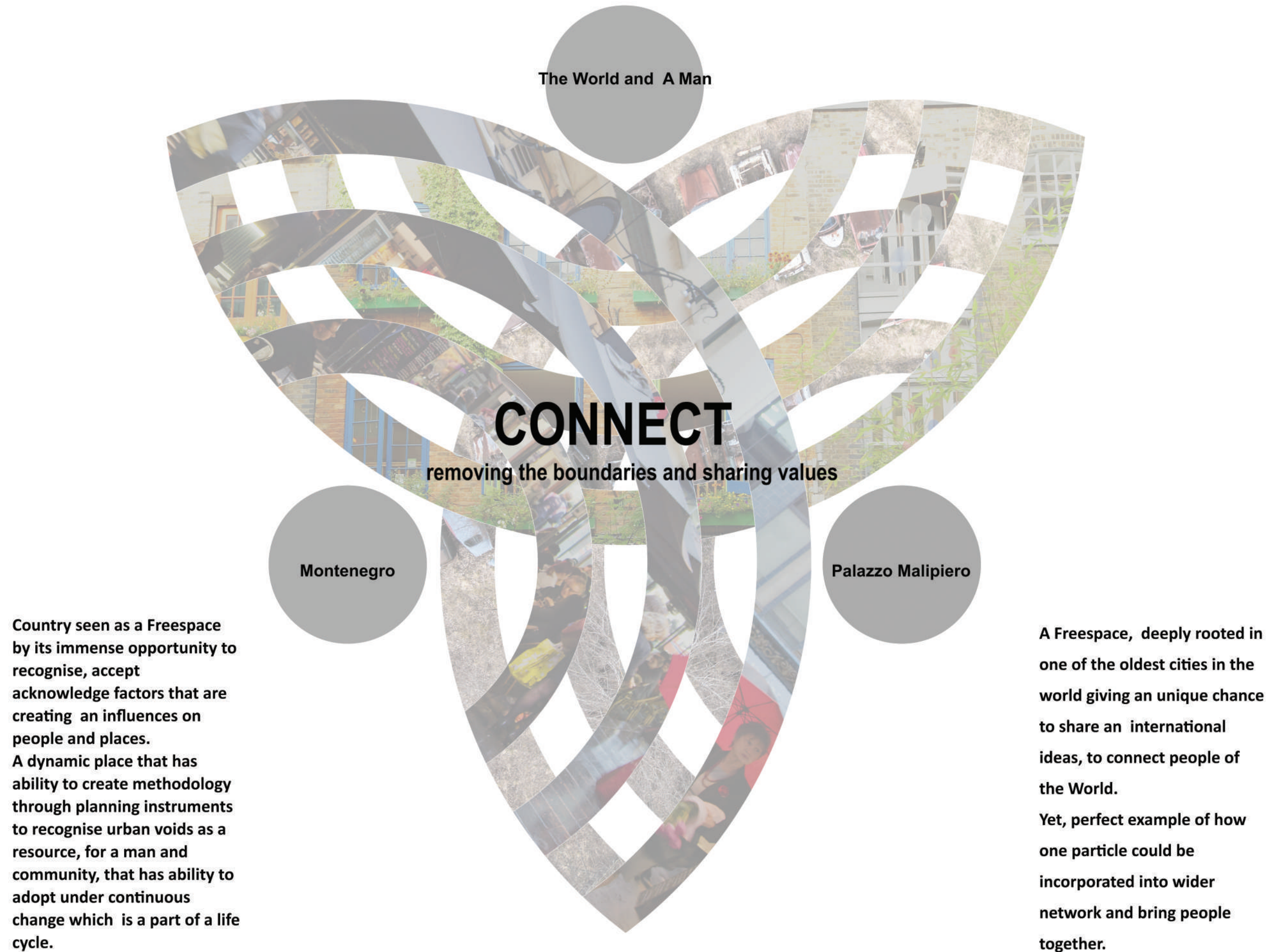
