



# PRESENTATION FILE TEAMS AND PROJECTS

FAV MONTPELLIER 2018

12<sup>TH</sup> TO 17<sup>TH</sup> JUNE 2018

FESTIVAL DES ARCHITECTURES VIVES





# FESTIVAL DES ARCHITECTURES VIVES

The Festival des Architectures Vives aims to raise general public awareness of the broad field of architecture. It focuses not only on highlighting the work of a younger generation architects, landscapers, town planners and also to discover unexpected urban territories. In Montpellier, the festival takes place in the heart of the historical center, in private courtyards of mansions. Usually closed to the public, these courtyards open their doors during the festival to discover their architecture and the installations found there, created for the festival by young architects. Recently labeled Heritage of the 20th century, the city lends itself to young architects, who revisit it and inscribe a contemporary and ephemeral architecture. The installations therefore take place in the public space. Three aims are set. First, to open up diverse and emblematic heritage sites to visitors, during the festival. Second, present a work specific to each place that reveals an intimate relationship between a contemporary architecture and a site heritage. Third, promote the younger generation of architects. The FAV project thus offers Architectural paths that oscillate between the discovery of the city and the discovery of ephemeral contemporary creations. Since 2006, its date of arrival on the territory, the Festival des Architectures Vives has gained notoriety. It takes place every year in June.

For its 12th edition in Montpellier the FAV has deployed on 13 sites with 12 installations and 1 pavilion. For 6 days in total, the public was able to discover the 12 creations of Montpellier.





SEncity questions the massive contribution of new technologies and their impact on the city by taking into account the new modes of management, governance and constitution of contemporary cities.

Cities use more and more technologies to make them more efficient in energy management, as well as in transport, but also in order to offer better services to citizens. They become living laboratories where it is possible to experiment with new devices. The increasing availability of data related to the implementation of multiple sensors and flows creates new opportunities; not only in monitoring but also in the way we draw, think and live the city. Thus what is today called «smart city» seems to be a necessary reflection to regulate the city of tomorrow. But the fundamental question is not to make cities «smart», because this would mean that some are not, but rather to raise the level of exchanges, networks, energy efficiency, access to Culture, health and education for all. The city is smart not because it is technological, it is intelligent if it is able to increase its level of services to citizens and re-examine the modalities of its own governance, thanks to new technologies. Through this it is the question of Living Together in a contemporary metropolis that is posed. To do this, we must experiment with innovative urban devices. The stakes of the public space, spaces of meetings are at the heart of the concerns. It becomes more sensitive, more humane and more conducive to exchanges and encounters. The «big data» thus comes to the service of the inhabitants and citizens, repositioning the man at the center of the subject.



Thus SENCity is indeed this city which plays between the SENSor (sensors) of the city to constitute a city SENSible. As an additional layer, certainly informative, it opens fields for a new sensitivity.

It is a question of capturing the challenges of the contemporary city which has become a real laboratory and of imagining ephemeral installations capable of exploring these notions. Real courtyards, the courtyards of mansions in which ephemeral installations take place offer a framework conducive to experiments. Again, the festival will aim to demonstrate that ephemeral architectures, by modifying the perception and the uses of the courses, are capable of awakening a sleeping heritage and reinscribing it in its contemporaneity. This edition of the Festival des Architectures Vives will offer informative and interactive installations open to citizens and demonstrating innovation.



# 1 WEEK 1 PROJECT

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*Axel de Stampa, Sylvain Macaux. Valeria Tellez Niemeyer et Natalia Fuentes  
Paris // France / Santiago du Chili // Chili*



Research platform, dynamic exchange instigator and experimental architecture collective, 1 WEEK 1 PROJECT seeks to both direct discussion towards, as well as respond to, worldwide instance of injustice and inequity - through creative design. Projects have included:

Casa Futebol: intelligent dwellings, speaking to the lack of housing across Brazil's most populous cities, through the repurposing of World Cup 2014 stadiums across the country. Qatari World Cup Memorial: a monument to the unnamed workers who lost their lives in the construction of World Cup 2020 stadiums across Qatar.

