

PRESS RELEASE

10. International Architecture Exhibition - La Biennale di Venezia

LATVIA

'URBAN DICE'

OPEN TO THE PUBLIC: 10th September - 19th November 2006 DAILY OPENING HOURS: 10.00 a.m. - 6.30 p.m. VENUE: Riva S. Biagio / Castello 2145 (Arsenale) / 30122 / Venice / Italy

COMMISSIONER: Sergejs NIKIFOROVS VICE-COMMISSIONER: Edgars TREIMANIS, Päivi TIRKKONEN DE GRANDIS CURATOR: Ugis SENBERGS (http://www.senbergs.lv) IN COLLABORATION WITH Zigmars JAUJA and Didzis JAUDZEMS EXHIBITORS: Vējiem Līdzi Ltd (Jānis BRINKMANIS, Jānis MERCS, Indra MERCA, Kristiāns BREKTE, Juta TĪRONA, Roberts RUBĪNS, Guntars DAGIS, Reinis BALODIS - www.venezia2006.lv) TECHNICAL SUPPORT: MG Arhitekti Ltd ORGANIZER: Latvian Architects Association (http://www.architektura.lv), Kristine BUDZE, Zanda REDBERGA PARTNER: Arte Communications, Venice SUPPORTERS: State Culture Capital Foundation (http://www.kkf.lv), Riga City Council (http://www.riga.lv), Jaunrigas attistibas uznemums (www.andrejsala.lv).

Urban Dice

So corrupted by work, that we don't know how to rest. The die rolls and rolls and stops On the five, the two, or the six And we rest until the next toss.

Imants Ziedonis, poet

Latvian exhibition deals with a dice-like home, that the owner can transform to make the space suitable to various functions. The home is not bound to a particular place, though one is able to connect it to lines of

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la Biennale di Venezia



communications in the designated places. Several homes may be mutually combined, thereby creating colonies of dice-like homes.

The home is suited to various environments, and urges a person to undertake greater responsibility and initiative in the design of the surrounding space.

More than Compact

The transformations of a place, and the multifaceted, multi-functional possibilities for use. An economic utilisation of resources, taking up only the minimum necessary land area, which is used exhaustively. Viewing resourcefulness and the small space not as a hindrance or as a mandatory provision, but rather as a way of organising life whereby everything is only a short reach away and capable of being subjected to sudden changes, thus reducing the restrictions usually specified for a traditional piece of immovable property.

Unattached

A home that the owner is able to move and transform by him or herself, subjecting the home to his or her changing needs and desires. The home provides the opportunity to preserve one's own personal space, without taking into account the architectural traditions of a place.

Open Source

The self-organisation of colonies of individual dice-like homes in the space and time designated for them, as well as the possibility for an owner to adapt a home to his or her own specific needs, becomes a unique type of architecture and environmental planning, equivalent to open source programming. In architecture, the open-source idea dispels the boundary between the regulator and the user of an environment. An architect and an environmental planner create a source code and construct an interchange system, which is supplemented, communicated with, and operated in by the user of the environment. The architect takes on a new social role, offering planning frameworks that urge a resident to work and apply him or herself in a creative manner; the architect effectively promotes communal responsibility toward the environment in which a resident lives.

The Game

The organisation and transformation of space and the environment becomes a toy, removing the weight of seriousness and responsibility from these processes. This results in a joy in life, instead of a feeling of being resigned to fate. The game is a living space for the people of post-capitalist society for whom the main things in life are not credit ratings, fancy entries in a C.V., regular visits to a psychologist, and long lists of neuroses. The dice-like home offers frivolity in place of constant stress and tension; mobility in place of stability; free time in place of regulated working hours; and, instead of a passive observance of events, the chance to actively collaborate and express one's opinion, as well as a readiness to change the situation in architecture and environmental planning.

Ugis Senbergs, architect

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