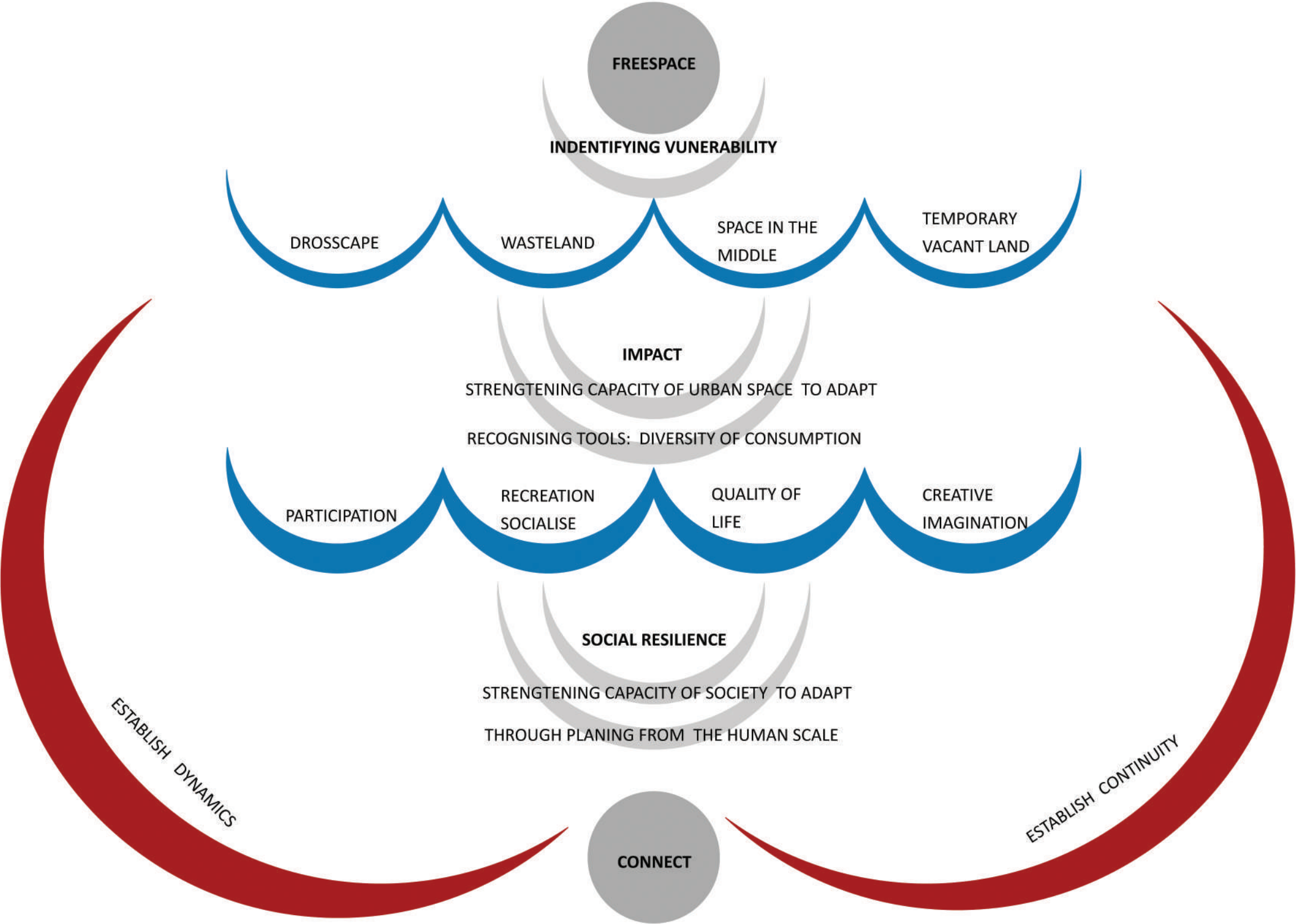