Panama Papers Jail: winner of the 2018 German Design Awards, a repurposed shipping tanker, outfitted with paper derived cells, for the detention of convicted tax dodgers first identified in the landmark Panama Papers document trove.

1 WEEK 1 PROJECT was launched by Axel de Stampa and Sylvain Macaux. Their forthcoming project, Nature Electric, collaborates with designer Valeria Tellez Niemeyer and stylist Natalia Fuentes.

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TEAM



# NATURE ELECTRIQUE

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*Hôtel du Palais des Guilhem  
12 rue du Palais des Guilhem  
34 000 Montpellier*

Nature Electrique is an interactive labyrinth where the visitor is lost in a wooden installation tattooed with electric paint. The material reacts to the touch with sound reaction, the wood is transformed here into a real «sensitive pad». The interactions act as landmarks in the «forest» helping the visitor to find his way.

Attached to our connected devices, we accumulate a certain amount of data every day. Where do all this information go? How to deal with it? Nature Electrique wants to show this fear of the Big Data by literally losing the visitor.

The sound interaction will focus on the theme of water with recordings from the Pacific and Atlantic Oceans. With the electric paint, the project intends to be educational demonstrating that any element can now become conductive





# JUDITH BUSSON TARIDEC, FRANÇOIS CATTONI, CAMILLE JEANBLANC ET YOAN BRAZY

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*Judith Busson Taridec, François Cattoni, Camille Jeanblanc et Yoan Brazy*  
*Paris // France / Lille // France*



The collaboration of Judith Busson Taridec, François Cattoni, Camille Jeanblanc and Yoan Brazy is questioning a wide range of scales to define or redefine ways of life, by placing user as key point of our design system. From global to micro environment, building to services, city to users, we are experiencing co-working. Our singulars backgrounds lead us to have a multidisciplinary, a cross-disciplinary and a sensitive approach. It brings us a global perception of problematics. “ Judith BussonTaridec is architect graduated from the ENSAV École Nationale Supérieure d’Architecture de Versailles, François Cattoni, Camille Jeanblanc and Yoan Brazy are designer, graduated from the Nantes Atlantic Design School.



# TROISCENTSOIXANTE

*Hôtel Audessan  
9 rue de la Vieille Intendance  
34 000 Montpellier*

In a place isolated from space and time in which we progress everyday, it is about leading an experience. The urban human being experience, isolated in a environment which fills artificially its physiologic needs in light.

A mirror laying on the floor is an ode to the sky to the one who looks at it, while the one above is a call to lights. Temperature, light, reflections, shadows, the association of the two of them allow to live a game in which the search of sun beams remind to the player this sensorial experience of exposing the human body to the sun and how much this experience is missing in certain places and situations.

regarding the festival, this game of reflections brings a new perception of the architecture. It invites to take a step back and open the path to an innocent look at surrounding areas and peers, to a deep diving in a new world, to a moment of contemplation.



*PROJECT*



# MAILYS MEYER & CAMILLE VANNIER

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*Mailys Meyer et Camille Vannier*  
*Paris // France*



Mailys Meyer and Camille Vannier met during their Architecture Studies at the École Spéciale d'Architecture in Paris where they graduated from in 2014. While Camille starts her career at several renown firms in Paris, Mailys pursues a Master in Landscape Architecture at the Harvard Graduate School of Design in Boston. It was at her return to France that they decided to work together around the same desire to create and compare their respective experiences. Particularly sensitive to the perception of a context by the individual, they develop a strong interest in architecture that creates and weaves strong relationships, inspired by culture and context.

It is through their perception of the concept of smart city that they wish to reveal the importance of today's communications and the great possibilities they offer in the construction of a singular place of life. Between Art and Architecture, they explore the assets of the ephemeral by playing with the idea of disappearance: for a time, a place, an idea.



# COMPLICITY

*Hôtel de Mirman  
7 place du Marché aux fleurs  
34 000 Montpellier*

Welcome to our shared garden. We invite visitors to come in pairs and lay down a flower, contributing to this under-construction landscape. While sensitive and delicate, the artwork is ultimately ever-changing and interactive, embodying the idea of the smart city. The image of the flower recalls the Marché aux fleurs plaza, located in the heart of this neighborhood. Flowers are also fragile and ephemeral, like the information that feeds Big Data. Visitors are encouraged to share, like, hashtag, and geo-locate their contribution to the work on social networks, creating a digital record of the installation. The end result is a field of flowers a product of the participation and meeting of actors, sensitive to their environment and its enhancement.



