



Lightscaapes. Experimental Installations for Future Landscape Designers

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1. A game of shadows generated with different silhouettes, backlit with projected light, reflecting about the things we put the light on... its poetic ability and mystery



2. Each one can generate his own reflexes interacting with artificial light equipped devices, water in different containers and reflexes generating elements

The proposal explores the relationship between landscape and light, as part of a landscape design workshop at CURE, UDELAR, Maldonado, Uruguay. From the work done in the workshop entitled LIGHTSCAPES conducted in March 2015, the teachers team presents the proposal, its challenges and results.

It is the tenth edition of a series of workshops in the Studio directed by Dr. Arch. Juan Artcardi, in the Bachelor of Landscape Design, between 2010 and 2015. The approach starts from the pedagogy, their praxis, methodologies and challenges, as well as exploration in innovative teaching practices, with a strong dose of risk and group commitment of teaching staff. The experience can generate events to the internal Studio, with particular characteristics: multiple, fast, ephemeral, mutant,... also can generate collective outdoor scenarios, meeting spaces, appropriate to each carefully selected experience, resulting in a relocation of students and teachers, knowing together rediscovering new landscapes, in fleeting appropriations. Workshops generate cross visions that appear as challenge previously established views, and there are privileged moments of collective action.

The interdisciplinary nature of landscape makes relevant to include disciplines related to art, technology, cinema, photography,... during design training, and confirm the complementarity of the diversity of approaches. Landscape design is based on the analysis of spatial and temporal scales, including insights from various disciplines that allow us to understand the dynamics of landscape. The need for a holistic approach that addresses the complexity of landscape as a discipline and project scope are also notes.

Starting from light as expressive instrument seeks to redefine the outer and inner landscapes of the campus and propose interventions that express transformations in space. The test consists in the installation of a scene through the use of light as the main generating element. It explores four themes: shadows, reflexes, transparency and contrasts. Placed in the adjacent space to the library, the idea was to recreate it in a game of shadows generated with different silhouettes, backlit with projected light, reflecting about the things we put the light on... its poetic ability and mystery.

Working from playful and movement, inspired by Kinetic Art that engages the viewer in an active way, each one can generate his own reflexes and create his scene interacting with artificial light equipped devices, water in different containers and reflexes generating elements.

Through a dense curtain of nylon threads, working with transparency and the movement of light, by projecting on it a video edition based on different movies, located in a space with glass walls on both sides, these threads are arranged seeking to highlight this quality of transparency.

Creating a game of contrasts in one of the courtyards, light reeds installation takes place, built with used plastic water bottles, flashlights and polyester paper, recreating real reeds, playing with contrasts of color and luminance.

LIGHTSCAPES aims to create an environment where students take contact with light, through experimentation, and the different design possibilities it offers in relation to landscape. Artificial lighting as a means to investigate the various scales of the landscape,

allows haptic approaches linking the tactile and visual as well as from testing light the human dimension in its relations with incorporated space scales.

This experience is a way to bring them to this matter from the perspective of light art, since the idea is to create temporary installations incorporating light as an element to be taken into account when planning, knowing well that in relation to lighting design the experimental analysis is critical to the learning process. The results of the workshop are published on a video which is then exposed in May 2015 at the Faculty of Architecture in Montevideo, performing a new ephemeral installation in the First Regional Meeting of color and light.

Teaching landscape project usually develops the analysis of shapes and colors with variations that the sunlight gives in different time frames. To project a nocturnal landscape that respects and does not obscure the sky we have to investigate the variations and subtleties that allow the artificial lighting for the transformation of landscapes. Thus avoiding light pollution, the experience is of a dimension of environmental sustainability, which adds to the aesthetic dimension synergistically. The subtlety and the nuance, as quality of landscapes, are concepts that prevent high contrasts of light and banish glare at night.

The play of shadows, reflexes, transparencies and contrasts allows for a confronted reflection with the practice, focusing on the qualities and potentialities of light as a tool for landscape design project.