

Projektet *24 timers tilfældighed eller Odysseus* er en bådrejse på Lago Maggiore i Norditalien. Projektet omfatter selve rejsen samt de bygninger man besøger under rejsens forløb. Udgangspunktet for projektets program er Homer's Odyssee. Bådturen begynder en dag ved solopgang og slutter 24 timer senere. Herved bliver rejsen en afsluttet tidsmæssig figur, der kan fortsætte i det uendelige. Samtidig udgør rejsen et lineært forløb af forskellige begivenheder, der får betydning fra det sted de er placeret på rejsen, og efter den måde hvormed de relaterer sig til Homers Odyssee. Eposet er gendigtet og fortolket ved hjælp af andre kilder, bl.a. Joyce, Kafka og Kircher, således at der for hver fortælling kan formuleres en essens, en sanselig erfaring, som genspejler det enkelte eventyr.

For at gøre disse erfaringer håndgribelige er de oversat til arkitektoniske begreber. Ved at oversætte kulturelt, litterært stof og genfortælle det med arkitektur og materiale, bliver det arkitektoniske objekt mere til et apparat, der former situationer og erfaringer under indflydelse af den rejsende - til en maskine der lever sit eget liv. Gæsterne bliver inddraget i disse apparaters forløb.

En morgen lige ved solopgang går en gruppe rejsende ombord i sejlbåden ved afgangsbbygningen, for at anløbe Aeolus' flydende pandemonium, Scylla og Charybdis' stormtårne og Lotuspisernes kunstige paradis. Det labyrintiske Bibliotek i Hades, de tavse Sireners lydskeerm - ifølge Kafka, Calypso's Merzbau og Kyklopernes tårne er de næste eventyr de rejsende bliver konfronteret med. Natten er allerede faldet på, da gruppen træder ind i Kirke's palads. Personen, der sejler herfra i robåden, er den nye Odysseus.

Efter en sejlads over vandet lægges der til kaj ved Phæacernes teater for eventyrtælling. Den sidste rejsende når Penelopes hus med en tovbane, hvor den labyrintiske rejse overskues med panoramaudsigten over søen.

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Projekt:

24 TIMERS TILFÆLDIGHED ELLER ODYSSEUS

24 hours of coincidence or Ulysses

Afgangprojekt/Diplomaprojekt

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The project *24 hours of coincidence or Ulysses* is a boat trip on the Lago Maggiore - northern Italy. The design includes the trip and the buildings that will be visited during the trip. Homer's Odyssey forms the starting point of the programme of requirements which is at the basis of the design. The boat trip begins on a certain day and place at sun dawn, and ends 24 hours later. This makes the trip a closed figure in time which can continue indefinitely. At the same time, the trip is a linear sequence of different events, which get their relationship and meaning from the location where they have been situated on that trip, and the way in which they are related to Homer's Odyssey. With the help of other sources, such as Joyce, Kafka and Kircher, this epic poem has been interpreted and adapted in order to be able to formulate an essence for each story; a sensory experience reflecting the specific adventure.

In order to make these experiences concrete, they have been translated into architectonic terms and assignments. By the translation of a literary or cultural data into architecture and material, the architectonic object increasingly becomes a device that gives shape to situations and experiences under the influence of the travellers; a machine that is going to lead an independent life. The visitors are admitted into a sequence of these devices.

One morning, just before dawn, a group of travellers go aboard a sailing boat, near the departure building, to call in at Aeolus's floating pandemonium, the storm towers of Scylla and Charybdis, and the artificial paradise of the Lotus-eaters. The labyrinthian library of Hades, the sounding boards of the - according to Kafka - silent Sirens, Calypso's Merzbau, and the towers of the Cyclopes are the next adventures confronting the travellers. Night has fallen by the time they enter Circe's palace; the person departing from here in a rowing boat is the new Ulysses. After a trip across the water, the boat is moored at the story-teller's theatre of the Phaeacians. By cableway the last remaining person reaches Penelope's house, where the labyrinthian trip is put in order by the view over the lake.

AFGANGSBYGNINGEN

Afgangsbygningen er et bådhus, placeret på søens østlige bred. Bådhuset består af en række vaske- og renselsesgader, hvor de rejsende bliver udvalgt og kan overgive sig til morgenrenselsens ritualer. Når de besøgende træder ind i bygningen sætter de vaskegadernes mekanisme igang med deres egen vægt. Et spejlsystem i tårnene opfanger dagens første solstråler. Lysstrålen leder den rejsende langs de forskellige attributer i vaskegaden. Når tårnene kaster hele deres skygge på badebroen gives afgangssignalet. Slut- og begyndelsestidspunktet bliver forbundet med hinanden ved hjælp af et system af spejle.

