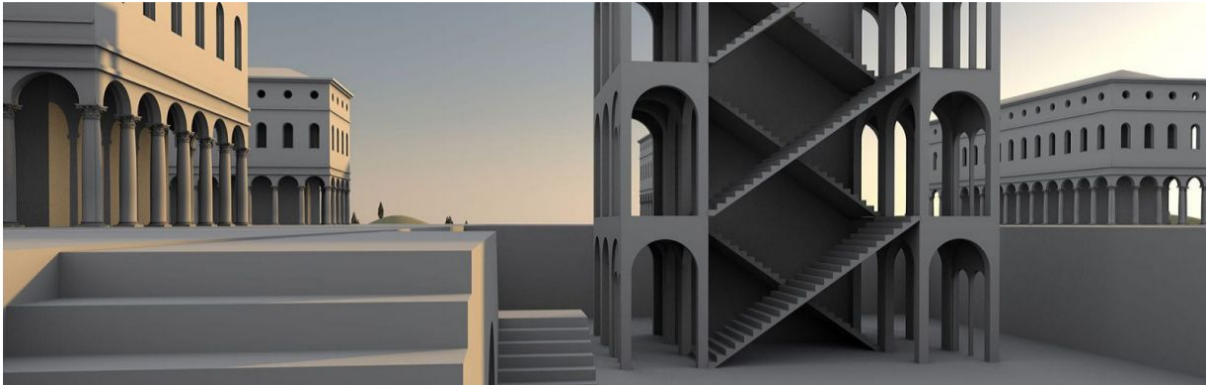




## IDEAL SPACES

**INVITATION // Artificial Natures Symposium & Exhibition  
Venice Biennale for Architecture  
May 2018**



Ideal city: Functional City by Leonardo da Vinci

### **Artificial Natures**

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.



# IDEAL SPACES

## **SYMPOSIUM**

**Venice Biennale for Architecture, 2018**

**27 - 28 May 2018**

**Palazzo Rossini**

The symposium will take place as a combination of short panels and work groups. The general questions are:

- What are *artificial* natures (AN)
- Why they are so important today
- What has been the history = development of these natures, and why
- What have been the common intentions of the approaches
- Which forms are emerging today, leaving all “naturalness” behind them
- What chances AN are offering – for whom, in which directions

Further information on the theme of Artificial Natures can be found [here](#).

## **Programme**

DAY ONE // MAY 27th		
10:00	10:30	Welcome
10:30	10:45	Break
10:45	12:30	Presentation of the theme
12:30	13:30	Lunch Break
13:30	15:00	Discussion of the topics presented under different perspectives
15:00	15:15	Break
15:15	16:15	Establishing panels/work groups
16:15	16:30	Break
16:30	16:45	First panel: presentation
16:45	17:00	Second panel: presentation
17:00	18:30	Work in the 2 panels, collection of aspects.
DAY TWO // MAY 28th		
10:00	10:15	Recap
10:15	10:30	Third panel: presentation
10:30	10:45	Fourth panel: presentation
10:45	11:45	Work in the 2 panels
11:45	12:00	Break
12:00	13:00	Collection of findings of the 4 panels
13:00	14:00	Lunch Break
14:00	14:15	Fifth panel: presentation
14:15	14:30	Sixth panel: presentation
14:30	14:45	Break
14:45	16:00	Work in the 2 panels
16:00	16:15	Break
16:15	17:15	Collection of findings



## IDEAL SPACES

17:15	17:30	Break
17:30	18:30	Collection of findings continued and further steps for cooperating

### **Registration**

To register your attendance for the symposium please fill in the [registration form](#). Please note that you will need to complete the registration form in addition to sending your abstract submission.

### **EXHIBITION**

**Venice Biennale for Architecture, 2018**

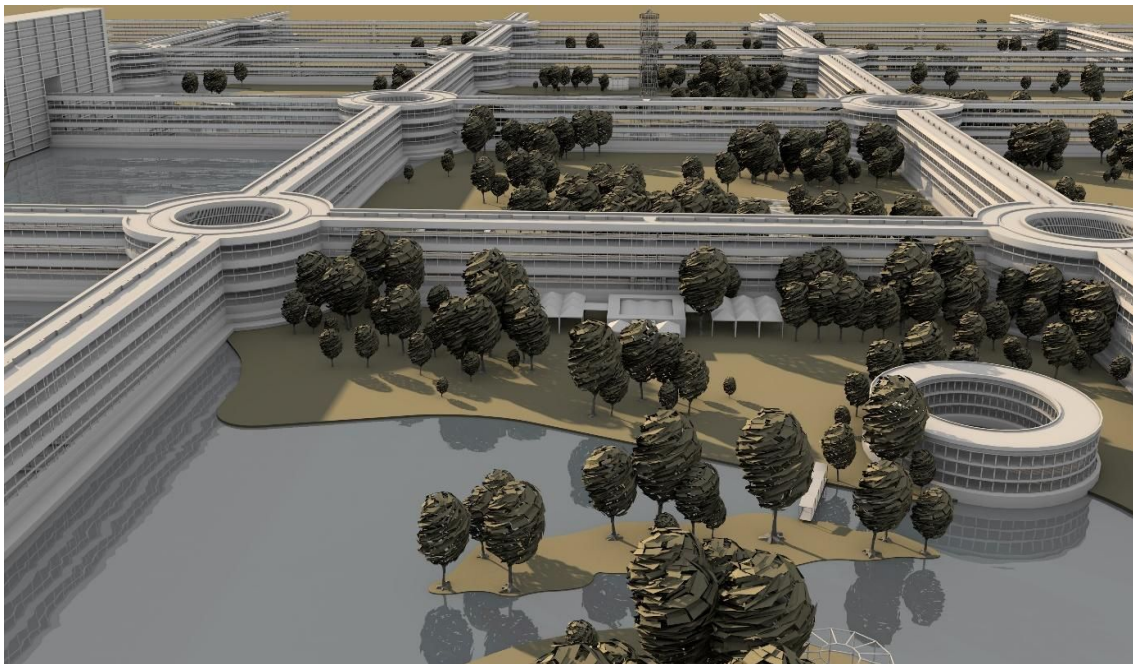
**26 May - 28 Nov 2018**

[Palazzo Mora](#), Room 7

The symposium is paralleled by our exhibition of Artificial Natures presented at the Venice Biennale for Architecture, 2018.

In this exhibition, we show an evolution of the idea of creating new 'natural' 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 become our common and therefore 'natural' environments.





## IDEAL SPACES

### ***Ideal Spaces Working Group***

*Ideal Spaces is an art and research working group focused on the shaping of contemporary living spaces. Drawing from historical and technological research, the group composed of cultural theorists, digital engineers and artists develops interactive exhibitions and platforms of exchange. These activities are aimed at proposing mechanisms to generate ideal spaces, rather than the design of actual, physical space. Thus, we are not only concerned with architecture, but also with processes of collective social dreaming and shared imagination.*

<http://blog.idealspaces.org/>