

Ghent, 12.07.24

Dear all,

I - *Mge Vinck* - together with *Rocco Vitali*
am very pleased to invite you
to participate in the next masterclass.

A masterclass as a *drawing class*.

Drawing as part of architecture.

Drawing as a pleasure.

The drawing class as a *game*.

A drawing game or a game drawing.

Il gioco:

7/7

7 days / 7 ways of DRAWING

The (my) office 'AJOVIV'
'architekten jon de rylder inge vinkel'
is using (also) as alter ego the name
'universum carousel journey'
3 words, used in different configurations.

The DRAWING GAME is structured around these words.

Roué Vitati from 'Vitati Studio'
will guide you in the drawing game.
Roué was part of the
'universum carousel journey'
for several years. First as a student,
later as a collaborator.
His personal universum will enrich
our journey.
Together we will make the carousel
to turn.

The GAME is seen as a way of sharing
our universum.

The drawing is part of our universum.
The drawing as such, as a tool.

As a way of expression, an expression of
realities and emotions. Of imaginations
and desires.

Each day a quest. To discover the drawing
universum of our guest(s).

The GAME will be played as a carousel.
A carousel of different hands; plenty of
observations of various techniques.

The GAME will be lived as a journey.
We will go on a journey in the building 11
of the Polytechnic.

A journey through drawing.
By drawing the building.

A journey in what architecture is about.

The game starts on thursday afternoon
the 1st of february
and ends on friday evening
the 9th of february
with a 1/1 drawing of this journey of
7/7 days/ways of drawing
01/09 february

At the end of the game you will have
made your own universum of this
carrousel of a journey.
A carrousel of several journey drawings
to become one huge drawing.

An universum.

We are very much looking forward
to spend some fantastic
days and ways together.
Days of exploring different ways
of drawing.

7 DAYS | 7 WAYS

+2
7/7

1/1

image 7/7 +2

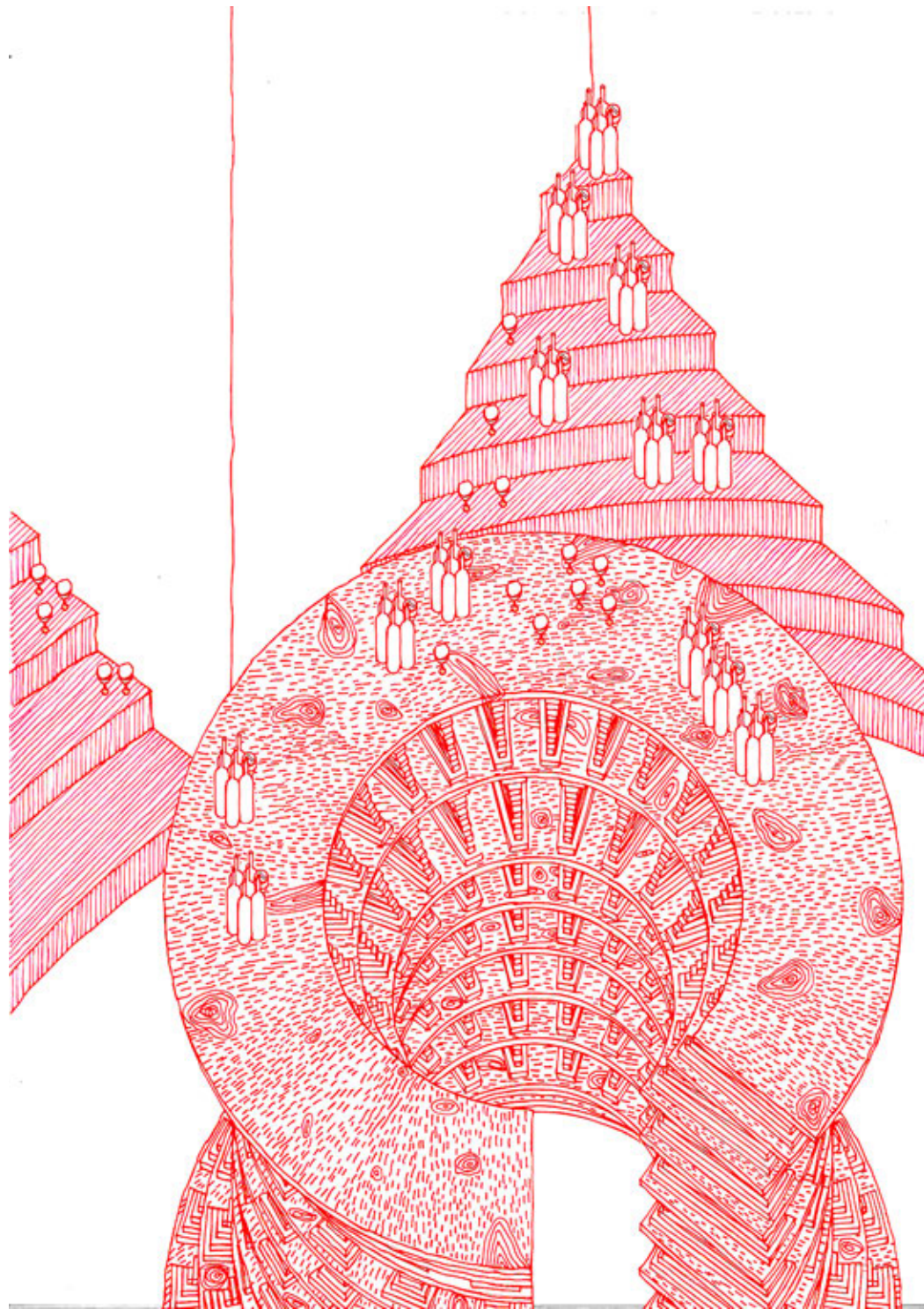
ways

PS1 We are thankful to Pierre-Alain Goret,
who invited us.

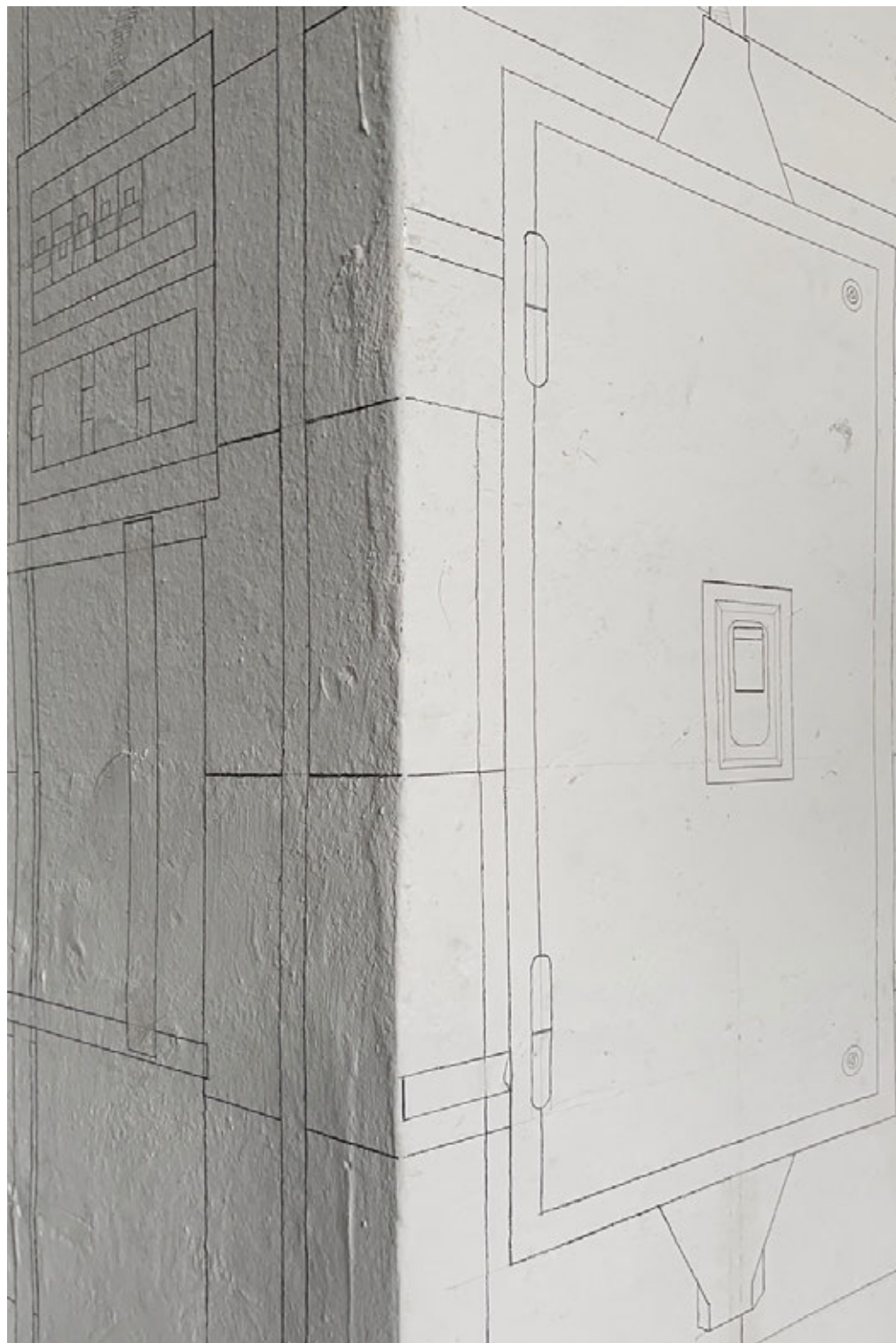
PS2 We send you hereby 7 drawings.
As inspiration.