The World was given to a man as a freespace to connect and evolve and this is only possible through a mutual resiliannce.

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CONCEPT DIAGRAM



Four types of urban voids, usually seen as “black holes” are recognised as vulnerable free spaces that possess great potential for research and exploration and are differentiated by their structure, genesis and kind of influence:

C SPACE LEFT IN THE MIDDLE

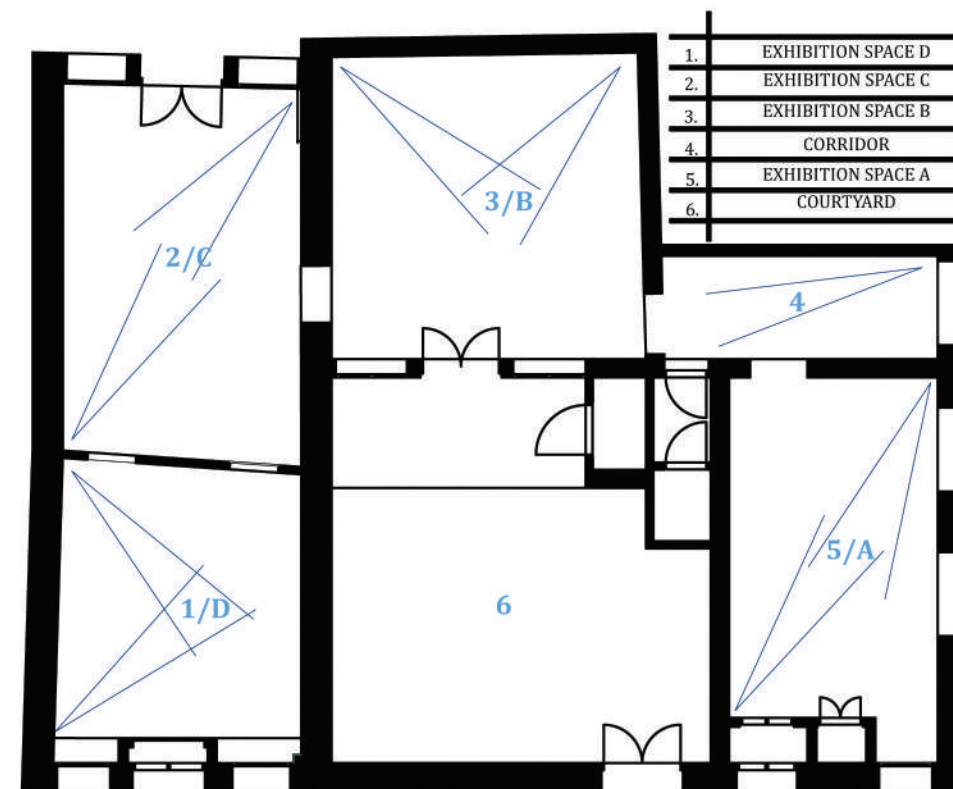
The most recognisable of an urban voids, often result of inefficient planning practice. Edge spaces, spaces in the middle, unused. An opportunity to create a micro space for community and connect through the art, play, recreation

D TEMPORARY VACANT LAND

Open spaces that are on hold, waiting their future to unfold behind the construction fence, their existence is connected with the time as well as space and gives a platform for exploration as a catalyst for future planning; perfect space for temporary art exhibitions and social gatherings

B WASTELAND

Unused and neglected urban area that becomes playground of informal as well as formal uses and opens doors to activities that free artistic and design expressions



E DROSSCAPE

Derelict, degraded landscape seen as field to recultivate and reprogramm in order to gain sustainable resilient environment

The role of architecture is to regain balance through recognition of conditions that degraded the space, that leads to conclusion based on the analysis of the disbalance and makes a planning decision that will improve public space.

Influence of architecture is transformed to the exhibition space through participation of visitors who recognise positive and negative aspects of the space, acknowledges and finally recreates exhibition space by their movement.

One of the ways to challenge the relationship between man and his surrounding is through state of the art technology.

DIGITAL ART is allowing us to examine those interrelations adapting experimental - process - dynamic approach, diminishing the boundaries between the theory and the practice, a man and a space.

Introducing INTERACTIVE digital art we examine, experience and engage our senses, we CONNECT in the virtual playground.

