



ENDEAVOURS

RO Căutări HU Kereséseket SRB Pretrage

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POLIGON

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Natalija Paunić, curator-architect; Sara Stanković, architect

EXTERNAL COLLABORATORS

**Colaboratori externi **Külső munkatársak **Spoljni saradnici

Participants: Students of Confluence Institute for Innovation and Creative Strategies in Architecture, Paris

PROJECT TITLE

**Titlul proiectului în Engleză **A projekt címe **Naslov projekta

Orbit Venice Workshop

PROJECT LOCATION

**Locația proiectului **Projekt helyszíne **Lokacija projekta

Venezia, Italy

BUDGET IN EUROS

**Buget în euro **Költségvetés euróban **Budžet u evrima

Up to 2000 euros for material costs for all workshop groups

AREA

**Suprafața **Hasznosítható terület **Korisna površina

7,98 km²

PROJECT COMPLETION DATE

**Data finalizării proiect **Az építkezés befejezésének dátuma **Datum završetka izgradnje

28th October 2022

CLIENT

**Client **Ügyfél **Klijent

Confluence Institute for Innovation and Creative Strategies in Architecture - Paris, <https://www.confluence.eu>

PHOTO CREDITS

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Workshop photo credits: Orbit Venice Workshop

PROJECT DESCRIPTION IN MOTHER TONGUE

**Descrierea proiectului în limba maternă **A projekt leírása a pályázó anyanyelvén **Opis projekta na maternem jeziku

PROJECT DESCRIPTION IN ENGLISH

**Descrierea proiectului în engleză **A projekt leírása angol nyelven **Opis projekta na engleskom

Arhitektonska radionica "Orbit Venice" formirana je u okviru nastavnog plana i programa Internacionalne arhitektonske škole - Confluence Institute for Innovation and Creative Strategies in Architecture, Paris. Inicijativa za kreiranje radionice rezultat je saradnje više univerziteta uz organizacionu podršku Venice Biennale Sessions 2022 i IUAV Univerziteta u Veneciji. Osnovni cilj radionice je konstruisanje efemernih, velikih lakih struktura koje bi trebalo da izvode različite privremena stanja. Od studenata se očekivalo da budu uključeni u ceo proces - od razvijanja ideje za pristup neposrednom kontekstu, do konstruisanja strukture, postavljanja struktura u kontekstu, i na kraju izvođenja, istraživanja i dokumentovanja efekata. Metod radionice je razvijen kroz strategije konstruisanja struktura i objekta koje su na licu mesta na različite načine reagovala na specifičnosti javnih prostora. Rezultat ove interakcije sa mestom dokumentovan je u formi kratkog videa i serije fotografija kroz koje je prikazana stvarnost ispresecana arhitektonskim objektom. Struktura radionice koncipirana se kao

otvoreni proces saradnje između tutora i učesnika koja je koncipirana u kontekstu programske manifestacije Venecijanskog bijenala kao gravitacionog polja različitih praksi. Venecijanskoj laguni se pristupalo kao radnom prostoru koji leži između stvarnosti arhitekture, umetničke produkcije, izložbi i izložbenog prostora. Kroz potragu za različitim pozicijama studenata, kroz konstruisanje struktura, radionica ima za cilj da razvije i artikuliše različite arhitektonske stavove i strategije u odnosu na prostore i disperzovana značenja izložbe Bijenala 2022. godine. Glavna ambicija radionice bila je da se razvije kapacitet za izvođenje arhitekture OVDE (in situ) i SADA (in actu - u ovom specifičnom trenutku) kao prostornih gestova koji bi osvetlili prepoznatljivu, preciznu i smeću poziciju svakog učenika. Kroz konstruisanje efemernih struktura izdvojili su se različiti arhitektonski pristupi koji proširuju percepciju i kapacitete profesije da reaguje na jedinstvenost mesta i da izgradi mnogostruke otvorene interakciju sa lokalnom zajednicom.

The architectural workshop "Orbit Venice" was created within the curriculum of the International School of Architecture - Confluence Institute for Innovation and Creative Strategies in Architecture, Paris. The initiative to create the workshop is the result of the cooperation of several Universities with the organizational support of the Venice Biennale Sessions 2022 and the IUAV of the University of Venice. The main aim of the workshop was to construct ephemeral, large-scale light structures that should perform various temporary conditions. The students were expected to be involved in the entire process - from developing an idea, approach to the immediate context, constructing the structure, setting up the structure in the context and finally performing, exploring and documenting the effects. The workshop method was developed through various strategies for constructing structures, objects and effects that responded to the particularities of the public space. The result of this interaction with the place was documented in the form of a short video and a series of photographs showing the reality which is interspersed with the architectural object. The structure of the workshop was conceived as an open process of collaboration between the

tutors and the participants, which was draw up in the context of the manifestation of the Venice Biennale as a gravitational field of different practices. The lagoon of Venice was accessed as a working space that situated between the realities of architecture, art production, exhibitions and exhibition space. Through the search for different positions of the students, through the construction of structures, the workshop aims to develop and articulate different architectural attitudes and strategies in relation to the spaces and dispersed meanings of the Biennale 2022 exhibition. The ambition of the workshop was to develop the ability to practice architecture HERE (in situ) and NOW (in actu - in this specific moment) as a set of spatial gestures that would illuminate the recognizable, distinctive, precise and bold position of each student. Various architectural strategies have been developed for the creation of transient objects. This position aimed to emphasize the architecture as knowledge and the ability to place the structure in the uniqueness of the site and the specificity of time, with the idea of creating an open interaction with the local community.