*PROJECT*



# MIGUEL ANGEL LOPEZ CARRO & ALBERTO VALLEJO PUNTERO

*Miguel Angel Lopez Carro & Alberto Vallejo Puntero  
Berlin // Allemagne*



Miguel Ángel (Madrid, 1988) and Alberto (Quintanar de la Orden, 1993) both studied architecture in Madrid, but it wasn't until they moved to Berlin that their paths crossed and started to collaborate in several projects. They have studied and worked abroad, being part of different offices in Spain, The Netherlands, China or Germany. Their work shows their interest in all scales of intervention, from small single family houses to public buildings and master plans. Different exhibitions, lectures and publications have portrayed their academic and professional work. Their design approach focuses on the relationship between architecture and user, in addition to the impact and spatial experience of their proposals.



# SUMMIT

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*Hôtel de Griffy  
26 rue de l'Aiguillerie  
34 000 Montpellier*

The smart city is the one responsible and aware of the waste it generates. It is the city that recycles, reuses and reinvents itself. It is resilient, and sees an opportunity in a problem to take advantage of and improve.

Summit rises as a reaction to human destruction of the environment. Due to energy consumption, new technologies and actual lifestyle, the production of waste exceeds the earth capacity to recover them.

Growing on residues, a green carpet over the artificial pavement fills the courtyard, covering the mountain of plastic residue. Inspired by natural and organic forms, the topographical alteration establishes a new viewpoint for the visitor. A natural expression flourishes on top of a human creation.



*PROJECT*



# LOUIS CAUX & MARGAUX LIMON

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*Louis Caux et Margaux limon  
Vanves // France*



The team met during their master degree at the higher school of architecture and landscap. Evolving each one in different formations, they understood the interest of working together. This complementarity has consolidated and now seems obvious and necessary. Therefore they seize us with the project as a way of expressing and claiming contemporary issues. Louis is committed and often takes the opposite view in his reflections. The territorial dimension of architectural project fascinates him. His credo join Italo Calvino's words: «To look and recognize who and what, in the midst of hell, is not hell, and to make it last, and make room for it.»

Margaux looks for the modularity of uses in the public space and aspires to the multiplication of interactions between fauna and flora in an urban environment. His philosophy is similar to that of the painter Henri Cueco: «the landscape doesn't exist, we have to invent it».