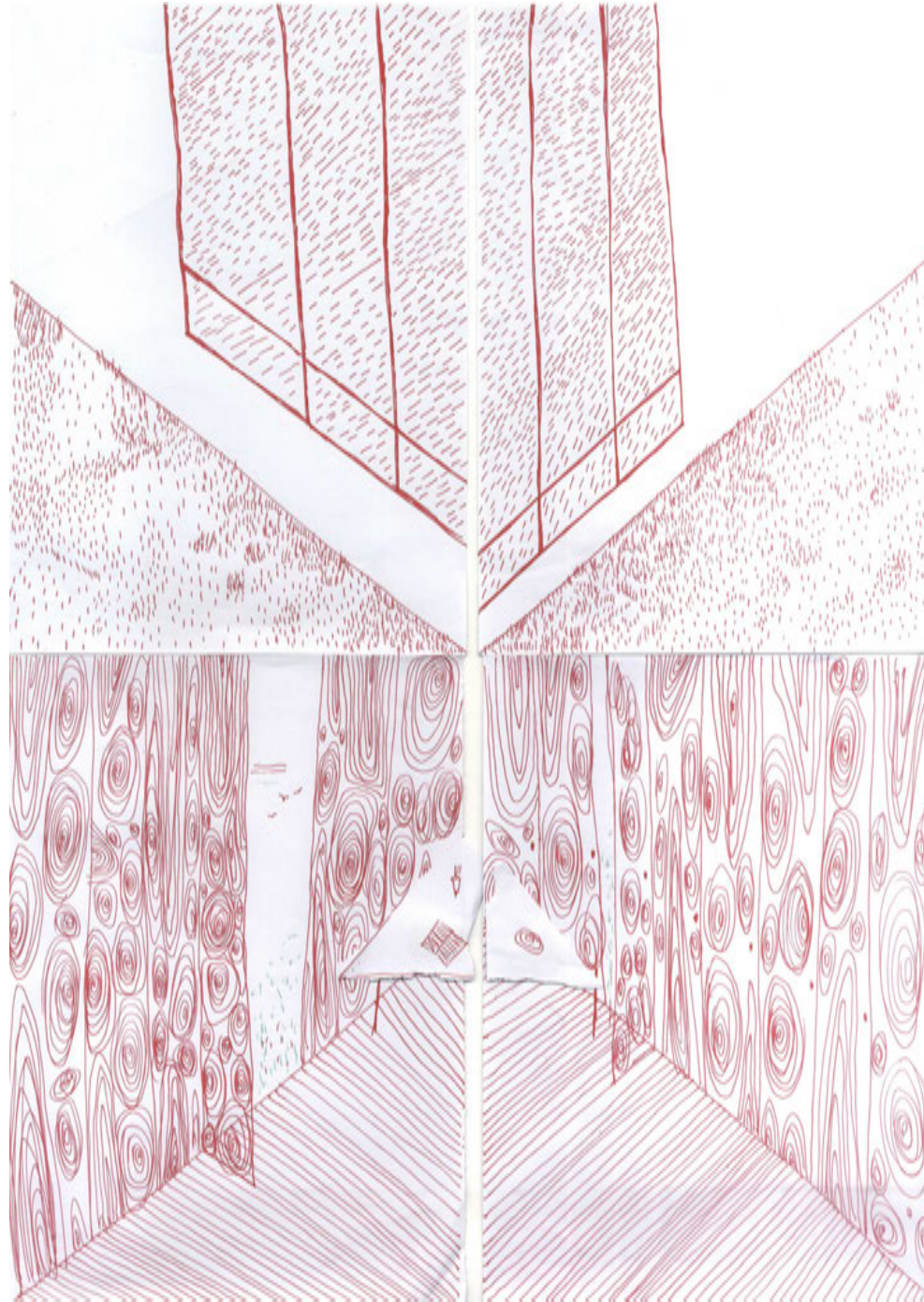


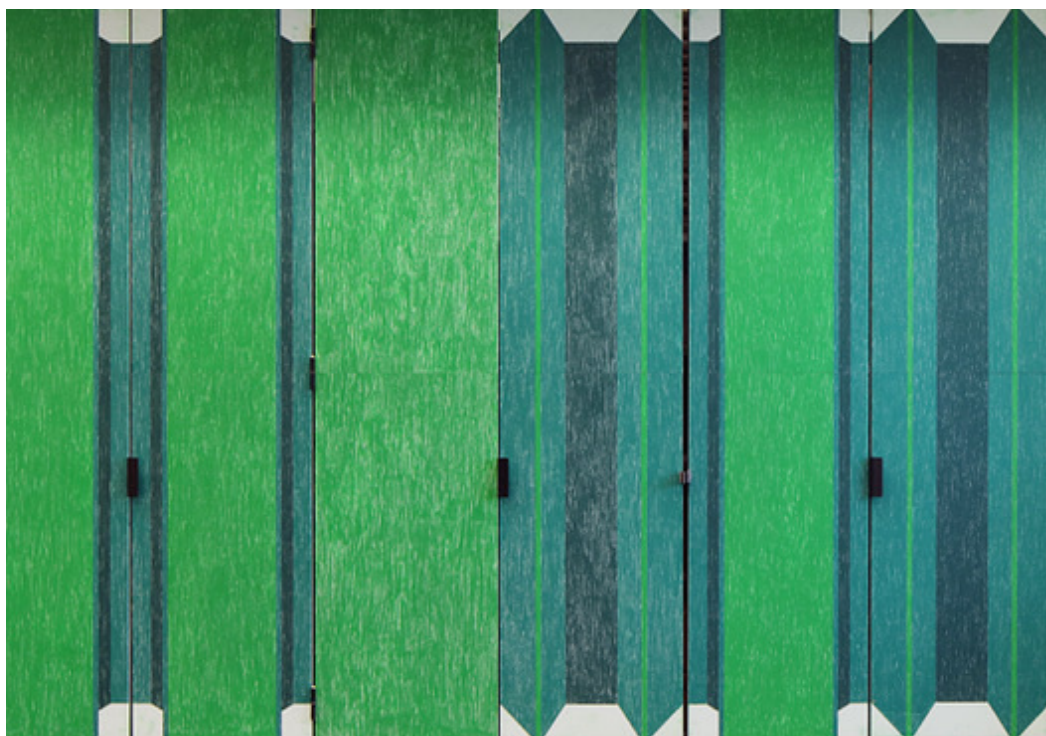












7/7
1/1
7/7

POLYTECNICO
01/10-02-2024

MASTERCLASS
DRAWING CLASS
DRAWING GAME

7/7
7 days/7 ways

+2
7 / 7
1 / 1
7 / 7
+2

Inge Vinck

Architecten jan de vylder inge vinck
(AJDVIV)

Universum carousel journey (alter ego)

Together with

Rocco Vitali

Vitali Studio

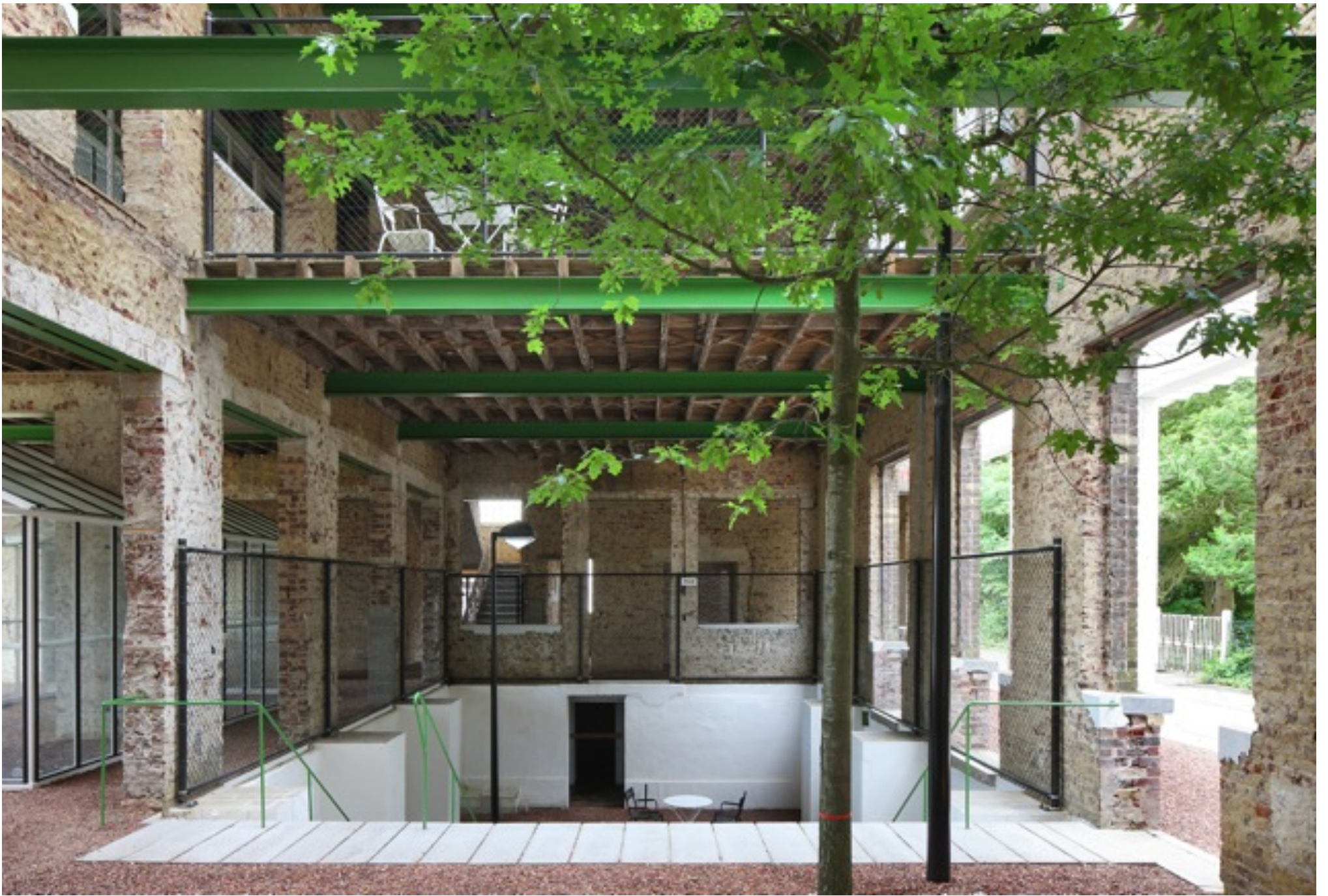
On invitation by Pierre-Alain Croset.



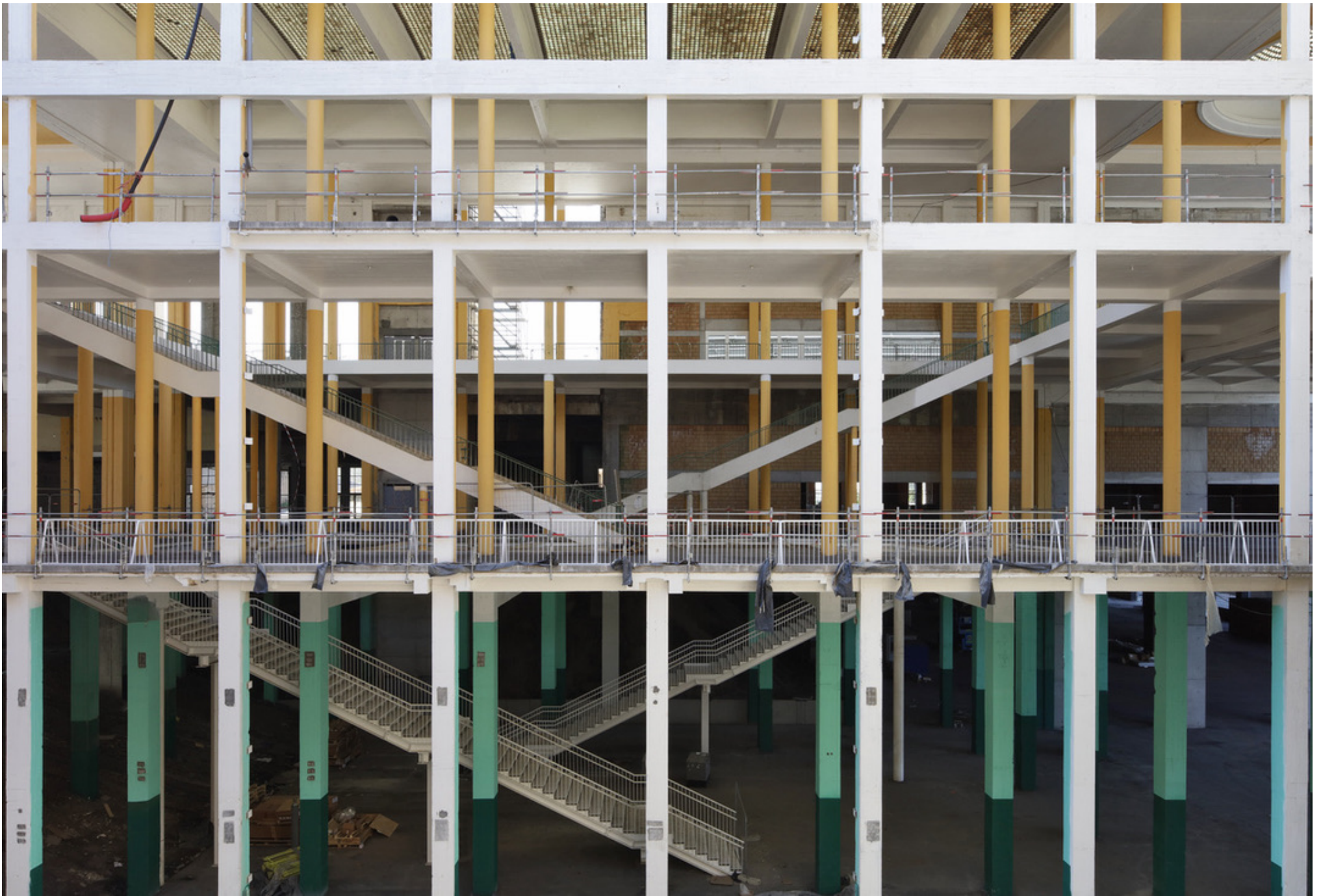
'studios Les Ballets C de la B and LOD'
jan de vylder en trice hofkens architecten
jan de vylder architecten (+ inge vinck)



