



Competition research: Venice in the Metaverso

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CONTENT / what is relevant to Architecture nowadays is talking about SUSTAINABILITY AND DIGITALIZATION. WATER as a physical and digital substance that create new environments, relations and horizons.

The proposal for the workshop is to create a sustainable space with lines, agents and objects in order to design a project inside the "METAVERSO". The design will be a scenario for a video game in VENICE.

As a third aim for this workshop, using WATER AS ARCHITECTONIC MATTER, we are going to create a new horizon with LINES, AGENTS AND OBJECTS, and, going beyond, to design it into the "METAVERSO". For this purpose, we will work together with one digital platform.

AIMS / to understand the presence of the SUSTAINABLE AND DIGITAL SPACES in our projects.

To relate drawings, physical models and video as a way to produce an architecture DIGITAL project.

METHOD / The students will use drawing to create A SUSTAINABLE SPACE USING WATER AS A MATTER. We will draw lines, agents and objects, and model them to create a space as a sustainable scenario.

Finding opportunities of Multimedia Dawing_Model_Video relationships to start with a digital project.

PHASES /

Part 1: Draw. Individual Work. Picture frame

Select one scenario in Venice and draw the lines, agents and objects that constitute the sustainability of the space.

BIBLIOGRAPHY / "Power of ten". Charles and Ray Eames:

Part 2: Model. Group Work. Story Board
Transform the individual work into a three-dimensional object.

BIBLIOGRAPHY / "Cloud Cities and Solar balloon travel". Tomas Sarraceno:

Part 3: Video. Class Work.

Work all together to design the project as a new scenario into the "METAVERSO" with all your ideas.

BIBLIOGRAPHY

"Let me tell you about my boat." - The Life Aquatic. Wes Anderson

RESULTS AVAILABLE AT:

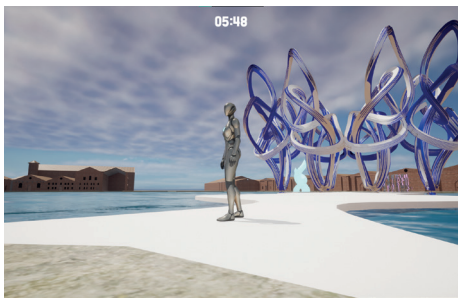
<https://vertice.cpd.ua.es/271675>

1st Price

PLAY

CREDITS

EXIT



Venice Metaverse Game

**Salazar Rixo, Aitana¹; García Lima, Valentina²;
Kjaernes Tholl, William³; Kučerovský, Vít³; Kukučková,
Nina⁴; Krylov, Vladislav⁵**

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⁷TU Dublin

This videogame was created as a final project of the semester in Design Studio 5 and 7 at Alicante University under the platform UNIVERSITY of Universities.

It is a videogame which is located in a virtual Venice Arsenal, home of the Architecture Biennale. We took this part of the real world and transferred it into digital form. We then placed different artifacts into this game map. Three of them are located above the water in a normal Venice world. Another three artifacts are placed under the water in a mysterious underwater Arsenal environment. When

you play and approach one of these artifacts with your avatar a video window pops up. Each of the artifacts are linked to different videos which were produced by other groups in their class as their final project outcome. We have created a digital world where these artifacts are used as links to other projects and other interesting realms. This digital environment can serve as a constantly growing digital space where further artifacts can be added, enriching this digital world with more information and projects to create a collaborative metaverse incubator.

INSTALL AND PLAY THE GAME:

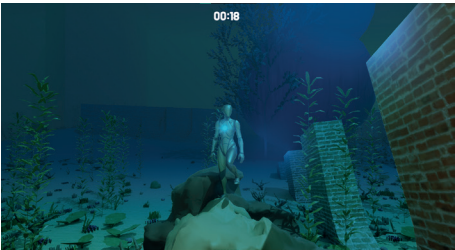
1. Download the folder called Windows from the google drive link. You need to have installed Unreal Engine 5 or newer to run the game:

