

SAVE CHIȘINĂU

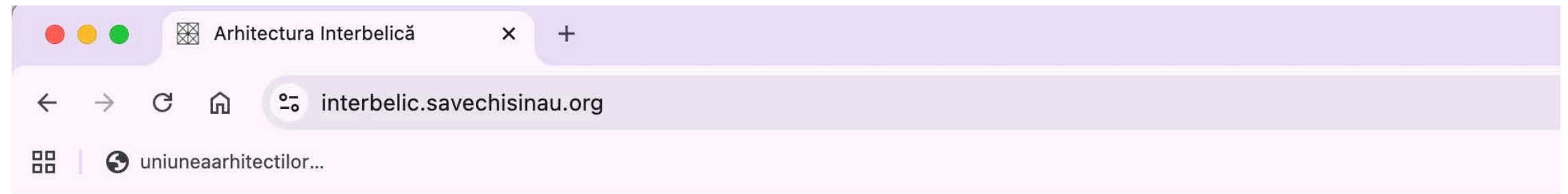


INTERWAR ARCHITECTURE OF CHIȘINĂU

RESULTS OF THE PROEJCT

ARCHITECTURAL RESEARCH WEB PLATFORM

[HTTPS://INTERBELIC.SAVECHISINAU.ORG/](https://interbelic.savechisinau.org/)