'Rot-ellen-berg'
jan de vylder architecten (+ inge vinck)
architecten de vylder vinck taillieu



'Caritas'
architecten de vylder vinck taillieu
architecten jan de vylder inge vinck



'Palais des expos - Chapex'
architecten de vylder vinck taillieu-AGWA
architecten jan de vylder inge vinck-AGWA



'Shokin-tei'
Vitali studio



'Swing'
Vitali studio

7/7
1/1
7/7

To be seen as a structure (cadavre exquis). Or **a game**.
A game with guidelines in the form of **rules and norms**.
A game because architecture is about joy. The joy of making architecture. The joy of living architecture.
Rules and norms because architecture is also about respecting norms, regulations, technics, expectations,...

In between the guidelines a lot of **freedom** to be found.

In every rule or norm there is always a new discovery. In every rule or norm there is freedom. That is architecture. Being an architect. Dealing with rules and norms. Dealing with expectations from clients and institutions. Being an architect is also thinking with a sense of reality so that it can be realized.
Maybe you can find some more rules or guidelines for yourself.

The rules and norms support you.
To introduce a richness in the drawing.
To force you to step out of your comfort zone.
To encourage you to experiment.
To draw differently than you did until now.

This is what a practice of architecture is about. Dealing with regulations and rules. **Desires and dreams**.
This all with a lot of motivation and enthusiasm; even in the difficult moments.

*The end of the game.
1 huge drawing.*

+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO

7 rules.

There should be at least one drawing:

With measurements
With a ruler
With paint
With oil pastel
With fat graphic pencil 6B
With graphic pencil 0.5 or 0.7 2B

7 norms.

A building (11, architecture and library)
A scale (as a reality)
A team (with some pairs of hands)
A bag (a drawing kit with tools to draw)
A market (every evening, the drawings of the day)
A registration (of the act of drawing)
An exhibition (several drawings as 1 big drawing)

+2 small interdictions.

No erasers.
No digital tools.

+2 big sensations.

Your only limitations are those you set upon yourself.
Sometimes making something leads to nothing.
(dixit a work of Francis Alÿs and the title of a book of Nathalie Du Pasquier)

7/7
7 days of drawing
7 ways of drawing.

1/1 drawings.

7/7
7 groups of students
7 guests

Each day **7 drawings**.
Drawings of a different kind.
Everyone can draw.

The drawings will be made in different parts called **topics**.

Each day another topic. Of a different scale.
Each day 7 drawings of the topic.

Different topics; a part of architecture.
For each topic the same rules and norms.

And **7 ways of drawing**. With different outcomes.
To be seen as expectations. Or wishes.

The topics and the ways drawing can be interpreted as the regulations of the different institutions an architect has to work with or as the desires of a client.

*At the end of the day.
A pin up of the 7 drawings of the day.
To close the day.*

*To enjoy the beauty and labour of the drawing.
To share the pleasure and struggling of the drawing.*

7 / 7 +2
1 / 1
7 / 7 +2

7 DAYS
7 WAYS

7 DAYS
+2 extra

7 WAYS
+2 free choices

7 days.
DAY 1 detail
DAY 2 circulation
DAY 3 structure
DAY 4 material
DAY 5 colour
DAY 6 corner
DAY 7 in situ

7 ways.
At least one drawing should be:

Abstract
Colourfull
A collage
A kind of 3D
Freehand
On A4
On A0

7/7
7 days of drawing
7 ways of drawing.

1/1 drawings.

7/7
7 groups of students
7 guests

Each day 7 drawings.
Each day the same scale. 1/1.

Drawings of the **building 11**. In **real scale. 1/1**.

Each day a topic.
Each topic has 7 'specializations'.
Each group his 'specialization' of the day.
To find the varieties or diversities of the building 11.
To bring the multiplicities of the building together in the same scale.
Of the building 11. Split into two parts; called A (department of **Architecture**) and B (**Bibliotheca**)

7 topics/7 specializations in 1/1 to have fun making architecture.

+2
7 / 7
1 / 1
7 / 7
+2

BUILDING 11
SCALE 1/1

7 topics/7 specializations

DAY 1 detail

connecting
touching
embracing
dancing
functioning
illuminating
confusing

DAY 2 circulation of

water
people
electricity
gaz
air
dust
animals

DAY 3 structural jonctions

steel beam and ceiling
steel beam and wall
steel column and ceiling
steel column and floor
steel beam and column
brickwork and ceiling or floor
concrete wall and ceiling or floor

*As start of the day; you will choose an enveloppe.
In the enveloppe you will find your specialization of the topic of the day.*

7/7
7 days of drawing
7 ways of drawing.

1/1 drawings.

7/7
7 groups of students
7 guests

The 1/1 scale to force you to observe and to imagine.
It learns you the reality and the context of architecture.

The game is an exercise of **observation**.

The observation of your world. Your own space. The building of Architecture and the Library. The atelier, the reading room, the corridor, the toilet.

Also an exercise of **imagination**. About detail and material.
It is the imagination of the detail and materialisation of that door or window, column and beam,... Of the steps, handrailing, radiator, doorhandle, gutter, ventilationtube,....
How it connects, or reflects. How it is absent or present. How it is related. How it is opposite.

The game learns you about a **reality**. The reality of a building.
A reality clarifying the relation between the making and construction, material, detailing.

A reality in a certain **context**. A built and a lived context.
Because architecture is first of all about living a building.

+2
7 / 7
1 / 1
7 / 7
+2

BUILDING 11
SCALE 1/1

7 topics/7 specializations

DAY 4 material (building A/B)

floor A
floor B
ceiling A
ceiling B
wall A
wall B
facade B

DAY 5 colour

green
black
orange
white
pink
blue

DAY 6 corner

7 different corners of the building A/B
and where they meet each other
(a small map will indicate the 7 corners)

DAY 7 in situ

free choice

7/7
7 days of drawing
7 ways of drawing.

1/1 drawings.

7/7
7 groups of students
7 guests

We want you students to work together. As a **team**. As a small office/practice.
The individual work is also part. Everyone deserves the time and place to reflect. The individual work takes place in the team.
So groupwork will be key. Working together as an attitude of an architectural practice.
You are not always able to choose with who you will work together. Learning to work together with different characters, different hands is part of the game.

We invite **guests** to share the pleasure of drawing.
To share ways of drawing and observing.
Ways of imagining architecture and ways of representing this imagination.
Ways of drawing the reality. Of dreaming the reality.

As start of the game; we will gamble to see who will have an office with who.

+2
7 / 7
1 / 1
7 / 7
+2

7 GROUPS
7 GUESTS

7 GROUPS
+2 jokers (Inge Vinck and Rocco Vitali)

7 GUESTS
+2 visits

01/02 Nathalie DuPasquier
02/02 Rina Rolli (from Studioser)
03/02 visit of ASSAB ONE
04/02 visit of atelier Vitali
05/02 Gosia Olchowska
06/02 Giovanni Pioveni (from PioveniFabi architects)
07/02 Stefania Agostini and Luca Mostarda
(from AMArchitectrue)
07/02 Vera Scaccabarozzi and Lorenzo Rebediani
(from RSLandscapes)
08/02 Tarik Berber

LECTURE

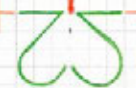
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fri	02	02	18h
mon	05	02	12h
tue	06	02	18h

wed	07	02	12h
wed	07	02	18h
thu	08	02	18h

thu 01/02 18h

1 9
2 24

POLYTECNICO DI MILANO



Nathalie Du Pasquier
 Kima Rolli (Studio Sor)
 Goria Ulechowska
 Giovanni Pirrone
 (Pirrone Fabi architects)

Stefania Agostini
 (Kuca Mostarda
 (AMArchitecture))
 Vera Scaccabarozzi
 Xenia Rebediani
 (Rebediani Scaccabarozzi
 Landscapes)
 Tonik Berber

NATHALIE DU PASQUIER

SERIES

ROCCO VITALI

DRAWING

SSW70 MASTER

INSE VINCK

ROOM III.A
(1st floor)

BUILDING M

7/7
7 days of drawing
7 ways of drawing.

1/1 drawings.

7/7
7 groups of students
7 guests

References.

On ways of drawing.
Of representing a drawing.

A catalogue of references.
From us. From others.

Some just to inspire.
As an example. A starting point.
Some of them just like this. For the pleasure. Because they
are beautiful.

Some drawings of us to share our world with your world.

We wish you a lot of
Fun and pleasure.
Motivation and perseverance.
Bravery (courage) and strength.
Dancing and fighting.

...

We wish you with all our heart all you need to enjoy this
game.
(PS. Don't forget; it is a game. Not to win. To enjoy.)