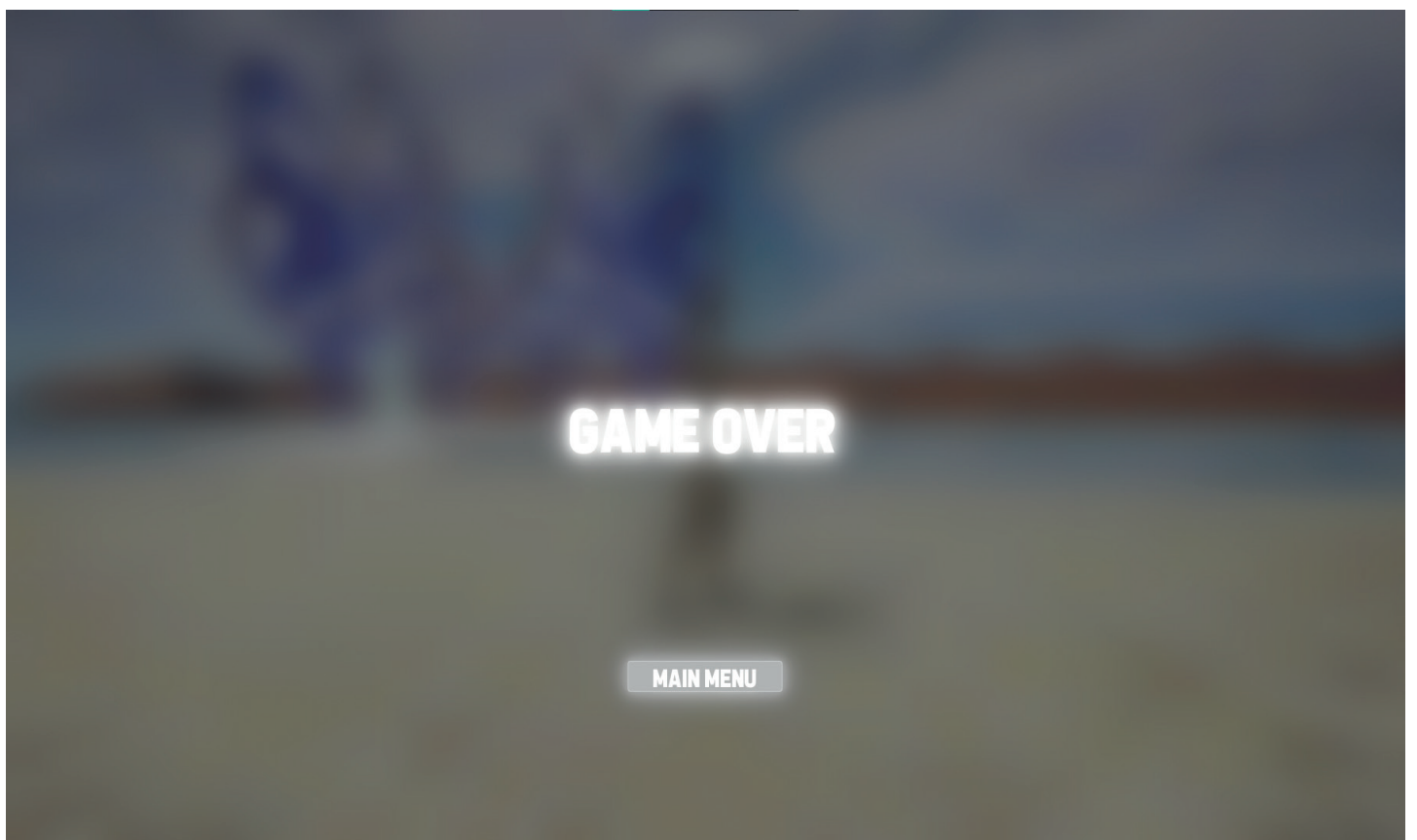
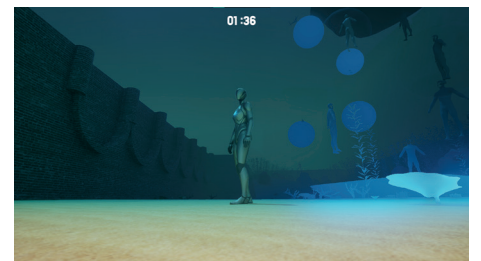
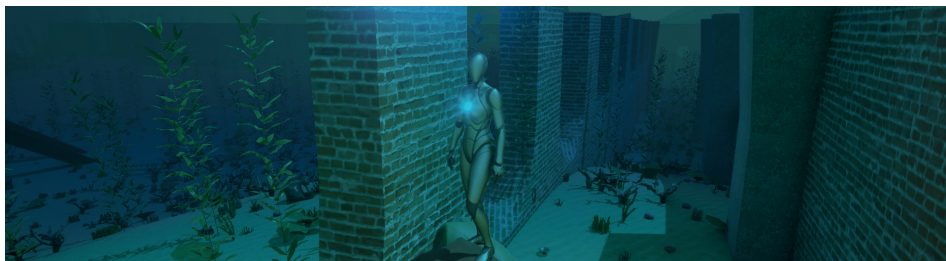
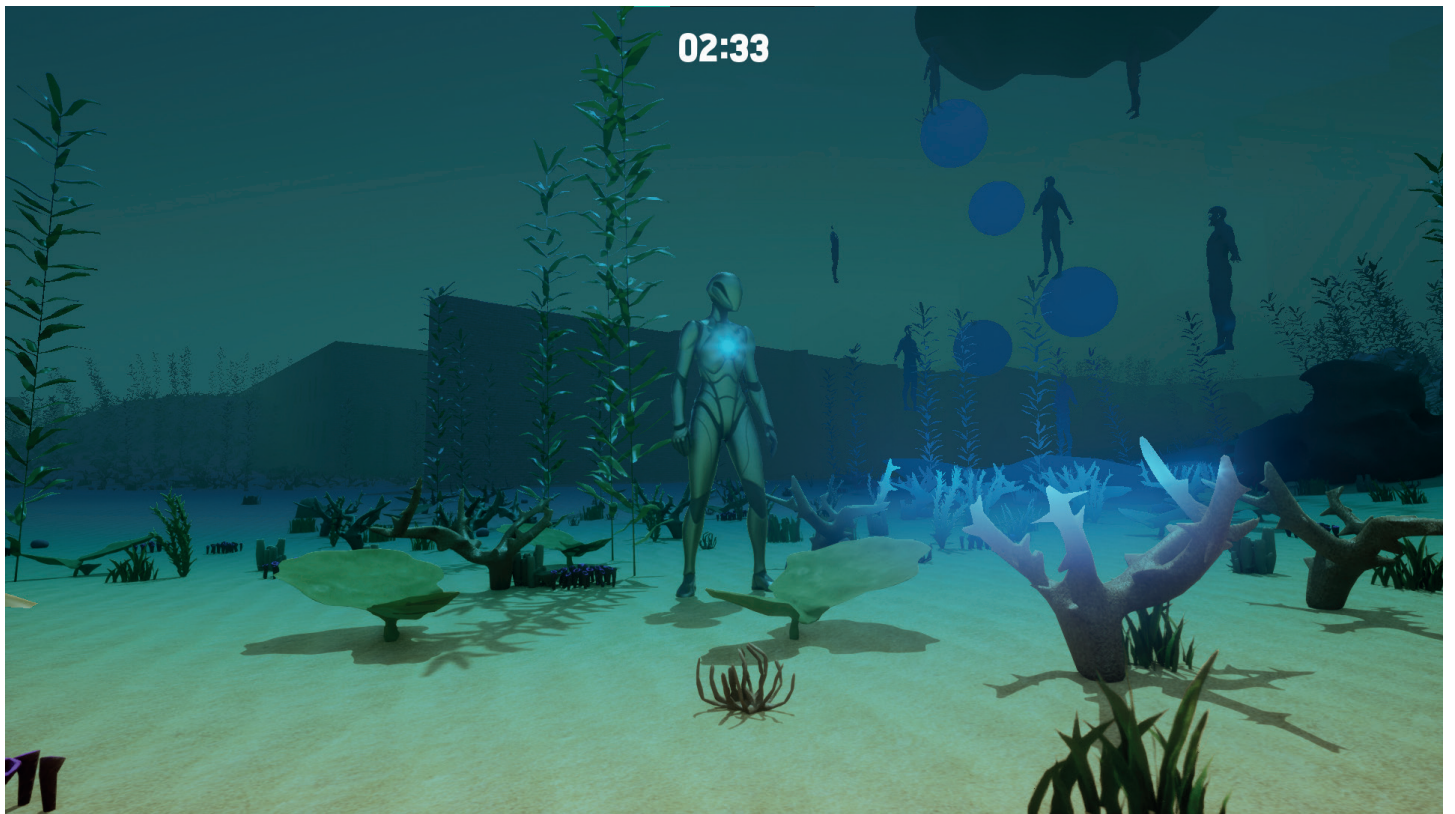
https://drive.google.com/drive/folders/1UwNqt112ViFL57fMSFb93_bYPt68JZd?usp=sharing

2. Open the folder called Windows. You will see different files and one application file called venice

3. Run the venice application and the game should start.

4. To end the game turn on the task manager with ctrl+alt+delete and end it manually there.







METAVERSE IS MORE

Mention

Metaverse is more

A Vision of the Future of Architecture

Gosálbez Ortega, Jose Vicente¹; Stepanov, Igor

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Great revolutions in the world can suddenly make the impossible possible. Years ago to be able to listen to a broadcast on the radio was unimaginable, no one imagined that TV was possible and then it was in color. Without realizing it the impossible draws closer to reality. Today virtual reality already exists and arguably it may be just a matter of time before the virtual world is indistinguishable from the real world. The role of the architect will be essential to create this digital world.

Architects have always speculated alternative worlds, such as Archigram's The Walking City, and the field of science fiction creates a very large number of worlds. Our project follows in this tradition and tries to imagine the future of Venice. We enter an impossible world inhabited by entities that live outside our accepted rules such as, gravity, and within an aesthetic similar

to that of a video game but that nevertheless holds a reflection of the past of Venice and water. In the epicenter of the metauniverse all physical laws can be redrawn, and therefore the creator has control over the story of creation. The creator determines what happened at the time of the creation of the new world and what was the beginning of the metauniverse.