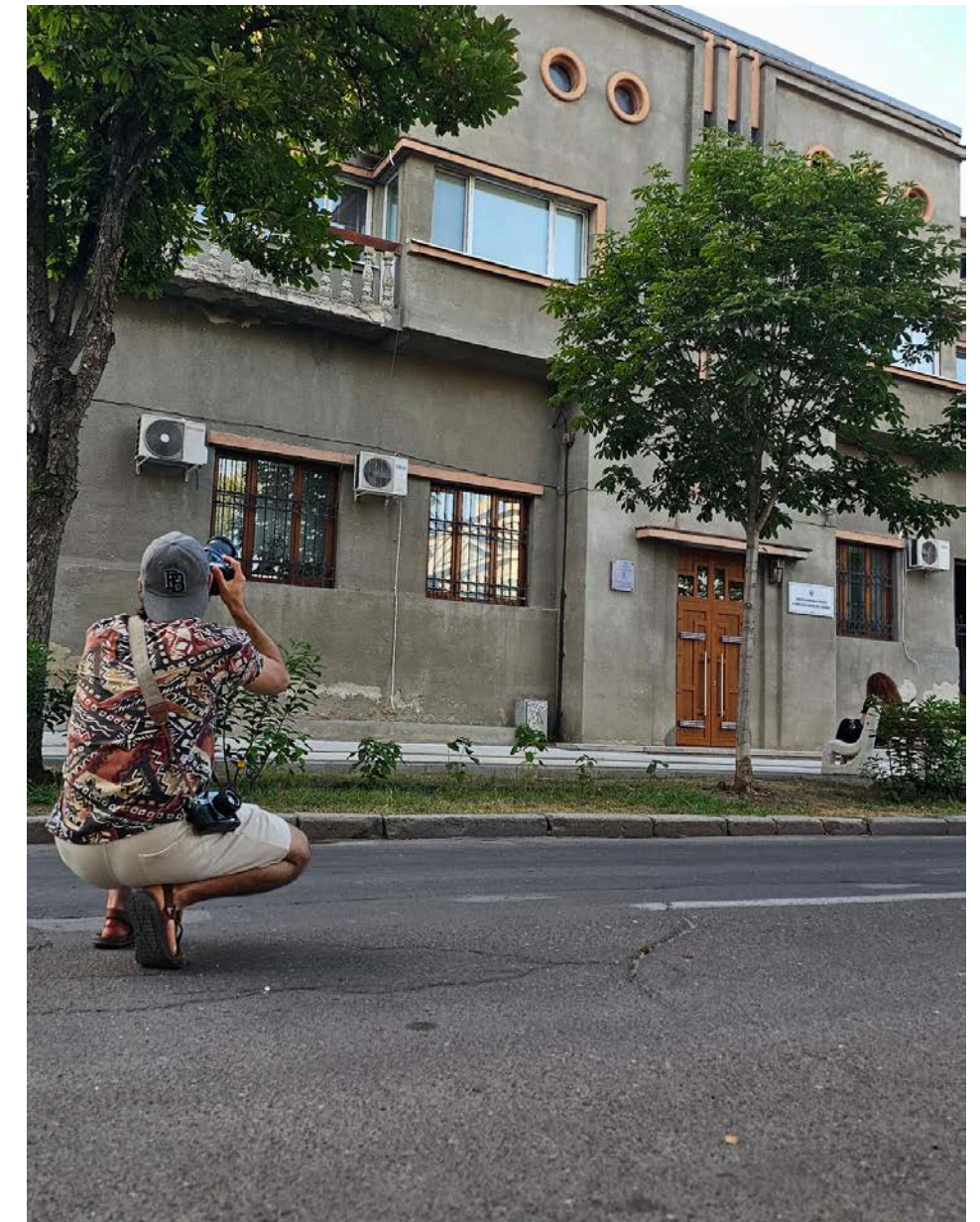
ARHITECTURA INTERBELICĂ



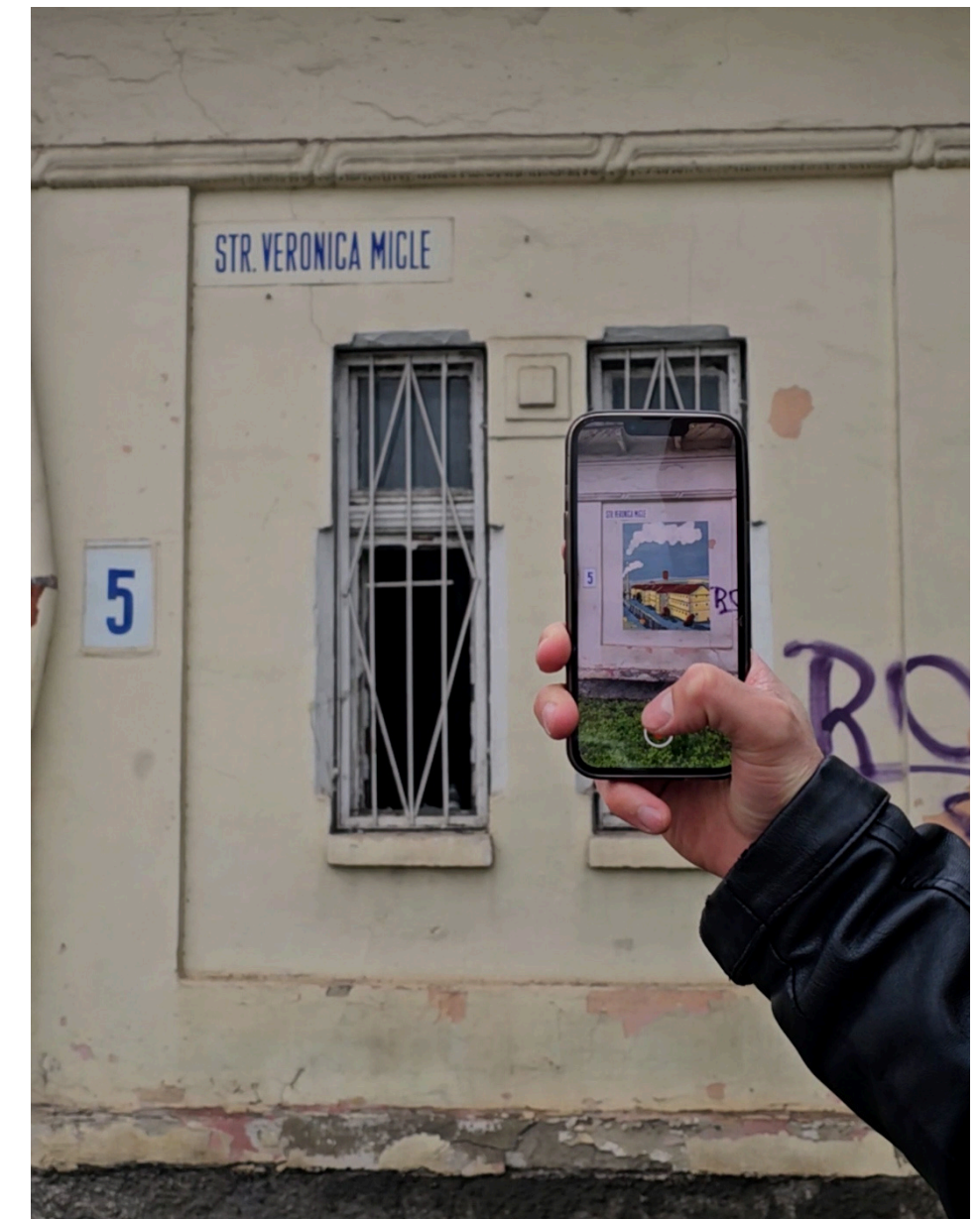