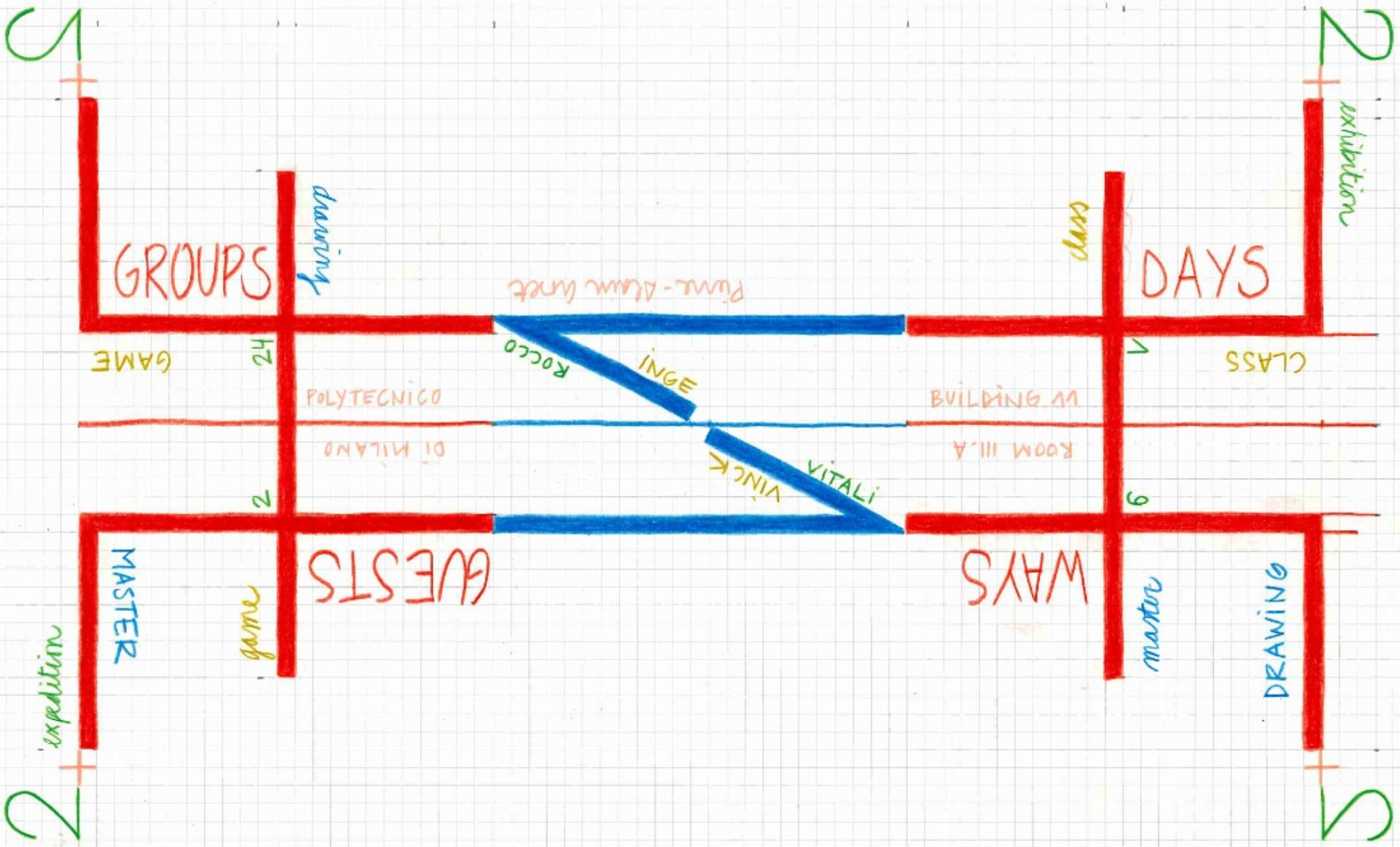
+2
7 / 7
1 / 1
7 / 7
+2

7 drawings/day
7 days
7 groups

$7*7*7= 343$ drawings
 $3+4+3= 1(0)$
= 1 huge drawing of the whole building
= the end of the game
= an exhibition to be proud

7 groups/3 students
2,3 drawings/student/day

REFERENCES
a separate booklet



GROUPS

drawing

Rune-Alum Kret

DAYS

class

GAME

2H

POLYTECNICO

ROCCO

INGE

BUILDING IV

1

CLASS

DI MILANO

ROOM III.A

VINCK

VITALI

2

9

GUESTS

game

WAYS

master

MASTER

DRAWING

expedition

5

exhibition

2

2

5

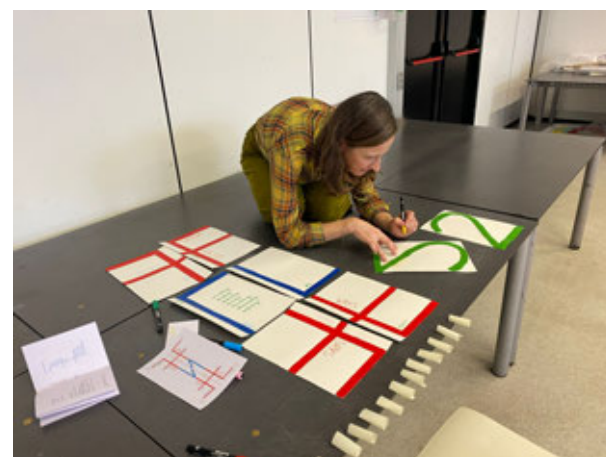
+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO

Let's start.



Let's start.

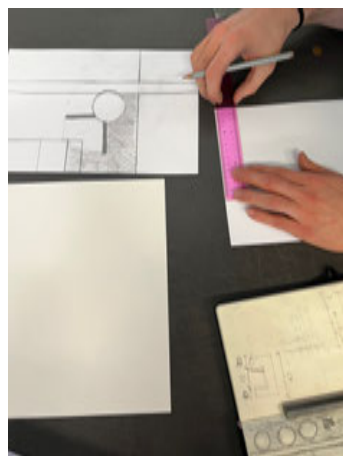
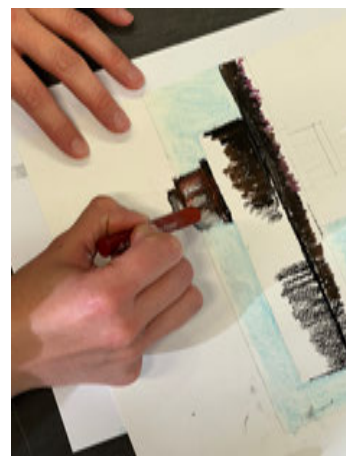
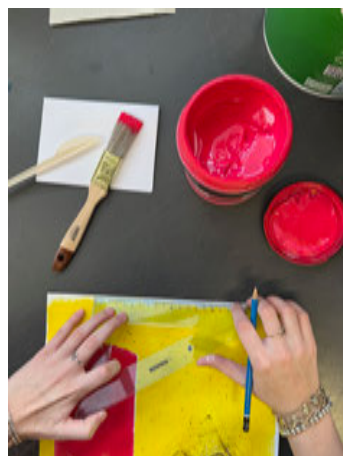
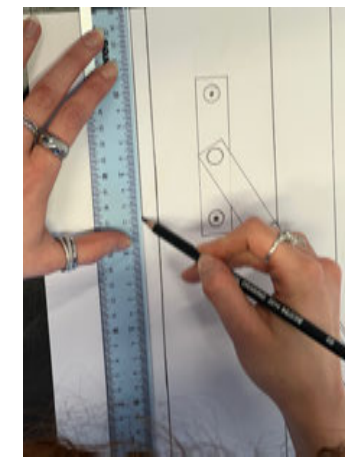
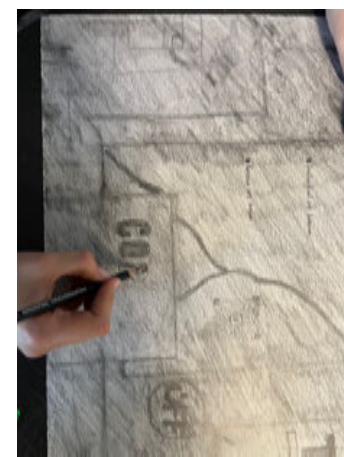
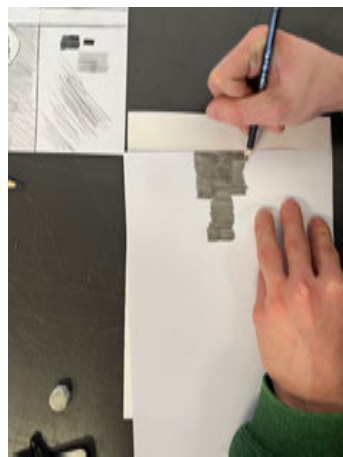
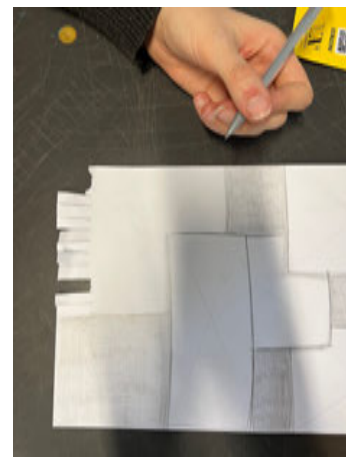
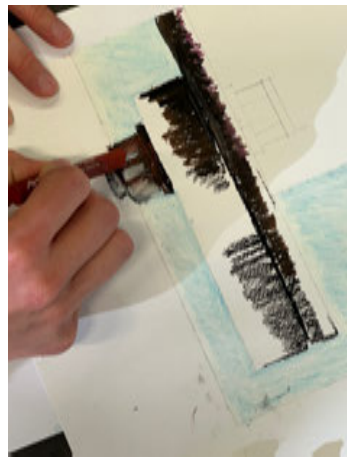
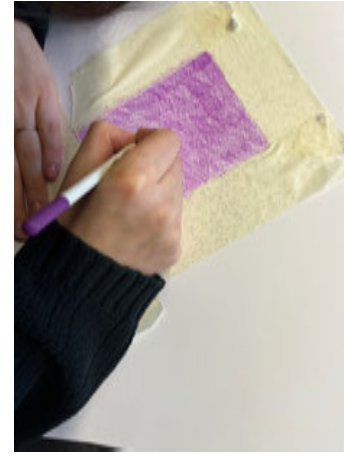


