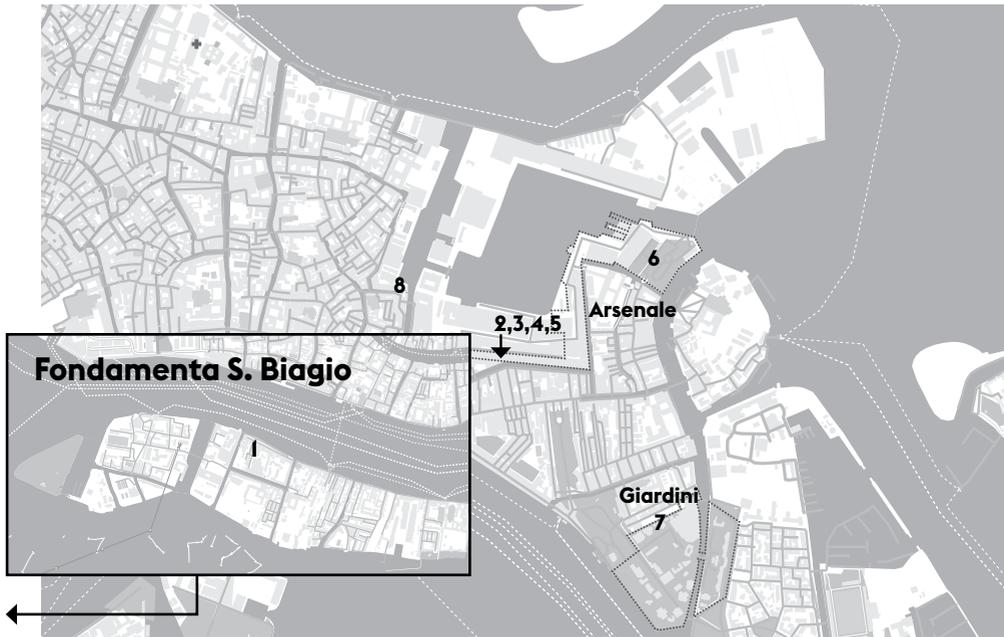


How will
live together

creative industries fund NL

Venice Architecture
Biennale 2021



- | | |
|---|--------------------|
| 1. Studio Wild | 5. 4DSOUND |
| 2. Studio L A | 6. Tomáš Libertíny |
| 3. Foundation for Achieving Seamless Territory (FAST) | 7. Ooze architects |
| 4. Studio Ossidiana | 8. Studio Pointer* |

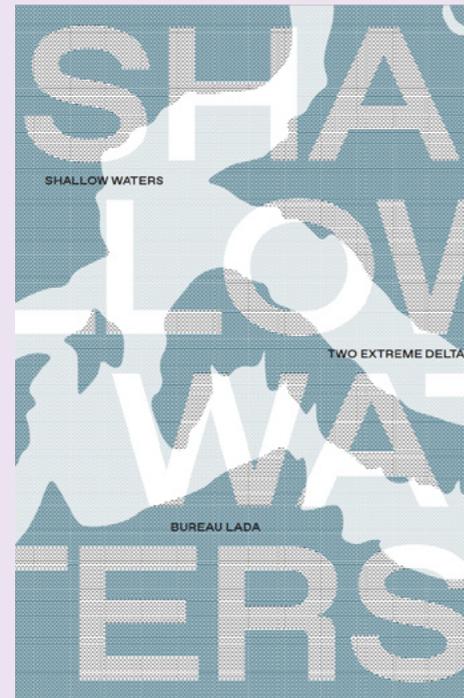
Who is we?

Het Nieuwe Instituut and the Creative Industries Fund NL jointly launched an open call, inviting researchers and designers in the fields of architecture, urban design, and landscape to propose a contribution to the public parallel programme at the Dutch pavilion for the Biennale Architettura 2021. The exhibition for the current edition is entitled *Who is We?* The word 'we' seems to imply inclusion, but it often represents a very singular perspective. As social and ecological urgencies demand immediate care and action, it is fundamental that 'we' becomes an even more pluralised pronoun. 'We' should encompass all humans and more-than-humans such as soil, plants, animals, and microbes.

The contributors were asked to respond to the central theme of this year's Biennale and the questions that are raised in the Dutch pavilion. The open call supported projects by Failed Architecture, Bureau LADA and Studio Wild. Their work can be seen and experienced in Venice, online and in bookstores.

