

THE HAPPENSTANCE.01
An Introduction

Scotland
+ Venice

Film still from *Damnsnot Woods, Glasgow* - Hamish Brackston and Daniele Sanna
Image: Calum Rice

ORIENT

ORIENTEST
L'UNUMICUL

Peeter and Russ Workshop, Palazzo Zenobio
Image: Brian Hanley



THE HAPPEN STANCE

The Happenstance was Scotland's contribution to the 16th International Architecture Exhibition, Venice, 2018

Dispatch one begins with the back story of Scotland + Venice since 2004. It then introduces the work of the artists and architects before summarising the three phases:

- Phase 1 The Happenstance with young people in Scotland
- Phase 2 The Happenstance in Venice
- Phase 3 The Happenstance return to Scotland

Through the twelve dispatches the story unfolds... the reasons, inspirations, people, places, connections, legacy...



Issue 1
An Introduction



Issue 2
Venice Reflective



Scotland
+ Venice



Issue 3
Into the Mouth
of the Wolf



Issue 4
My Experience
as a Fellow at
The Happenstance



Issue 5
Venice /
Local Context



Issue 6
Play



Issue 7
Tools of the Trade

This publication is one in a series of twelve reflections on The Happenstance. Click here or go to ads.org.uk/the-happenstance-archive-dispatches to access the other publications.



Issue 8
One A-Z of
Making Connections



Issue 9
Participatory Practice



Issue 10
A Conversation,
A Workshop
and Afterwards



Issue 11
An External
Perspective



Issue 12
On Legacy



year of young people
bliadhna na h-òigridh
2018



Scottish Government
Riaghaltas na h-Alba
gov.scot

Architecture &
Design Scotland
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BRITISH
COUNCIL



The Happenstance Team, Palazzo Zénobio
Image: Brian Hartley

‘the two words, happen and stance, together celebrate good fortune and coincidence and the positive things that are produced through new connections’



‘this is a perfect model that describes *WAVEparticle’s* methodology of ‘getting lucky’, which has opened up the potential for all sorts of dynamic new relationships between Scotland and Venice’



Jacob the oboe player
Image: Sean Campbell



Un Municipio per Tutti con Espp
Image: Graigam Press



Piper Andrew Bell leads procession to the local Sagra
Image: Brian Hartley

Introduction

Morag Bain

International Architecture Exhibition, Venice

The International Architecture Exhibition is one of the most prestigious international architectural events in the world. It has remained at the forefront in the research and promotion of current practice and new ideas. Today, the Venice Biennale captures a multitude of interest from around the globe and attracts over 500,000 visitors a year.

Scotland + Venice Partnership

Scotland + Venice is a partnership between Architecture and Design Scotland, the Scottish Government, Creative Scotland and the British Council Scotland.

The partnership oversees the curation of Scotland's involvement at the International Architecture Biennale in Venice. For 2018 Young Scot joined the partnership.

Over the years Scotland has become renowned for presenting events-based work in venues across Venice and has built a strong reputation for both its diversity in projects and for the connections it makes to local communities in a city that is wary of the Biennale and its effect on their lives.

The content is developed in Scotland with Scottish people and on return from Venice there have been tours and events throughout the country. Many of the projects have gone beyond Scotland – to England, France, Iceland, the Netherlands and Spain.

The Happenstance

In response to the 16th International Architecture Exhibition, Venice theme of Freespace and Scotland's Year of Young People 2018, *WAVEparticle* built a creative team of Scottish based artists and architects who have a track record of best practice in running ground breaking workshops with people of all ages. The principle that binds the selected practitioners together in their commitment to grassroots empowerment, is a belief that the most vital voices that can shape the spaces that shape the world are those of young people.

WAVEparticle is an organisation set up in 2006 by lead artist Peter McCaughey to support and direct a team approach to urban arts projects, public art commissions and various levels of creative consultation.



Past Projects: Scotland in Venice

Landforms

Drawing inspiration from observations of the Scottish Parliament's architect Enric Miralles, Landforms explored the relationship between Scotland's landscapes and its contemporary architecture through 17 projects completed after the formation of the Scottish Parliament in 1999.



