

∞ FOOTCHEBALL - PLAYGROUND FOR THE VOYAGE A NANTES 2014 / NANTES / 44 ∞

**Guinée\*Potin Architectes**

*Villa Médicis 1998/99 - Archilab 2001 - Grant EDF/Electra 2000 - Architecture Biennale of Venice 2000 – Envers des Villes 2002/03*



∞ *Project Informations* ∞

**Program** Construction of a *Footcheball* field, for the second edition of the «Playground», for the «Voyage A Nantes 2014». A «footch» field, between the Quartier de la Création and the Loire, half thatch half metal mesh : an open playground for everyone!

**Address** Quai François Mitterrand, 44 000, Nantes

**Client** Le Voyage A Nantes

**Architects in charge** Agence GUINEE\*POTIN Architectes

**Design Team** Anne-Flore Guinée et Hervé Potin architects; Florian Carré in charge of the project

**Engineering** ECSB (structure bois)

**Area** 60m<sup>2</sup>

**Cost** 52 000 € HT

**Building Companies** CRUARD (timber framework + metal mesh)  
LE GOFF (thatch covering)

## ∞ *The Architectural Project* ∞

The *Footcheball* is commissioned by the Voyage à Nantes for its 2014's edition to invent « Playgrounds » (Patricia Buck & Rafaël Magrou's 2012 original idea). « Playgrounds » is an invitation to play sports of a new kind and have fun, but also a proposition to the inhabitants and travelers to look at the city in a new way, like a superposition of surprises and free spaces. Mixing squash, 'baby-foot', and indoor soccer, the *Footcheball* is a sport to be played in a defined space, the *Chaum-Room*. It is open to everyone, as long as the *chport* spirit is respected.

### Story

Once upon a time, a great battle was opposing the FC *Urbanch* to the FC *Naturch*, battle that no one knows when or why it started. But one day it was decided to get rid of this hatred and to square this up playing a new game.

In the year 2014 of our era, the Fathers decided of a friendly joust, in a secret place, along the magical and translucent Loire's waters, where even float sea breezes and opalescent fog.

This place would get the characteristics of each team : the thick coat of thatch still feeling the swath prairie on one side, the cold metal mesh on the other side. Hot and cold, gray and yellow, nature and urban.

Two teams would be selected, playful and combative, able to play in a pacific way, trying to score each other a maximum of butches in the opponent team's goal.

This way, starting in the year 2014 of our era, a peaceful and equity state of mind would reign, between two eternal opponents, therefore able to meet each other for a playful and joyful match.

### Context

The project is located on Nantes' Island, near the Quartier de la Création, on the François Mitterrand dockside. Between the city that emerges along the dock, the Loire and the wild park of the Mabon Island, the site is the meeting point of built space and nature. On the dockside, the pathway is drawn between concrete, grass and pavement ; horizontal composition that we can find again in vertical, as the soil layers of this part of the island are marked by the history of the island, composed of rubble, covered with sand, then covered with mud. A long field, that stretches up from the Palais de Justice to the Ecole Nationale Supérieure d'Architecture de Nantes, hosts two trees. Exactly in between those two trees that the *Footcheball* is set, taking advantage of the length and the grass, perfect ground to play on.

### The architectural project

In this « bipolar » environment, the *Footcheball* is called to become a signal on this dockside. The *Chaum-Room*, in which we play *Footcheball*, is kind of a classic french farmhouse, caraterized by its two faces : one covered with thatch, along the road of the François Mitterrand dockside, facing the Mabon Island park and in touch with the concrete architecture of the « Habiter les Quais » lot, by Nicolas Michelin ; on the other side, a metal meshed face, rhythmmed by the wooden structure, with a view on the Loire, along the pedestrian paved pathway.

Thus the *Chaum-Room* underlines the oppositions of the Quartier de la Création. The face covered with thatch reveals the ligerian landscapes. This offers a vertical continuity to the grassed pathway that stresses the horizontality of the site, and a playful texture, in opposition with the concrete and the metal elements, and the vertical lines of the housing buildings around, on the island as well as the opposed dockside. This face turns the back to « Habiter les Quais », and invites the visitor to go to the other side. On the other face, the cold metal mesh is extended in the perspective of the urban landscape of the island. Perspective stressed by the rhythm of the wooden structure. The metal mesh offers a transparency : you can see the game from the pedestrian pathway, proposition to stop there on the banks and enjoy the game ; the players can see the Loire and enjoy the light from the North, that is spread on the field and get the warm colors of the wooden panels that rig out the North interior façade.

## ∞ *Technical Specifications* ∞

### **Method : environmental approach and materiality**

The project is imagined in a way that it does not damage the site.

Thus the project takes advantage of the characteristics of the site and reveals them, and it is simply put down on the field. In fact, it is set on light foundations, KRINNER metal screwed in the ground, and the whole construction was prefabricated in a workshop.

The structure is composed of nine timber framework porticos, eight wooden chambers for the façade and eight for the roof set in between. These chambers were prefabricated in a workshop, ensuring this way the control of the details, of the assembly, and guaranteeing a noiseless constructing site.

The South façade, covered with a thickness of thatch of average 28 cm, brings a protection to the players against the sun and hot weather. Solar mask reinforced by the trees, one at each end of the *Chaum-Room*. The North façade offers light and ventilation, as well as the sights.

The inside layout gets the external elements. On the North side the wooden chambers are kept the way they were built, already covered with wooden panels. The joints between chambers are filled up with the same wooden panels to hide the porticos, and are doubled on the underside of the roof to stress out the rhythm given by the structure. This wooden panels, veined, gives the space a warm light, just like the thatch does on the other side. On the North façade, a wooden base has been built to ease out the game (it has been made also on the side walls), and the metal mesh starts upon this base, and goes till the ridgepole to get the light to penetrate the *Chaum-Room*.

