

DESIGN.VE

BIENNIAL

DESIGN

WALKS

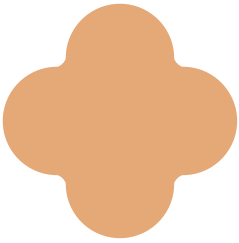
THROUGH

VENICE

MAY 23/

JUNE 17

2018



DESIGN.VE

BIENNIAL DESIGN WALKS THROUGH VENICE

May 23rd > June 17th 2018 Venice

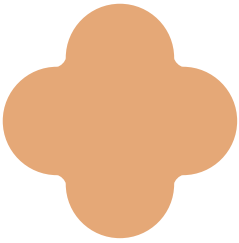
THE SECOND EDITION OF VENICE'S DESIGN BIENNIAL FESTIVAL DESIGN.VE WILL TAKE PLACE FROM MAY 23RD TO JUNE 17TH 2018 IN PARALLEL WITH THE FIRST MONTH OF THE INTERNATIONAL ARCHITECTURE BIENNALE.

DESIGN.VE combines the discovery of design with the immersive experience that the lagoon city of Venice offers.

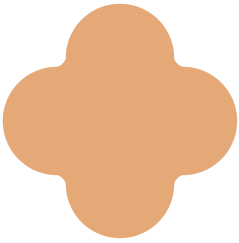
In a place where time flows at a different pace, where the perception of space is moulded by the undulations of steps, walking implies a disposition of encounter that is impossible to find elsewhere. DESIGN.VE is a walk through the city, where each stop is an opportunity to explore design in a unique location often not typically accessible to the public and away from the more established tourist routes.

DESIGN.VE is divided into a main group exhibition and a series of **18 collateral projects** distributed in various areas of the city, all with free entry. In each of the festival's venues visitors will find a map connecting the projects, thus creating the **Design Walks** guiding them towards the exhibitions that unfold along the way. As visitors journey through the city each district reveals its distinct nature, from the historical heart of the city in St Mark's, the creative atmosphere of the official venues of the Biennale (the Giardini and the Arsenale) in Castello, the cultural centres in Dorsoduro, to the authenticity and vibrancy of Cannaregio.

With **Generali Italia** as main partner of the initiative, the second edition of DESIGN.VE will present the work of independent designers, studios, museums and academic institutions all operating in the field of design at both national and international levels. Since 2016 Generali Italia's **Valore Cultura** project has been dedicated to supporting the best artistic and cultural activities and making them accessible to an ever-growing audience. Thanks to the company's support, **Palazzo Morosini Gatterburg** (one of the Generali's historic headquarters in the city) will open its doors to the world of design for the first time.



From May 23rd to June 17th Palazzo Morosini Gatterburg will host the main group show of DESIGN.VE entitled “**Design After Darwin. Adapted to Adaptability**”. It is also where the **Design Talks** will be held on May 23rd from 15:00 onwards, providing a platform for the presentation and discussion of exciting design projects. Talks will be given by **Humberto Campana**, President of Istituto Campana; **Xenia Riemann-Tyroller**, curator of the Die Neue Sammlung Museum in Munich; **Sumanro Ghose**, director of the London Design Biennale; and **Alessandro Marchionne**, managing director of Genagricola, who will present the landscape enhancement initiative taking place at the historic estate of **Genagricola at Ca’ Corniani**. This particular project recently concluded with the international competition of the **Tre Soglie di Ca’ Corniani – Terra d’avanguardia**, which was won by the renowned artist **Alberto Garutti**. His works are to be installed at the 3 main entrances to the Ca’ Corniani estate featuring a large gilded roof on the old abandoned farmhouse, a neon sign that lights up each time lightning strikes in Italy, and sculptures of the dogs and horses that live on the land.