Theme: Metamorph
Biennale Director: Kurt W. Forster
Project Curator: The Lighthouse and NORD
Exhibition Design: NORD
Graphic Design: Skratch Design
What: exhibition
Where: Arsenale

2004



Theme: People Meet in Architecture
Biennale Director: Kazuyo Sejima
Project Lead: NVA
Film-maker: Murray Grigor
What: publication, film screening and event
Where: Ludoteca Santa Maria Ausiliatrice

2010

Past + Future

Four groups, each comprising a practicing architect, an academic and two students, researched modernity in Scotland within the post-war period of 1950 – 1970, opening up discussion on what a modern architecture in Scotland was and what it might be.



Theme: Fundamentals
Biennale Director: Rem Koolhaas
Project Curator: Reiach and Hall Architects
Publication Design: Reiach and Hall Architects
What: publications and events
Where: Ludoteca Santa Maria Ausiliatrice and Giardini

2014

The Happenstance

Artists and architects, who are experts in play, exploring the spaces in-between, encouraging everyone into a vital relationship with the built environment, using play as an active agent within the process of rethinking and reclaiming their freespace.



Theme: Freespace
Biennale Directors: Grafton Architects
Project Lead: WAVEparticle

2018



2008

Theme: Out There – Architecture Beyond Building
Biennale Director: Aaron Betsky
Project Curator: The Lighthouse
Pavilion Design: Gareth Hoskins Architects
Graphic Design: ISO
What: installation and events
Where: Piazzale della Stazione Santa Maria

A Gathering Space

Scotland's first standalone pavilion that acted as a social platform with two distinct areas - on the outside a set of public stairs encouraged informal gatherings, people-watching and play; on the inside a covered area acted as a public forum for debate and discussion.



2012

Theme: Common Ground
Biennale Director: David Chipperfield
Project Director: Jonathan Charley
Graphic Design: Graphical House
What: publication, workshops, tours, banquet and exhibition
Where: Ludoteca Santa Maria Ausiliatrice and Venice wide

Critical Dialogues

Four Glasgow-based practices - DO Architecture, GRAS, Pidgin Perfect and Stone Opera - created a Scottish 'studio' in Venice to explore the social role of the architect and the creative boundaries of architecture.



2016

Theme: Reporting From The Front
Biennale Director: Alejandro Aravena
Project Curator: Lateral North
Digital Media: Soluis
What: interactive exhibition and events
Where: Ludoteca Santa Maria Ausiliatrice

Prospect North

Exploring 15 community projects throughout Scotland with a focus on people and place through a series of innovative mapping strategies and individual narratives and Scotland's place and identity within an economically emerging northern region.

The Happenstance

The Happenstance was a three-phased project

PHASE 1: SCOTLAND January – May 2018

WAVEparticle and a creative team of architects and artists worked with young people nationwide to look at how freespace within architecture and design can support developing an identity / connection to a place for them. This work was filmed and presented in Venice.

- 7 projects in Aberdeen, Perth, Dundee, Galashiels, Penicuik and Glasgow
- 1350 young people participated



PHASE 2: VENICE May – November 2018

In the garden of Palazzo Zenobio, WAVEparticle curated an active archive around an armature - a boardwalk cum-climbing display frame - designed by Baxendale. The Happenstance engaged with people of all ages, encouraging everyone into a vital relationship with the built environment through adding to the armature and staging their own events, demonstrating and gathering what can be built using play as an active agent within the process of rethinking and reclaiming freespace. Live events engaged surrounding communities, visitors to Venice and targeted youth groups, and took many forms including film screenings, workshops, talks, music, presentations, three colloquiums.

- 35,000 visitors - many were Venetian (an estimated 70%)
- 64 events - 6700 people directly involved / engaged

PHASE 3: SCOTLAND August 2018 – January 2019

Elements of The Happenstance toured to venues in Scotland with aligned events run throughout. The outcomes were disseminated and shared with others.