The place-making becomes accessible from the human scale, it brings a man closer to the process of creation of spaces, ambient and connections necessary to establish a system.

Through the interaction, exposure to constant changes the system adapts and retains its function, structure and identity. The system becomes RESILIENT.

DROSSCAPE / PARTICIPATION / COMMUNITY GARDEN / HEALTHY ENVIRONMENT



Existing exhibition spaces reanimate a system that incorporates four urban voids, typically part of every cityscape in a global urban landscape.

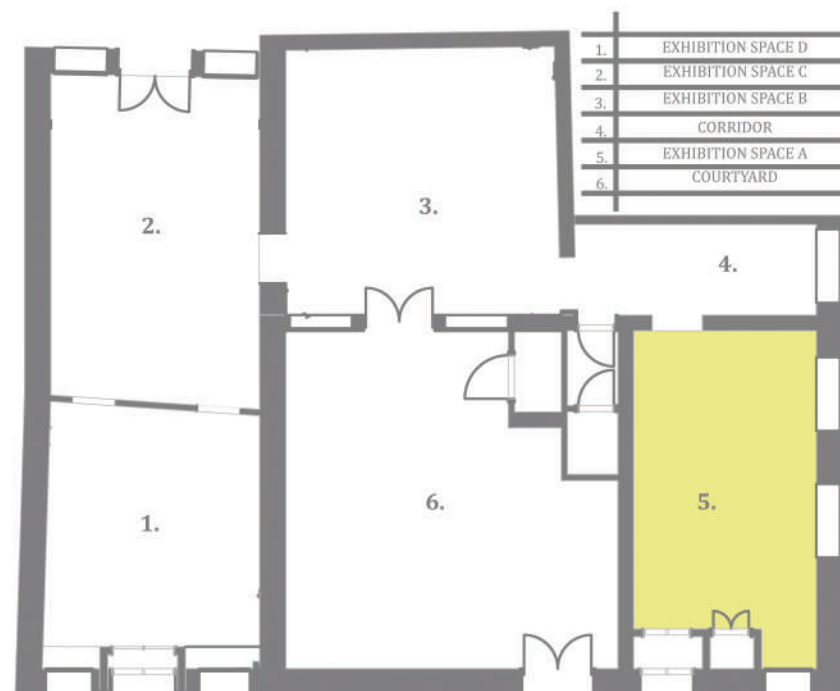
Rooms, seen as urban voids, are part of an experiment, that acts as catalysts for the change.

Initial projections on the floor are bird's eye perspectives representing a traditional way of planning urban spaces without consideration for vital man's needs: cultural, social and environmental.

Here we recognise a man and his pivotal role in determination of future directions and interventions and CONNECT him with the environment.

Participants of the exhibition become an active and integral part of the change: their movement along the floor transforms existing urban void into the prospective design intervention.

Floor projections are changing with every step that participants take and get synchronised with the wall digital imaginary that is becoming alive and closer to a visitor, depicting vistas from human vintage point, reminding us that the spaces are created for a people at human scale and perspective.