GROUP EXHIBITION **DESIGN AFTER DARWIN. ADAPTED TO ADAPTABILITY**

Curated by Luca Berta, Francesca Giubilei and Alice Stori Liechtenstein

PALAZZO MOROSINI, Campo Santo Stefano, San Marco 2803

May 23rd – June 17th

Open 10 – 18 every day, closed Tuesday

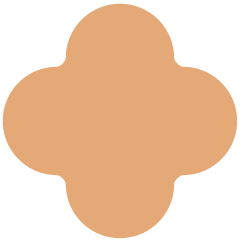
Designers: Andrea Forti and Eleonora Dal Farra for Alcarol, breadedEscalope, Stella Cadente, Estudio Campana, Vlasta Kubušová and Miroslav Král for Crafting Plastics, Sebastian Cox, Maarten de Ceulaer, Foekje Fleur, Martino Gamper, Dov Ganchrow and Ami Drachs, Marco Iannicelli, Johannes Knoop, Fernando Laposse, Sam Linders, ll'atelier, Lock Furniture, Tuomas Markunpoika, Emanuele Magini for Campeggi, Alberto Meda for Tubes, Lucia Massari, Daisuke Motogi, Lucas Muñoz, Luca Nichetto, Odd Matter Studio, Daniele Papuli for Dilmos, Jorge Penadés, Federico Peri for Nilufar, Barbara Schweizer, Birgit Severin, Studio Furthermore, Studio Oink, Ginevra Taccola, Tellurico, Marjan van Aubel for Transnatural Label, Johan Viladrich, Zieta Prozessdesign

The curatorial theme of the 2018 edition of DESIGN.VE is “Design After Darwin. Adapted to Adaptability”. The theme aims to showcase design’s ability to be receptive to alternative uses as the function multiplies and stratifies, contrary to a notion of any singular predetermined use. In a society where functions continuously evolve, design becomes an active component in the transformation of everyday life, capable of simultaneously reinventing the pre-existing imaginings of the past and interacting with the unpredictable paths of the future.

Within this are four concepts through which to interpret and comprehend the works, each proposing alternative approaches to design and establishing diverse forms of interaction between object and user:

Multiplicity: Objects that are multifunctional and able to adapt to different uses. This multifunctionality may be intentional in the design of the work or it may be the result of an emergence of new contextual needs, representing the evolutionary notion of exaptation.

Reconfiguration: Objects that communicate a potential reconstruction of the space in which it is placed

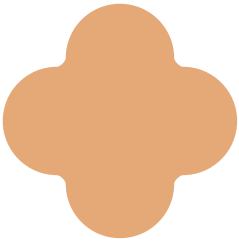


due to its presence, articulation or position.

Reuse: Objects that utilise unusual or innovative materials suited to a specific function, objects that make use of recycled materials through recycling and upcycling, or alternatively, objects that have been designed using parts or the entirety of other objects thus transforming the previous function.

Transfiguration: Objects that are designed to satisfy a specific function, but that incorporate materials and or forms illustrating an investment in an aesthetic transfiguration and therefore elevating the object to a piece of consistently adaptable design based on its visual beauty.

The group exhibition is the fulcrum of the DESIGN.VE initiative and the point of departure for the *Design Walks*.



PROGRAMME

The following events are organised by Sestieri (areas of the city) to create a Design Walk that traverses Venice, including a visit to the mainland and other unique parts of the city. The route begins in San Marco, guiding the visitor through Dorsoduro, across to the Island of San Servolo, into Castello, up to Cannaregio, and lastly to Forte Marghera.

DESIGN.VE intends to offer a unique perspective on design in order to give depth and resonance to the relationship between the expanse of international design and the specificity of Venice. It encourages exchanges and dialogues amongst a multitude of artists and designers who have chosen DESIGN.VE as the ideal context in which to present their design projects.