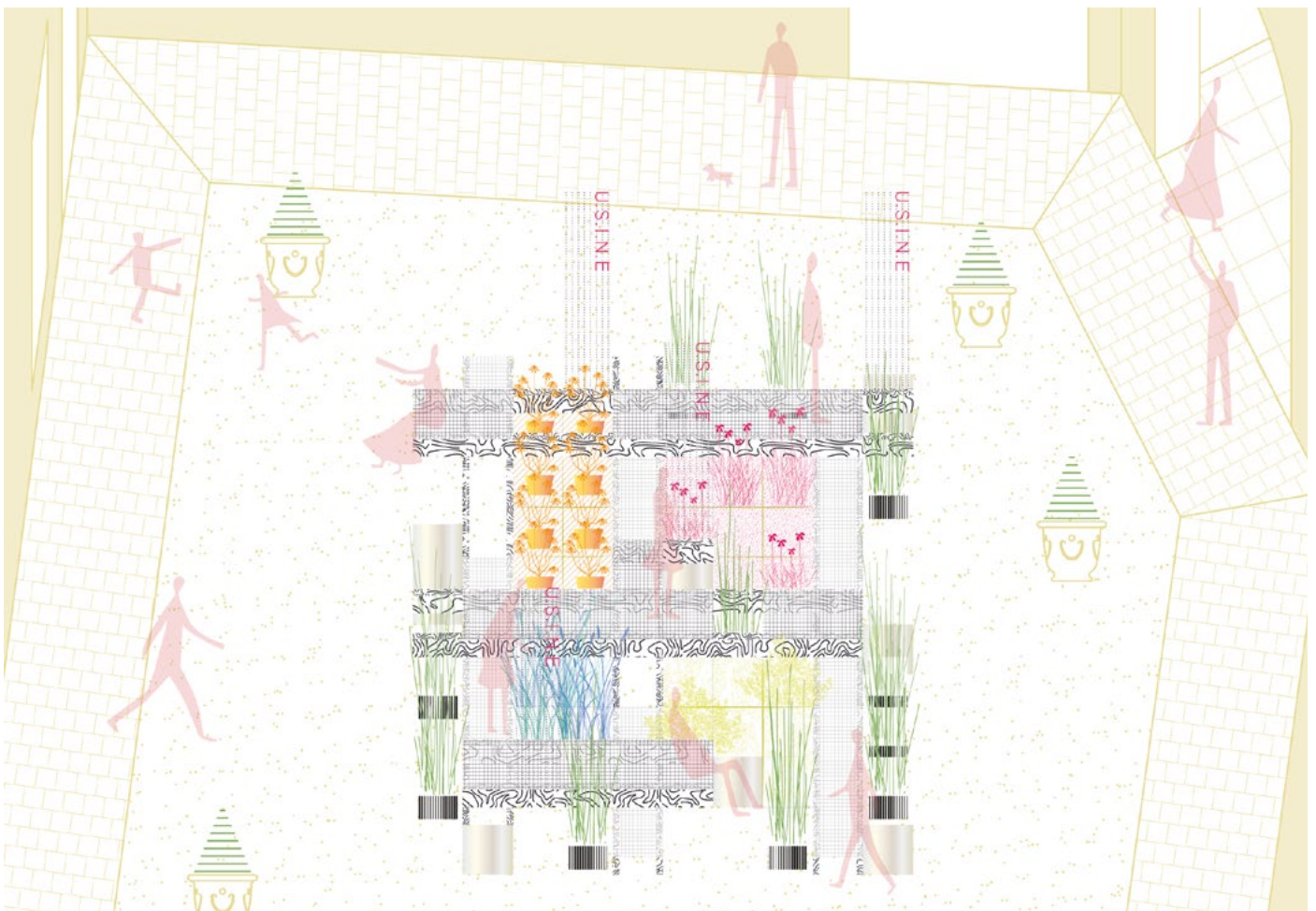
# U.S.I.N.E - UNITÉ SYMBIOTIQUE INTELLIGENTE NATURELLE EFFICIENTE

*Hôtel de Rozel  
2 ter rue Saint Pierre  
34 000 Montpellier*

If Many technological advances are inspired by world of living sciences, this biomimetic production leads us to a critical point where humans threaten their future by degrading their source of inspiration.

At the heart of SENCity, the living world is recognized as the cutting edge of technology. Some newly-named industries U.S.I.N.E appear in the interstices of the city. When entering the Rozel courtyard, a green mass captures the attention of the visitor, perhaps is it a garden? No, it's a micro-industry that opens its doors. Far from the din of machines, the U.S.I.N.E operates in all discretion: purification; filtration; depollution; production of biomass, energy and food. Creating a micro-climate, it improve the living environment, promote urban refreshment and contribute to the development of social bonds.

Here the installation invites us to wonder about man position in his technological environment.



PROJECT



# NO BOUNDARY DESIGN

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*Ken Lee, Ioannis Kamaretsos et Martin Lutz  
Berlin // Allemagne*



Primarily formed by Ken Lee and Ioannis Kamaretsos, the team strives to create a unique spatial experience by combining aesthetics and technologies seamlessly.

Ken is a registered architect, who is passionate in art and spatial design. In 2016, he founded No Boundary Design, a Berlin and Hong Kong based design unit with rotating team members, designers and experts, leading and gathering tailor made talents for each project. Ioannis on the other hand pursued studies in Physics at Athens University, followed by a Ph.D. at Cardiff University, in UK, working on Einstein's theory of relativity, gravitational waves and black holes. With his interests always oscillating between science and industry, in 2014 he made a career change in the electronics and robotics industry. Despite the differences in background, their varieties in knowledge and experience quickly became interesting assets for the project.