WESTELAND / RECREATION / SOCIALISE / POCKET PARK

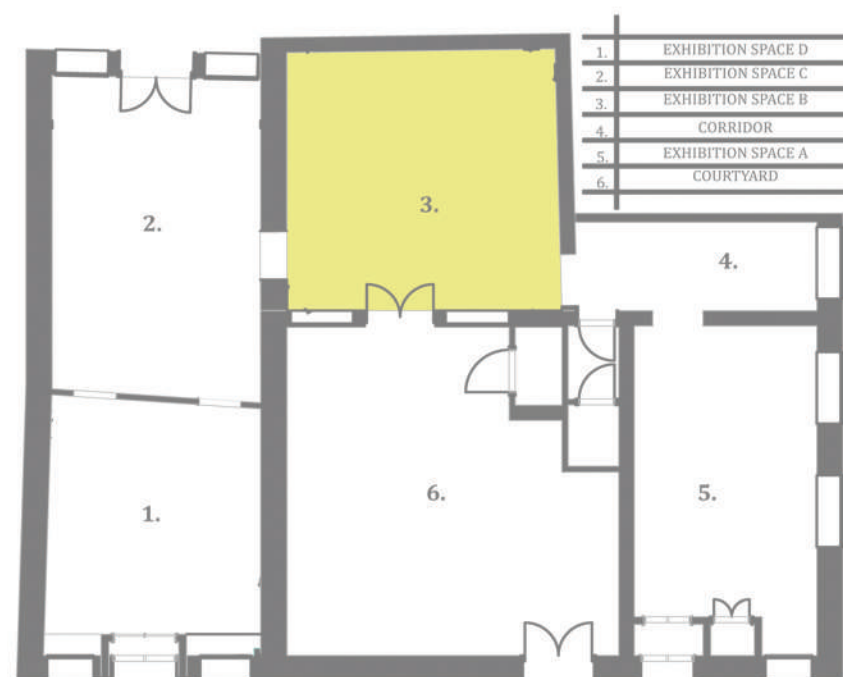


Constant movement of participants and their flow through the exhibition space initiate projections on the floor to change and adapt, illustrating an impact that man can have to its surrounding, his ability to change it for the better or for worse.

With an engagement of a man and recognising his influence as an individual and as a group that shares ideas and has a common goal to create positive outcome for all users, the urban space becomes fulfilled potential.

Translated into the exhibition space, a larger number of participants and more vigorous engagement in the exhibition space, the projection of final proposed initiative becomes clearer and greater.

It is crucial to balance positive and negative influences and conditions, accept that the negative influences will always exist in the world, that a man has a power to perceive positive solutions and envisage potential in adaptation and that a man has a power to create, as a final result, RESILIENT system.

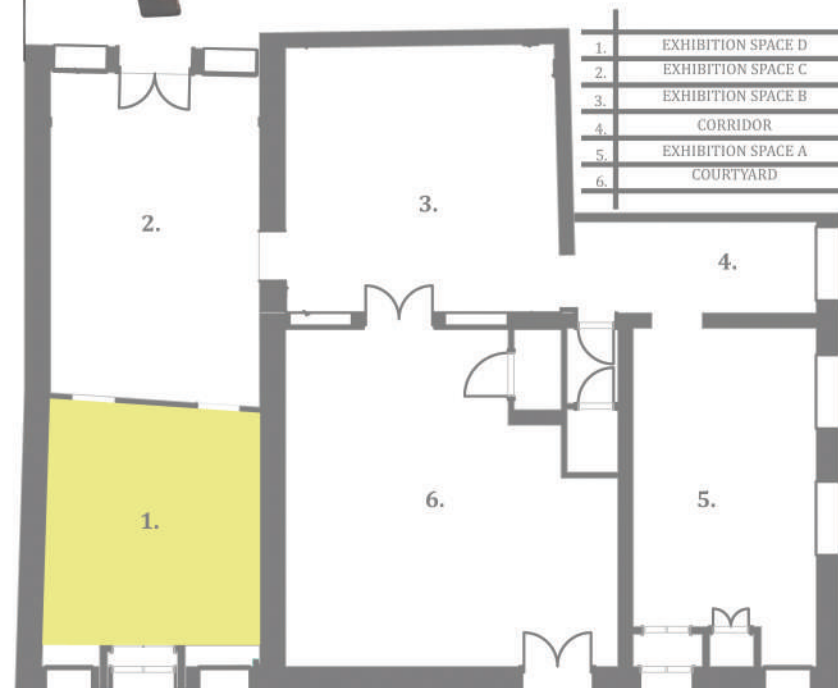


SPACE IN THE MIDDLE / QUALITY OF LIFE



Visitors interact with the exhibition. As they walk, different images emerge, accompanied by corresponding sounds of children playing, birds singing, sounds of waves crashing gently on the shore, sounds brought from different regions of Montenegro, allowing discovery of different ways to transform urban voids into resilient, productive urban spaces.