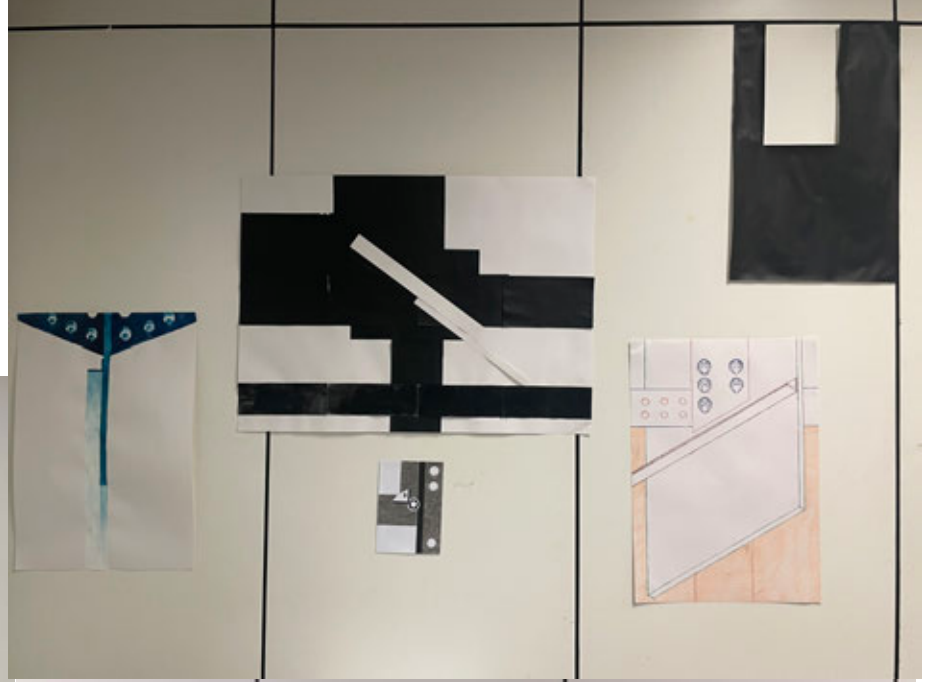
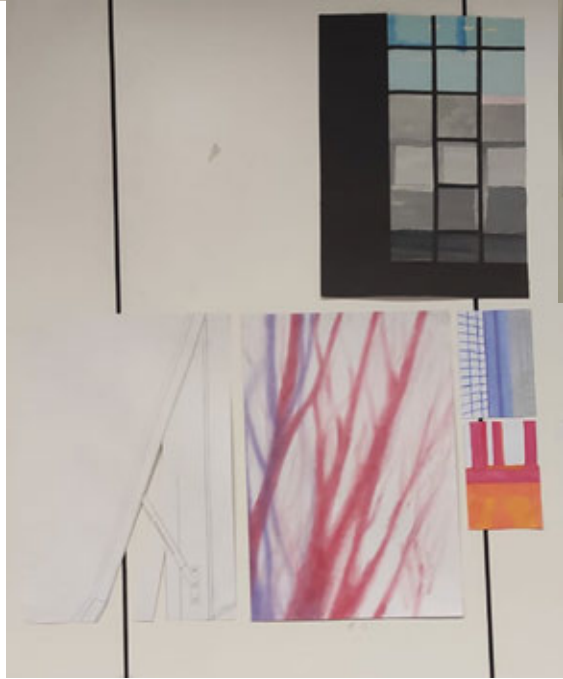
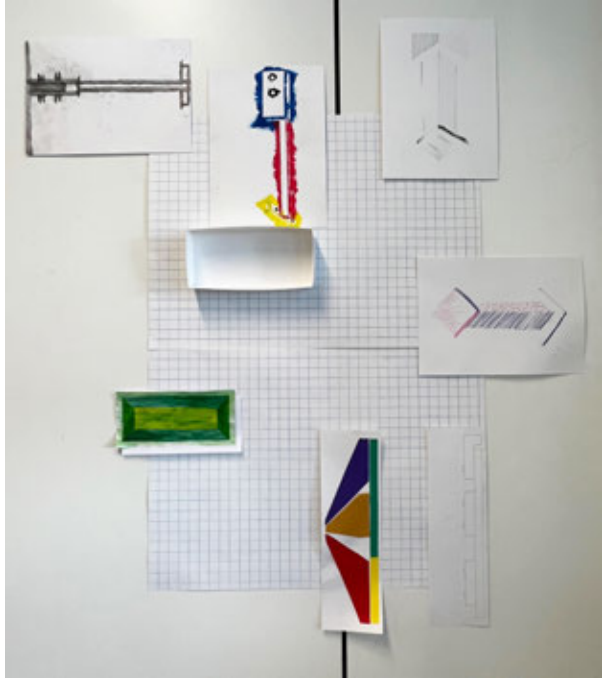
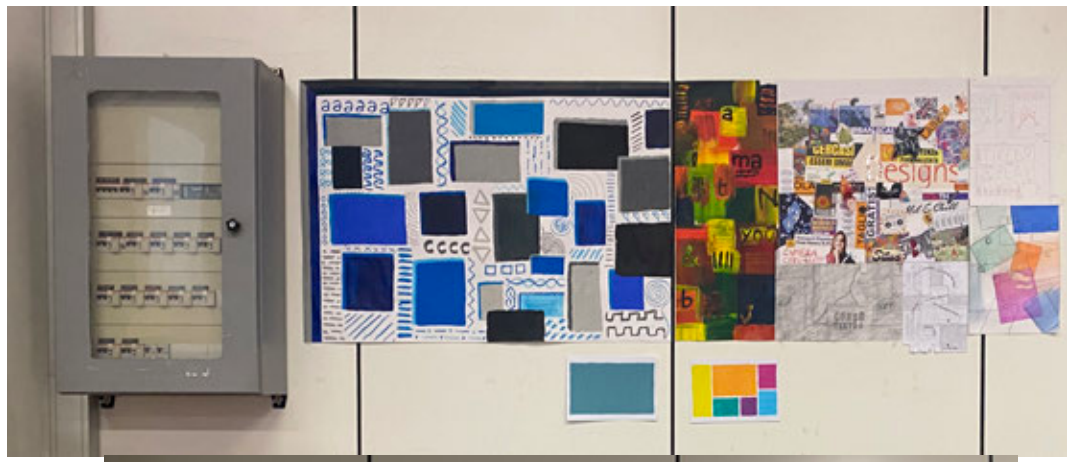
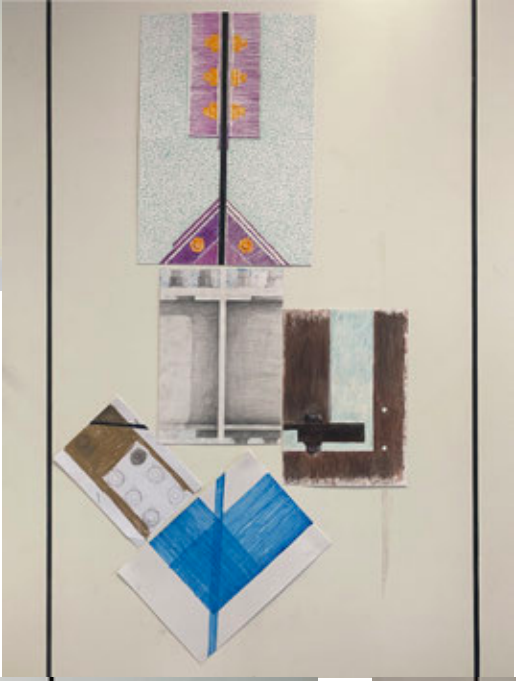
+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO
DAY 1

detail

connecting
touching
embracing
dancing
functioning
illuminating
confusing

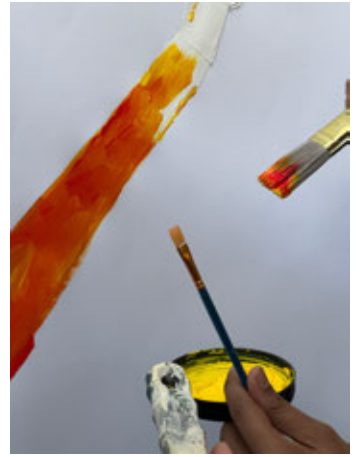
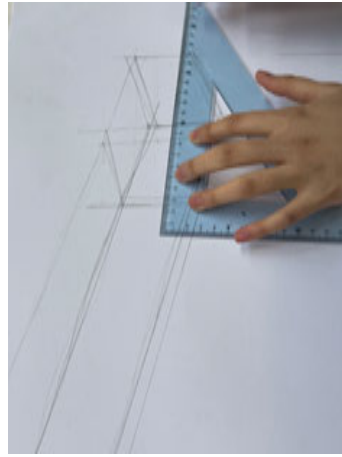
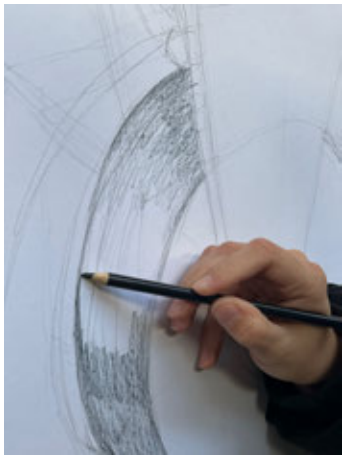
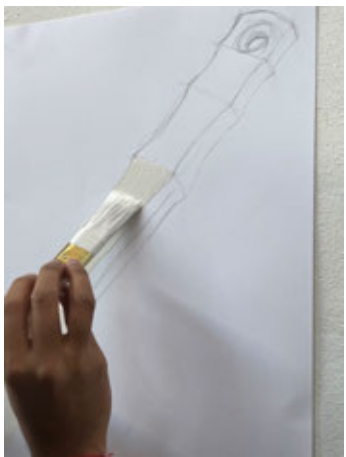
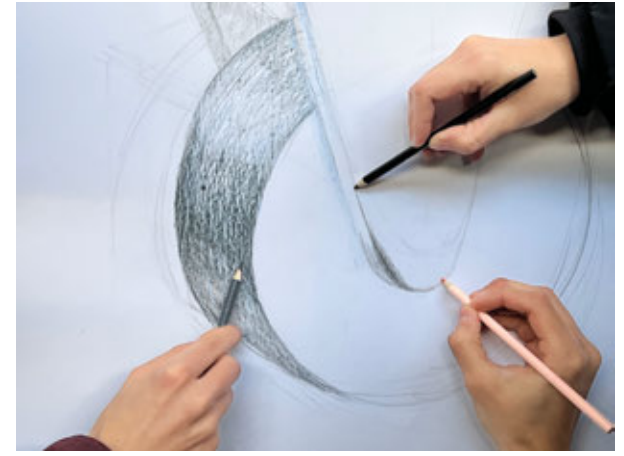
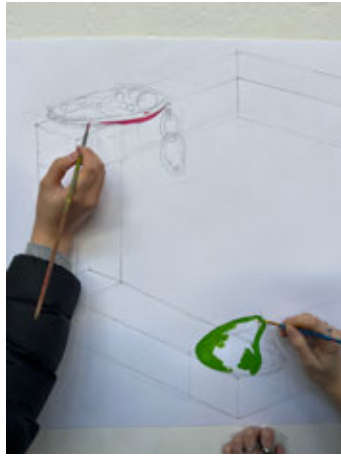
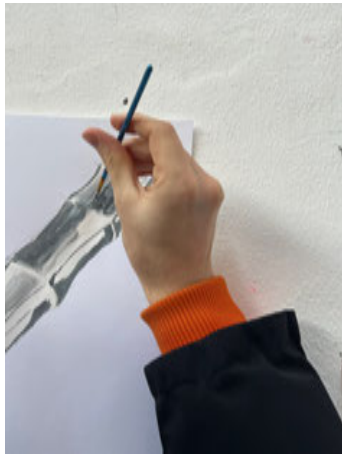




+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO
DAY 2

object
(for Nathalie Du Pasquier)





