

Lorna Lovatt, Manchester

MArch Year 6 - Atelier: USE

Project: The Extraordinary Everyday

The Extraordinary Everyday was born from a conversation with a neighbour whilst I was studying in Venice on Erasmus, who felt by hanging out my washing on the street at ground level, I was upsetting the 'Urban Decorum'. This intrigued me and grew into an observation of the behaviour of people in the spaces of Venice compared to other cities and the project has grown to form a rebuttal against the popular idea of Venice as a historic artefact to observe, instead presenting it as the ultimate human experience. The extraordinary potential of everyday spaces has been analysed across a journey through the city and this project proposes a model for the 2020 Venice Biennale which consists of a series of interventions which encourage humans to interact with their surroundings, ultimately unlocking the potential for the built environment to stimulate our senses and ground us in a beautiful reality, resulting in a redefinition of the Venetian identity.

The intention of the project was to go to Venice and create the interventions at 1:1 scale in the fabric of the city whilst documenting people's interactions. However, due to the Covid-19 pandemic, I had to change my method of presentation and therefore used model making to recreate the experience of walking through Venice by creating a stop motion animation (Please follow this link to view the video of walking through the model: <https://vimeo.com/422253792>).

Through the use of models, I was able to individually craft each building, focussing on specific, uniquely important features. The model was made at 1:250 scale and has been created entirely at home, using: card, paper, glue, wire, paint and colouring pencils, hand cut using a cutting mat and scalpel, all effects were created in the model, the 'fog' intervention was made using a vape pen and 'splashing canals' through water droplets on acetate.

Due to the length of the journey I wanted to represent, and the size of the buildings, each element of the model had to be removable to allow for storage and workability, but also to allow the phone camera to fit inside alleyways to take photographs.

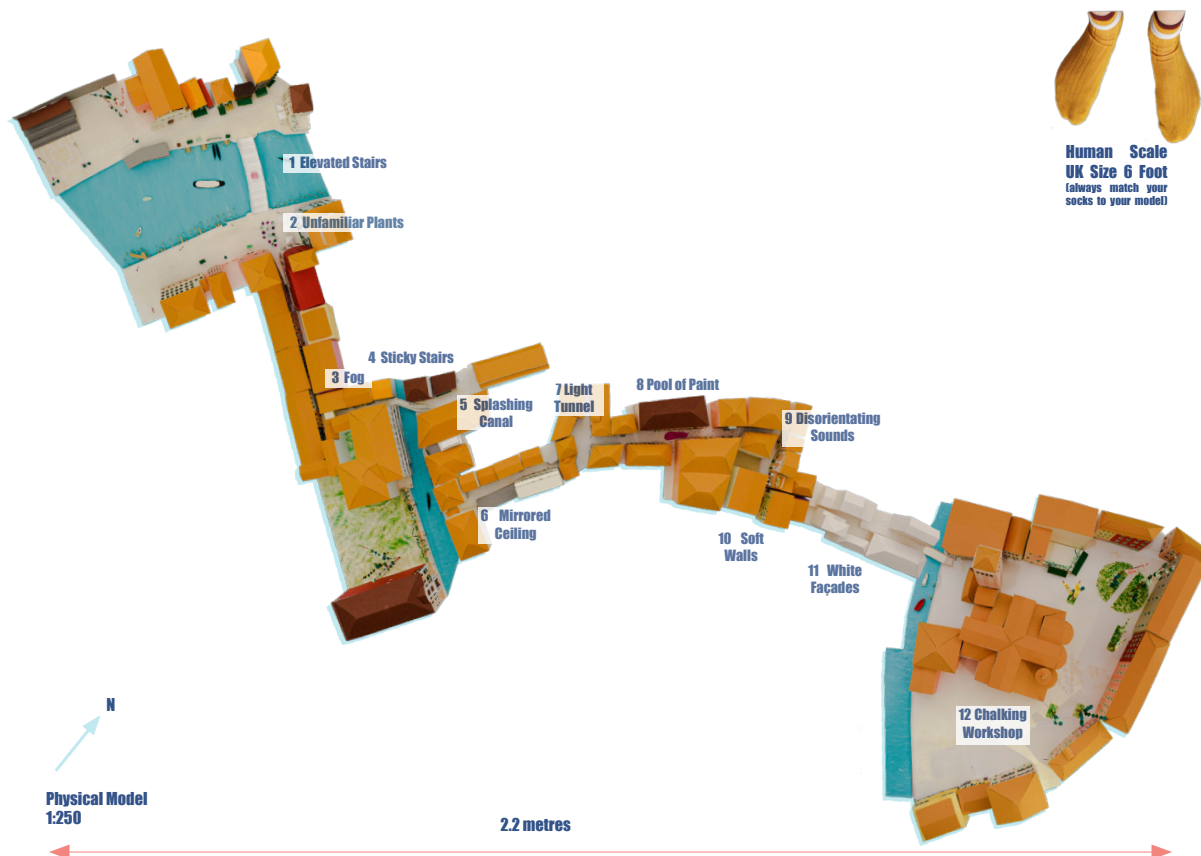


Image 01: Plan View with human scale

(South Facing)
Location of interventions



(North Facing)
Street typologies



Image 02: Long street elevations of part 3



Image 03: Vista across canal



Image 04: Campo San Giacomo - A lively urban realm



Image 05: Group photo of buildings

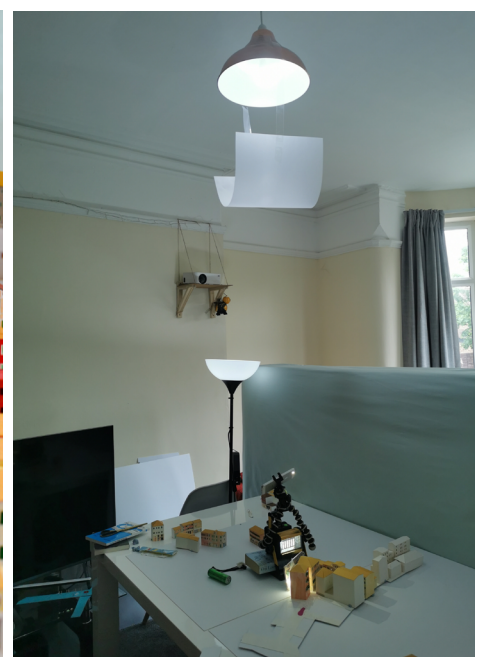


Image 06: Photographing the model: Mattress and bedsheet used as backdrop, tracing paper to diffuse lighting, phone torch to create shadows