SESTIERE SAN MARCO

CASA IED: GRAND CANAL EDITION

IED Venezia - Palazzo Franchetti

- Sala del Portego (third floor)

Campo Santo Stefano, San Marco 2842

May 23rd – September 23rd

Open 10 – 18 Monday to Friday, closed on August 15th

CASA IED focuses on interior space within the home, replicating a night / day ambience to display different elements of home design. After the presentation at Salone del Mobile in Milan, a selection of works by alumni of the Institute, now established professional designers, will be accompanied by works from IED Venezia professors such as Davide Aquini and Zaven (Wallpaper* Design Award winners), Joao Lacerda Moreira and Gaetano Di Gregorio.

CEDIT-AMBIENTI

Campo Santo Stefano, San Marco 2828/A

May 23rd – June 23rd

Open 10 – 18 every day

CEDIT - Ceramiche d'Italia is a brand with a long and celebrated history, relaunched worldwide by Florim with the aim to combine passion for ceramic art and Italian style with interior architecture. Founded in 1947, CEDIT developed a profound influence on the history of ceramic design and became a brand known for a unique and contemporary approach to interior design. Upholstered by artisanal expertise and technological innovation, large ceramic slabs become canvases on which artists and designers can unleash their creativity. This exhibition eloquently expresses CEDIT's intention to reaffirm and reiterate the brand's original concept, founded on cutting-edge design and bold artistic research and a dedication to establishing new partnerships with leading contemporary designers and artists such as Zaven, Formafantasma, Zanellato/Bortotto, Giorgio Griffa and Franco Guerzoni.

SESTIERE DORSODURO

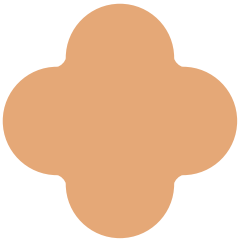
LIBRARY 2018-RUSSIAN ARCHITECTURE, DESIGN AND CRAFT

Palazzo Contarini Polignac, Gallery Magazzino, 874 Dorsoduro

June 9th – June 13th

Open 10 – 18 every day

Libraries have always been at the heart of the communities they serve, and in Russia there are currently more than 48,000 public libraries. They are accessible and safe spaces that provide access to huge resources of information and knowledge, transcending national and cultural



boundaries. Today however, public libraries are at a turning point as the way we access and consume information has changed dramatically, and this presents major challenges to the authorities, designers and architects who now must rethink the function and form of the library system. Yet what remains consistent is our need for human interaction, social exchange and new experiences. Reflecting on a new format, the participants of this project have been invited to design their own ideal library according to the three functional zones of the modern library: reception area, display area, and public meeting area. The exhibition is organised by the Government of Moscow in collaboration with Industrial Designers Club.

**ALESSANDRO DIAZ DE SANTILLANA
LA PROFONDITA' VA NASCOSTA. DOVE?
ALLA SUPERFICIE**

Marignana Arte, Rio Terà dei Catecumeni,
Dorsoduro 141

May 24th – September 15th

**Open 14 – 18.30 Tuesday to Wednesday and
11 – 13.30 / 14 – 18.30**

Thursday to Saturday

The Marignana Arte project room presents the work of Alessandro Diaz de Santillana who over the last ten years has studied the ancient techniques of the Venini glass dynasty, founded in Murano in 1921 by his grandfather Paolo Venini. As the title of the exhibition suggests, citing the Austrian writer Hugo von Hofmannsthal, the work of de Santillana imbues the patina of the past with the vivacity of the present as he reworks the ancient technique of flat glass window production. This process is achieved as the artist quickly and intuitively shapes and models

a flat slab of glass immediately after it has been heated, before a film is applied that renders the transparent glass dense and absorbent. On the surface of every work the eye inevitably and unsettlingly sinks elsewhere, and then as soon as an image seems to emerge, it dissipates into the deepest depths. These artworks are strong and compact, powerfully imposing themselves on the surroundings in an intense contrast to the typical fragile ethereality of glass.