These two material faces realise also two way of playing. The wooden panels make the ball bounce quickly, and it allows the player to accelerate the game. As for the metal mesh, it can be deformed, it is softer and makes the game slower, it does not offer an homogeneous bounce. Thus you have to play with these two aspects to score *butches*!

### **Products**

- Thatch for roof-covering (20m<sup>2</sup>), and façade-covering (45m<sup>2</sup>)
- Wooden structure and wooden chambers
- Wooden panels to double the interior
- Metal mesh 45\*45, 'galvanized' colour

## ∞ *Game Rules* ∞

The *Footcheball* is a hybrid game, between squash, the *Naturch* force sport, and the soccer, freestyle for the *Urbanch*.

### General

The *Footcheball* is played with a ball, the one you like. It can be small, out of foam and light, for the youngest players ; half sized, out of leather, really bouncing and quick ; out of plastic, huge, 'lunar'.

A *Footcheball* game opposes two teams, of two to four players each. The aim of the game is to put the ball in the opponent's *butche* goal, and this way put what we call *butches*. To do that, the players have the right to use freely the walls to make the ball bounce, and do not have the right to use their arms or their hands. The winning team is the one that scores more *butches*.

The *Footcheball* is played between two teams : the *Naturch* against the *Urbanch*.

Each team is composed of two people at least, and four people maximum. Teams can be mixed and composed of people from every age category. There are no differences made between the players, no specific role.

### Game ongoing

A *Footcheball* game lasts ten minutes.

The team *Naturch* starts : the players have to kick the ball on the other side of the field, giving the ball to the *Urbanch* : this way the *Urbanch* start to move in the direction of the *butche* goal of the *Naturch* to try to score a *butche*.

Once the game has started, it does not stop until someone makes a *fautche* or scores a *butche*.

A *butche* is scored when a team succeeds in putting the ball in the *butche* goal of the opponents. But the team has no right to shoot while it is in the *butche* zone of the opponent : the players have to make a *mova* back in the field to try to score if they did not succeed the first time. When a *butche* is scored, the team that just scored has to go back to his part of the field, and the other starts the game again.

When someone makes fault (a *fautche*), the team who did it stops the ball where the fault occurred, and the other team gets to play again first. The game starts again quickly, the team who got the ball back has to play without engaging the game again. If a team makes the *fautche* in its *butche* zone, then the opponent team has the right to make what we call a *choot*. If the team scores, we start again the game, like before.

During a competition (to win the *cupch*), if there is a par between the two teams, we have to make series of *choots* : the team that manages to have two *butches* more than the other wins.

### The *fautches*

- It is obligatory to respect the *chport* spirit! No right to draw the shirt, to do eight-paws, etc. But the hurly-burly is authorised and the players can bounce against the walls, as well as the ball!

- To touch the ball with the hand is banned. If it is done in the *butche* zone it is even worse : it is the *choot*!

- Staying in the *butche* zone, between the *butche* goal and the line, is forbidden.

### Victory

The *Footcheball* fans shout out « CHUPER », the players get out, shake hands, and the winners pay the losers an apple juice, this way they do not loose everything!

∞ *Artistic References* ∞



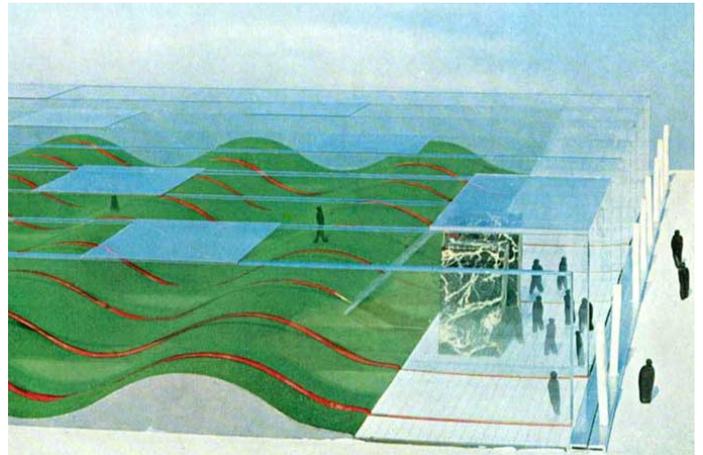
Johan Strom, « Puckelball », Sweden



Priscilla Monge, « Nostalgia of the body », France



Archizoom, « No-Stop City », Italy



Archizoom, « No-Stop City », Italy



Florian Rivière, « Don't pay, play », France



Marie-Denise Chamarande, « Football à la française », France

**Guinée\*Potin Architectes**

∞ *The Architects* ∞

**Guinée\*Potin Office**

In 2002, Anne-Flore Guinée and Hervé Potin opened their office in Nantes, where they not only produce architecture. As plastic artist, Anne-Flore Guinée designed «Park Side Walk», a 200 meters frieze for Aryan Ashimoto in Tokyo, the covers and illustrations of a collection of children books edited by Paris-Musées, and Pinky- Piggy, a pink felt commercialized by Hachioji Seibu, Tokyo. Both in objects, designs and architecture drawings, Anne-Flore Guinée and Hervé Potin select a digest of representations of ingenuous or infantile taste. Certainly, the infantile effect appears also in their architecture: In the tree-trunks-columns in the Ecomuseum in Rennes, or in European 5, the Place de Strasbourg streetcars station, projected as an amorphous mass covered by a sutured Frankenstein skin, but with the colors of the sixties animation drawings.

