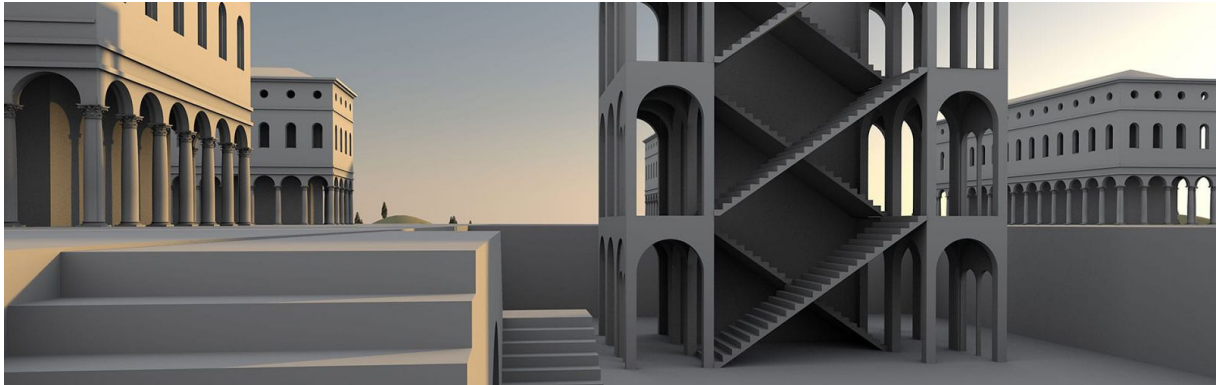


Artificial Natures

Exhibition at the Architecture Biennale in Venice (Italy), 2018



Ideal city: Functional City by Leonardo da Vinci

Core concept

What we want to show is an evolution of the idea of creating environments serving both as a *space to live* and *to engage socially*. The spaces are designed as multiple immersive, explorable 'worlds' that fulfill these criteria.

The visitor has the possibility to enter these worlds both virtually and in the physical exhibition, in order to experience their spaces, to gain a deeper comprehension of them, as if they would be real worlds to live in. This allows to make a comparison to the world we live in. Thus, by making the presented worlds to appear real, we want to elicit a critical and pro-active perspective, also in terms of sustainable social participation. By that, we can contribute in shaping existing spaces which became our common and therefore 'natural' environments.

Background

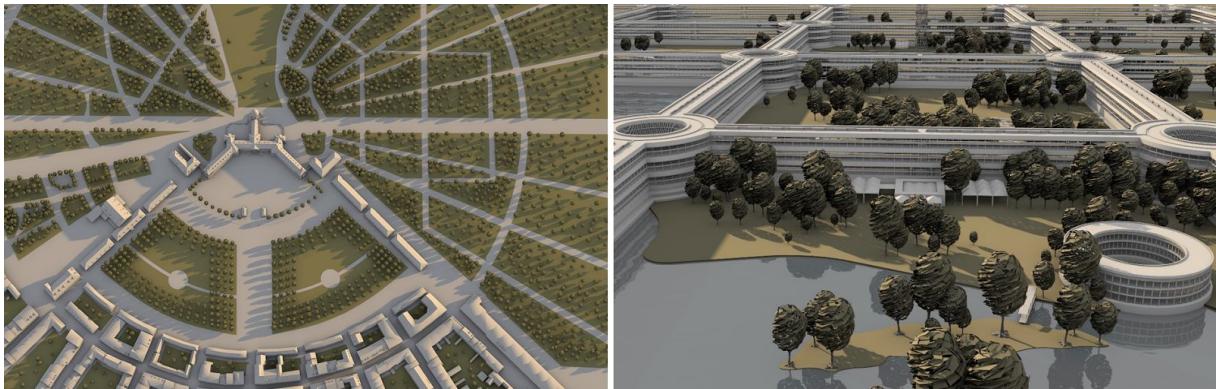
An artificial nature is one made – an *arte factum*, something constructed by means of technical art, and not 'naturally' grown, neither by nature nor by history. And it shall serve for humans as an encompassing new environment, providing a second nature, some kind of artificial environment for humans. Enhanced by digital means, we are living in environments which become increasingly artificial. In a literal sense, they embody ideal spaces, at the same time: spaces constructed according to some inner images ('ideas') and then, as a construction, imposed *in toto* on an existing reality - e.g., functional networks, smart cities, or digital spaces of diverse kinds. In that sense, ideal spaces are not the exception, but the rule today, as reality.

