Remarque
Inscription faite par la section

Summary
The studio is focused on developing narratives, inspired both from the site and from the student's imagination. It aims in this manner to help the student intervene in the complexity of a given context.

Content
Urban Legends
Studio Gay Menzel addresses the complexity of the context as a source of development of a narrative linked to the site itself. This highlighting tool reveals the inherent qualities of the place and integrates projections or personal aspirations into it, with the broad ambition of reconnection to the environment.

The making of sense
In this time of crisis, and in the post-confinement, a reassessment of our way of life is essential. The quality of our relationship with nature, with the territory, with our way of living is questioned. Maybe a solution would be “resonance”, of which the German sociologist Hartmut Rosa speaks, proposing us to redefine our relationship with the world, to create what he calls the axes of resonance? Is it the “care” that Heidegger talks about that induces an exchange with the environment? Are there other ways to be explored?

Unveiling narratives
The development of a project strategy is addressed through the narrative, as a crystallization of a specific site vision (understanding) and personal imagination. How does the architect, as a person, as a user, influences and generates anchor points to make places legible, porous and appropriate in order to give them meaning?

On the crossroad
The town of Martigny in Valais extends at the crossroads of mountains and traffic routes, between the inflection of the Rhône plain, the strategic rock of Batiaz and the valley which leads to Grand-St-Bernard. Its three points arise from this landscape with a strong topography, where historic passages, infrastructures and cultural community have always coexisted. The semester focuses on its peripheral zones, in relation to the great Alpine landscape.

Keywords
Urban Legends, narrative, contextualism, territorial scale, Alps, crossroad, detail, evocation, double exposure, making of sense, reconnection, collective, social, periphery, agriculture, industry, productive landscape, infrastructure, ecology, sustainability, film, models, words.

Learning Outcomes
By the end of the course, the student must be able to:
  • Develop and verbalise own needs
• Develop a narrative from contextual elements and personal imagination
• Use a narrative as main guideline through all scales of the project
• Analyze a site with a survey and documentation
• Define a desire through the project and make transmittable to others
• Present the project adequately
• Elaborate a coherent discourse
• Demonstrate consistency throughout the project

Transversal skills
• Continue to work through difficulties or initial failure to find optimal solutions.
• Manage priorities.
• Take feedback (critique) and respond in an appropriate manner.
• Access and evaluate appropriate sources of information.
• Use a work methodology appropriate to the task.

Teaching methods
The semester will start with the site visit. Groups of two or three students will receive one of three sites. A double exposure image will be required at the beginning, be reconsidered and adapted through the whole design process. Films will be produced in order to illustrate evocative thought crystallized to project ideas. Series of selected filmography will be projected during the semester. Illustrations of different descending scales will be produced until a very detail during the semester.

Assessment methods
During intermediate and final reviews a guest jury will be appointed. Table critics will take place at the Studio GayMenzel. Contrôle continu, 100%

Supervision
Office hours  Yes
Assistants  Yes
Forum  No

Resources
Notes/Handbook
Each student will receive a course booklet.