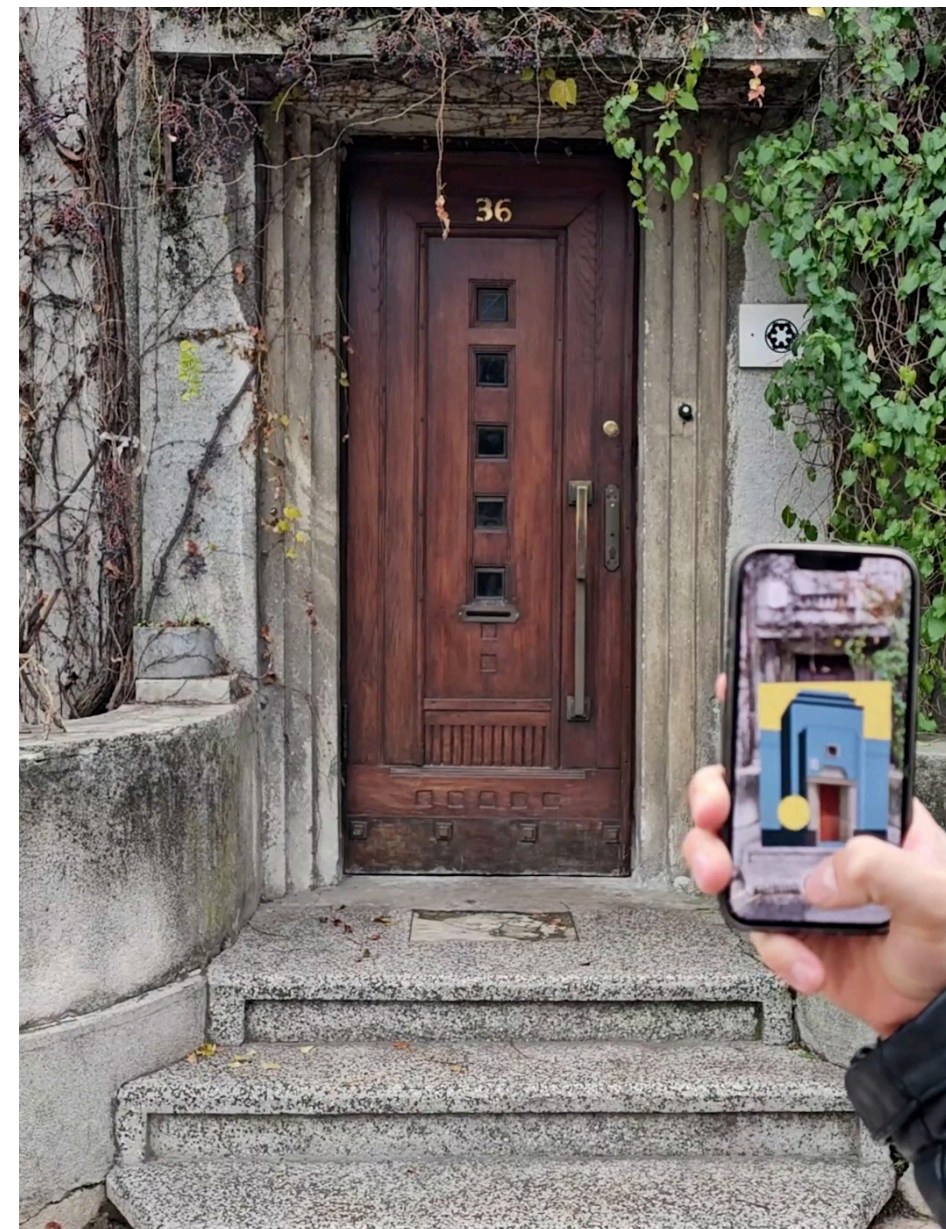
Reprezentativ
CLĂDIRA „ROZ”