**BY THE WINDOW
(Instagram Point)**

@camariaadele

#designve

Boutique Hotel Ca' Maria Adele, Dorsoduro 111

Open 10 – 20 every day

Savour the views that inspired Canaletto to paint his iconic images of Venice whilst relaxing in the comfortable window seats created by Campa&Campa specially for DESIGN.VE 2018 at Ca' Maria Adele. Here the traditional window seat has been updated to include an extra function. As you contemplate the view that inspired Canaletto's paintings, you can channel that inspiration to create your own photo shoot or pose for a selfie to post on Instagram.

SESTIERE CASTELLO

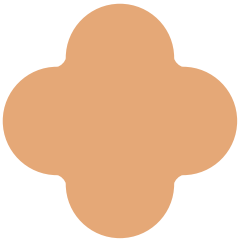
VENICE INNOVATION DESIGN-VID

Island of San Servolo / permanent project

Open day 10 – 20 May 26th

Open 10 – 17 every day

VID is a project by San Servolo srl, the in-house company of the Metropolitan City of Venice, which since 2004 has been devoted to enhancing the heritage of the island and directing the cultu-



ral activities at San Servolo, where the Congress and Events Centre is located alongside beautiful accommodation facilities immersed in one of the largest green areas in the city. As of this year, the island is now the permanent home of Venice Innovation Design that invites the most prestigious Italian design companies to inhabit the multi-purpose spaces of the island and to implement innovative projects. The Island of San Servolo is transformed into an active 'design in progress' laboratory, a multifunctional platform to explore and develop the initiatives of Made in Italy. The companies that were involved in the project launch of 2018 are as follows: Aresline, Attico, Cosentino, Fimes, Lago, LCF, Oikos, Tosetto, Vistosi.

SISMIK

Fondamenta San Giuseppe, Castello 925

May 23rd – June 17th

Open 10 – 18 every day, closed Monday

The inspiration behind SISMIK, a group show conceived by the designer Astrig Fister, focuses on a spark of imagination, on a flash of thought. SISMIK is the dynamic human nature within each individual, the desire to travel across universes and to embark on a journey of dialogue, communication and exchange. SISMIK is also the earth, complete with lines of fragmentation, traces left by explosive oceanic and earthen energy. Like these fractures that combine to create one, we as individuals possess the will to gather and encounter one another, moving like the tectonic plates beneath us. It is this sense of individuality that has brought these artists together. Fabienne Benveniste is the vibrant movement. Christophe Mirande is the intense volcanic energy, like hot lava that bonds the matter. Romain Quattrina is the telluric, earthly

force, working with an immediate physicality. Astrig Fister is the foundation, the essential bond between the artists. The fundamental idea is that we live in a world of fracture, the source of inspiration to create this project. Inspiration comes from itself. It wills itself into being. The four artists have come together in Venice, a city united by aquatic fractures, to present the artistic realisation of this concept in the surroundings of the Serenissima.

ESTONIAN DESIGN HOUSE

Castello, Fondamenta Sant'Anna 996/A

May 23rd – May 30th

Open 10 – 18 every day

The Estonian Design House is a network connecting various Estonian designers from different sectors equipped with multidisciplinary skills, offering creative and innovative solutions for product design and simultaneously instigating processes of exchange and collaboration. Pop-up shops by the Estonian Design House have previously been presented in Paris, London, Milan, Vienna, St. Petersburg, San Francisco and other cities in Europe. The selection of works shown in Venice aims to introduce the public to a more natural, eco-friendly and affordable style of design. More than 100 Estonian designers are represented by the Estonian Design House and its online platform www.estoniandesignhouse.ee.

FABRICA CIRCUS GOES TO VENICE

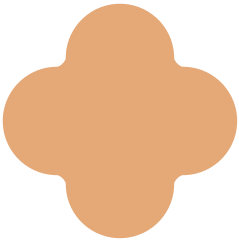
Castello - Via Garibaldi 1830 (Wanted Creativity)

Castello - Via Garibaldi 994 (Back Market)

May 23rd – September 30th

Tuesday-Sunday 12-20

On the occasion of the 16th International Architecture Exhibition and the 75th Venice Interna-



tional Film Festival, from 24 May to September 2018 Fabrica arrives in the lagoon city with two temporary stores in the lively Via Garibaldi. Once a butcher and a carpentry, these will be converted into multi-functional spaces for meeting, shopping, sharing and getting together. Fabrica, the place where for the past 24 years talents from all over the world have been meeting and developing artistic productions, embraces the world and becomes a vehicle for culture.