Later introduced to the team is sound designer, Martin Lutz, a Berlin based composer, musician and sound artist. He creates sound pieces for artists, dance companies and film productions and realised a number of sound installations in Europe, India, South Korea and China.

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TEAM



# DATA LOOP

*Hotel de la Petite Loge  
10 rue de la Petite Loge  
34 000 Montpellier*

Technology empowers us, but without doubts, it comes with a few side effects. To us the loading ring ( a.k.a Throbber ) is an accurate analogy to represents the love and hate relationship between human and technology. Throbber was first introduced in the early 1990s to replace the busy looking hourglass and informative loading bar in order to create a visual indication that the programme is performing in action. Disguised beautifully in a spectrum of color moving in circular motions, Throbber is a well-decorated excuse for consuming our valuable time on a very frequent basis.

It seems that the evolution of technology fails to get rid of Throbber in the last 30 years. The reasons for its existence vary from the incompetence of hardware and software, viruses, irresponsible users behaviors...etc. and it mainly has to do with the human desire to create faster, thinner, bigger, clearer, better technologies and experiences. And standing from today's perspectives, this appears to be an endless loop, and therefore it is predicted that Throbber will always be there regardless how advanced technologies will become.



*PROJECT*



*Arthur Biasse, Clémentin Rachet, Paul Gard-Baholet et Pauline Le Biez  
Paris // France*



The selected team for the Festival des Architectures Vives 2018 is composed by 4 architects : Arthur Biasse, Clémentin Rachet, Paul Gard-Baholet and Pauline Le Biez, who graduated 4 years ago from Paris Malaquais and Paris Val-De-Seine schools of Architecture. In the recent years, they have had the chance to work in different firms and collaborate on various projects, scales and programs : individual and collective housing, offices, sports and culture, urbanism as well as workshops and open competitions. Convicted that architecture is intrinsically tied with its time and environment, they aim to focus on highlighting architectural heritage, while connecting it to technology and ecology.



# MIROIRS MIROIRS

*Hôtel d'Hortoles*

*15 rue des Trésoriers de la Bourse*

*34 000 Montpellier*

Many stakes are carried by the part of technological devices in the appreciation of urban issues : time has come for architects to include these issues within their creative processes. In the light of a unique architectural background, as well as historical, the courtyard of the Hôtel d'Hortoles led us to wonder how these technological tools could magnify the heritage of such a place, while developing interactions with the visitors.

In order to fulfill these high expectations, our project consists in an environmental and contextual device, based on a fall of revolving mirrors, hanging on cables in the center of the courtyard. Upon the four facades of the courtyard, solar collector boxes will generate the rotating movement of the shrouds, following the curve of the sun. Visitors will thus feel the natural benefits of the sunlight, the cornerstone of the Montpellier climate. Our project twists and celebrates the architectural heritage through an ecological and interactive installation.



*PROJECT*



# AUDE LISE GARCIA, JORDAN LLANOS ET VALENTIN SAMBARDY

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*Aude Lise Garcia, Jordan Llanos et Valentin Sambardy  
Montpellier // France*