PHOTOGRAPHIC DOCUMENTATION OF THE BUILT ARCHITECTURE



3 AUGMENTED REALITY ANIMATIONS



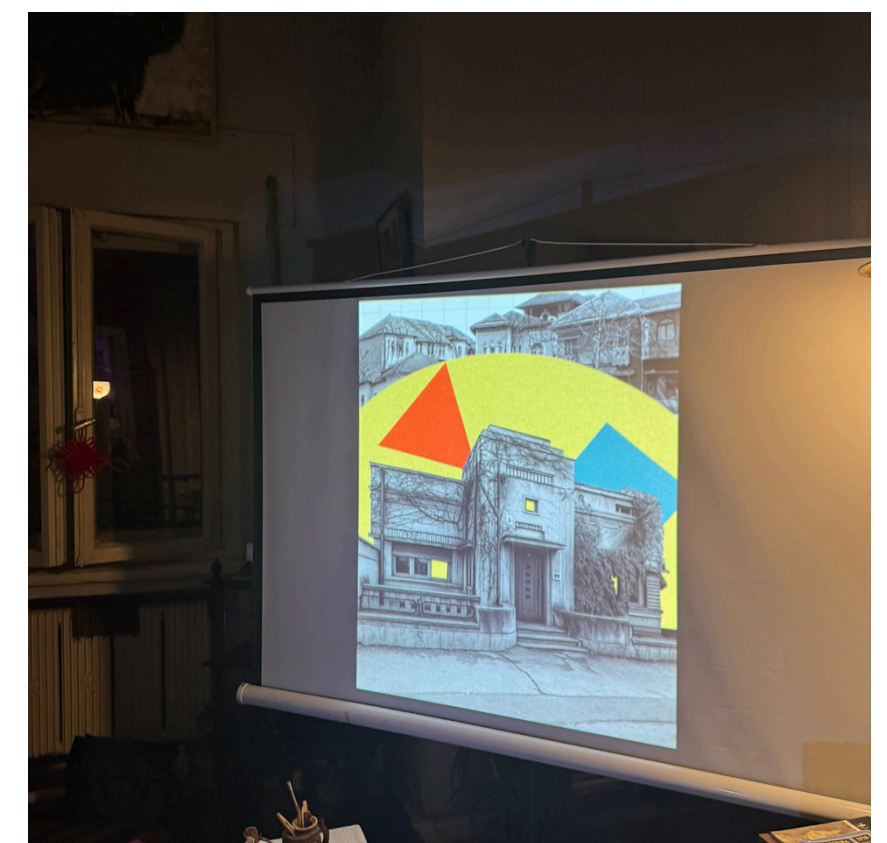
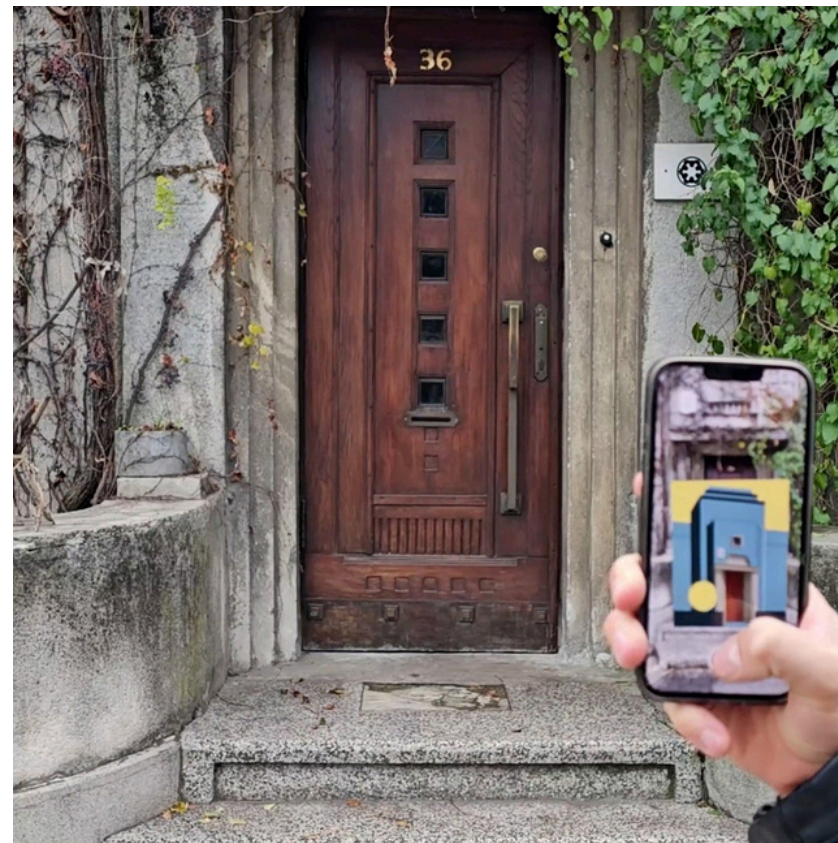
ANIMATION FOR THE MODERNIST INTERWAR BUILDING

AN AUGMENTED REALITY ANIMATION FOR ONE OF THE HISTORICAL BUILDINGS IN CHIȘINĂU, KNOWN AS THE BAUHAUS BUILDING.

