



## Townhouse for sale in Dénia, Dénia

434,000 €

Reference: R4973965 Bedrooms: 3 Bathrooms: 3 Plot Size: 152m<sup>2</sup> Build Size: 115m<sup>2</sup>















## Costa Blanca North, Dénia

Homes of perfect layout. Caelus is the first development of Talasa Utopian Village and in its first phase it will have 51 homes with 1, 2 and 3 bedrooms. The buildings of Talasa Caelus are designed as compact volumes. A response to the constant search for efficiency by the architects and designers of the residential. These decisions, which take place throughout the various key points throughout the residential, will ensure that your home is at the right temperature in both winter and summer. But, without a doubt, the main feature of the Talasa Caelus homes will be their large terraces. Of regular proportions, they are the ideal spaces in which to live outdoors. The union of the living room with these large terraces will structure your home as a habitable volume in which the interior will be fused with the exterior. In addition, a minimal impact is expected on the entire construction area. The precision in the choice of construction materials has allowed you to enjoy the extraordinary views offered by the natural environment of Talasa Caelus permanently. Common areas The common areas of Talasa Caelus have a profoundly natural spirit. Walking through its different areas, you will find ideal spaces for walking, for sports and, above all, for the use of bicycles. Meet your partner, family or friends in the social clubs; Enjoy open squares protected from the sun and disconnect in cool places where vegetation grows and air circulates constantly. More? Take note: large and numerous swimming pools spread throughout the residential area, sensory gardens, yoga practice spaces, vegetable gardens for self-consumption, bicycle workshops, areas for washing your pet. A dream home on earth. Sensory gardens Exercise areas Yoga spaces Communal orchards Charging points and parking for electric bikes/bikes Swimming pools - showers and changing areas **Events space Storage**