

#### **BOARD** *Emerging Resilience: Reimagine voids through sharing values*

Board is a line, a limit, a threshold.

A string that goes from the human intimacy to urban traces.

It shows what stands beyond and behind.

Through the collective imaginary to the individual, as a spotlight in the middle of his surroundings, of his society.

All different voids, or remains of our world are opportunities to reflect on the relationship between the tangible and the most far away.

The capacity of a space to produce an identification, to share values, thoughts, ideas, ways of living.

The void is a physical entity, a representation, a glass of cultures.

## A JOURNEY

The competition proposal is a voyage through the relations between physical and human emptiness. Room by room, the visitor walks through the different scales of voids we are used to share in our life.

The simple architecture element of a window. The domestic room of a house. The meeting space of a piazza. The infinite repetition of a urban landscape.

## A WINDOW AND A CHAIR

In all the exhibition only two elements are always repeated.

The first one is an oil crayons wall drawing of an abstract window, scaled and copied. It shows a black opening as the opportunity for a personal discovery, a gap through something, to something.

One cannot look through the black, but can see into it or out of it.

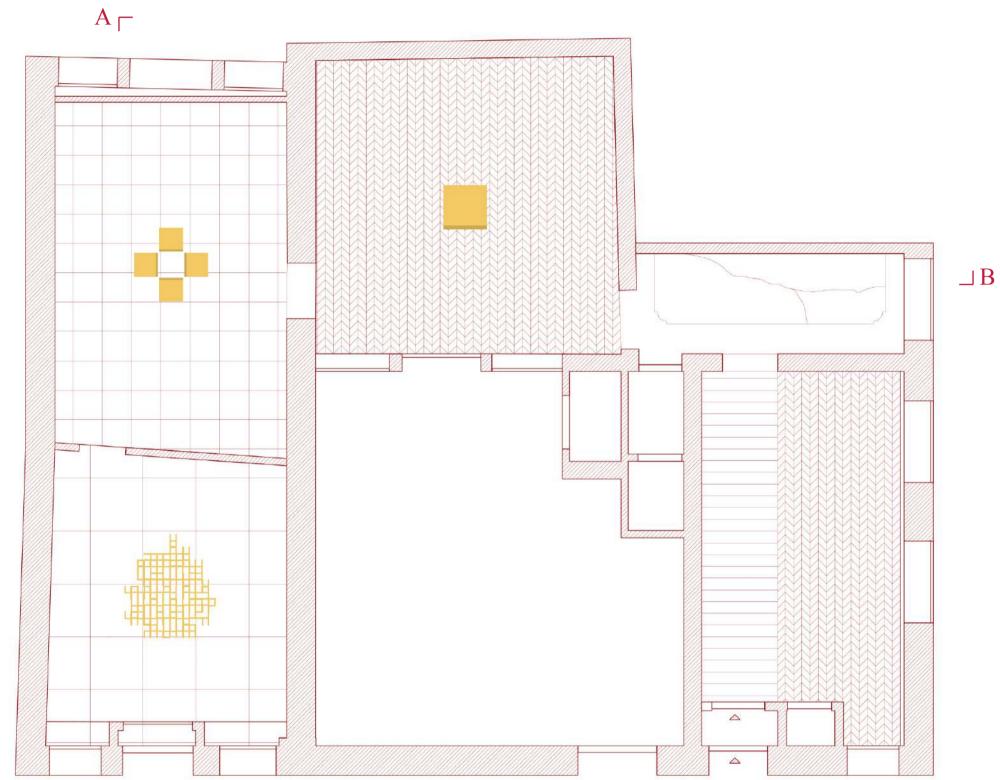
The second one is the presence of a chair, scaled, copied and relocated.

It shows the ambiguity of such a common object, the possibility to conquer the voids with our daily life tools, the only efficient ones. Nevertheless, the chair has no seat. It finds its lack in its most useful part, the missing board, the sustaining element. One cannot seat on it, but can grow with it.

### **A PAVILION**

The pavilion becomes indeed the stage of life, all the living scales are condensed into its rooms. It is the empty space that contains all the others, or the paradox of the void filled with other voids, a cabinet of scenarios.