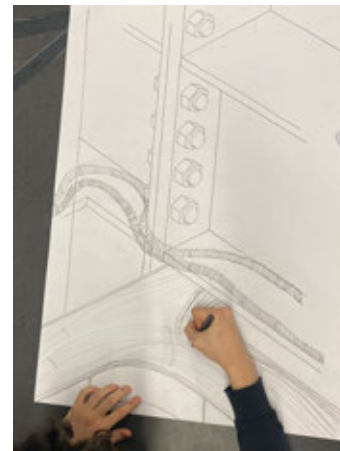
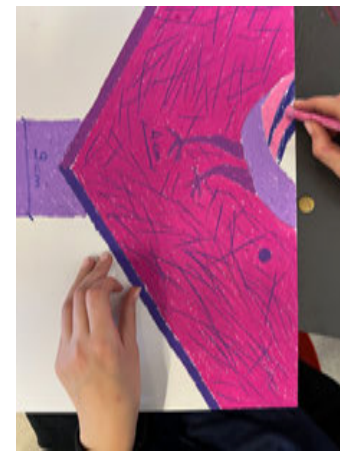
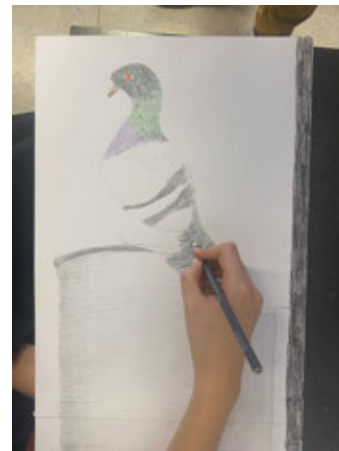
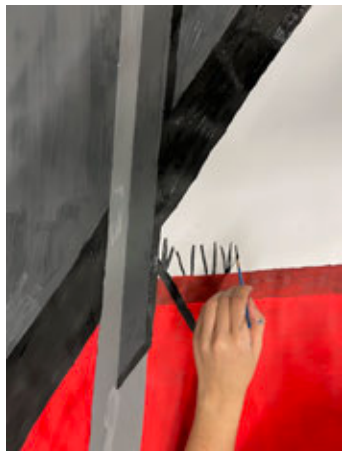
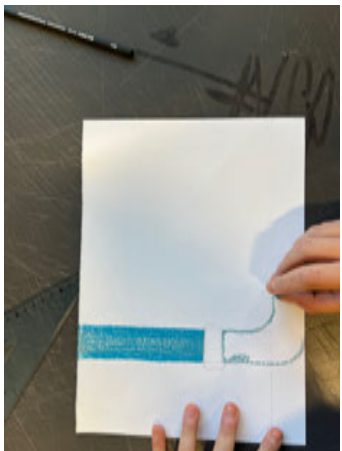
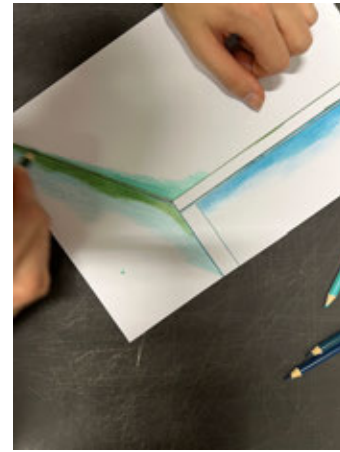
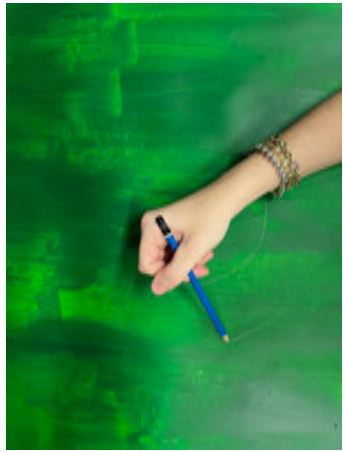
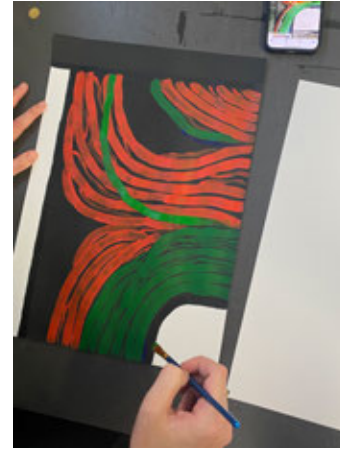
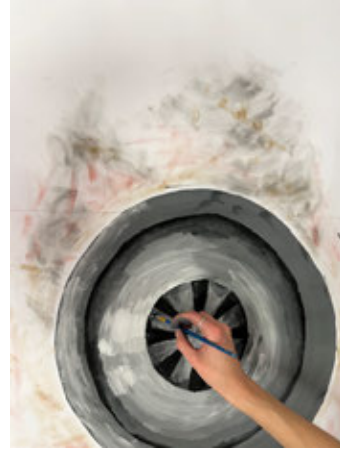
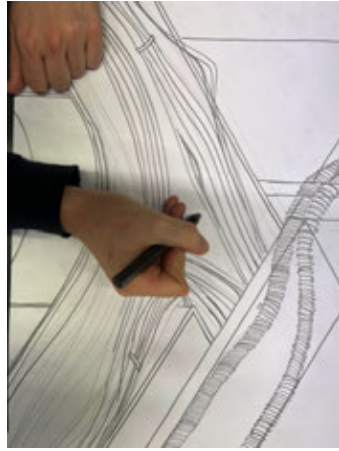
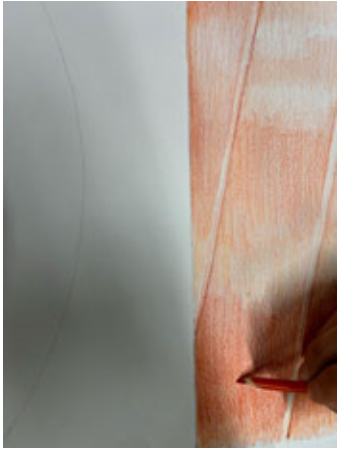
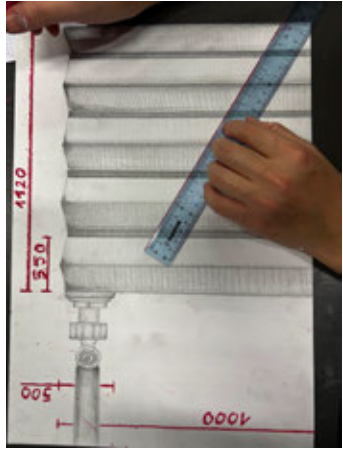
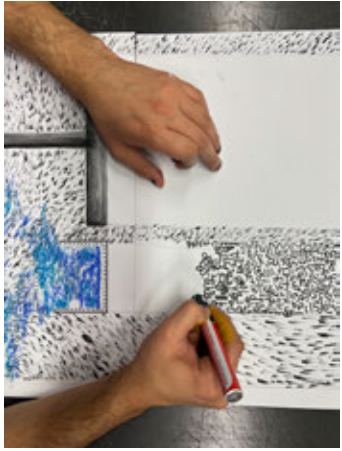


+2
7 / 7
1 / 1
7 / 7
+2

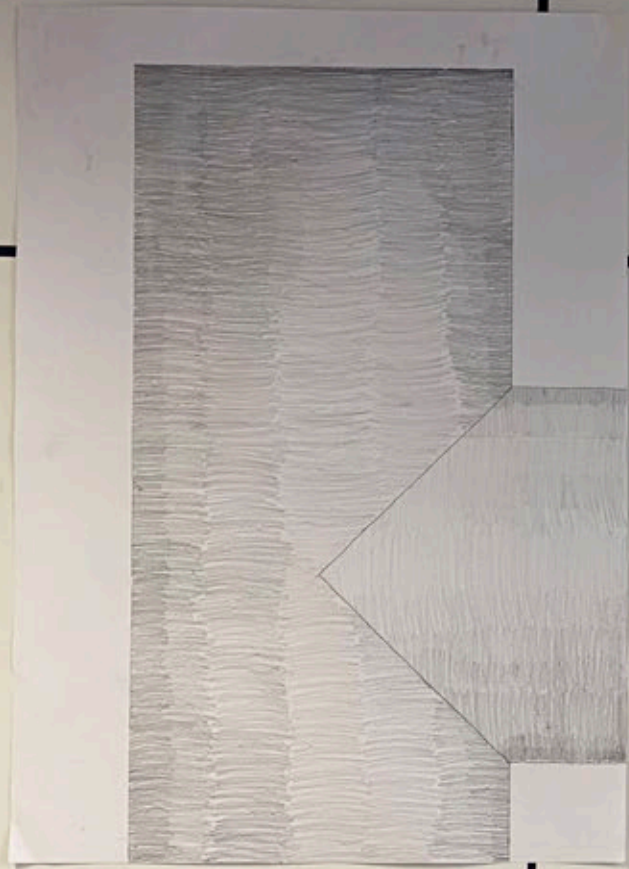
IL GIOCO
DAY 3

circulation

water
people
electricity
gaz
air
dust
animals







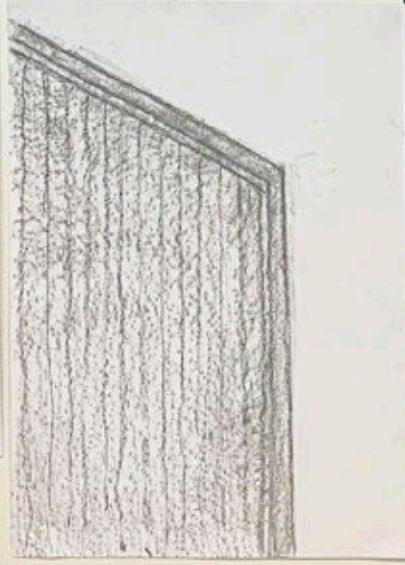


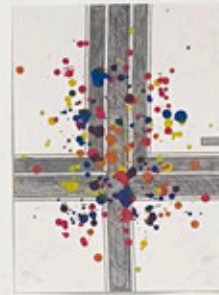
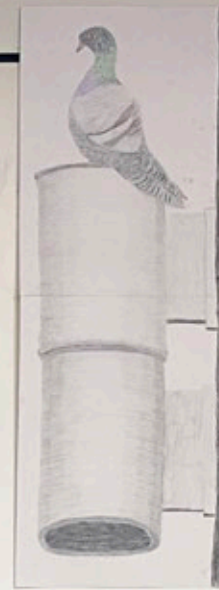
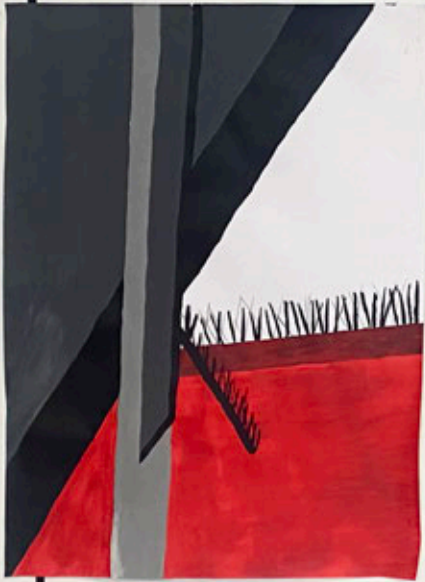
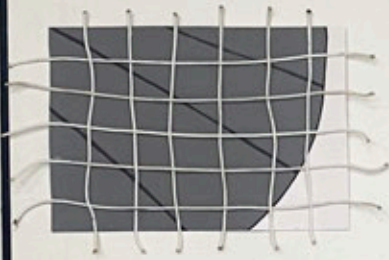
Ingresso
Entrance