*« Architecture meets again its formal value and its true expressivity, just like it did with some architectural thoughts from the sixties (Team X, Archizoom, Superstudio, the Metabolists...), based on the experience and on the research about materials, textures, skins. The construction of a 'material architecture' then consists in surpassing the state of esthetical research to focus on a real conceptual development, whose spiritual fathers would be Dali and his flabby structures, Gaetano Paesce and his prototypes. (...) Moving far from the imaginative and formal drought that sometimes strikes on architecture, Hervé Potin and Anne-Flore Guinée bet on a sensitive, coloured world, inventing original structures. (...) That is the birth of a simple architecture, super-expressive, and full of humor. »*

Alice Laguarda, Parpaings, 1999.

**Anne-Flore Guinée**

- Born in 1973 in Saint Nazaire
- Professor in the Horticultural Institute of Angers
- Graduated from the Architecture School of Brittany (Rennes) in 1997

**Hervé Potin**

- Born in 1972 in Orléans
- Professor in the Architecture School of Nantes
- Graduated from the Architecture School of Brittany (Rennes) in 1996

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## **2002 / Guinée\*Potin Architectes, office creation**

### **Distinctions**

- 2014 / Nomination for the «Sir Robert Matthew Price» / UIA (International Union of Architects) / Rennes Ecomuseum
- 2011 / Nomination for the «Mies Van der Rohe Price» / Mixed-use building in Nantes
- 2006 / Nomination for the «Prix de la Première OEuvre» / School in Laval
- 2006 / Winner of the price «Jeunes Architectes ligériens»
- 2003 / Residence in Addis Abeba (Ethiopia)
- 2002 / Winner of the programm «L'envers des villes»
- 2001 / Winner of the grant EDF Electra / Residence in Barcelone
- 1998 - 1999 / Winner of the French Academy in Rome competition / Residence in the Villa Médicis

### **Teaching**

- since 2012 / Professor in the Architecture School of Nantes
- 2012 - 2010 / Lecturer in the Architecture School of Britany in Rennes and in the Architecture School of Nantes
- 2010 - 2003 / Lecturer in the Architecture School of Britany in Rennes
- since 2002 / Professor in the Horticultural Institute of Angers

### **Collaborations**

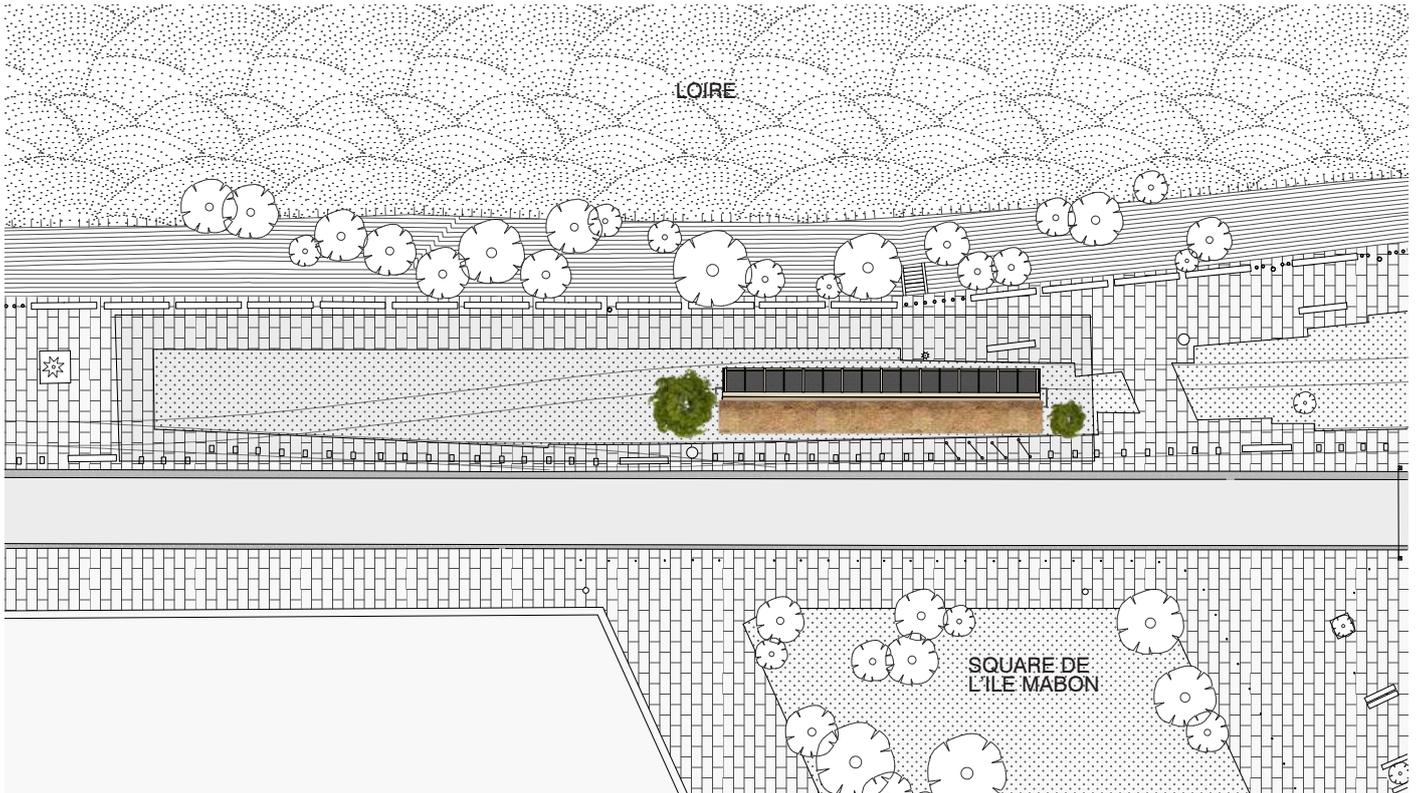
- 1999 - 2002 / Association with Duncan Lewis / Office LEWIS / POTIN / LEWIS, Angers
- 2001 / Co-founder from the office SCAPE, architectural research group
- 1995 - 1998 / Christian Hauvette Architecte, Paris
- 1995 - 1998 / FRANCOIS & LEWIS architectes, Paris
- 1995 / ROCHE, DSV, SIE architectes, Paris
- 1994 / Seminar ILAUD / Gian Carlo di Carlo / San Marino