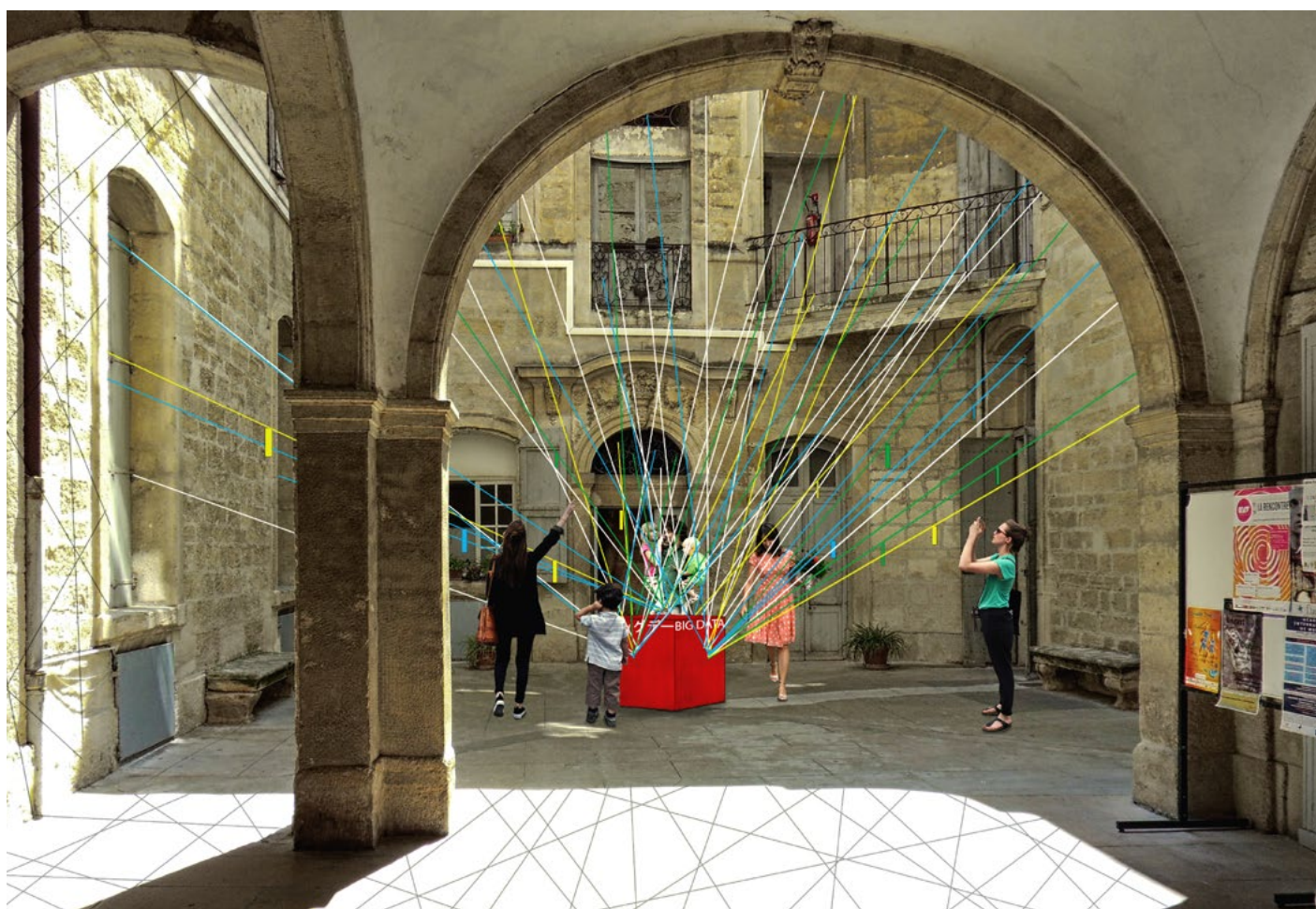
This team gathered in an impromptu way around a coffee (with far too much whipped cream) and chose the FAV as its first collaboration. Although this one is quite recent, the members of this team have already been active for a few years. These three graduates of the Montpellier National School of Architecture have different paths, which allow the team to take advantage of their many experiences and diverse skills. Jordan has just opened his own agency this year and can already attribute several projects to his name. Valentin won the second prize of the Architects' Order competition and is currently working at the architecture agency AWA at Mauguio. Aude-Lise, who also works at AWA, obtained a mention from the jury at the CNSA competition. The goal of this trio, besides sharing their good vibes with you, will be to make you forge links, reacquaint you with heritage, art and the city. The team will be delighted to discuss it with you around a nice cup of coffee.



# BLACK NETWORK

*Hôtel d'Aures  
14 rue Eugène Lisbonne  
34 000 Montpellier*

The architectural design of our installation was to formalize metaphorically the impact of the data exchanged through the network. A mesh of rope diffusing through the entire courtyard shapes this idea. Concurrent with the exponential propagation that the network has in our lives, the strings are, here, the reinterpretation of the multitude of data that we send across the "Network". The strings will have different colors depending on the origin of the data sent: Finance, Social Networks, Ecology... The installation goes through several phases. First, the visitor enters the network, then throughout its progression; he will be oppressed until he bends, against his will, under this heavy mesh. The visitor is thus forced to give in to "this technological pressure". There is only one possible exit: free himself from this network to become aware of the real world. This allows to highlight the inner courtyard. A whole universe then takes form and immerses the visitor between reality and fiction. The shade here comes to disrupt the senses.