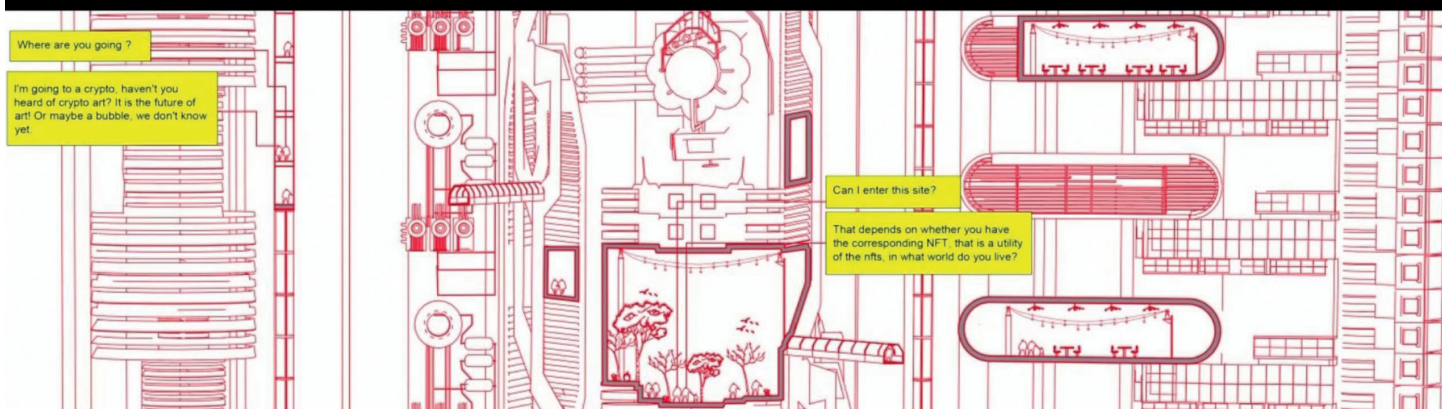
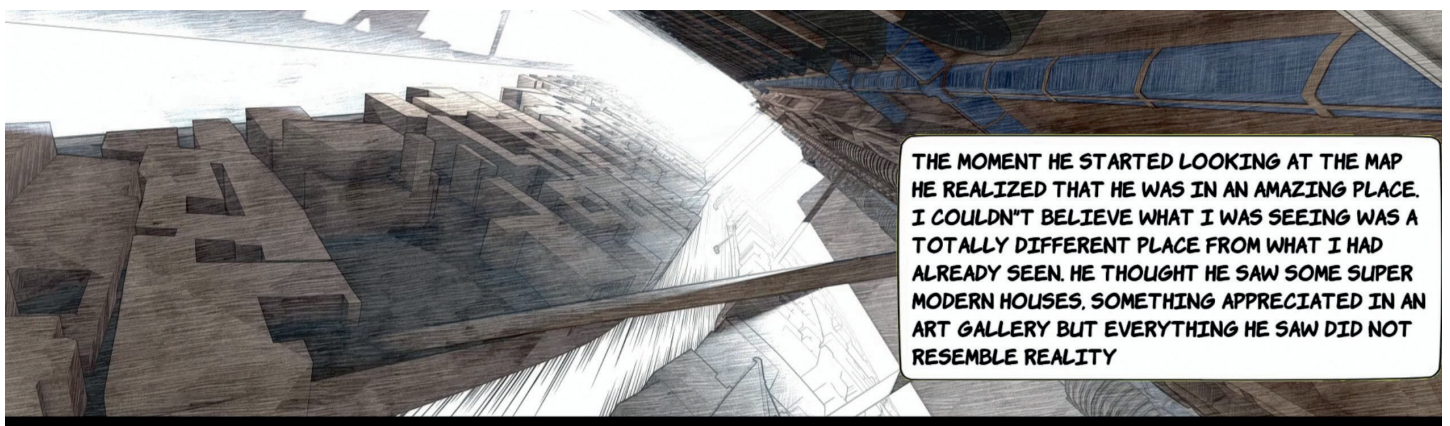
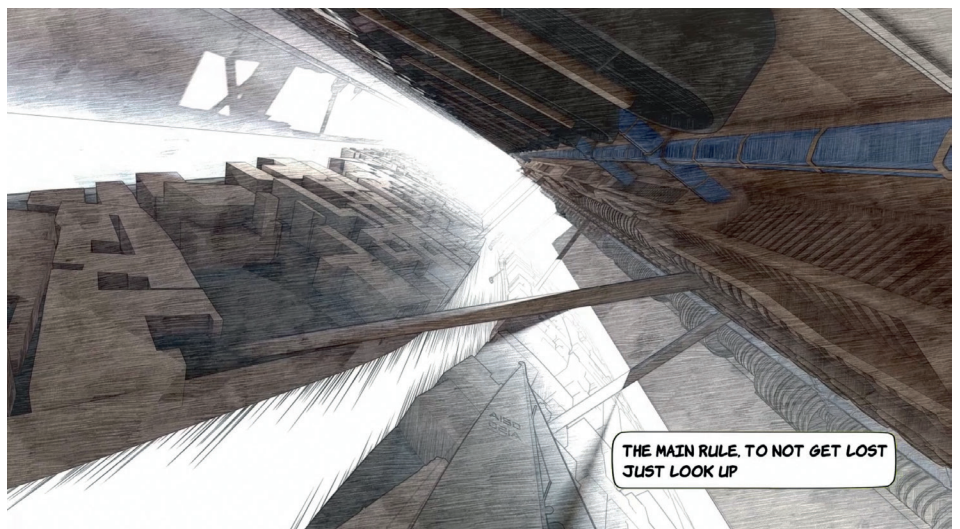
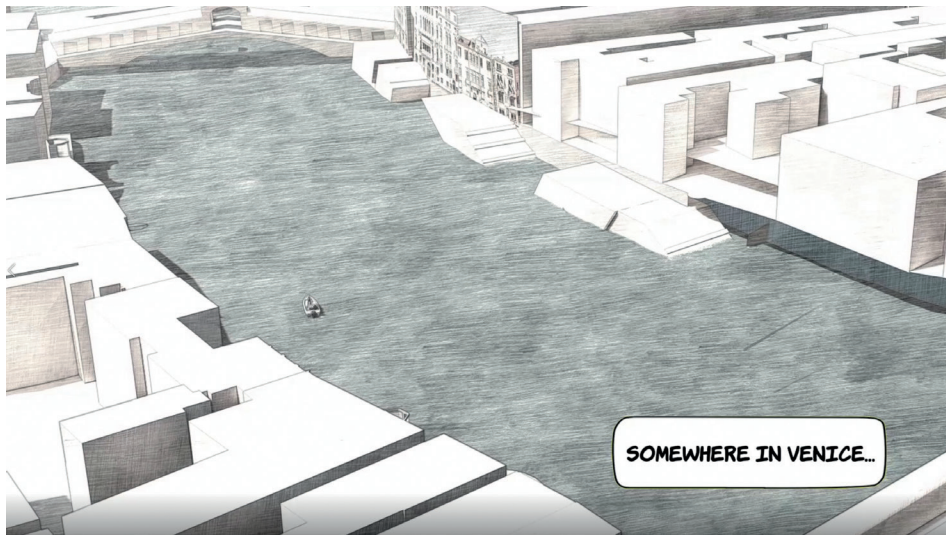
Of course, this new architecture will have to meet the new needs of the virtual world, incorporating new building typologies to cover our virtual needs. With the development of Web 3, it will be necessary to incorporate new architectures that incorporate blockchain technology and in which NFTs are usable.