WallpaperSTORE*

Via Garibaldi, Castello 1791

May 23rd – June 17th

Open 10 – 18 every day until June 3rd, from June 4th closed Monday

For the official lagoon launch of its concept pop-up shop, WallpaperSTORE* has teamed up with the Venetian design studio Zanellato/Bortotto. The project is homage to Venice and its recurring apocalyptic dilemma of acqua alta (high water), when water from the canals and lagoon invades the narrow streets and squares across the city. Local Italian company De Castelli, experts in metal work, will provide the setup featuring overlapping oxidations applied on brass, copper and iron to create a watercolour effect recalling the iridescent reflections of the lagoon. Local Venetian architecture students will manage the shop, ready and willing to explain any of the design pieces on display and to share their tips and recommendations about the city. None of the objects on display can be purchased directly from the pop-up shop, but everything will be available on the online STORE* at store.wallpaper.com. The space in Via Garibaldi will host exclusive previews and limited edition pieces from some of Wallpaper*'s top design partners such as Minimalux, Salvato-

ri, Venini, La Chance, L'Objet, Michael Anastassiades, NasonMoretti and more.

WHY-WHAT-WHO / 10 YEARS OF FASHION ARTEFACTS

Castello, Fondamenta della Tana 2010, 2011, 2109

May 23rd – June 17th

Open 11 – 19 every day, closed Monday

W-W-W is an exhibition of works from selected alumni and staff organised by London College of Fashion and is curated by course leader Dai Rees celebrating 10 years of UAL's MA Fashion Artefact course. The project presents fashion as an influential form of expression in contemporary culture and explores how it can be viewed as a post-modern metaphor for what occurs in today's society. Featuring work from 21 alumni and 3 members of the course team, the exhibition showcases 4 key areas of research and studio methodologies: heritage and craftsmanship, performative body and prosthetics, product and manufacture, and artefact as a political voice.

APHRODISIA

Campiello del Cristo, Castello 3205

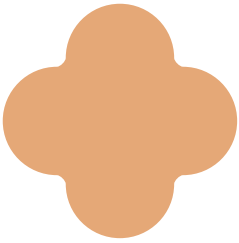
May 23rd – June 17th

Open 10 - 18 May 23rd - May 27th

(Amare Alcibiade symposium / performance by appointment)

Open 10 - 18 weekends only or by appointment

From the creative direction of art-based brand Mali Weil (Elisa Di Liberato, Lorenzo Facchinelli and Mara Ferrieri) comes Animal Spirits – a collection of personalisable limited edition products and an imaginative experiment influenced by the narrative and symbolic nature of mythology. Hosted in a private Venetian residence exclusively



for DESIGN.VE, Mali Weil presents their latest collection: Aphrodisia. Each piece of the collection constitutes a fragment of a wider dialogue in which the spaces, rituals, and private actions inside the home become moments to empower the body, catalysing new visions in which political imagination becomes an erotic act. Animal Spirits integrates design and artistic research with performance and political reflection, developing the idea of the 'performative object' – an object capable of merging practical function and narrative function in order to prolong the ephemeral duration of the performance in which it is presented.

