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Post Event Report



The Everyday Experience, a group-show, curated by Nathalie Weadick, Director of IAF, of national and international architects, designers, artists, filmmakers and writers, revealed how much of our experience of the designed or informal built environment is immersed in the everyday. The exhibition contained works by **Pablo Bronstein** (Artist AR), **Celine Condorelli** (Artist UK), **Culturstruction** (Design Studio IRL) & **Renate Henschke** (Fashion and Costume Designer AU), **Cristian Manzutto** (Film-maker MEX), **Tom dePaor** (Architect IRL) & **Peter Maybury** (Artist IRL), **Ciarán ÓGaora** (Designer IRL), **John Gerrard** (Artist IRL) in collaboration with **A2 Architects** (IRL), **Dominic Stevens** (Architect IRL), **Urban Agency** (Architects IRL/DK) & **Gregory Dunn** (Artist IRL), **Milton & Martin** (Designers UK) and **Kevin O'Brien** (Architect AU).

20 000 people visited the exhibition during the 3 months period, 300 people came to the launch and a total 27 volunteers invigilated it.



The Everyday Experience opening, 3 November 2013

Culturstruction (Design Studio IRL) & **Renate Henschke** (Fashion and Costume Designer AU) produced a prototype called *The Followers*, a seating unfolding into a circle that aims to subtly influence patterns of human behavior and in use this seating enacts the interdependency of tension and support.

Canvas, linen, ash and leather
Dimensions variable
2013



RUTA was a film by **Cristian Manzutto** (Film-maker MEX) of an art and architecture commission called *Ruta del Peregrino*, curated by **Tatiana Bilbao** (Architect MEX) and **Derek Dellekamp** (Architect MEX), and conveyed how architectural objects in the landscape became a powerful part of the everyday ritual of this significant route in Mexico.

Blu-ray
Duration 73:00
Spanish (with English Subtitles)
2012



Each year hundreds of people participate in the Pilgrim's Route to meet the Virgin of Talpa, in the mountains of the Mexican state of Jalisco. This 117 kilometer religious voyage has taken place since the 17th century and now a series of architectural landmarks gives an iconic narrative to the route, relating the extraordinary landscape to the ritual. Nine pieces by architects Ai WeiWei, Luis Aldrete, Tatiana Bilbao, Emanuel Christ and Christoph Gantenbein, Derek Dellekamp, Alejandro Aravena, Tilo Herlach, Simon Hartmann, Simon Frommenwiler and Rozana Montiel create a dialogue with pilgrims at specific sites. This film by Cristian Manzutto captures the journey along the route and the pilgrims' relationship with the sites, presented by estudio de producción in partnership with the project Ruta del Peregrino, curated by Tatiana Bilbao and Derek Dellekamp.

Cristian Manzutto is a producer, cinematographer, editor and sound designer, dedicated to producing international artist films through estudio de producción. This Mexico City-based production studio offers a space for independent filmmaking and contemporary artist film production. Cristian has worked with artists Rirkrit Tiravanija, Jimmie Durham, Maria Thereza Alves, Mario Garcia Torres, Edgardo Aragon, Phil Collins, Allora & Calzadilla, Kim Sooja, Abraham Cruzvillegas, Carlos Amorales, Damian Ortega, Gabriel Orozco, Daniel Guzman, Philippe Parreno, Dominique Gonzalez-Foerster, Francis Alys, Marine Hugonnier and filmmakers Eugenio Polgovsky, Juan Carlos Martin, Rodrigo Pla, Eva Aridgis.

RUTA Cristian Manzutto

Film still of *Void Temple* by Dellecamp Arquitectos/Periferica, image by Cristian Manzutto



Part manifesto, part design and part narrative, *Urban Myths Dublin – Marking Time* is a case study describing the ambiguous experience of the urban environment. Discussing architecture and design, not through the conventional confines of architectural drawings and models, the project creates speculative urban stories and architectural conjecture that simultaneously question the traditional canons of tourist products, alongside building typologies.

This first study re-imagines north inner city Dublin – presenting a series of pieces that capture factual and fictional moments in space and time uncovering the complex daily realities of our urban spaces hidden beneath the gloss, rhetoric and gentrification of urban planning, redevelopment and architecture.

Covertly eliciting narratives from users, the streets and the city, this is a new chapter for the 'city of literature', telling of affordance and appropriation, watching and waiting, hope and failure – a story more intriguing than any novel or tourist board literature.

This installation presents a series of souvenirs, which act as prompts within the ongoing research project. Seen as a

reminder of experience, location and culture, these objects represent our collective need for mnemonic devices that store our feelings and make our memories permanent.

Exploring the role of architectural narrative, as a navigational tool and stage for experience, we are proposing a new tale: a story of incidental monuments, lost buildings and overlooked landmarks that build a rich story of Dublin characters north of the river. The first in a series of interventions, the *Urban Myths Dublin* project is part of an ongoing conversation with the city.

Thanks to the National College of Art and Design for their support, Anthony O'Connor for the CAD modelling and Gerry Nolan for model fabrication.

Milton & Martin are a design research partnership working between Dublin, Edinburgh and London.

Suzanne Martin is a designer, researcher and lecturer. Having graduated from Glasgow School of Art in Visual Communication, she has worked across Europe, and her extensive design industry experience covers a broad creative spectrum from graphic design, branding and promotional music videos, through fashion communication, photography and interiors, to art direction and textile design innovation.

Alex Milton is the Professor of Design and Head of the Faculty of Design at the National College of Art and Design. As a designer, researcher and author he aims to promote a critical, interactive and playful approach to design, from evolving new methods for concept generation to developing innovative products.

Urban Myths Dublin – Marking Time Milton & Martin

Urban Myths Dublin
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