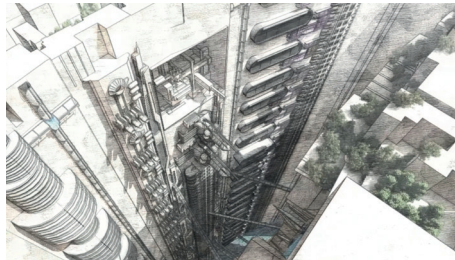
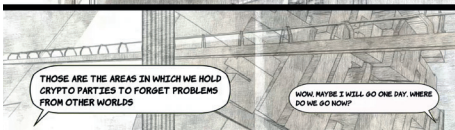
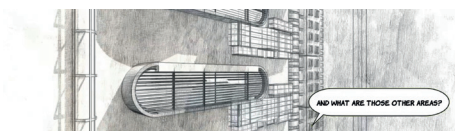
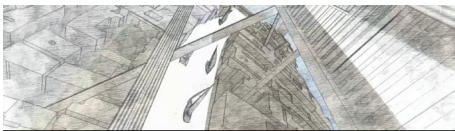
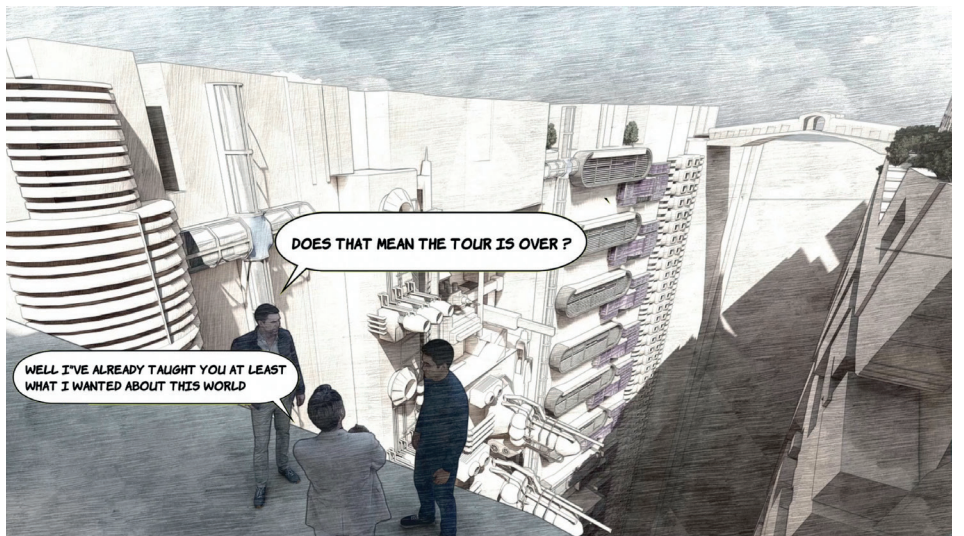
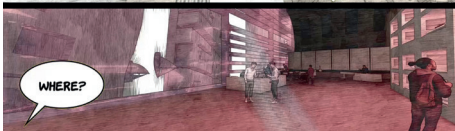
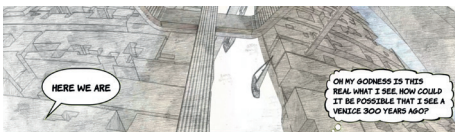
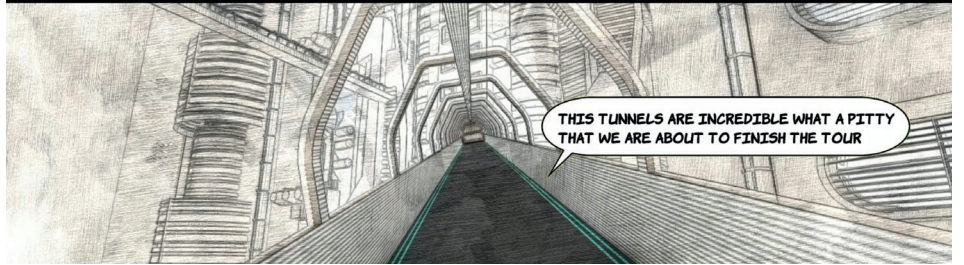
It is possible to imagine, for example, a large office full of people with incredible views and without spatial limits.

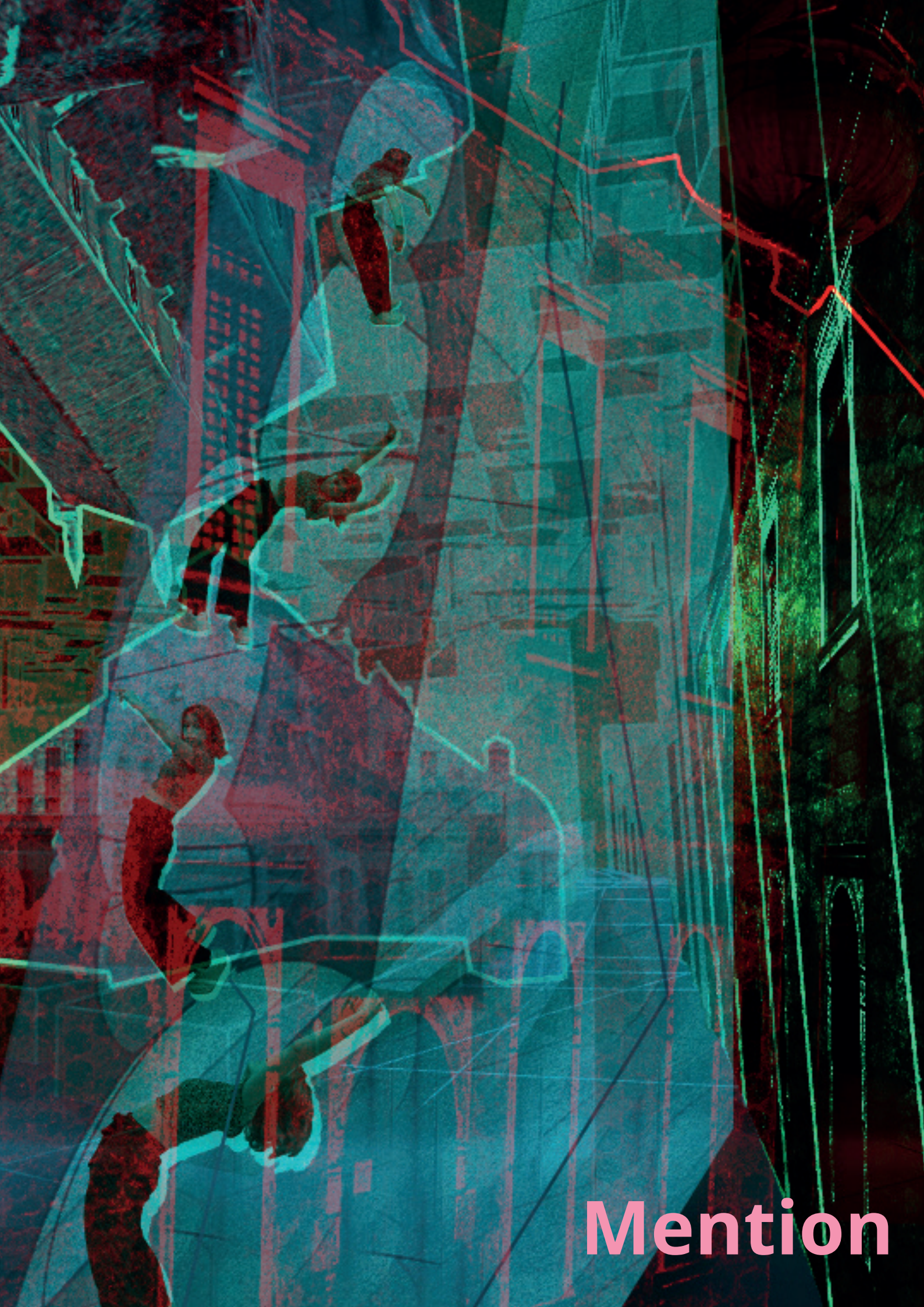
Anyone could have access to this type of endless space, something unimaginable in the real world.

In any population of organisms capable of self-replication genetic variations and differences in upbringing are inevitable. This means that some individuals more than others could be more able to draw correct conclusions about the new world around them and act in accordance with these conclusions. Such individuals would have a better chance of succeeding, and therefore their way of thinking and their behavior could become dominant.

Having moved to the metaverse all the rules of hierarchy we are used to are broken. Who is higher and who is lower? Just think about it, because metaverse is more.