THE ANIMATION CAN BE ACCESSED THROUGH THE ARTIVIVE APP BY POINTING THE PHONE AT THE BUILDING AND SCANNING THE TRIGGER ELEMENT.

THE ANIMATION IS ALSO AVAILABLE ON OUR PLATFORMS:

[ANIMATION](#)



ANIMATION FOR ONE OF THE STADIUMS FROM CHISINAU

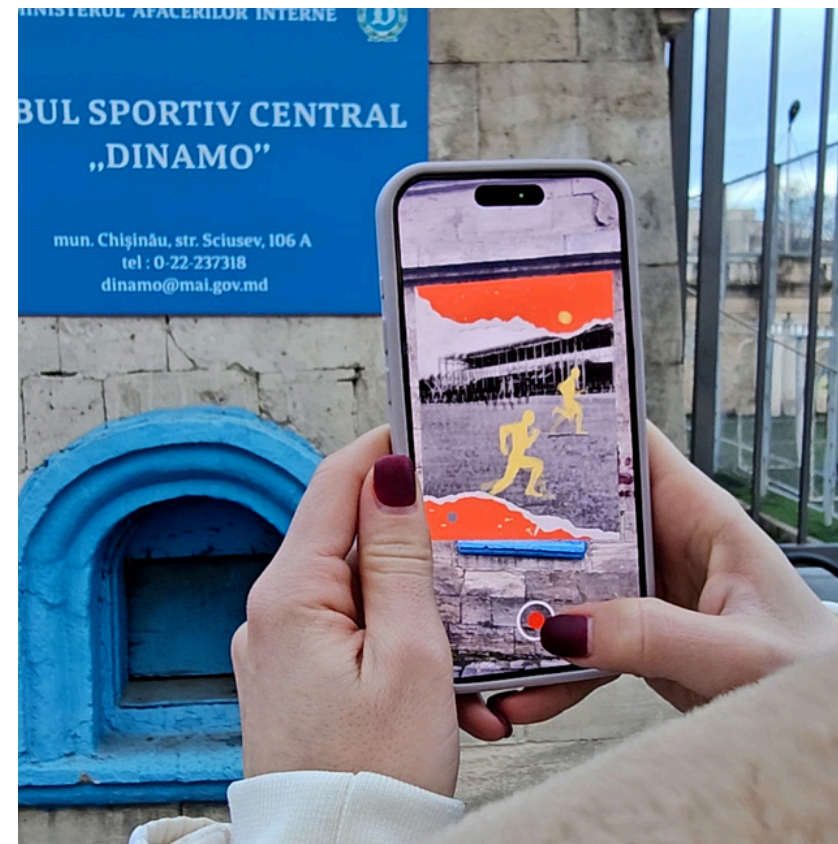
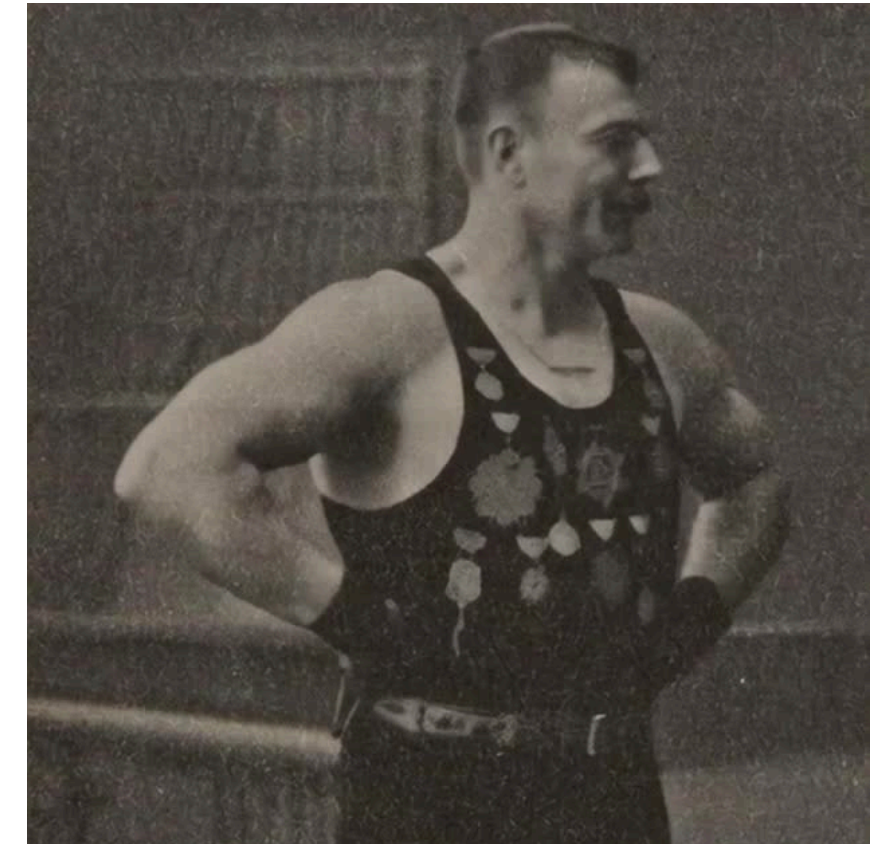
ANIMATION FOR A STADIUM IN CHIȘINĂU THAT WAS LONG BELIEVED TO DATE FROM THE SOVIET PERIOD.