- 6 venues / 7 events:
 - Custom Lane, Edinburgh;
 - The Lighthouse, SWG3 and The Laurieston Arches, Glasgow;
 - Penicuik, and the V&A, Dundee.
- 10,900 visitors and participants

Project Lead: WAVEparticle
Architects: Lee Ivett & Ambrose Gillick (Baxendale), Keri Monaghan & Paul Stallan (Stallan-Brand Architects), Fergus Purdie (Fergus Purdie Architects), Graham Ross (Austin-Smith: Lord Architects)
Artists: Hannah Brackston, Brian Hartley, Ruby Pester & Nadia Rossi, Daniele Sambo, Emily Speed, Tassy Thompson, Francis Thorburn
Designer: Alberto Lago
Film maker: Basharat Khan
Armature Design: Baxendale
Graphic Design: Neil McGuire and Fiona Hunter (After the News)

Resources

Past Projects

These spreads present examples of past projects by the artists and architects, selected by [WAVEparticle](#) to contribute to The Happenstance. The past projects, which demonstrate different approaches to the art of building freespace, were displayed in Palazzo Zenobio and contextualised the series of workshops, talks, presentations and live events the team initiated in Venice. Click each image to read in detail.

ALBERTO LAGO



STUDIO TASSY



BASH KHAN



BAXENDALE



DANIELE SAMBO



EMILY SPEED



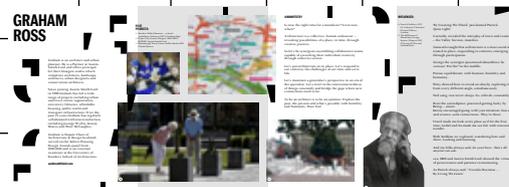
BRIAN HARTLEY



FRANCIS THORBURN



GRAHAM ROSS



HANNAH BRACKSTON



STALLAN BRAND



PESTER & ROSSI



FERGUS PURDIE



Scottish Films

The eight films are of short taster projects that brought artists and architects together to explore what freespace means to young people across Scotland.

The projects all happened between January and May 2018 and reflected inspiring examples of situations that underscore the Biennale theme.

They prototype ideas and ways of thinking about gap sites, vennels, in-between spaces, buildings that have lost their purpose. From Penicuik to Aberdeen, Easterhouse to the Gorbals, and Perth to Pollok, the teams of artists and architects worked to open up ideas in relation to the freedoms to play, make, explore and speak.

The dynamic performances, the prototyping of instant and architecture and the invention of new games send a strong message about the importance of the freedom to express and the need for places that are conducive to such freedoms. Click each image to view the films.



Flipping Cars
Francis Thorburn



Reimagining Learning Environments
Paul Stallan and Keri Monaghan



Damshot Woods
Hannah Brackston and Daniele Sambo



A Town Hall for All, Penicuik
Graham Ross



Façades / Fronts
Emily Speed



Open Spaces
WAVEparticle



NOTATIONS: Making time and space
Brian Hartley and Fergus Purdie



Recreation Re-Creation: Infinity Pitch
Pester & Rossi



Two different eras playing football: the football pitch when it was
Collecio Armenio Moorat-Raphael and when it was The Happenstance/
Black and white image: courtesy of the Armenian Society

RESOURCES

- [Architecture and Design Scotland](#)
- [The Scottish Government](#)
- [Creative Scotland](#)
- [British Council Scotland](#)
- [Year of Young People archive](#)
- [WAVEparticle](#)
- [The Happenstance](#)
- [La Biennale di Venezia](#)
- [Austin-Smith:Lord](#)
- [Baxendale](#)
- [Fergus Purdie Architects](#)
- [Stallan-Brand](#)
- [Hannah Brackston](#)
- [Brian Hartley](#)
- [Pester and Rossi](#)
- [Daniele Sambo](#)
- [Emily Speed](#)
- [Tassy Thompson](#)
- [Francis Thorburn](#)
- [Basharat Khan](#)
- [Alberto Lago](#)
- [After the News](#)
- [Related Films](#)

Osteria Da Codroma
Italian • €€



Palazzo Ca' Zenobio

Chiesa dei Carmini

farmacia Alla
Cerva d'Oro



Chiesa di Santa
Maria del Soccorso



Fondamenta Soccorso

Fondamenta S. Sebastiano

Cent. Studi-Docum.
Cultura Armena



Bea

Fondazione Venetian
Heritage Onlus



Studio Matteo Corvino



Corte Vecchi

Calle Zappa Dorsoduro

Teatro a l'Avogaria



B&B

Ca' de

Ca' Venexiana





**Scotland + Venice projects since 2004,
an introduction to the artists and architects
and a summary of the three phases of
The Happenstance.**

Pages



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Exhibition of artists and architect's projects, Palazzo Zenobio workshop space
Images: Basiaarat Khan