Additionally, the Creative Industries Fund NL has granted budgets to 7 other projects presented at the biennale by architects, designers and researchers. Their work offers a view on what a 'new spatial contract' means for our societies, more holistically designed cities and architecture.

graphic design: Haller Brun

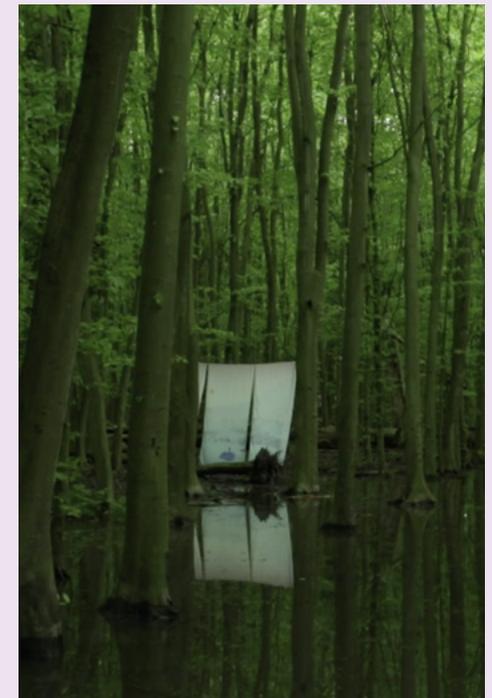


Shallow Waters

Bureau LADA

find posters in the city and online:
onomatopee.net

The magazine 'Shallow Waters' explores two extreme cases of urbanized shallow water territories – Markermeer/IJsselmeer in the heart of the Netherlands and the Venetian Lagoon. One is probably the most technologically controlled water on Earth, while the other negotiates a balance of natural water cycles, extreme weather, and a robust tourist economy. Providing points of reflection for similar territories where prospective sea level rise in the near future poses urgent questions about human and more-than human cohabitation, engineering, economy, and both ecological and social metabolisms. The magazine is published by and available through onomatopee.net.



Stories on Earth

Failed Architecture

failedarchitecture.com/stories-on-earth

Failed Architecture's 'Stories on Earth' is an experiment which brings together spatial designers and writers to devise new spatial narratives that accommodate the inherent interrelationship between humans and the non-human. Together these artists have crafted three stories which open up the possibility of imagining radically different worldviews, challenging society's prevailing belief in a separation between humans and everything else.

The Sacred Planetary Garden van Karin Lachmising en Angelo Renna

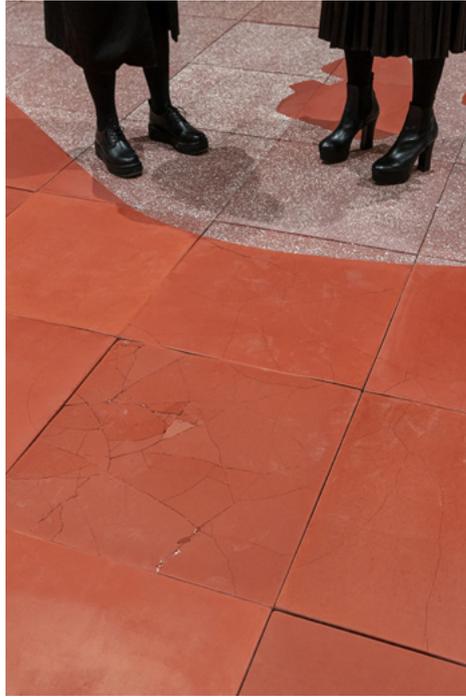


The Forbidden Garden of Europe

Q 1. Studio Wild

location:
Spazio Punch, Giudecca

Studio Wild will host a garden of 'invasive alien plant species', which have been listed for their ethnic and biological characteristics and pose a threat to European native species. The European legislative act of 2016 instated a list of 35 invasive plant species which are to be eradicated and banned from European soil. Using plants as metaphor, The 'Forbidden Garden of Europe' sheds new light on politically charged topics and tells the stories of these invasive alien plant species. The studio wants to question this European legislation, and by doing so, provoke the discussion on whether spatial, legal and social restrictions contribute to a more inclusive society.



City to Dust

Q 2. Studio L A

location:
Arsenale, Campo de la Tana

City to Dust is an installation that consists of the map of Venice on a floor of extremely fragile terrazzo tiles. The increasing number of tourists slowly brings the city closer to its demise. With every step, cracks appear in the map, until at the end of the biennial it will be in smithereens, leaving the visitor to reflect on their own presence in the city.

Flavio Pescatori

Amir Qudaih

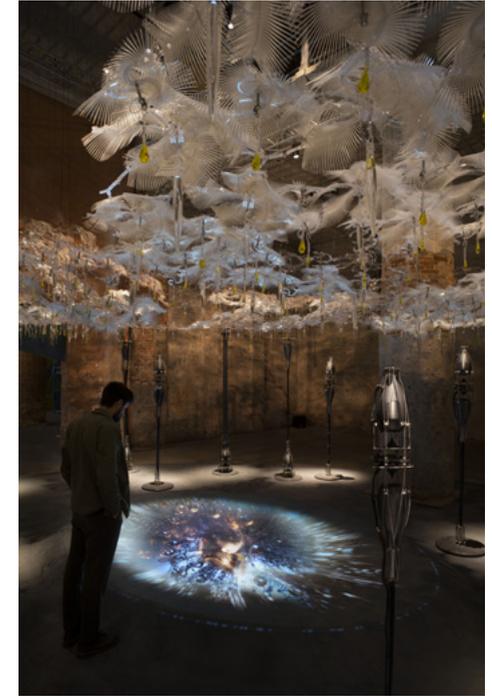


Border Ecologies and the Gaza Strip

Q 3. Foundation for Achieving Seamless Territory (FAST)

location:
Arsenale, Campo de la Tana

The project 'Watermelon, Sardines, Crabs, Sand, and Sediment. Border Ecologies and the Gaza Strip' explores the emergence of unexpected spaces in response to stresses and war at the Israeli-Palestinian border. For nearly a century, fluctuations in the shape and form of the border have affected both human and natural ecologies, leading to the formation of spaces of exception—environments that, at times, seem paradoxically more resilient and sustainable than those with steadier histories.