THROUGH OUR RESEARCH, WE DISCOVERED VALUABLE AND LESSER-KNOWN INFORMATION SHOWING THAT THE STADIUM WAS ACTUALLY ESTABLISHED DURING THE INTERWAR PERIOD, WHERE SOME OF THE FIRST FOOTBALL MATCHES AND OTHER IMPORTANT EVENTS TOOK PLACE.

WE USED HISTORICAL PHOTOGRAPHS, WHICH WE ANIMATED TO BRING THE PAST TO LIFE AND CREATE A MORE ENGAGING AND IMMERSIVE EXPERIENCE.

THE ANIMATION CAN BE ACCESSED THROUGH THE ARTIVE APP BY POINTING THE PHONE AT THE BUILDING AND SCANNING THE TRIGGER ELEMENT.
THE ANIMATION IS ALSO AVAILABLE ON OUR PLATFORMS:

[ANIMATION FOR THE STADIUM](#)



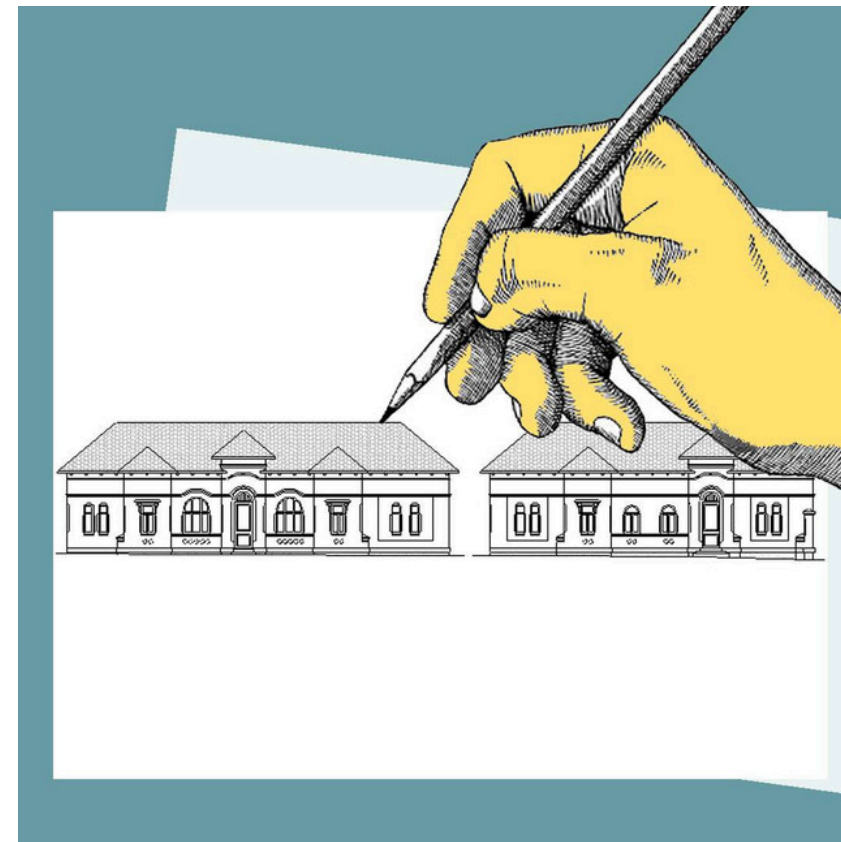
ANIMATION FOR A FUTURE CULTURAL CENTER

AN ANIMATION CREATED FOR A BUILDING THAT IS ARCHITECTURALLY SIGNIFICANT AND IS PLANNED TO BE TRANSFORMED INTO A CULTURAL CENTER.