### **Exhibitions**

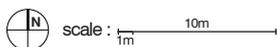
- 2014 / «Die Leichtigkeit des Seins : aktuelle Bauten aus Holz in Frankreich» / Linz / Austria
- 2014 / «Sir Robert Matthew Price» / UIA (International Union of Architects) / Durban / South Africa
- 2012 / «Architecture manifeste» / Gallery «La Plateforme» retrospective / Architecture Schools of Rennes and Nantes
- 2009 / «Habiter Ecologique» / Cité de l'Architecture & du Patrimoine, Paris
- 2009 / «Vers de nouveaux logement sociaux» / Cité de l'Architecture & du Patrimoine, Paris
- 2007 / «Avant Après» / Cité de l'Architecture & du Patrimoine, Paris
- 2006 / «14 à table et 16 autour» / Lieu Unique, Nantes
- 2006 / «Courts circuits» / personal exhibition / Gallery «La Plateforme», Rennes
- 2006 / «Pop up city» / Festival des Architectures Vives, Paris
- 2004 / «Architectour» / Institut français de Dusseldorf
- 2002 / «On Line» / Seventh Architecture International Biennial of Venice
- 2001 / «Archilab» / Orléans

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∞ *Technical Drawings* ∞

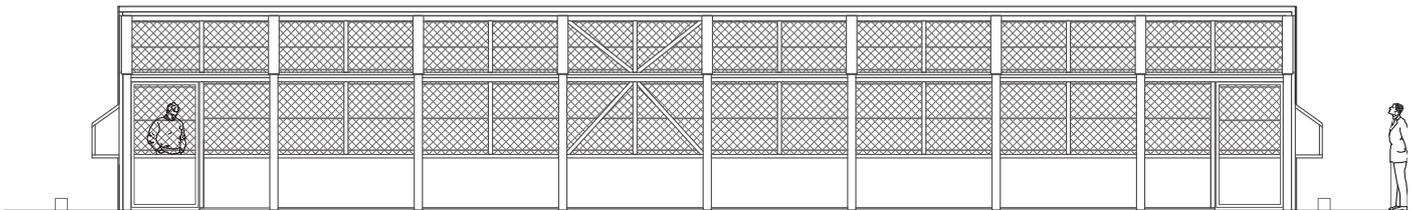
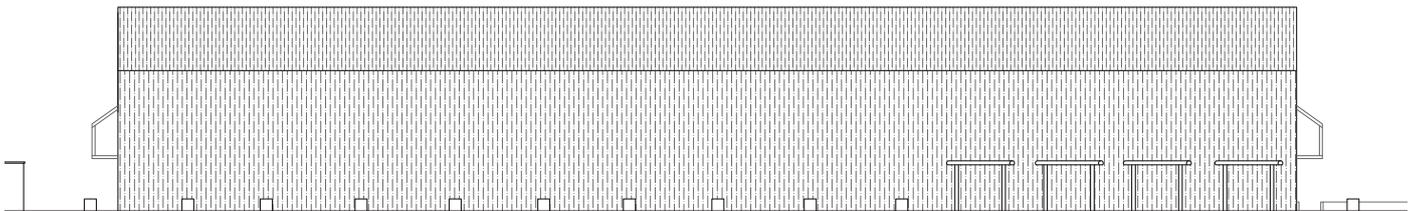
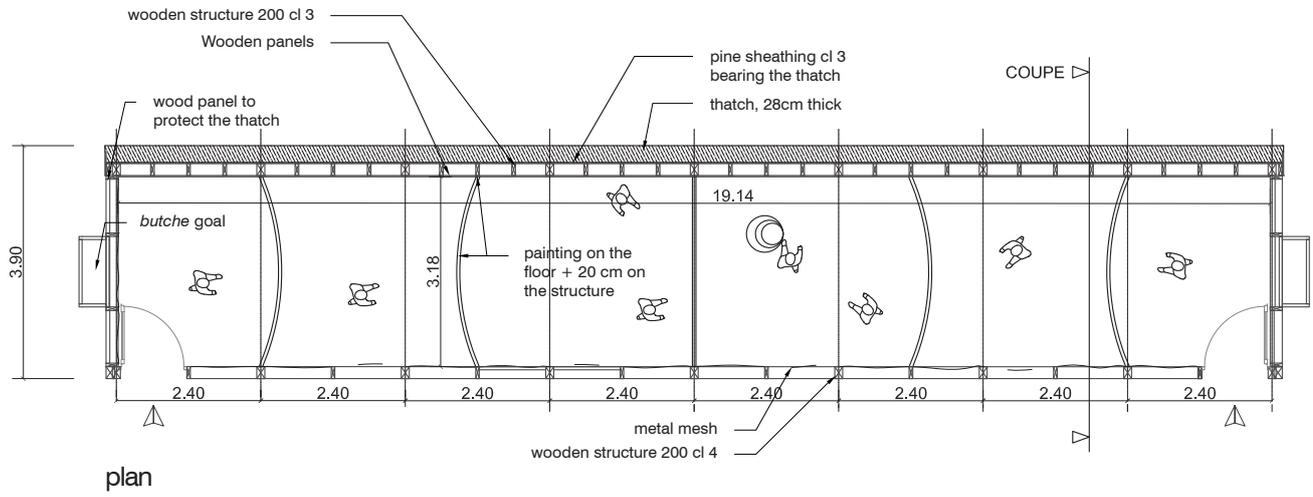