KOSMOGONOS-Come Into a New State of Being a project by WONDERGLASS

in association with Zuecca Projects
Santa Maria dei Derelitti / Chiesa
dell'Ospedaletto, Barbaria delle Tole 6691

May 23rd – June 23rd

Open 11 – 19 every day, closed Monday

Following their successful collaboration at Salone del Mobile 2018, WonderGlass and studiopluz join forces once again to present "Kosmogonos" - a world evoking the wonders of the universe as seen through the prism of glass. The exhibition features a series of glass works inspired by the mystery of deep space and the spectrum of emotions felt when gazing at the night sky. In addition to these glass pieces, a light installation entitled 'Horah' designed by the London-based duo from Raw Edges will also be on display energising the atmosphere. Located inside the iconic Chiesa dell'Ospedaletto, the exhibition combines glass with sound and light inviting the viewer to reflect on the future of the modern city and how the universe can stimulate design.

SESTIERE CANNAREGIO

INFINITE VILLAGE

Campo dei Gesuiti, Chiostro dei Crociferi
Cannaregio 4878

May 24th – June 17th

Open 09 – 23 every day

INFINITE VILLAGE is a continuation of the collaborative art project UN_SPACED, founded in 2017 by artists Cora von Zezschwitz and Tilman Hoepfl. The single modular structure describes a spatial solution rather than manifesting as a volume, presenting itself as a notion of space or dwelling rather than an object. Interventions with fabrics and other 'poor' materials suggest ideas of inhabitation and social activity to underscore the inextricable interdependence of artwork, architecture and the perception of open space, as well as intimacy, openness, reflection and dialogue. The project is visually and mentally understood as an open structure, a conscious yet playful construction of space. The structure functions as an autonomous work of art, a sculptural or architectural intervention, and an investigation of spatial perception. In addition, the title INFINITE VILLAGE draws attention to the concept of structural transformation and architecture of additions, towards the comprehension of space as material or transmitter of thought, and global issues such as habitation and migration.

**AMM – FURNITURE BY ARCHITECTS
INSTITUTE OF SPATIAL DESIGN
– GRAZ UNIVERSITY OF TECHNOLOGY**

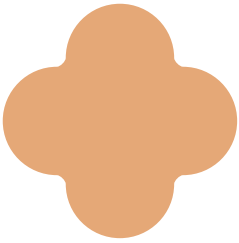
Salizada Seriman, Cannaregio 4871

May 23rd – June 17th

Open 10 – 19 every day, closed Monday

Under the direction of architect Irmgard Frank,

09



the Institute of Spatial Design presents amm – furniture by architects | architektinnen machen möbel, from the course of Furniture Design Production at the Faculty of Architecture of Graz University of Technology. During the course of this programme students gain first hand experience in all phases of the design and production process and acquire a practical insight into the performance of materials. Manufactured with guidance from a skilled team from the Institute's wood workshop, the students have crafted pieces for this collection that reflect the multidisciplinary approach of the school. This year, for the first time, the products produced within the Institute are placed on the market including three stools, three chairs, a bench, and a table. The exhibition seeks to question the various functions, necessities and requirements of contemporary ways of life, resulting in tactile objects designed to be felt, touched and used in a far from conventional manner.

SALVIATI from glass to design

Scuola Grande della Misericordia
Cannaregio 3599

May 6th – May 28th

Open 10.30 – 18.30 every day

In the prestigious setting of the Scuola Grande della Misericordia, Salviati presents an exhibition dedicated to the history of their production, which since 1859 has continued to affirm the company's leading position in the international artistic glass scene. This project visually expresses the nature of the territory, the multitude of techniques, the connection with water, the integral importance of shapes and colours, and the malleability of this fascinating material. The works on display represent a celebration of Salviati's long-standing

tradition of excellence in working with glass as well as revealing a more contemporary and collaborative aspect of the company with pieces from the recent partnership with lifestyle brand LaDoubleJ.