On the other hand, there has always been a longing for an ideal space as utopia; to escape from an existing world with its spaces as they are, and to long for, via construction, spaces which we imagine as pleasant, peaceful, liberating, more suited to a true human condition. In this case, the 'Ideal' relates to intention: instead of just accepting the spaces we actually live in and are confronted with, merely *reacting* to them: It's all about *action*. Intentional activity is the only means we have at hand, finally, as human beings, for shaping and changing our actual environments, to make the world a better place. An *ideal* space then is a space *intentionally* made, for the better, and an artificial nature a space which can serve as a new 'natural' environment for truly human beings. We have to act, not to react only. To propose spaces where one can really live again, and not just exist. Such spaces, although constructed, could be the new natural environments adapted to and in favor of humans.

Team and previous Architecture Biennale exhibition

The project is performed by the *Ideal Spaces Working Group*. The team has been engaged for many years in the theme of spaces being 'ideal', according to how space is practiced, planned, imagined and experienced.

The Architecture Biennale 2016 exhibit with the mythical background tale of '*a paradise lost and to be regained*' [www.idealspaces.org] was nominated for the GAA-Foundation prize 2016, out of a total of 170 exhibitors [Please refer to p. 4 of this document].



3D visualizations of 'ideal' worlds at the Biennale 2016: Karlsruhe and Motopia

Relevance

Understanding our physical world is only possible by studying the historic roots and the evolution that has led to the current state. Further, understanding the essentials of how we perceive and interact with space and what the key elements are to configuring space are crucial to a sustainable future for both nature and human kind.

Taking an *ideal* space literally, means both a space imagined and a space perfected, even utopian. Studying *efficient structures* of our built environment is more pressing than ever before.

Research goals

Ideal Spaces is an art and research project that aims to explore spaces of social and imaginative relevance.

Our work is about social dreaming and imagination, expressed in 'ideal' spaces with their impacts on architecture, art, and human hopes. With a look at recent conditions, we need to re-address the topic of ideal spaces more than ever. In these respects, ideal spaces are not confined to utopian ones in the sense of a dream never to be fulfilled; instead, such spaces can get very practical, and we are working on that. Today, the majority of human beings live in urban agglomerations which are far away from being 'ideal' but chaotic, accompanied by an actual destruction of space unprecedented in history. In parallel, never before so many technical possibilities of imagining spaces existed, allowing for escape into worlds of fantasy, dream and game. Space is lost and at the same time multiplied in manifold ways.. But human beings need space as concrete places they can actually belong to, and they need community. Issues which have to be settled, urgently.

For achieving this, our working group proceeds in three directions or lines of activity: we have practical projects, organize exhibitions and arrange symposia. Exhibitions and symposia are closely linked with each other so that their topics develop mutually. And they result in practical projects.

What we show

We show a sequence of such spaces, from their origin to the next future, for gaining a deeper insight into the actual world we live in, as well as what could be done to improve this for a more human way of living.

- Three types of classical artificial natures: ideal cities, parks, and garden cities
- Development of space according to two lines of historical evolution: 1: increasing abstraction from the real, as a constructed substrate; 2: increasing artificiality and functionality of spaces
- Using cutting edge-technologies such as 3D GIS, game engines, procedural modelling, social media analysis, sound engineering and VR

Who shows

Ideal Spaces Working Group (www.my.idealspaces.org), with Ulrich Gehmann, Michael Johansson and Matthias Bühler as the leads for exhibition, research questions and management of the project.



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Sponsoring, collaboration and other opportunities

Become part of this venture:

- As **silver**, **gold** or **platinum sponsor** for our contribution at the world famous Architecture Biennale 2018
- As new research group **team member**
- As **marketing evangelist**
- As **data analysis partner**
- As **social media enthusiast**

As what is up to you! Contact us!

Please go to our website: www.my.idealspaces.org/contact



GAA Foundation
In collaboration with European Cultural Centre
Sestier Cannaregio, Str. Nova, 3659, 30121
Venezia, Italy

September 21st, 2016

GAA-FOUNDATION PRIZE

With this letter we are pleased to announce that **Ideal Spaces Group** has been nominated for GAA-Foundation Prize in 2016.

To promote specific individuals or projects, the non-profit organization GAA-Foundation (GAAF) awards an artist(s) or architect(s) for his/her/their outstanding concept and execution thereof.

In 2016, shortlisted for the GAA-Foundation prize 2016 are (in the alphabetic order):

Auckland University of Technology & University of Sydney (NZL-AUS)
Peter Eisenman (USA)
ETH Zurich (CHE)
GMP (GER)
Curt Fentress (USA)
Ideal Spaces Group (DEU-SWE)
Denise Scott Brown (USA)

We award the GAA-Foundation Prize each time to an artist(s) or architect(s) who is dedicated to his/her/their concept over a longer period of time and whereby this concept and the execution thereof is in our opinion of significant meaning.

Please visit our webpage <http://www.globalartaffairs.org/> to find out more information.