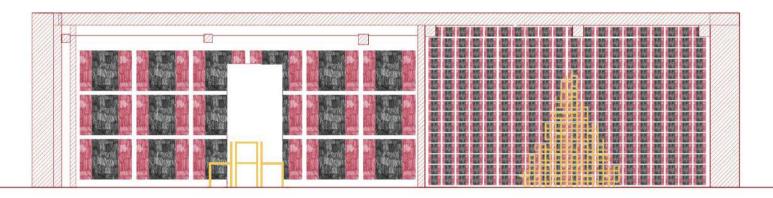


 $B\,{\llcorner}\,$ 

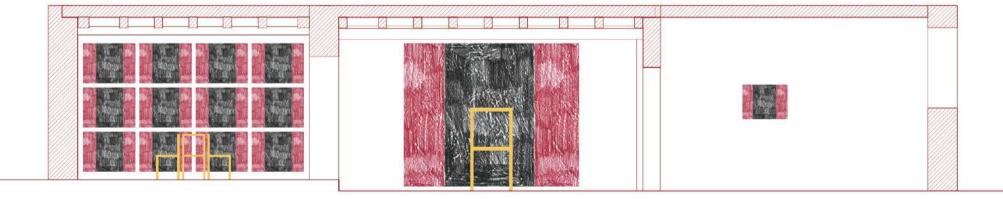
 $A\,{{{ \bot }}}$ 

# Ground Floor Plan





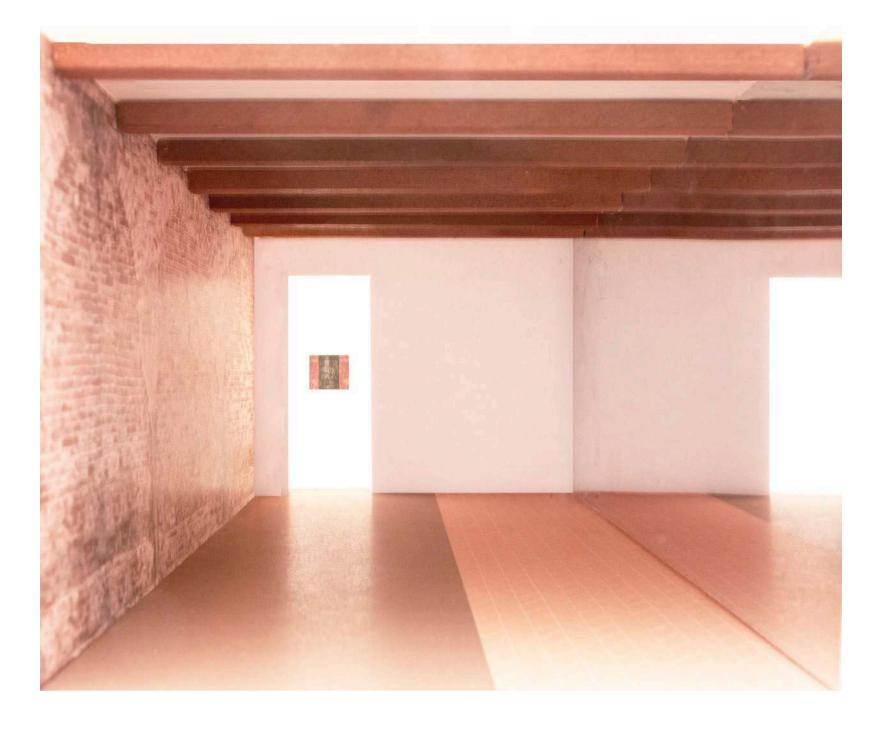
Section AA



# Section BB







#### WINDOW

The existing and its representation.
The first room we enter in.
A room showing a context, a brick wall tells us its story.
A big mirror on the right wall is a simple proof of the reality of this wall.
It is its representation, a portrait.
It is a void that takes shape, colours and time simply looking at it.
Through the magic of the mirror there is simultaneously an image of reality and an awareness of fiction, focusing on the ambiguity of the terrain vague.
Beyond the door, a first black and red window catches the eyes of the visitor and guides him through the exhibition space.

## ROOM

A room, three windows, a chair. The room of the domestic emotions of our daily life. Three black and red windows as a familiar scenario, still uncertain if we are looking in or out. A wooden chair without a seat, or with an empty one. A chair which is also slightly over scaled, emphasizing the feeling of not belonging. The most intimate terrain vague, also called solitude. A moment, an opportunity to put the man beside his own void with his simplest life's choices.



### PIAZZA

**BOARD** 

A square, many windows, four chairs.

The amount of windows increases, reducing their sizes.

The amount of chairs increases, reducing their sizes.

The space is elastic, is tense, between the small and the vast,

between a space we control and one that we lose.

We can still count the windows, we can still try to see what's happening behind them.

The four chairs are directional; they face the public life as a living theatre.

It's the space of the meeting.

People get naked of their inner domesticity and explore the rest, the community, the others.



# CITY

A diagram, infinite windows, millions of chairs.

The windows become dots, pixels. They are all together part of a bigger surface, which is almost a field.

Everything grows, the voids are all out, beside, on top, in between.

