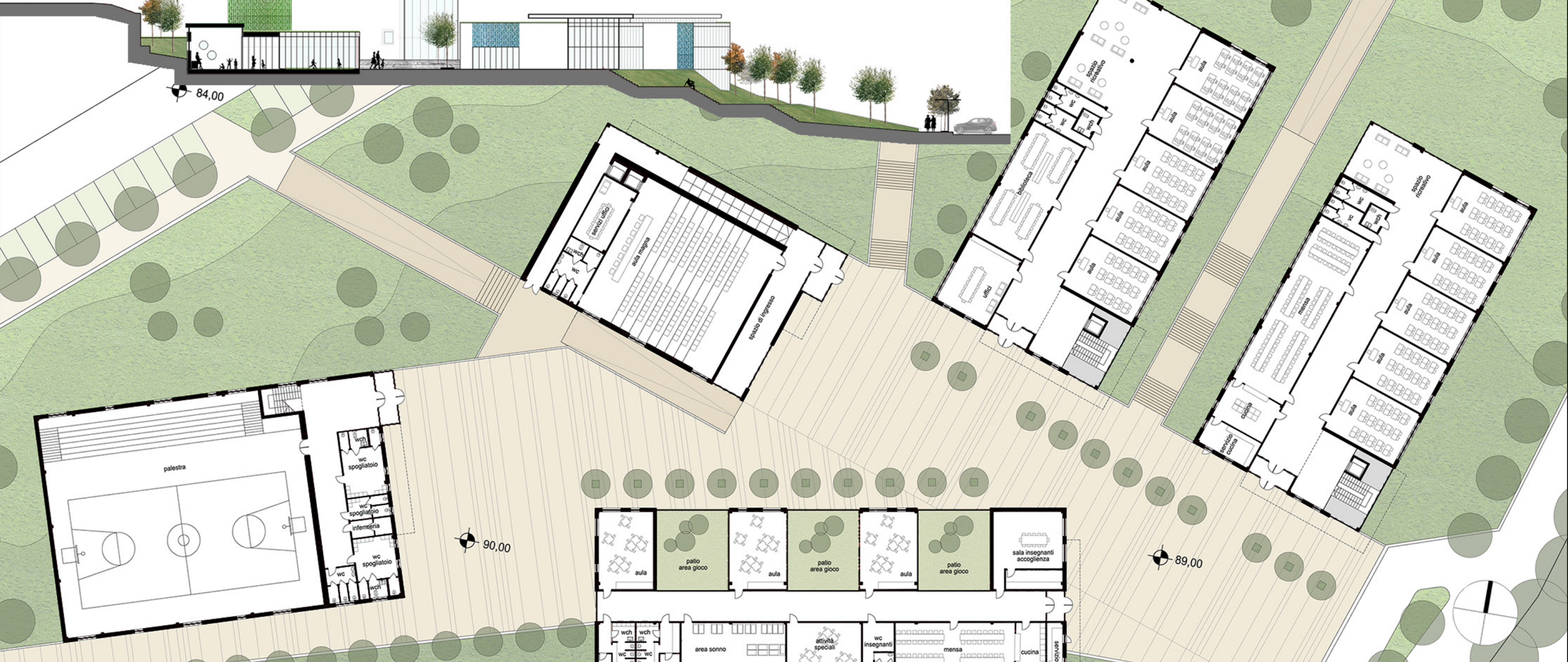
The path embraces the old lighthouse and connects it to the surrounding landscape, keeping always a distance from the ground in order to preserve the natural rock as much as possible. The loop becomes also 'solid' architecture when needed, creating closed spaces for the hotel rooms and facilities. Orbitalis is also a natural experience where the visitor is guided to make contact with nature, from a new perspective.

MY ROLE IN THE PROJECT:

For this competition, I was in charge of architectural concept, and the development of all the technical details and visuals.







SCHOOL COMPLEX IN CASCIANA TERME - LARI (TUSCANY, ITALY) _Studio Mondaini Roscani Architetti Associati (Competition)

The complex includes a kindergarten, a primary school, a secondary school and a building that encloses an auditorium and a communal gym. The area is designed to redefine the urban settlement and manage the transition between the city and the surrounding countryside.

The urban layout of the complex is studied to provide a new square to the surrounding town accessible h24 by students and citizens.

At a urban scale the whole area has been redesigned to keep the car circulation separated from pedestrians, this provides a safer and healthier environment for the students.

All the materials used for the facades recall local tradition combining plasters with large maiolica panels creating different colour reflection at every hour of the day.







HIROSHI

HIROSHI is an electronic shoegaze alternative band composed of Luca Torquati (synth, drum machine, bass, audio editing), Lorenzo Renzi (voice, guitar, flute, loops) Alessio Beato (guitar), Nicolò Bacalini (drums)

Spotify_ <https://open.spotify.com/artist/19dJd4Ni8nawKG-vpQPBUdV?si=uhzaPhcCQlitXXn1Znkbpw>





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