site plan



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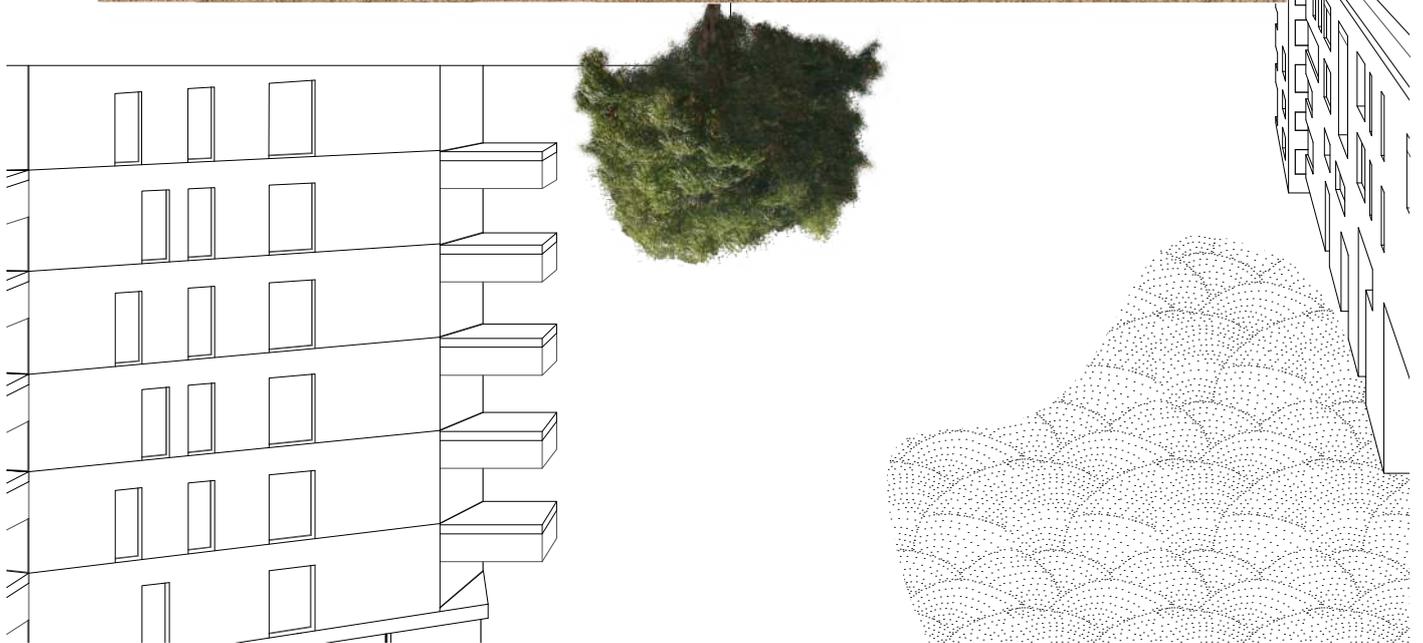
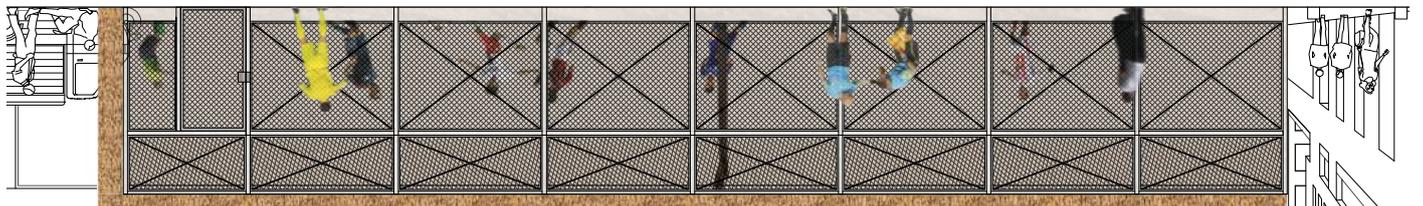
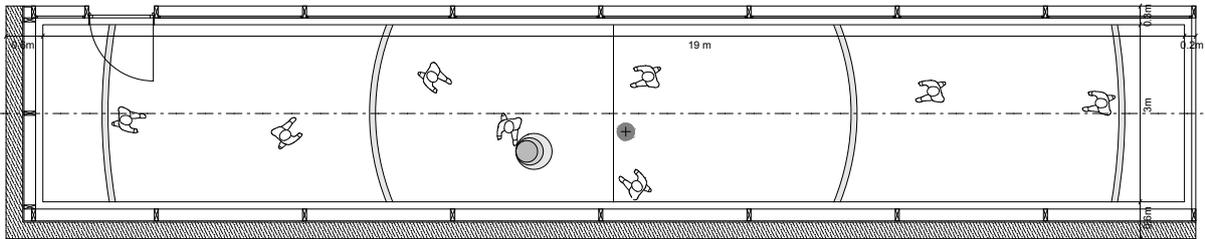
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plans and elevations