THE ANIMATION CAN BE ACCESSED THROUGH THE ARTVIVE APP BY POINTING THE PHONE AT THE BUILDING AND SCANNING THE TRIGGER ELEMENT.
THE ANIMATION IS ALSO AVAILABLE ON OUR PLATFORMS:

[ANIMATION 1](#)

[ANIMATION 2](#)



PRINTED MATERIALS

PRINTED MATERIALS (POSTCARDS, BOOKMARKS) WERE CREATED TO PROMOTE INTERWAR ARCHITECTURE. THREE OF THEM PROVIDE ACCESS TO THE ANIMATIONS THROUGH THE ARTIVE APPLICATION.

THE POSTCARDS ARE STYLIZED WITH ARCHITECTURAL ELEMENTS FROM BUILDINGS.



THE BOOK "INTERWAR ARCHITECTURE OF CHIȘINĂU"

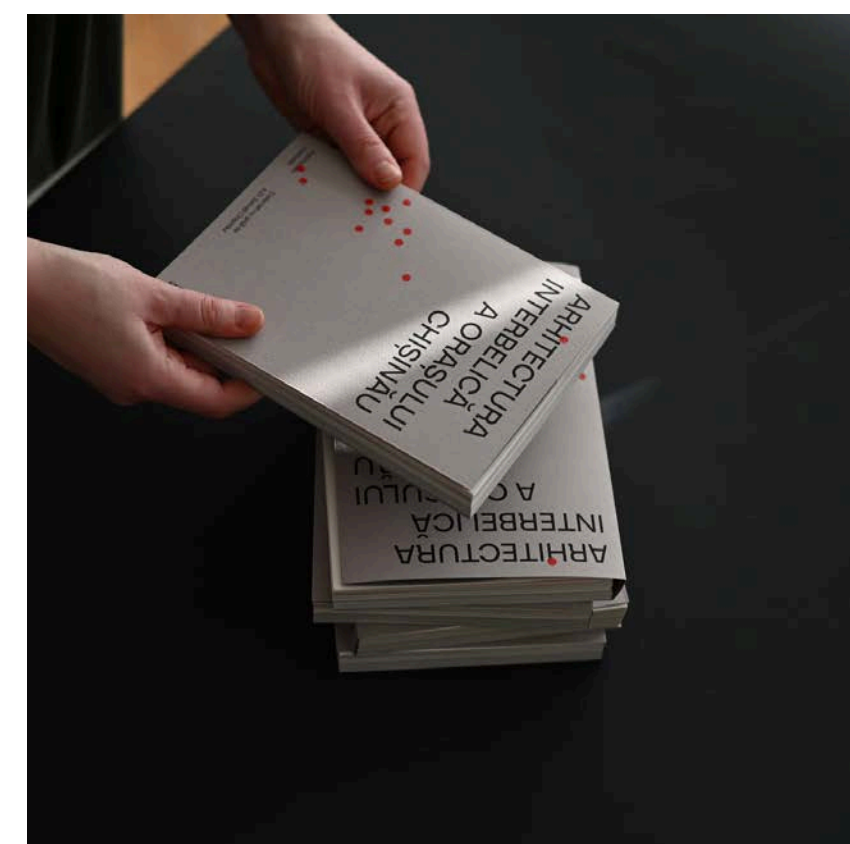
WITHIN THE PROJECT, AN ARCHITECTURAL BOOK WAS DEVELOPED AND PUBLISHED. IT IS A SPECIAL PUBLICATION, AS IT IS THE FIRST BOOK OF ITS KIND FOCUSING ON THE INTERWAR ARCHITECTURE OF CHIȘINĂU, WHILE ALSO PRESENTING THE BROADER ARCHITECTURAL AND BUILT HERITAGE OF THE CITY.