ÆOLUS

Æolus' flydende ø er et rumligt pandemonium, som driver for vinden, overladt til elementernes rasen.

SCHYLLA OG CHARYBDIS

Schylla og Charybdis's tårne er opstillet således, at de ifølge Asthanasius Kirchers ekkoprincip forstærker enhver lyd i det øjeblik, den kommer indenfor tårnernes område.

LOTUSSPISERNE

Lotusspisernes liv, de mennesker der hygger sig i et drømmeagtigt paradis af sol og fjernsyn, bliver dirigeret af solens stilling i forhold til skærmene og markerne i deres omgivelser. Lotusspiserne befinder sig på en ruïno.

HADES

Lige under vandets overflade i det evige tusmørkes rige, i et labyrintisk bibliotek opbygget af glas, stål og bøger, bliver al viden fra fortiden samlet.

SIRENERNE

På spidserne af to øer, der ligger overfor hinanden, står sirenernes lyd-skærme. Mellem disse to skærme bringes lydens ekko ud, lyde der er skabt med vand i bygningen.

KALYPSO

Kalypso er gudinden, der tilbyder Odysseus evigt liv. Evigt liv er en verden, hvor hierarkiet mellem begyndelse og afslutning er forsvundet og dermed også relevansen af rækkefølge eller begrænsning. I det evige liv er alt af samme værdi, og her bliver historien til et virvar af associationer. Kalypso er hukommelsens Merzbau.

KYKLOPERNE

Ved kridtovnene på Ispras forbjerg bor kykloperne, eneboerne der vogter det utilnærmelige i symbiose med de tårne, der gjorde dem enøjede.

KIRKE

I Kirkes palads er forførelsens kunstarter, dans, musik og drama, i centrum. Paladset har form som en muslingeskal, lagt på Pallanzas hoved, og den lukker sig i det øjeblik alle gæsterne er ankommet.

FAIAKERNE

De spadserendes boulevard i Laveno munder ud i et teater for eventyrtfortælling. Podiet er samtidig anløbsbro. Den sidstankomne fortæller sin historie.

HJEMKOMSTEN

Med tovbane når man til denne Odysseus' sidste station. Det at bo står her i centrum, i sin mest usikre fremtrædelsesform

THE DEPARTURE BUILDING

The departure building is a boathouse, on the eastern shore of the lake. The boathouse consists of a series of washing and purifying streets in which the travellers are selected and are given the opportunity to surrender to the morning cleansing ritual. When entering the building the visitors activate the mechanism of the washing streets with their own weight. A system of mirrors catches the first sunrays of the day. The lightbeam leads the travellers past the various attributes in the washing streets. When the tower casts its full shadow over the departure jetty, the signal to leave is given. On the roof of the boathouse the end and the starting point are connected by means of a system of mirrors for those who stay at home.

ÆOLUS

The floating island of Aeolus is a spatial pandemonium broken adrift, at the mercy of the elements.

SCYLLA AND CHARYBDIS

The towers of Scylla and Charybdis have been placed in such a way that, according to the echo principles of Asthanasius Kircher, they amplify every sound the moment a sound source comes within the domain of the towers.

THE LOTUS-EATERS

The lives of the Lotus-eaters, the people that bask in an illusory paradise of sun and television, is determined by the position of the sun in relation to the screens and fields in their surroundings. The Lotus-eaters are on a ruinous island.

HADES

Just below the surface of the water, in the realm of eternal twilight, all knowledge of the past has been clenched in a labyrinthian library built of glass, steel and books.

THE SYRENS

On the heads of two islands opposite each other are the sounding boards of the Syrens. Between these two screens, echoes of sound are transmitted, sounds that have been produced with water in the building.

CALYPSO

Kalypso is the goddess that offers Ulysses eternal life. Eternal life stands for a world in which the hierarchy between beginning and end, and thus the relevance of succession or limitation has disappeared. In eternal life all is equal and history becomes an uproar of associations. Kalypso is the Merzbau of memory.

CYCLOPES

In the limekilns on the Cape near Ispra the Cyclopes live; the hermits who guard the unattainable, in symbiosis with the towers that made them one-eyed.

CIRCE

In Circe's palace the focus is on the seductive arts such as dance, music and theatre. The palace is in the shape of a shell, on the cape of Pallanza, which closes the moment all guests have arrived.

THE PHAEACIANS

The saunterer's boulevard of Laveno ends in a story-teller's theatre. The platform is at the same time the jetty. The one who arrives new, tells his story.

THE HOMECOMING

By cableway one reaches the last station of this Odyssey. Living is the centre of interest here, in its most unstable manifestation.