O > S PLATFORM

Corte Nuova 3561, Fondamenta dell'Abbazia

May 26th / permanent project

Open 11 – 18 Wednesday to Saturday

O > S stands for Open Space, Open Source, Open Studio and Open System. It is a collaborative project from the production agency Pas-e, two research and production studios for sound design, and a scenographic design studio. The project is an open space, both physically and organisationally, located within a former carpentry and craft workshop that has been converted into a hybrid space adapting to various activities and needs dedicated to contemporary creativity. O > S is the result of a close partnership with Venice-based design studio Omri Revesz, specialists in the design of modular environments and the design of temporary architecture that lies at the intersection of art and design. Restored with recycled materials the space is inherently flexible and multifunctional, allowing users to interact with it on numerous levels such as a place of work, an exhibition space, a conference room, or a concert hall.

2.73 PROTOTIPO DI CASA PER RESIDENTE RESILIENTE

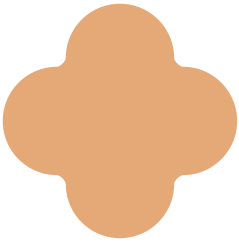
Cannaregio, Sant'Alvise 3193E

May 23rd – June 17th

Open 10 – 18 every weekend

or by appointment

Conceived by Alvise Giacomazzi in collaboration



with Cruchlab, 2.73 is a project for Venice and its resilient citizens that aims to reflect on the theme of living in Venice utilising data detailing the average accommodation options in this historical city as mentioned in the Yearbook of Tourism 2016. The research within this exhibition is an example of civic design inspired by the principles of hospitality, collective intelligence and digital fabrication. During the 4 weekends of DESIGN.VE, visitors will be invited to design a permanent Beta prototype of a home for resilient citizens through dialogues, talks and debates. For the occasion, the apartment hosting the project will include 4 design pieces made using digital manufacturing techniques, including an outdoor cinema.

FORTE MARGHERA / MAINLAND

FORT INTEMPORAL

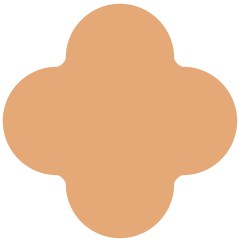
Forte Marghera, Via Forte Marghera 30, Mestre

May 23rd – November 26th

Open 10 – 22 every day

Fort Intemporal is a site-specific project created by artist Wendy Krochmal and architect Bobby

Fogel focussing on the revaluation of our environment. It is located in building number 29 of Forte Marghera, a former 19th century fortress part of the lagoon's defensive system just a few miles from the centre of Venice. The mark of time has left the roofless building eroded with cracked floors and aged walls, yet the spirit of the place remains. In order to accentuate and honour the tradition of this crumbling space, Krochmal and Fogel decided to use the ancient Japanese art of Kintsugi to reinforce the fractures caused by years of neglect, rendering the imperfections of the building unique and beautiful. In the tradition of Kintsugi, golden lacquer is used to emphasise imperfections and to make the mends and seams a distinctive and delicate part of the object, or in this case, the place. At Fort Intemporal the golden lacquer has been replaced with a mixture of topaz and golden coloured fragments of Murano glass, set in the cracks and crevices of the floor and walls of the building. The golden glass enhances the lines of damage, embracing the flaws of the space without trying to hide or repair them.



DESIGN.VE was created by *Francesca Giubilei and Luca Berta*, independent curators and co-founders of *Veniceartfactory*. It seeks to open up channels of collaboration and exchange between the worlds of art, design and fashion.

DESIGN.VE / BIENNIAL DESIGN WALKS THROUGH VENICE
May 23rd > June 17th 2018

GUEST CURATOR DESIGN AFTER DARWIN. ADAPTED TO ADAPTABILITY
Alice Stori Liechtenstein

DESIGN CONSULTANT
Martina Gamboni

PRESS REVIEW
May 23rd 2018
from 11:00 until 18:00

OFFICIAL OPENING
May 23rd 2018
from 18:30 until 22:00

PRESS POINT
from May 23rd
Palazzo Morosini Gatterburg, San Marco 2803

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project conceived,
directed and organized by

VENICE ART FACTORY

main partner



Valore Cultura
L'arte a portata di tutti

with the patronage



#EnjoyRespectVenezia

ual: london college of fashion



media partners



technical partners