Mention

Rising Venice

**Ponce, María¹; Farrahi, Dorna²; Alonso, Enric³;
Carillo, Gonzalo⁴; González, María⁵**

¹Alicante University, Spain

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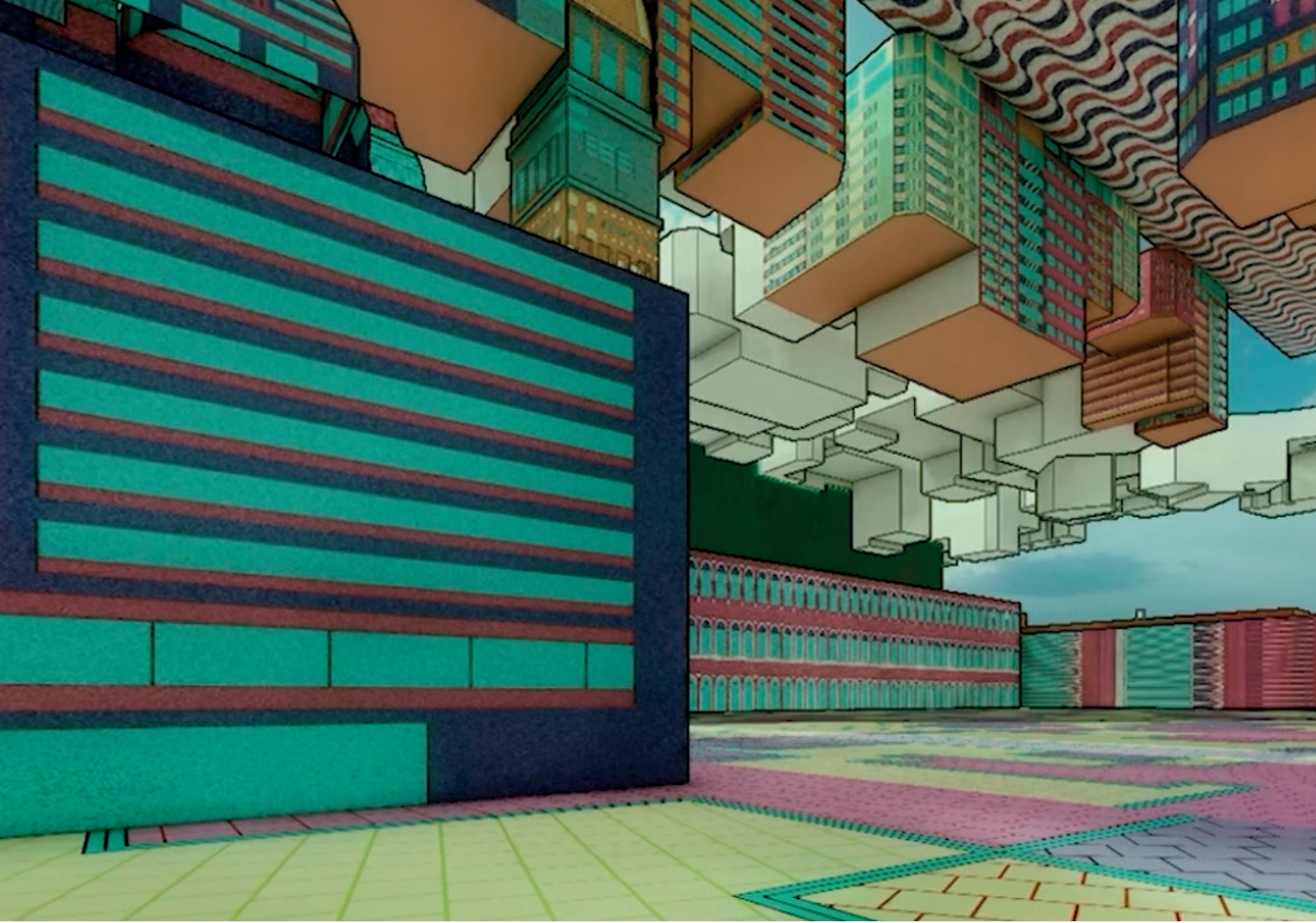
Rising Venice, is a game with a new interpretation of the world heritage city of Venice. The players have the opportunity to explore the city of Venice in a completely unique way without physical travel, or environmental impact.

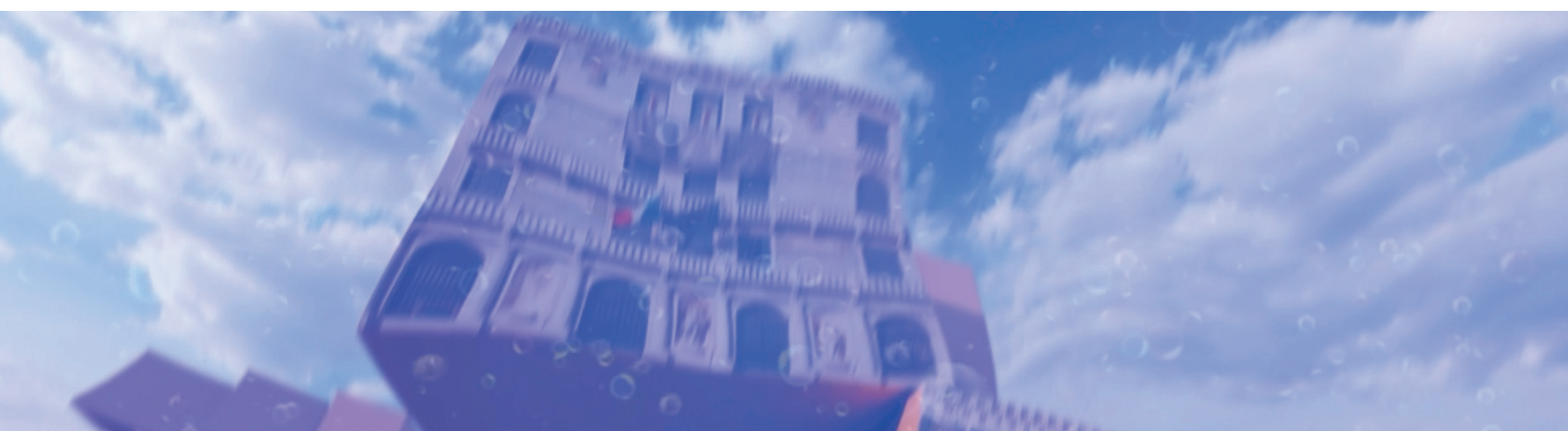
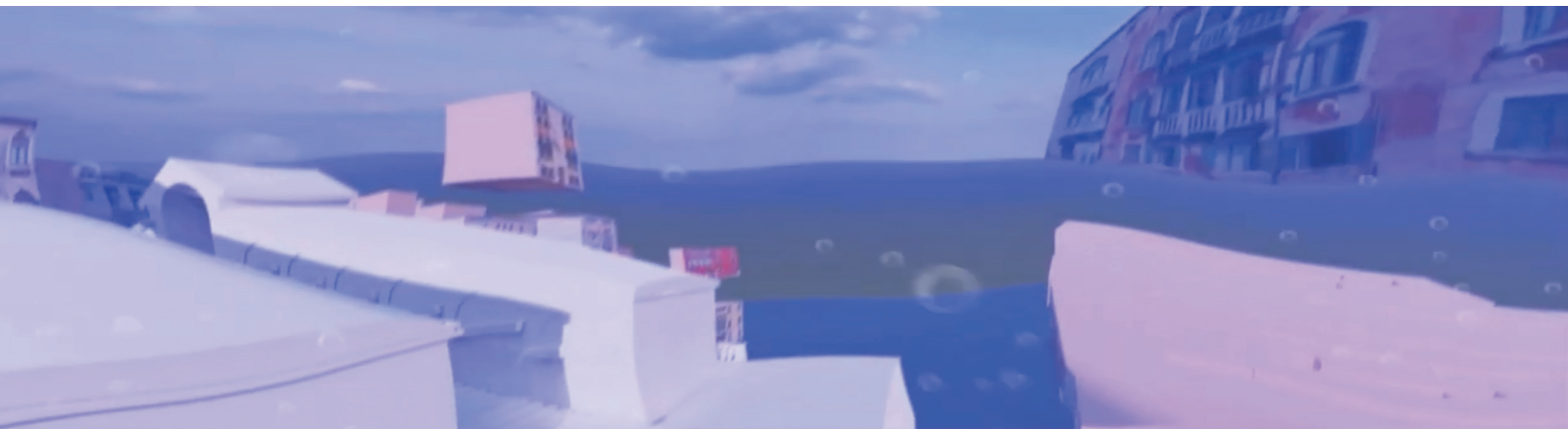
In the game, Venice intersects with the city of the