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South - plan - North (concours)



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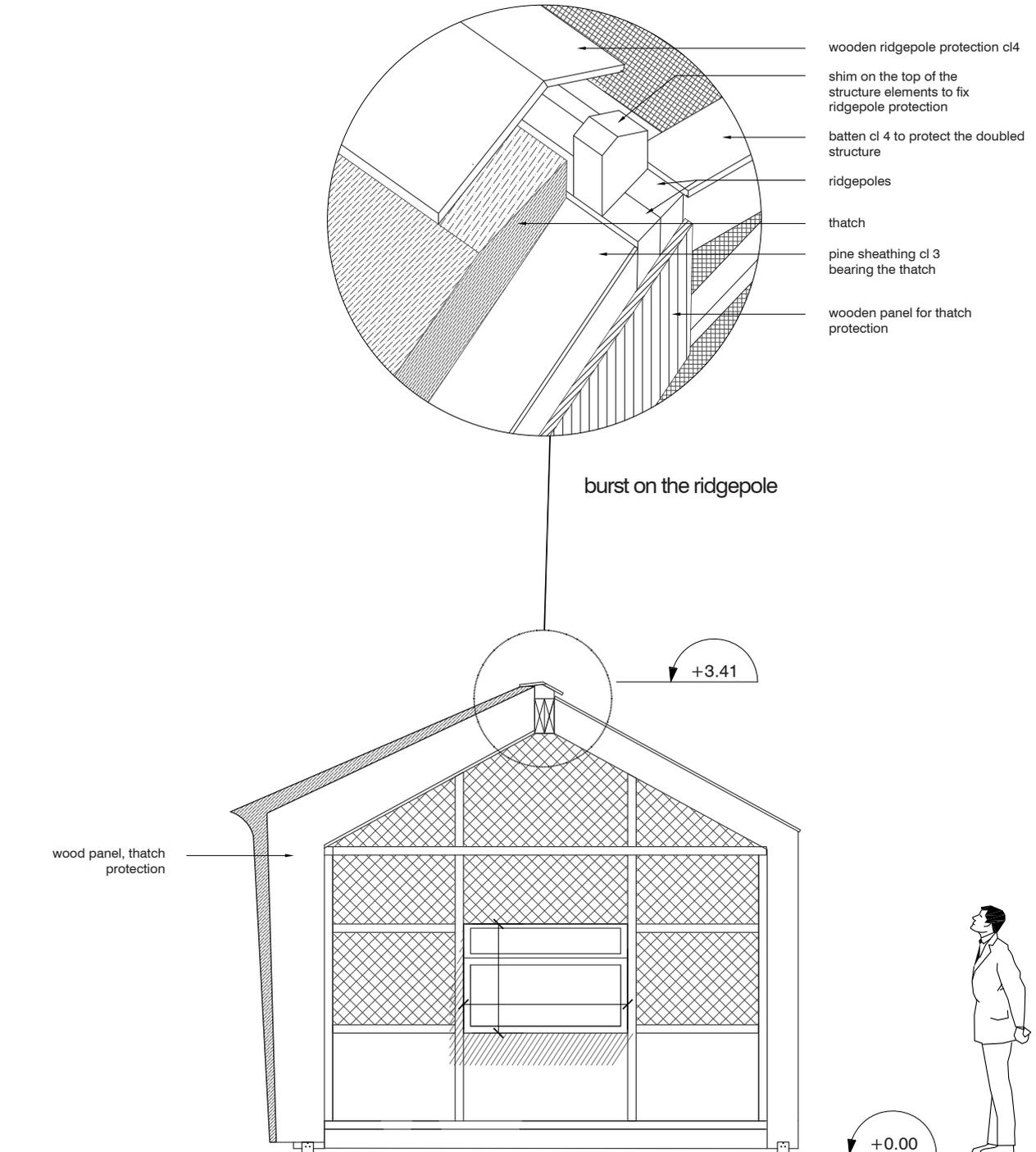


*Chaum-Room* principle section (competition)

scale : 

