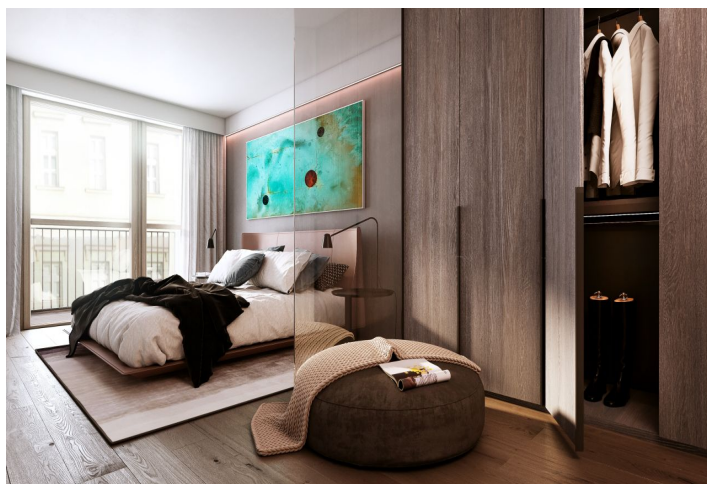
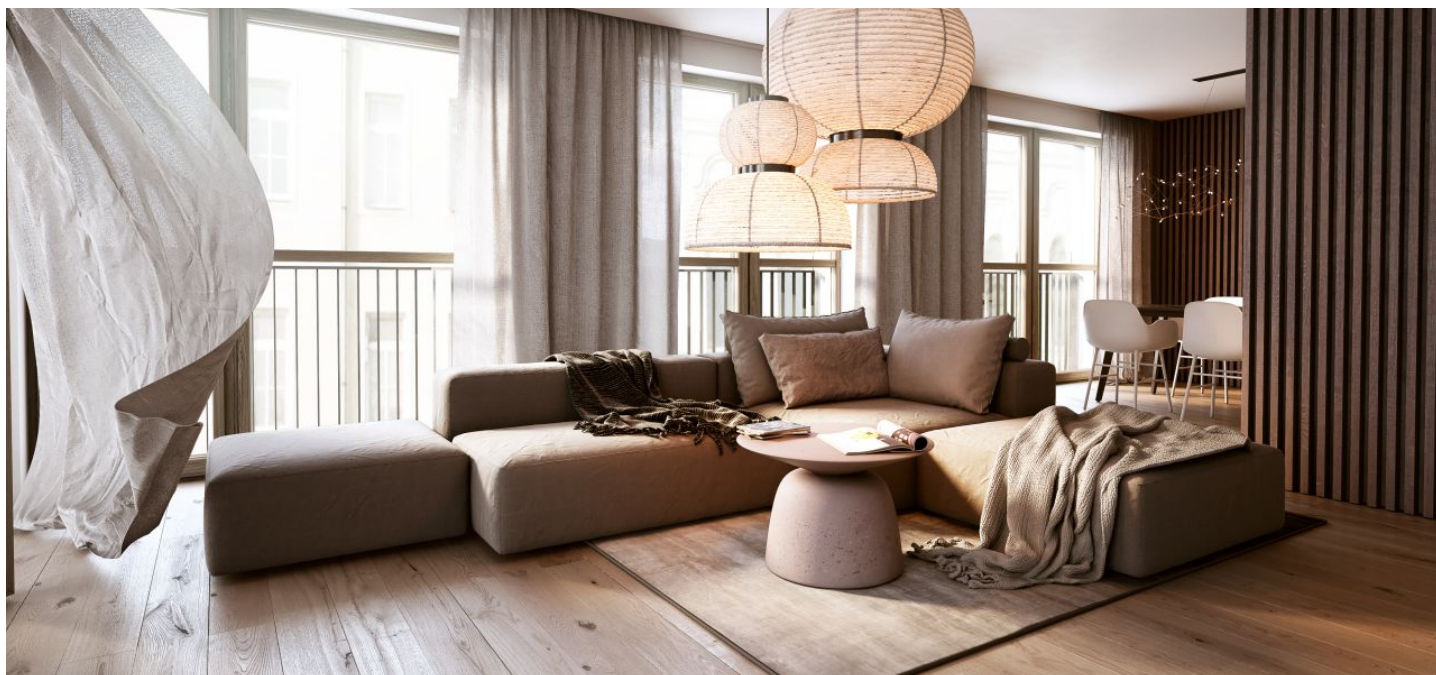




Apartment Two-bedroom (3+kk)

Sold

80 m², Ostrava, Moravská Ostrava, Masarykovo náměstí





Apartment Two-bedroom (3+kk)

Sold80 m², Ostrava, Moravská Ostrava, Masarykovo náměstí

Total area	94 m ²
Floor area*	80 m ²
Loggia	14 m ²
Parking	Parking space at extra cost
Cellar	Yes
PENB	B
Reference number	41824

This bright apartment with a loggia and the possibility of purchasing a garage parking space is part of the unique **Nové Lauby** residential complex. This new project is being created right in the center of Ostrava near Masaryk Square with a fountain, within walking distance of a full range of services and a park. The estimated completion date is Q4 2023.

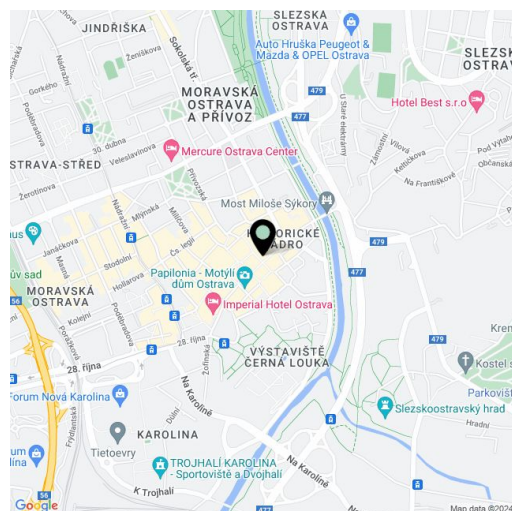
The layout consists of a living room with a preparation for a kitchen, two bedrooms, two bathrooms with a toilet and an entrance hall. The loggia is accessible from both of the bedrooms and the living room.

The project was designed by the **renowned Znamení čtyř - architekti studio**. The new five-story building will be covered with **greenery**, and a **landscaped atrium** will be created in the complex's center. The interior is illuminated by large-format windows with aluminum or wooden frames and the standard of equipment is offered in two options. There is a possibility to buy a **parking space**.

The apartment complex will become a natural part of the historic center of Ostrava. In the area around Masaryk Square, you can enjoy cafes, restaurants, a shopping center, a museum, a cinema, or a library. Schools and the Antonín Dvořák Theater are a few minutes' walk away. Part of the city monument zone is the **large park on Černá Louka** and the Ostravice River is lined with **bike paths**.

Floor area 79.87 m², loggia 14.33 m², cellar 2.17 m². The visualizations are of an illustrative nature only.

For more information about the project, visit the website



* Area of the unit according to the Civil Code. The area consists of the sum total area of the entire unit bounded by perimeter walls.