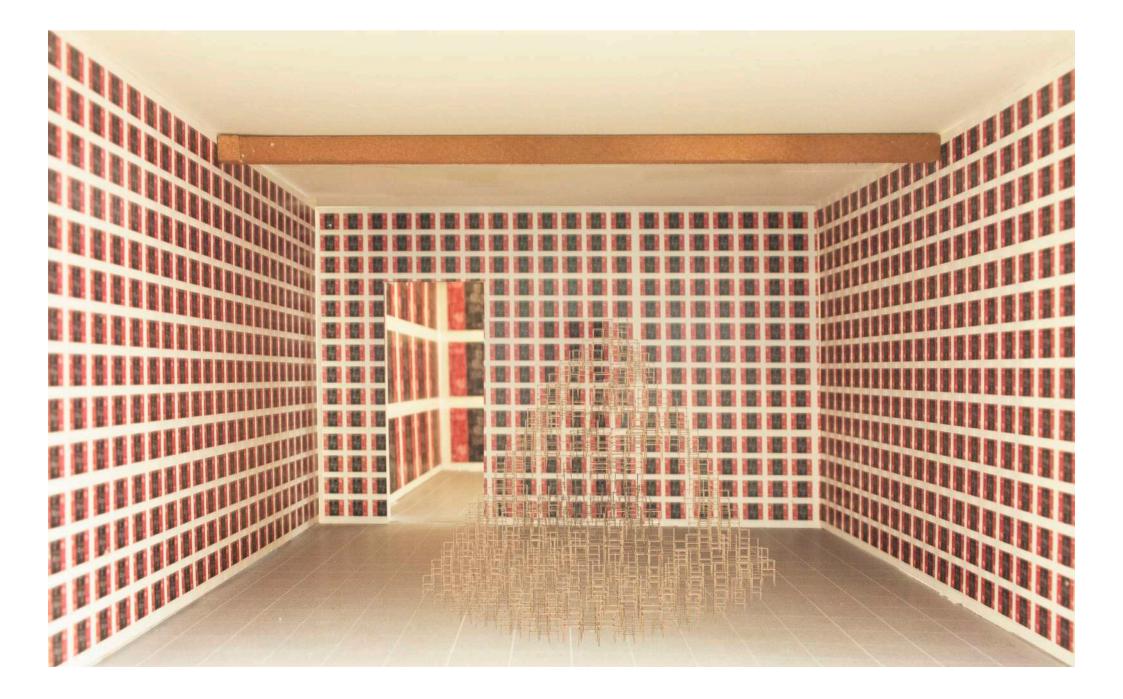
The pile of chairs rises as a pyramid in the middle of the room

Growing.

Growing again.

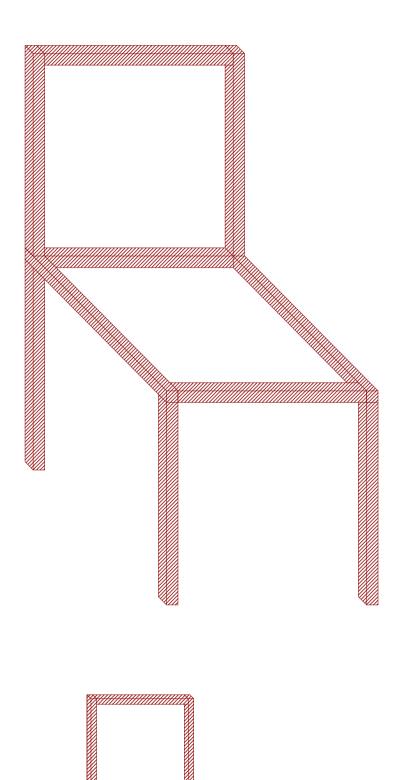
It's the space of the discomfort, but also of the biggest possibilities.

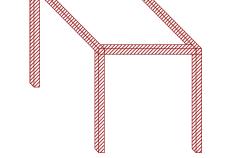
We are all together in these small void spaces.



## CHAIR

A chiar. It scales the space. It forces us to remember our memories, it is an innate image. A chiar with no board is not a chiar anymore. It is a reading key, a landmark, a guide.







Cost calculation includes design realisation expenses, material, transports and shipping. We consider also a margin for accommodation, dismounting the exhibition and transferring to Montenegro.

	€/m²	m²	€ total
ROOM 1			
Mirror	140,00 €	17 m²	2380,00 €
White paint	20,00 €	13 m²	260,00 €
General lighting			1200,00 €
ROOM 2			
White paint	20,00 €	26 m²	520,00 €
Oil pastel	10,00 €	1 m²	10,00 €
General lighting			600,00 €
ROOM 3			
White paint	20,00 €	42 m²	840,00 €
Oil pastel	10,00 €	20 m²	200,00 €
Wood structure			400,00 €
General lighting			1200,00 €
ROOM 4			
White paint	20,00 €	50 m²	1000,00 €
Oil pastel	10,00 €	30 m²	300,00 €
Wood structure			400,00 €
General lighting			1200,00 €
ROOM 5			
White paint	20,00 €	45 m²	900,00 €
Oil pastel	10,00 €	28 m²	280,00 €
Wood structure			400,00 €
General lighting			1200,00 €
TOTAL			13290,00 €