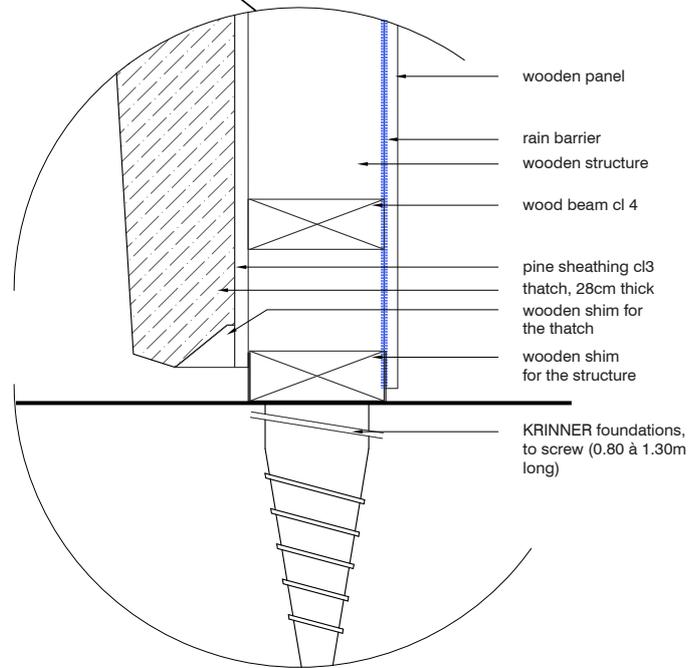
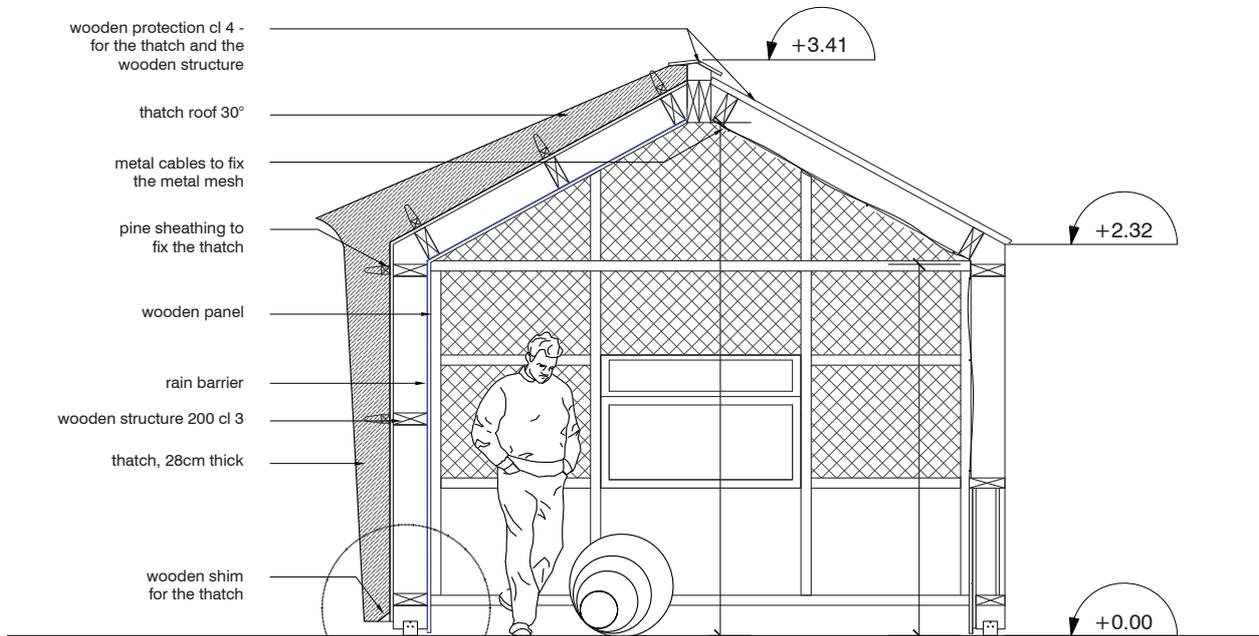
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∞ *Diagrams & Details* ∞



East elevation : *butche* goal and thatch protection

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transversal section and detail bedrock - wooden structure

scale : 1m 3m

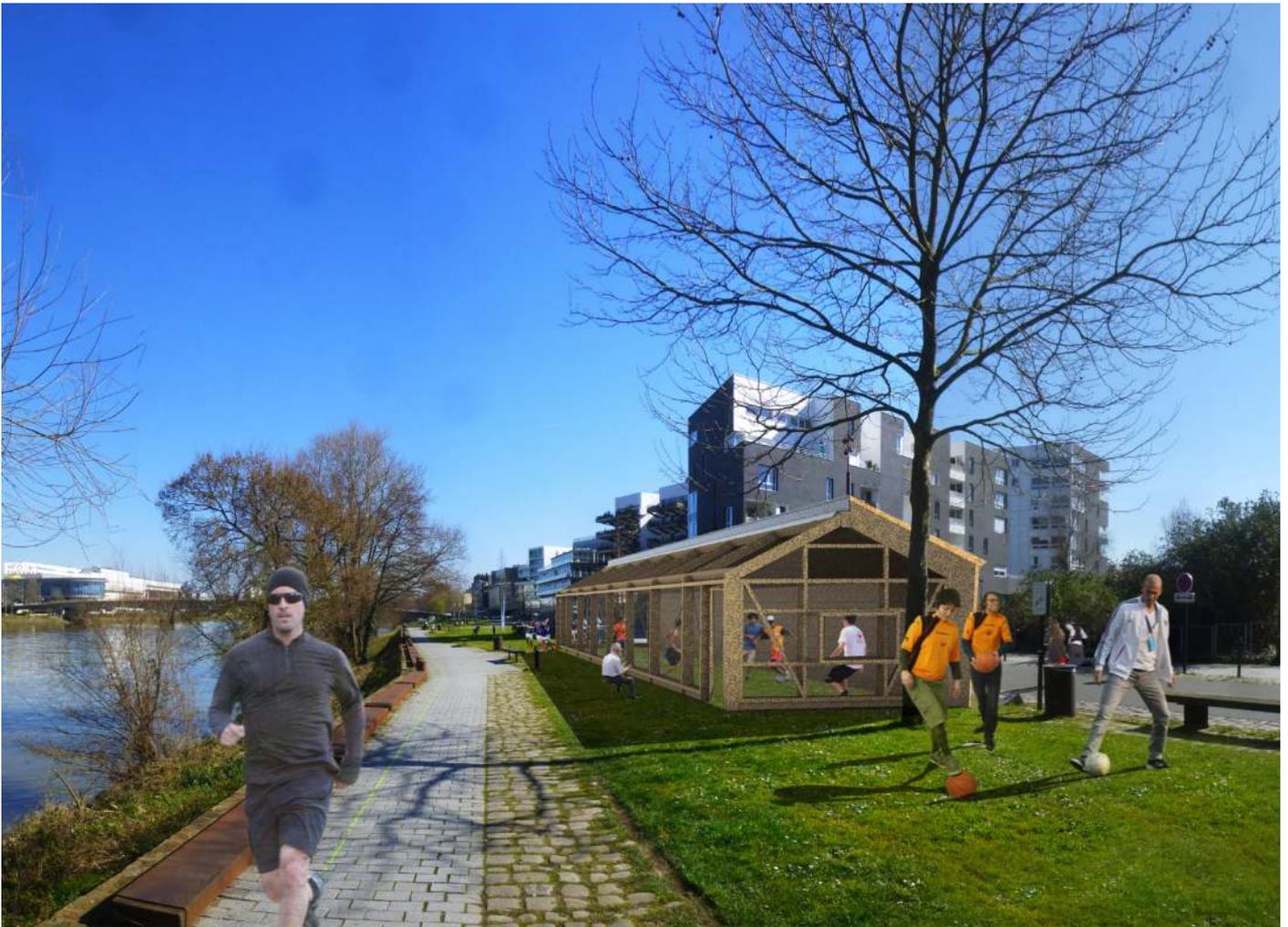
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competition perspective, between nature and city, *Naturch* against *Urbanch*