PROJECT



# (HEXA)GONES

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*Anaïs Cornu, Logan Rainon et Marion Rhodes  
Lyon // France*



(HEXA)Gones is a new team from Lyon, France. The team was established by three architects that began their journey as students and continued their passion as a career. They were connected through their patrimonial, cultural and sustainable values. Previously working in different architectural firms with diverse approaches in nature and structure, the (HEXA)Gones team gathered together for the “ideas contest” to share and express their vision in innovative architecture. (HEXA)Gones wish to offer an installation highlighting the quality and the history of the location. The background of each member allow a varied approach and style in architecture, underlining their interests in cutting-edge technologies. What mattered the most to these professionals was the integration of new technology into their architectural research. Furthermore, they wish to provoke a construction/connection between the subject and the location going on until a total appropriation of it. The feedback from the audience may be an invaluable opportunity to rethink the methods of practice for the team’s future.

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TEAM



# JEU DE FORMES, FORME DE JEUX

*Hôtel de Lunas  
10 rue de la Valfère  
34 000 Montpellier*

Technology is more than a simple tool. It allows exchanges and a new way to experience and conceive the city.

How technology is at the core of next generation city ?  
And what can be humanity's contribution on this path ?

In answer, we choose to create an interactive honeycomb shape structure, symbolising the « big data ». We all bring with us a diverse knowledge. Our structure gathers this diversity. The wave of the structure create a new topography in the flat space of the courtyard. This extra layer is a contribution to a new way of thinking the city.  
Each one of us can influence this whole project and get involved in its manufacture.



*PROJECT*



# FLOATING FANTASY

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*Noël Picaper et Hugo Bertrand  
Strasbourg / Paris // France*