GROVE

Q 4. 4DSOUND

location:
Arsenale, Campo de la Tana

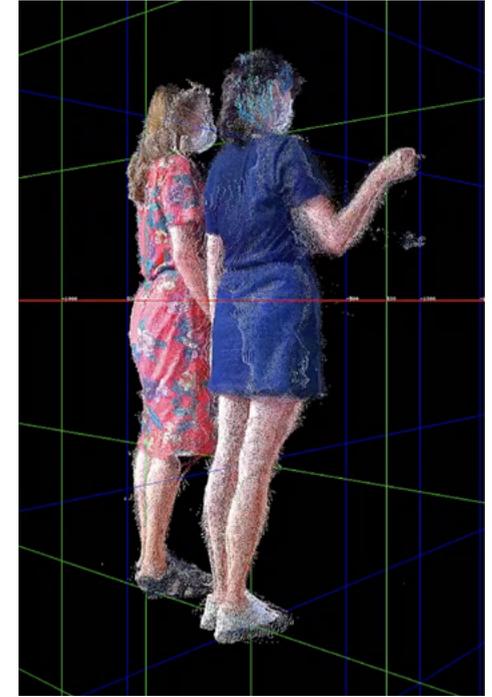
'GROVE' is a new kind of gathering place that offers a vision for inclusive open building. Instead of the rigid, bounded, and closed territories that divide us, can we live in open, constantly exchanging, shared worlds? The installation is created by soaring floating columns and cloud-like canopies. Lightweight digitally fabricated meshwork spires, spheres, and clouds are suspended from the ceiling.

Philip Beesley & the Living Architecture Systems Group



Riccardo de Vecchi

Niccolò Morgan Gandolfini



Beehive Architecture

05. Tomáš Libertíny

location:
Arsenale, Campo de la Tana

'Beehive Architecture' includes three sculptural pieces developed 'naturally' by inviting bees to build their beeswax honeycombs around a prefabricated skeleton/framework. This process was also recorded live and presented on a large screen, allowing visitors to live the experience directly and understand the process intuitively. This series of 'made by bees' pavilions investigates possibilities of nature informing large scale architecture. The project is a testament to the strength and timelessness of mother nature as well as its ancient character as a powerful female reigning against the odds.

Variations on a Birdcage

06. Studio Ossidiana (Alessandra Covini and Giovanni Bellotti)

location:
Arsenale & Giardino delle Vergini

'Variations on a Birdcage' is an investigation into objects that provide a direct encounter between humans and animals. The installation proposes to rethink the archetype of the bird cage as a physical language, rather than an enclosure, addressing the physical, corporeal nature of the cage, as well as its symbolic power, its capacity to abstract, to represent ideas of nature, and inform relations between species.

Future Island in Venice – The Time of Stone

07. Ooze architects

location:
Calle Dietro Il Paludo - Giardini Central Pavillion, As One Planet , exhib. 35

'Future Island in Venice' is realized in collaboration with Marjetica Potrč. The research and installation explores the evolution of our environment through historic climatic changes and the capacity and potential of planetary ecosystems to adapt. It features the Future Island project, currently under construction in Stockholm, that simulates global warming conditions by artificially heating half of the island +5°C, observing how flora, fauna and humans constantly adapt to the slowly changing conditions over the next 100 years.

Modular Scanner for Lithuanian Space Agency

08. Studio Pointer*

location:
Castello 669I

What if we catapulted humans into empty space to form a new planet from their bodies? The modular 3D scanner by Studio Pointer contributes to the project 'Planet of People' by Julijonas Urbonas to raise questions about our current and future life on Earth and beyond. The 3D scanner is used to scan the participants of the experiment and 'send' them into space as animated simulations. As more and more people participate over the course of the trial run in Venice, the scanned bodies begin to form an extraterrestrial planet.

“During the 17th Venice Architecture Biennale, the Creative Industries Fund NL is supporting IO presentations where designers and creative minds reflect upon, respond to and provide fresh perspectives on the central theme How will we live together? as defined by the Biennale curator Hashim Sarkis. Precisely this power of imagination is a driving force in bringing solutions for the future closer.”

**Syb Groeneveld
(director Creative Industries Fund NL)**

The IO supported presentations can be seen throughout the main locations of the Giardini and Arsenale, and in various locations in Venice, the Netherlands and on digital platforms.

The Creative Industries Fund NL, the Dutch cultural fund for design, architecture and digital culture, strives to make a substantial contribution to the quality of professional design practice. Part of this endeavour is the interdisciplinary interplay between the cultural, social and economic domains. The Fund supports exceptional innovative projects and activities of designers, makers and cultural institutions in the creative industries, both in the Netherlands and abroad.

**creative industries
fund NL**

**design
architecture
digital culture**

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