player [in this case, Alicante], making it possible to make connections between their own city and Venice. In order to reach the city of Venice the player has to make their way through vertical paths, [which are the canals of Venice projected over the city] with obstacles forcing the player to make different

specific movements to avoid them. The cities of Venice and Alicante are drawn in the style of miniature drawings in 3D in order to create a sense of the real space of the Metaverse. The project is a combination of several workshops developed throughout the semester.







Mention

A New Anatomy For Venice

Walker, Maisie¹; Rapley, Alex²; Trebacz, Aleksandra³; Swieczka, Malgorzata⁴; Malota, Karolina⁵

¹University of the West of England

²University of Lincoln

³Warsaw University of Technology

⁴Warsaw University of Technology

⁵Warsaw University of Technology

'A New Anatomy for Venice' is an exploration of the connection between tourism and the flooding of Venice.

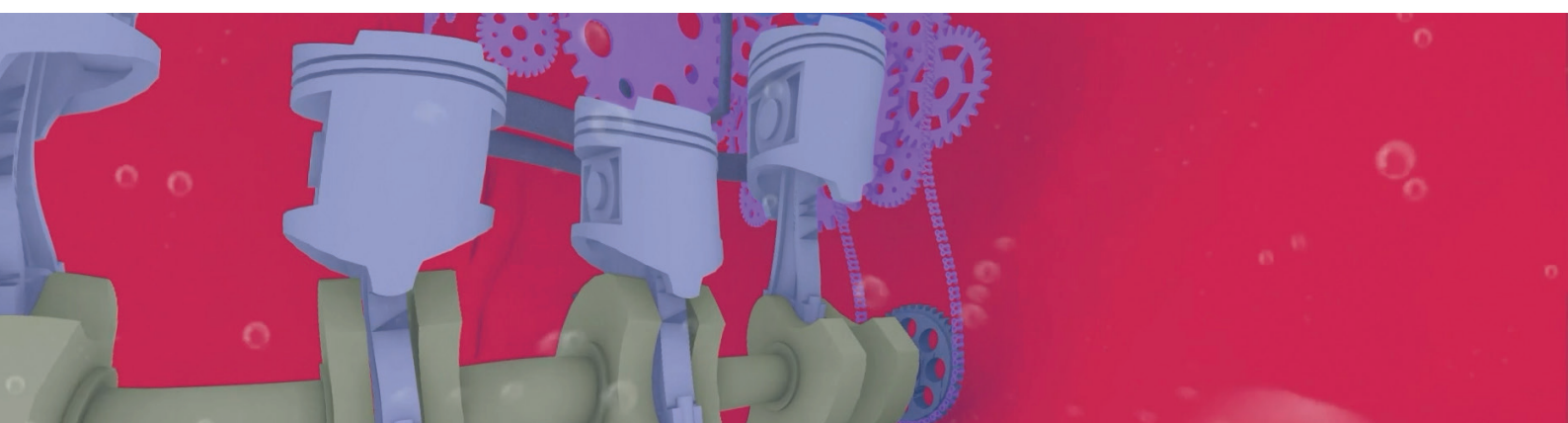
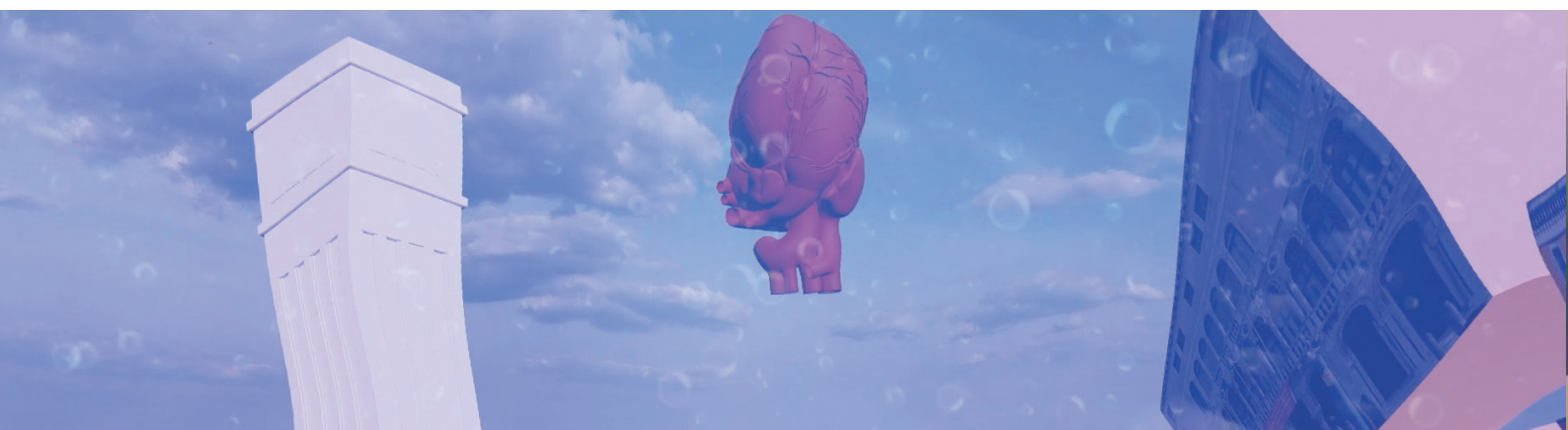
In this short film we bring to life an evolved Venice, in which the complex system of the city works as the body does, with a heart mechanism regulating the waterways, or *"veins"* of the city.