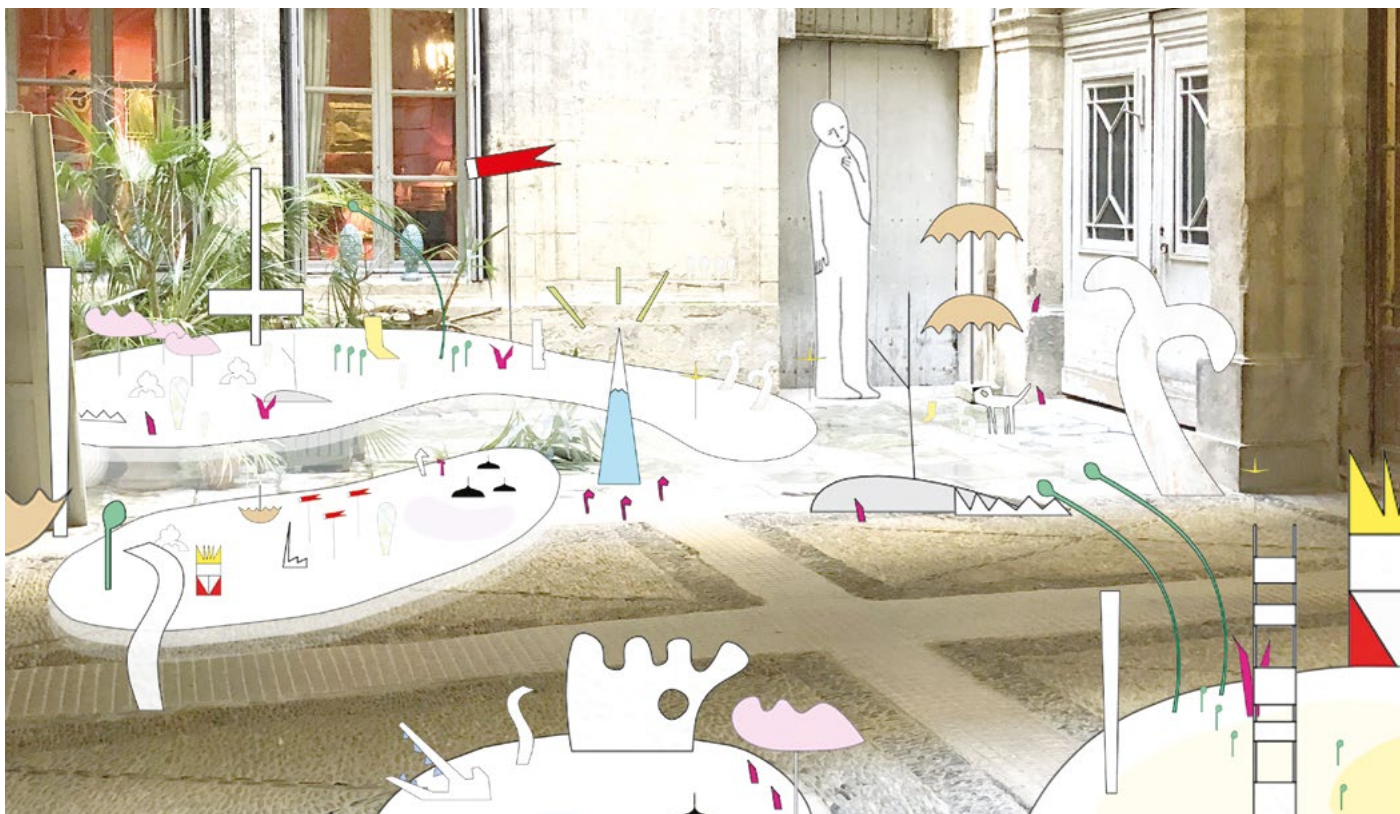
Floating Fantasy is an uncertain territory created and led by Hugo Bertrand and Noël Picaper. Originating from notions they grappled with during their diploma (Strasbourg 2015/16), this name refers to the floating state in which the architectural project tirelessly recomposes itself, revealing unexpected associations. Both true relativists, Floating Fantasy is their playground on which dreams take shape. A plastic horizon is drawn up, off the beaten track, both mysterious and exhilarating.



# STORIES

*Hôtel de Baudon de Mauny  
1 rue de la Carbonnerie  
34 000 Montpellier*

Strange white figures appear like ghosts in the hotel courtyard. They seem at first sight to be abstract and smooth but tiny translucent creatures with fantastic colored shapes are living on them: the data. They stand there as time immemorial and draw the lines of extraordinary stories that we are unable to understand. How can we decrypt their language? By which means can we comprehend these arrangements whose invisible scale surprises us? 'Stories' introduces a new level of reference in Montpellier. It is a microcosm which takes shape on the rough extension of the earth and forms impalpable digital connections. The lilliputian size of the data highlights a certain poetic of miniature. The insignificant gains sense. A first elusive reading is possible. Then technical tools (smartphone, camera, video camera...) allow another glance. After some contortions and crouchings the figure of every small creature appears to us as our devices pick them up. A world of microstories reveals itself and the electronic picture brings it into focus. Each viewpoint is unpredictable and/or subjective. In this way new situations may be continuously imagined which encourage individuals to share their discoveries. 'Stories' is the tangible representation of endless opportunities and operative choices which are formed by the evocative power peculiar to small and imperceptible things.



PROJECT



# PARTNERS

We have the support of the Town of Montpellier, Direction Régionale des Affaires Culturelles d'Occitanie, Département de l'Herault, Crédit Agricole Immobilier, Caisse des Dépôts et Consignations, NBJ Architectes Office, Volum, Union Matériaux, ADAGP, as well as Caisse d'Épargne Languedoc Roussillon.

And this year still the FAV falls under the Month of Architecture, an event with the initiative of the Direction Régionale des Affaires Culturelles d'Occitanie.

The broad diffusion of the festival is possible thanks to our partners media, v2com, Maison de l'architecture Languedoc-Roussillon, Art dans l'Air, Médiaffiche, Gaumont and RFM.



GROUPE



CRÉDIT AGRICOLE  
IMMOBILIER



## MÉDIAS :





# CONTACTS

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