# ZERO GRAVITY URBANISM EXHIBITION

STUDENT RESIDENCY PROGRAM



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#### HIGH-LEVEL DESCRIPTION

- Program theme: Zero Gravity Urbanism.
- **Dates**: 17 to 22 of July 2023 (Biennale visit on the 16<sup>th</sup> of July optional).
- **Students:** Open to 5 students from the master's degree course in Architecture, Urban Planning, and Territorial Planning (English and Italian taught programme).
- Outcomes:
  - Design proposals to include A1 posters, digital presentation, and 3D models.
  - Opportunity to present design proposals in NEOM (October 2023).

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### PROGRAM DESCRIPTION

#### **Design project description:**

The design project consists of introducing the students to the design principles of Zero Gravity Urbanism.

The design studios focus on short, intensive projects involving one-on-one guidance from design instructors, group discussions and reviews about design work, training sessions in graphics and model making skills, and individual presentations to instructors and guest professionals.

The experimental nature of this residency will allow students to test, visualize, and analyze the potential of their projects through working in groups while using 3D printers to run production simultaneously.

The daily program is divided into two parts:

- **Morning session**: dedicated to introducing students to the future of urbanism, and principles of Zero Gravity Urbanism, through site visits, lectures and discussions. It also includes working sessions of 3D printing, with a hands-on approach.
- Afternoon session: organized under a learn-by-doing format, inviting the participant students to learn from their own experience of design.

## STUDENT RESIDENCY PROGRAM

SUN 16	Mon 17	Tues 18	Wed 19	Thurs 20	Fri 21	Sat 22
	9 – 11.30 h  Program introduction Introduction and briefing on design project  Opening lecture Paradigm shifts, global urban challenges and Zero Gravity Urbanism.	9 – 10.30 h <b>Lecture</b> Zero Gravity Urbanism design principles  by Tarek Qaddumi	9 - 10 h  Lecture + Group discussion Minimal Footprint, Invisible Infrastructure, and Multi- verse city by Eui-Sung Yi (Morphosis)	9 - 10 h <b>Lecture</b> + <b>Group discussion</b> Hyper-proximity, hyper- connectivity, and Hyper- mixed-use by Kent Larson (MIT)	9 - 10 h <b>Lecture</b> + <b>Group discussion</b> Ubiquitous Public Realm by Martin Rein-Cano (TOPOTEK1)	9 - 13 h  Final design working session  Students will have extra hours for fabricating their fourth/last physical model.
	Lecture Making techniques	Design working session	Design working session	Design working session	Design working session	
	11.30 - 13 h Guided visit of the exhibition on site					
	LUNCH 13 – 14 h					
Biennale tour Visit to identified exhibitions within La Biennale	14 - 17 h <b>Design working session</b> Students are grouped in 2 to begin work on analysis and design.	14 - 18 h <b>Design working session</b> 3D fabrication: to develop first volumetric ideas of the teams' proposals.	14 - 18 h <b>Design working session</b> The teams are expected to print their first physical model, representing their first volumetric idea.	14 - 18 h  Design working session  Teams keep working on the definition of their proposals and start testing them by printing	14 - 18 h <b>Design working session</b> Models and proposals  final production for next day presentation	14 - 16 h Final review session & models' exhibition  16 - 17 h Closing remarks for
	17 - 19 h  Panel discussion: Reinier de Graaf & Tarek Qaddumi	18 - 19 h  Pinup session  DELIVERABLES:  Volumetric sketches and illustrations.	18 - 19 h  Pinup session  DELIVERABLES:  Development of volumetric proposal and printed model #1	3D models  18 - 19 h  Pinup session  DELIVERABLES: Draft of digital presentation and printed model #2	18 - 19 h  Pinup session  DELIVERABLES: Draft of the A1 panel presentation and printed model #3	workshop and reflections of the future of cities by Antoni Vives  Farewell Dinner

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