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perspective : the game facing the Loire

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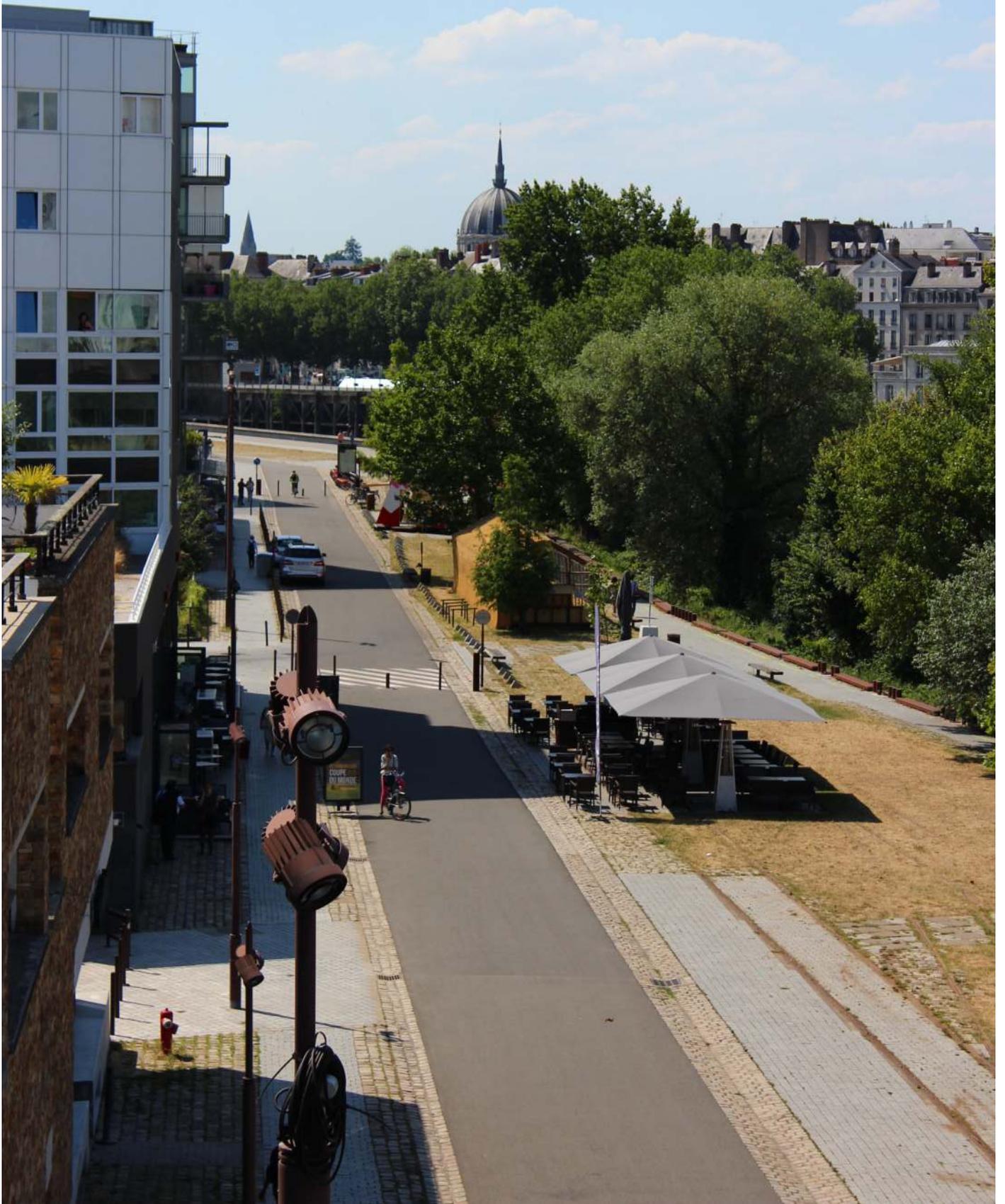


North-East bird's eye view perspective

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∞ *Photographs* ∞





South face, the thatch covering - Photograph : Martin Argyroglo

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North face, the metal mesh and the game - Photograph : Martin Argyroglo

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Photograph : Martin Argyroglo

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The *Footcheball* game - Photograph : Franck Tomps, printed in french newspaper Liberation

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Photograph : Martin Argyroglo

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Photograph : Martin Argyroglo

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Photograph : Martin Argyroglo

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Into the wild - Photograph : Martin Argyroglo

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