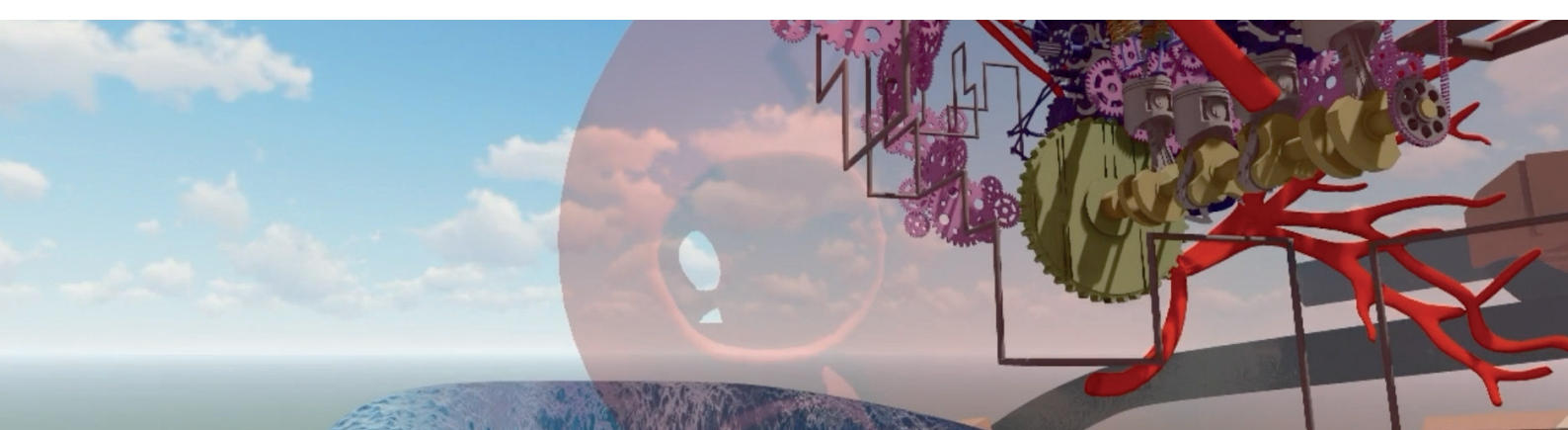
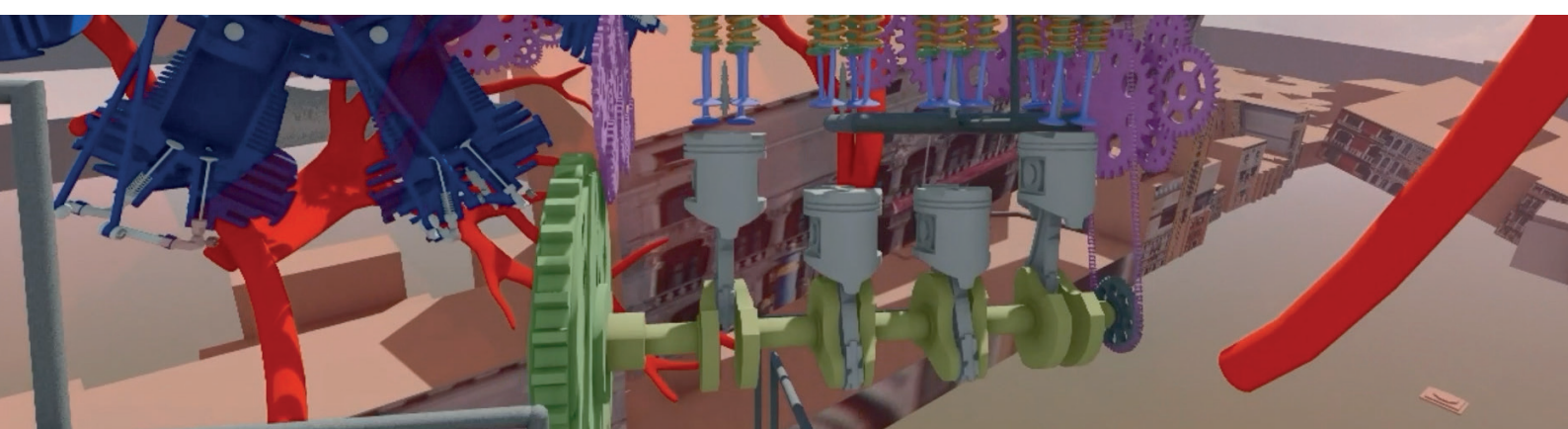
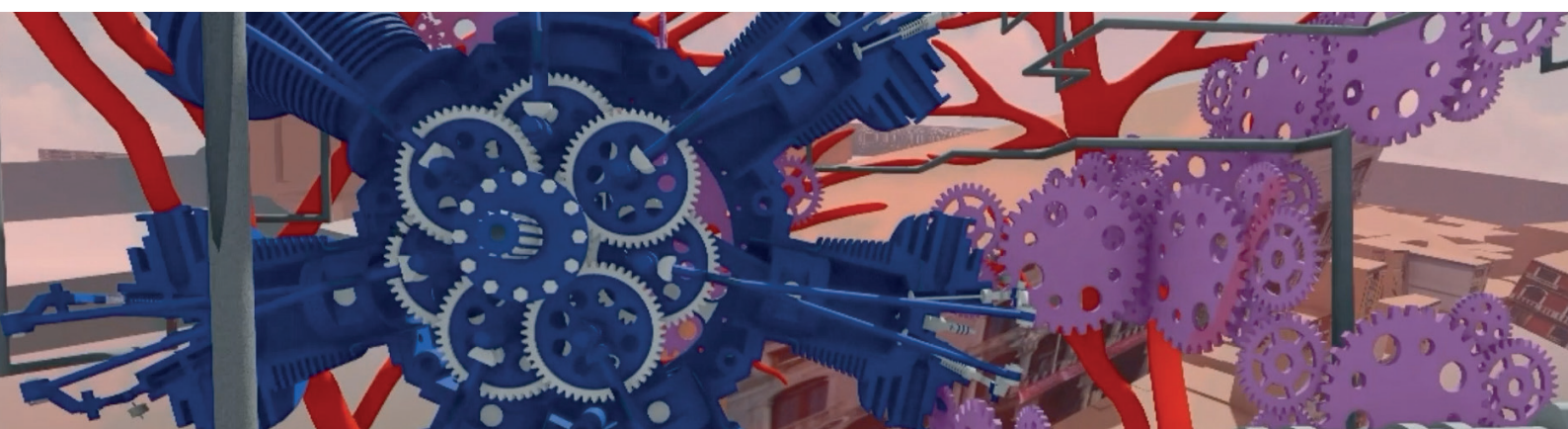
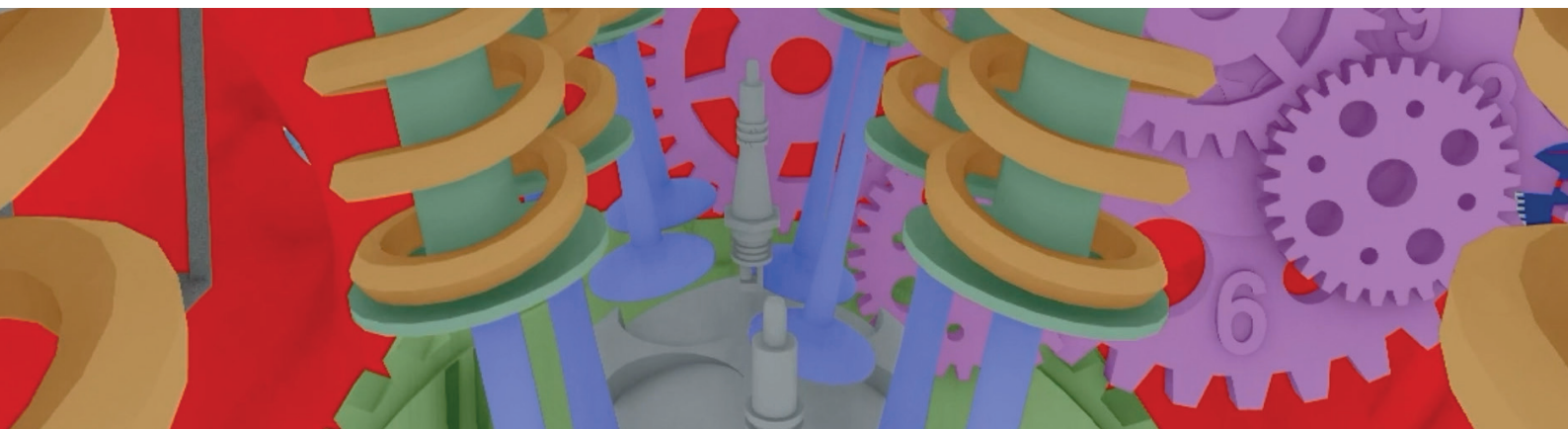
The heartbeat slows as the city fills with water and the

visitor leaves the canals to enter the city streets and buildings. The heartbeat races as it regulates the water flow to restore peace in the city once more.