THE BOOK COMBINES HISTORICAL RESEARCH, ARCHITECTURAL ANALYSIS, PHOTOGRAPHIC DOCUMENTATION AND GRAPHIC DESIGN MAKING THIS HERITAGE MORE ACCESSIBLE TO THE PUBLIC.



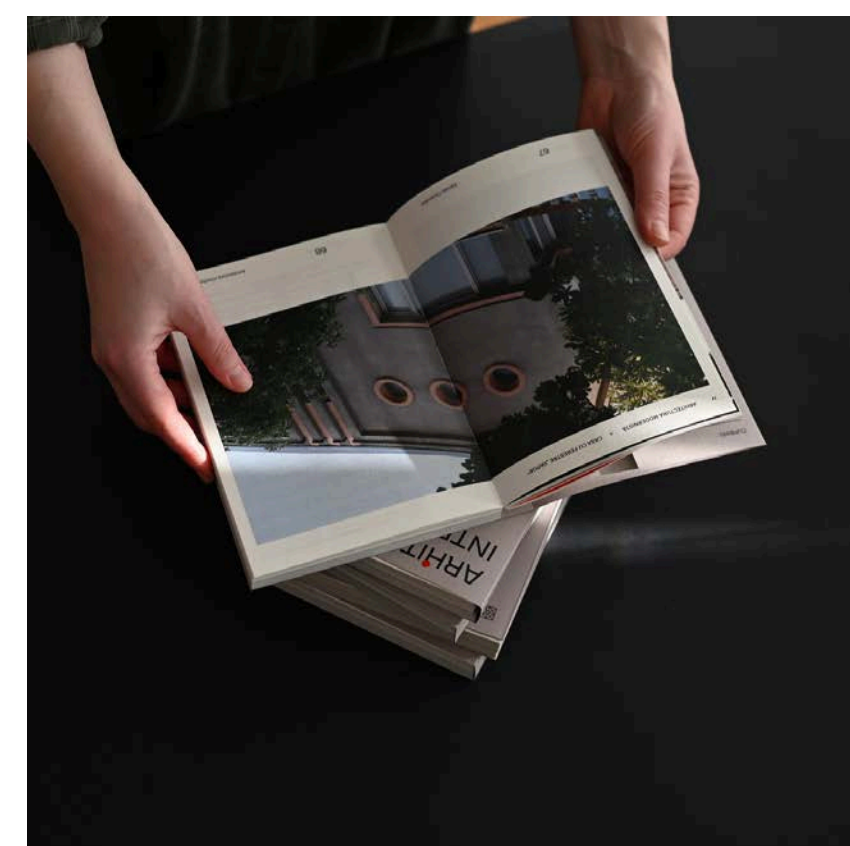
THE BOOK "INTERWAR ARCHITECTURE OF CHIȘINĂU"

THE WAY THE BOOK LOOKS WAS IMPORTANT TO US. WE PUT A LOT OF EFFORT INTO THE DESIGN TO MAKE THE INFORMATION MORE APPEALING TO READERS.



THE BOOK "INTERWAR ARCHITECTURE OF CHIȘINĂU"

WE ALSO PAID ATTENTION TO THE OPENING MECHANISM BY USING AN EXPOSED SPINE BINDING, ALLOWING READERS TO BETTER VIEW THE VISUAL ELEMENTS AND ENJOY A MORE COMFORTABLE READING EXPERIENCE.



LAUNCHING EVENT OF THE PROJECT

A PUBLIC LAUNCH EVENT WAS HELD IN A HISTORIC INTERWAR BUILDING—THE BAUHAUS-STYLE BUILDING IN CHIȘINĂU.

DURING THE EVENT, THE TEAM PRESENTED THE PROJECT'S ACTIVITIES, INCLUDING THE THREE AUGMENTED REALITY STORIES AND OTHER CREATIVE MATERIALS DEVELOPED WITHIN THE PROJECT.

THE EVENT ALSO OFFERED A RARE OPPORTUNITY FOR THE PUBLIC TO ACCESS AND EXPERIENCE THE HISTORICAL BUILDING, WHICH IS USUALLY NOT OPEN TO VISITORS.

LAUNCHING EVENT

THE ARTICLE