Divieto di Uscita
No Exit

Ingresso
Entrance







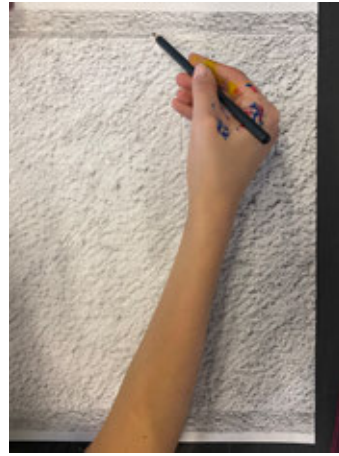
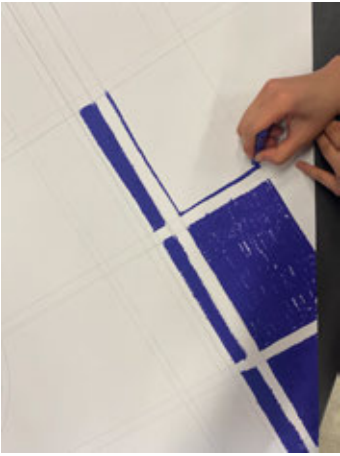
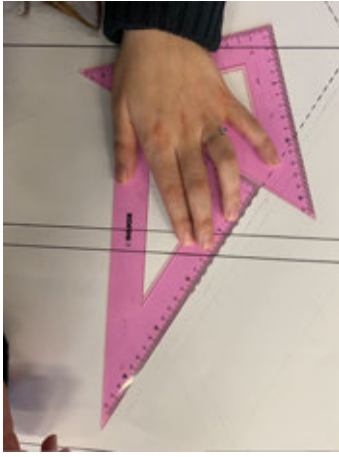
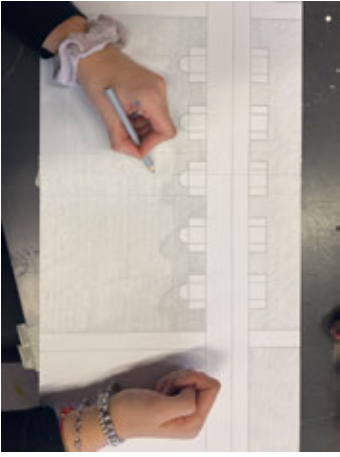
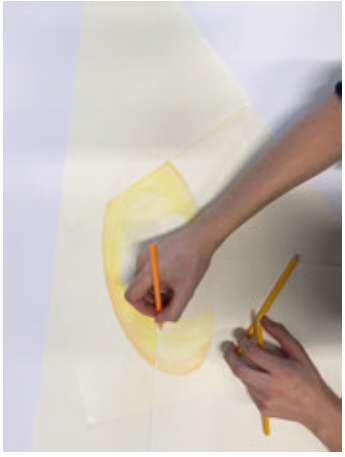
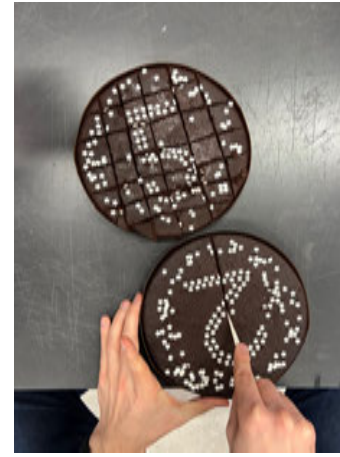
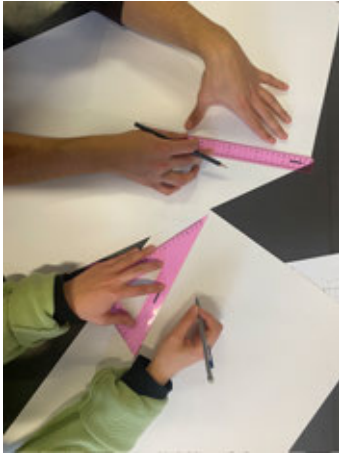
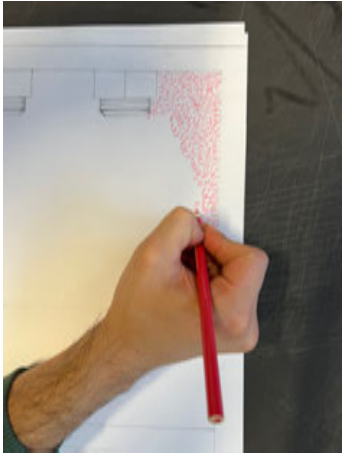


+2
7 / 7
1 / 1
7 / 7
+2

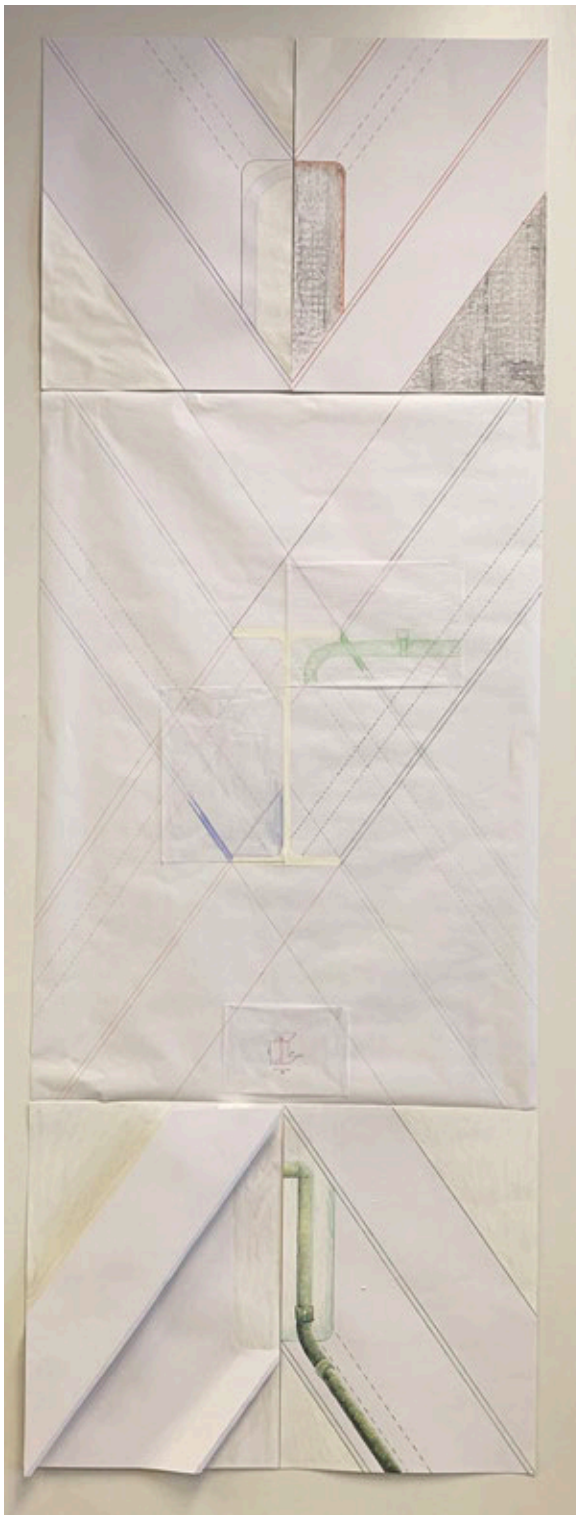
IL GIOCO
DAY 4

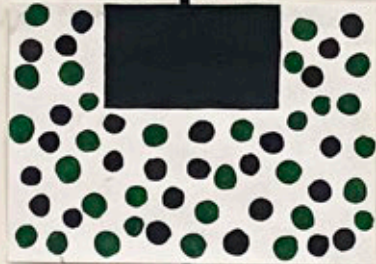
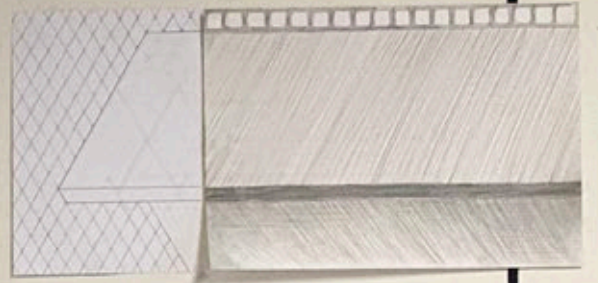
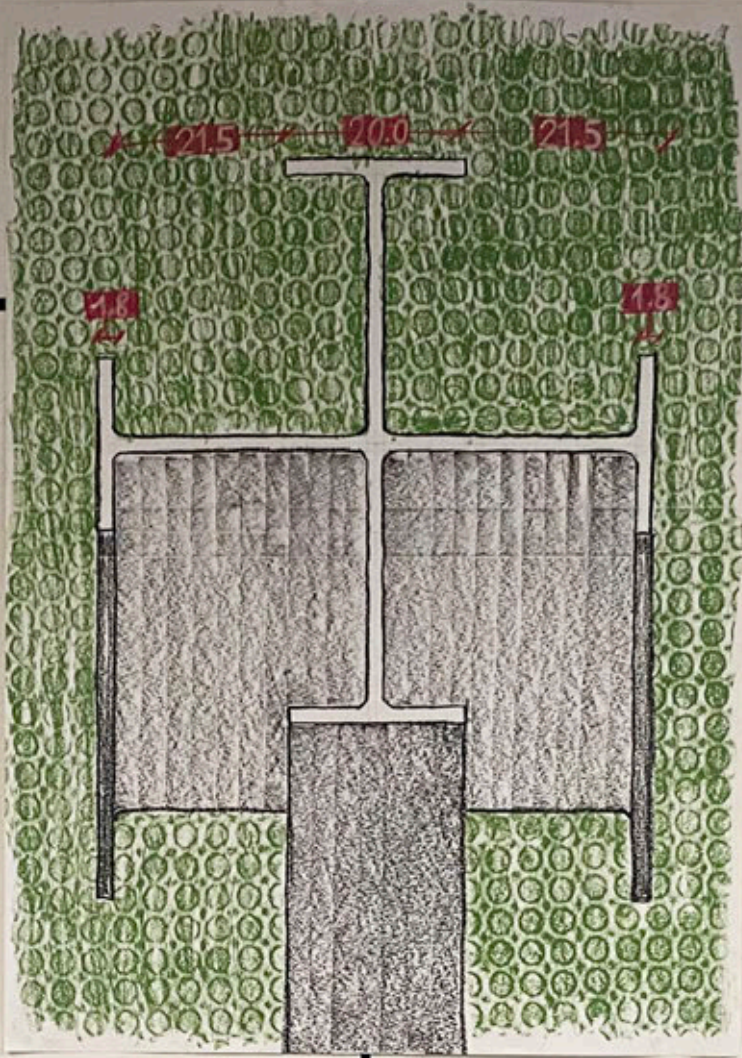
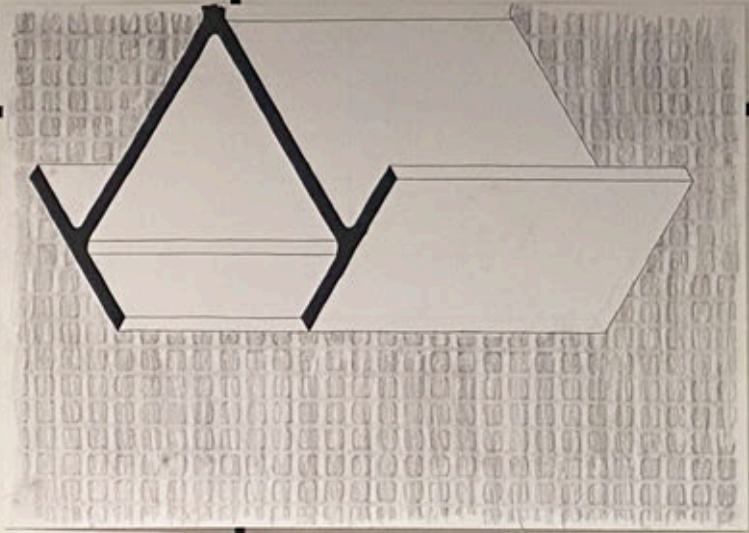
structural junctions