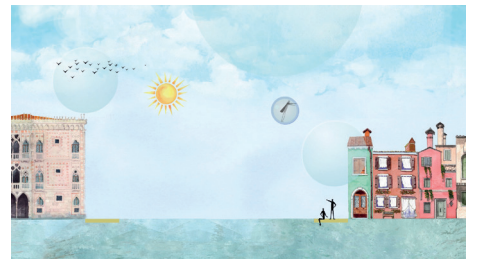
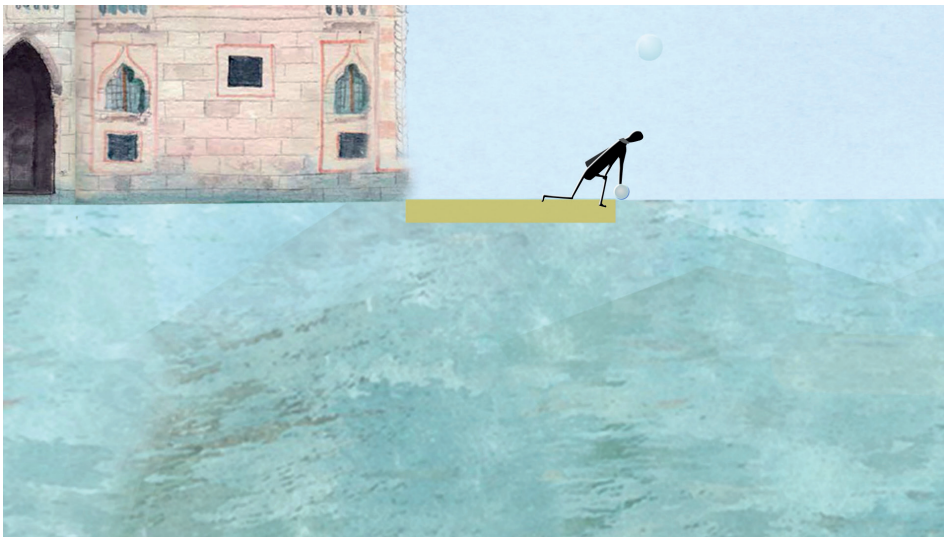
In this new reality the visitor can only explore the city as it floods, highlighting the difficult connection between tourism and Venice; the city cannot survive with tourism and it cannot survive without tourism.

The work offers an alternative scenario; the city could survive if it developed a heartbeat; a new regulatory system. Although the speculative system we offer at first might seem absurd, on closer inspection it offers a network of complex mechanisms working to regulate the anatomy of Venice. Is this idea ultimately so far-fetched?





Mention

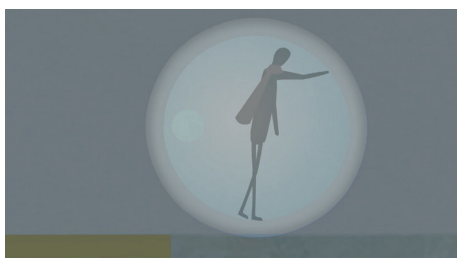


Venice in the Metaverse

Topuria, Mariam¹; Taskova, Teodora²

¹Georgian Technical University

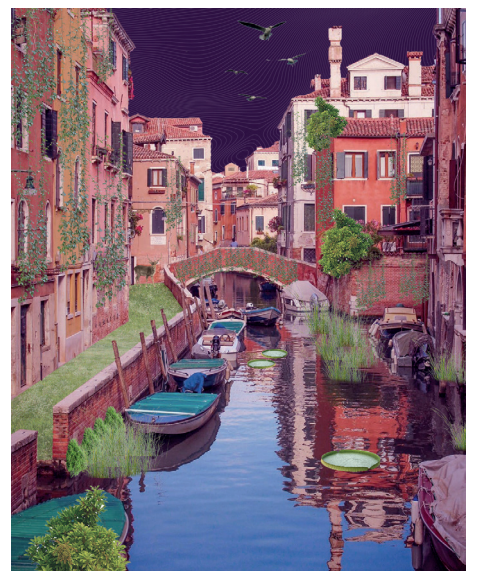
²Robert Gorgon University



The main idea of the project is to allow people to travel, explore and enjoy Venice from a different point of view and by an unusual method, flying by bubble.

The bubble is made from double-layered plastic which grows when put in water using the same technology as the growing dinosaur toy. When the bubble is fully expanded the person can enter within through a zip opening. Simultaneously the plastic bubble's shell is filled with water from the canals. This water serves as fuel for the bubble's flight. With this completed the bubble is ready to go and the person starts the process by walking in the bubble in the same manner as in an exercise wheel. The bubble flies throughout the day when the sun is able to evaporate the water in it's shell. At the end of the day when the sun sets and the water is almost evaporated, the bubble returns down to ground level and the journey through Venice ends.

Mention



Natural Invasion

Chávez, Andrea¹

¹Alicante University, Spain



The video aims to share the virtual representation of my desire to experience architecture in a different way, with nature invading and dominating the architectural space.

This utopia is created through mixing different concepts from different workshops. We start in Venice.

Workshop 6 a new Venice invaded by nature where we are transported in floating bubbles to different realities that share this same conceptual utopia. From Workshop 1 my desired architectural residential concept is invaded by nature as is the Monumental Follie from Workshop 3.

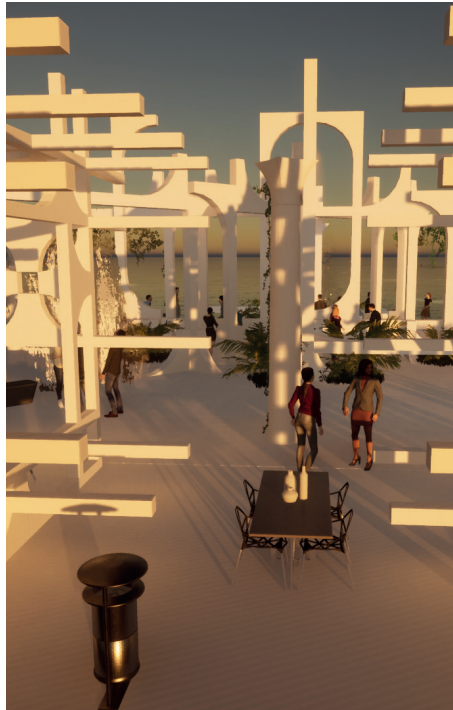
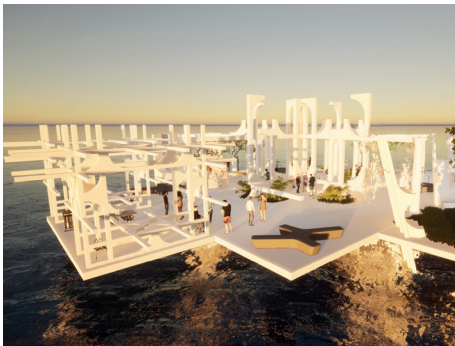


Mention

Pleiades

N'Diaye, Maëlys ¹

¹École Nationale D'Architecture - Paris - Malaquais



The motivation for this project was to challenge the typology of everyday space, and thus our perception of architecture. The idea of a platform emerged to accommodate those small exercises that could challenge existing rules without the limitations of academic or professional submissions.

The cube was selected both for its architectural purity and for its ambiguity. Symmetrical in shape, it can be rotated and divided endlessly. The individual parts were also carefully chosen so the resulting surface could be just large enough to accommodate a structure tall enough to feel spacious yet contained.

The proposal is a hub that combines different programs in a fluid dynamic.

A kind of folly of several small entities with an allied program, this project develops in the Venice metaverse by organising each element to generate a unique space.