Last Room is set up as a scenography where visitors become main actors. Free space is envisaged as a play scene where the scenography determines a story that will be played in the space. It becomes space for art installations, an open theatre, open-air cinema.

Scenography of the exhibition space consists from chairs that form a resting place for enjoying movie projection or as a meeting place.

With interactive projection, rays are casted on the chairs.

Link between the chairs is established with projecting rays. When viewer moves the chair, trajectory of the rays moves to a new chair position and the rays re-organize and cause changes in the space making process.

Participants become integral, vital part of the installation, they become creators of the space and ambient and initiators of connections. The system is created, it can change it can be modified, but it does not lose its primarily function, structure and identity.

As a part of the experiment, we will be able to witness how participant reacts to newly formed changes within the space.

When people take part in a place-making they will be able to take the ownership of the space, to “feel” the space as their own and therefore to appreciate it more and become more aware of their needs and their creation.



CONNECT

ESTABLISCH DYNAMICS

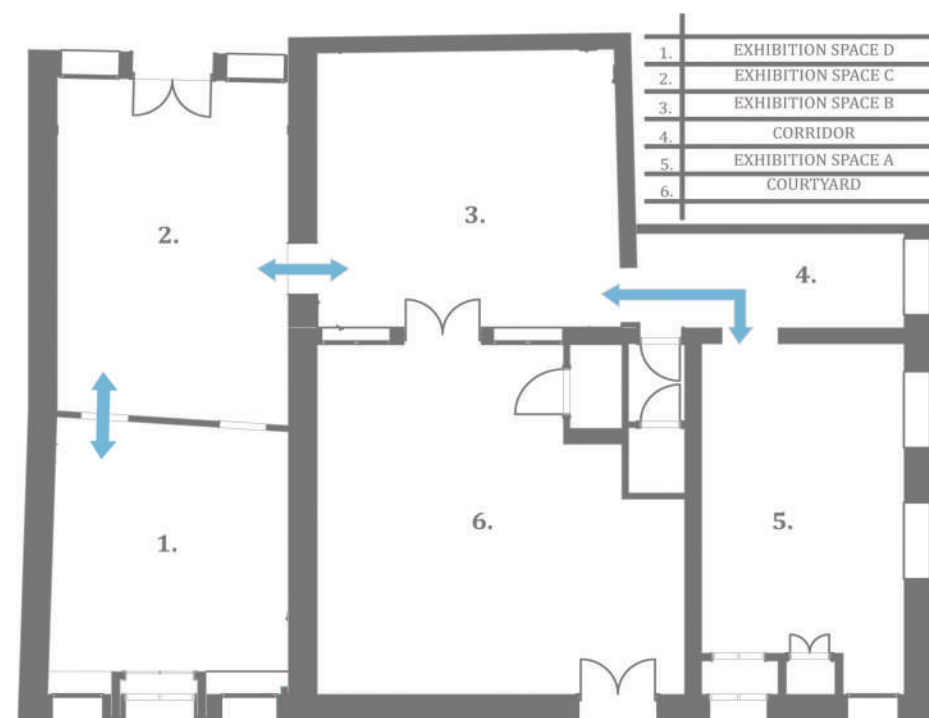
ESTABLISCH CONTINUITY

Concept CONNECT implies achieving our final goal: complete resilience.

Having that in mind, our examination area needs to expand beyond singular vulnerable areas, urban voids, to larger scale connecting them with green corridors into the whole and creating strong sustainable system that has a capacity to respond to challenges.

As part of this concept and extending it further, corridors are acknowledged as instruments of connection between countries, cultures and people, connection between architecture and nature, men and nature, architecture and men.

In exhibition pavilion, connections between rooms are presented with light tracks and its trajectory depicts direction of travel through the installation.



Materials and Costs (BOQ):

Panasonic Projector System	€18,000
Installation of black wall paneling as a screen for projections	€1,000
Photographer to make images of actual urban voids + render images of design solutions	€2,000
Creation of sounds to accompany images. Sounds of playgrounds, nature sounds, city buzz sounds and similar	€500
Chairs and lights for the fourth room	€300
TOTAL	€21,800

