

# **VIRUS** ARCHITECTURE **BUILDINGS TO FEEL AT HOME IN**

Franck Galifier, the founder of Virus Architecture, shares his experience as an architect with us. His studio in Lutry, in the heart of the Lake Geneva basin, designs, develops and implements architectural projects. By Apolline Chaize











#### Do you have a trademark archi- What are Virus Architecture's tectural style?

My trademark is interpreting the client's ideas. I adapt my style tecture they have in mind, and pand on their ideas and work out ways to improve. the details as far as possible. For me, sensitive design and listening to the client - building a relationship of trust with them - are the straint? whole basis of Virus Architecture.

## ture to make people feel?

soul of the building.

Virus Architecture also offers an interior decoration service. My team and I can transform an ill-thought-out interior by looking at the furniture and the decoration scheme as a whole before suggesting changes.

FURTHER INFORMATION: WWW.VIRUSARCHITECTURE.CH WWW.VIRUS-ARCHITECTURE-LAVAUX.CH INFO@VIRUSARCHITECTURE.CH

### goals?

Our main goals are to enjoy what we do and share our love to each client's specifications. of architecture. We put our heart They describe the kind of archi-and soul into the task of designing and developing buildings, it's my job as an architect to ex- so we're always trying to think of

#### Do you find increasingly strict building regulations a con-

It's true that building regulations are getting stricter and How do you want your architec- stricter. We have less and less leeway: the approach to planning is I want them to experience a very different from what it used sense of well-being - the feeling to be. But constraints and limthat sweeps over you when you itations on what we can do encome home. That comes from courage us to push our creative the right spatial proportions, the boundaries and rethink living right amount of light, and an at-spaces. The more constraints we mosphere that subtly reveals the have, the better the project ends up being.