

# PROMONTORIO

## TROIA CASINO

TRÓIA, PORTUGAL

2011–2009

The casino and theatre are part of the vast Troia resort in which promontorio has been deeply involved since 2002. As an entertainment anchor, it is a crucial element of success of the Troia resort, by bringing excitement, energy and *joie de vivre* to the destination. Inside, the casino boasts a glamorous 40m long double-height hall surrounded by an exclusive mezzanine for private gaming. Echoing the natural curves of the nearby sand dunes, the interior design concept is evocative of a bursting bubble that sends waves of light and glitter across the hall.

Synchronized with the ongoing event, this bubble rises to different positions, changing colours and generating different atmospheres. Around it, a series of lower ceiling covered spaces serve specific functions, such as bars, restaurant, cafeteria and cash points. On the second level, the amenities include a panoramic balcony and a vip gaming and dining area.





Location: Tróia, Grândola, Portugal

Client: Amorim Turismo

Scope of services: Architecture and interior design

Project brief: Casino

Gross built area: 2,500 sq. m

Project status: 2009 (shortlist competition, 1<sup>st</sup>-prize) – 2011 (completed)

