

„The city, however, does not tell its past, but contains it like the lines of a hand, written in the corners of the streets, the gratings of the windows, the banisters of the steps, the antennae of the lightning rods, the poles of the flags, every segment marked in turn with scratches, indentations, scrolls.“ [Italo Calvino: Invisible Cities]

Urban Evolution performance fotos - Weimar Theaterplatz 29.01.2007



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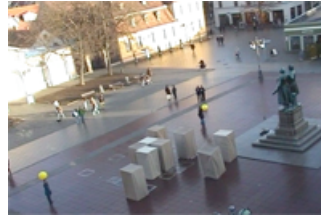
7.



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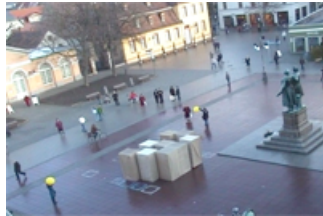
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Project	Urban Evolution is the result of a study project at the Institute of European Urban Studies of the Bauhaus University Weimar within the study project seminar "Reflecting Masterplanning". The Masterplan for the development of the new center for Aspem in Vienna is the starting point for this project.	
Content	The study project was submitted as a print magazine featuring detailed textual information and as a DVD video featuring an overview in addition to the game performance conducted and filmed in public space, the Theaterplatz in Weimar.	
Intention	Urban Evolution addresses a number of questions These are in regard to the meaning of the center and its development, the identity of place and the lack thereof, and how to create the identity of place as a quality of space. The intention of this study project is to address these questions and provide answers to them.	
Method	<p>The urban space is the "theater stage" or "game board" for a play or game. This "game" is Urban Evolution. The game players are developers, planners, designers, and citizens. The game pieces are temporary buildings as a "fluidum", which are juxtaposed by permanent "urban artifacts". These permanent elements create a spatial definition for the "game board" by acting as "anchors". What is Urban Evolution? It is a framework, a set of rules, a method. It is divided into three subelements.</p> <p>On the game board, a succession of temporary buildings takes place. This succession is related to the necessity for functions and public space of increasing dimensions related to the increase of population according to the phasing. The methodic element of "Intermediate Allocation" responds to this issue.</p> <p>The succession of temporary buildings is in accord with the phasing of the Masterplan. Also, it uses the acceleration of developmental speed throughout the phases to create "Condensation of Time", a sped-up version of the usual evolution of cities in history which facilitates Urban Evolution.</p> <p>Furthermore, the succession of temporary buildings does not proceed without leaving traces. The leaving of traces is an intentional and important part of Urban Evolution since the traces and their superimposition create "Simulated Archaeology".</p> <p>Urban Evolution and its three methodic steps are intended to create quality of space through the generation of a local history which is staged, yet artificial, but not simulated. It is the actual document of actual events taking place in the chosen location.</p>	
Credits	<p>URBAN EVOLUTION Reflecting Masterplanning: Wien-Aspem Professor W. Christ: Urban Planning and Design Professor Dr. B. Nentwig: Construction Management and Economy Institute for European Urban Studies Bauhaus University Weimar Germany WS 2006-2007 Javier B. Ramirez - Mark X. Kammerbauer - K. Arne Löper</p>	
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