'Diagrams of Virtù'in 3D at architecture exhibition

Peter Eisenman - Eisenman Architects

The architect Peter Eisenman (www.eisenmanarchitects.com), in occasion of the 9th Biennale of Venice, realized an installation in which virtual space and physical space are comparable and visit able at the same time.
In the physical space of the installation visitors may observe and interact with a similar 3D virtual space.

Several viewers have been tried to show the model but only BS Contact VRML/X3D 6.2 from Bitmanagement Software GmbH was considered the best choice and selected.

Peter Eisenman about the genesis of 'Diagrams of Virtù'.

"Our installation for the Episode section of the Biennale takes as its trajectory a narrative from Palladio to Piranesi to Terragni and finally to my own work. But rather than present this work in images, models, or a narrative text, we have proposed a spatial construct that attempts to disjunct, displace, and destabilize any continuous or sequential "promenade architecturale." While the ideas of transformation or metamorphosis suggest a narrative in time and space, our project attempts to dislocate the time of the experience of the subject from the time of the object. Thus, rather than being retrospectively historical, our installation attempts a critical projection of the present. In its physical presence of layered walls, ramps, columns, and stairs at different scales, the project is a diagram derived from the sequence of diagrams inscribed in the surfaces.
The diagrams begin from an analysis and projection into three dimensions of Palladio's Palazzo Chiericati, a dislocation in itself of an ideal villa plan. This is then inscribed with a version of Piranesi's Carceri stairs to nowhere and the red and green stairs of House VI. The result denies any access to a central, hierarchical place. Finally, the project superposes Terragni's Casa del Fascio on House IV to produce a metaphorical manifestation of the impossibility of a return to a metaphysical center. This is further highlighted by a horizontal extension on the ends of each plane of the Virtual House."

Graziano Mario Valenti, architect and professor at the University 'La Sapienza' of Rome, realized the virtual model inside of the project V.I.A. The model permits to navigate into the virtual space and to analyze, step by step, the genesis of design.

V.I.A. Virtual Interactive Architecture is a research project developed by the universities of Rome 'La Sapienza', Udine and Venice (IUAV). Riccardo Migliari is promoter and coordinator of the research. Fundamental target of the research are the study and the experimentation of the V.R. technology usable to communicate the Architecture. Inside the research are developed experimentations on two principal ways: V.R. for the desing process and V.R. for the documentation of the historical and contemporary architecture.