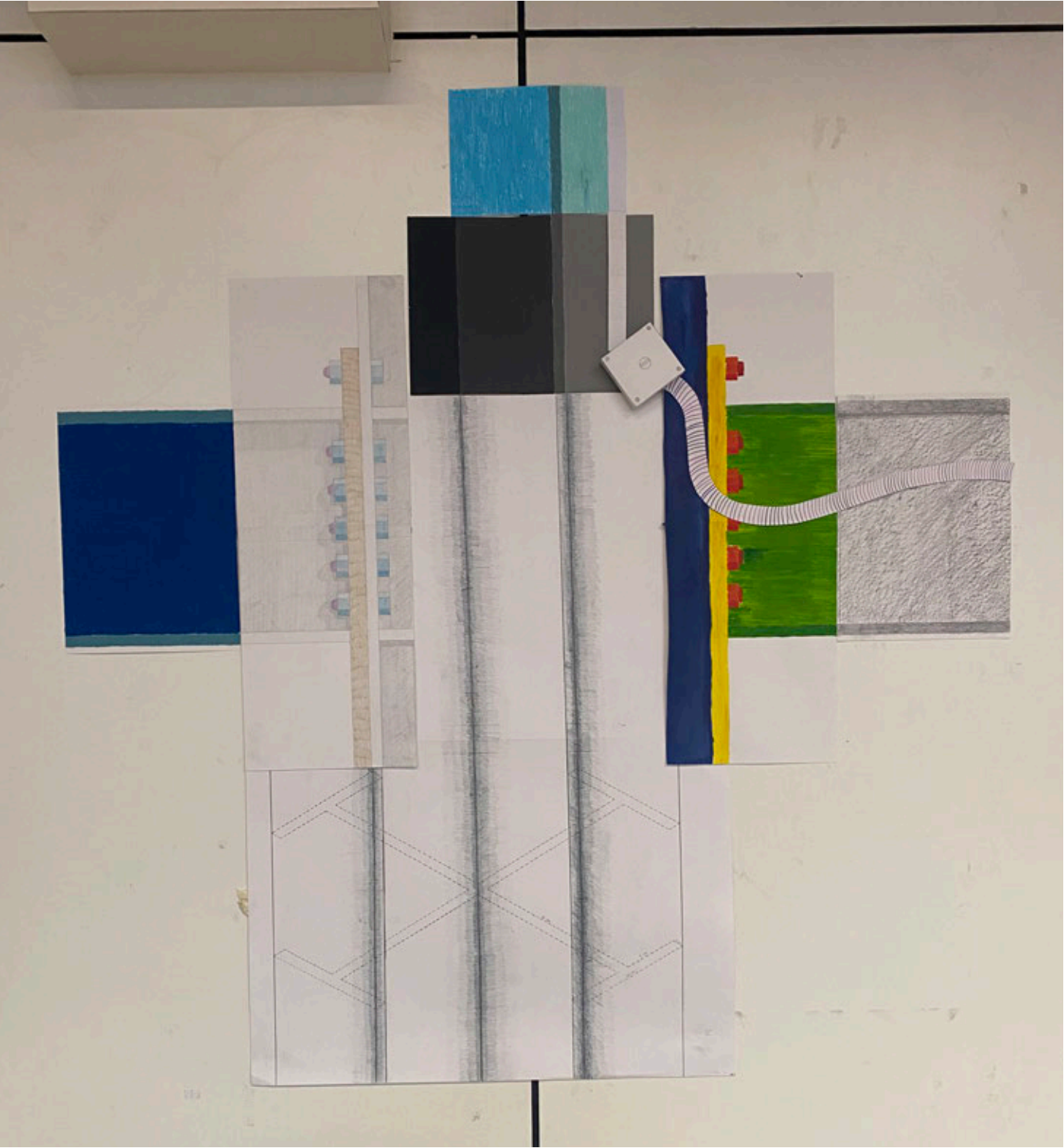
steel beam and ceiling
steel beam and wall
steel column and ceiling
steel column and floor
steel beam and column
brickwork and ceiling or floor
concrete wall and ceiling or floor





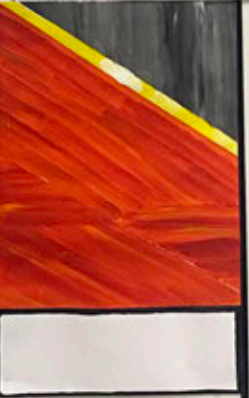


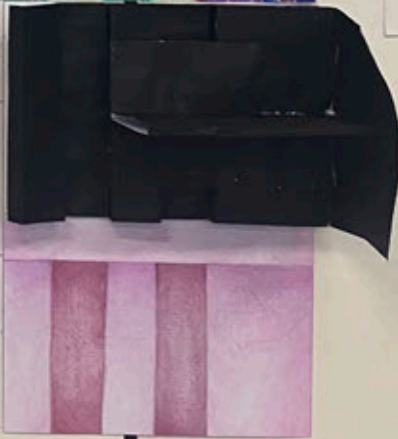
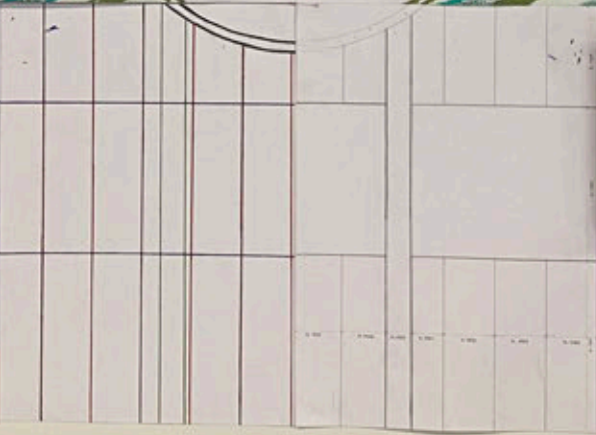
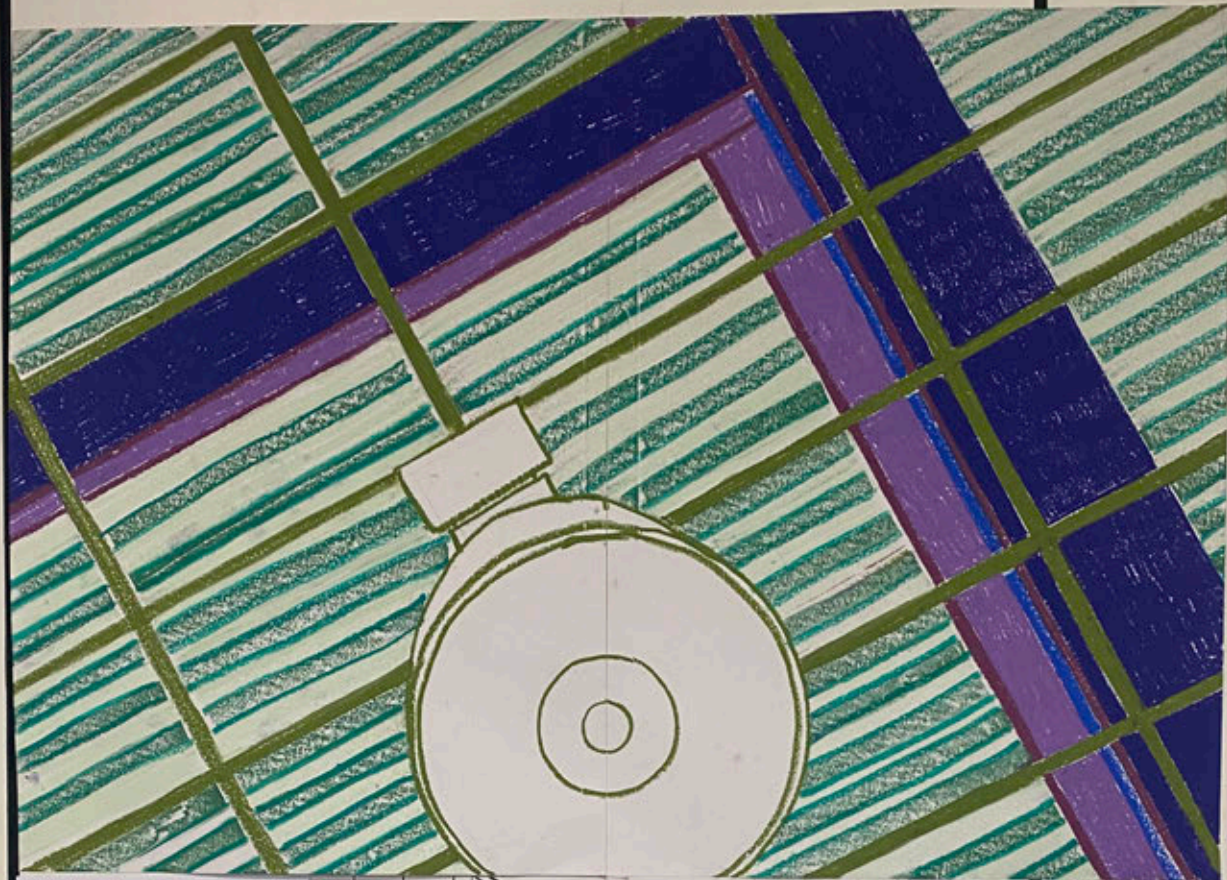






VIETATO FUMARE
Tutti gli ambienti di lavoro
sono vietati per il fumo di tabacco
e per l'uso di sigarette elettroniche.
L'infrazione è sanzionata con un'ammenda
da 100 a 200 euro.





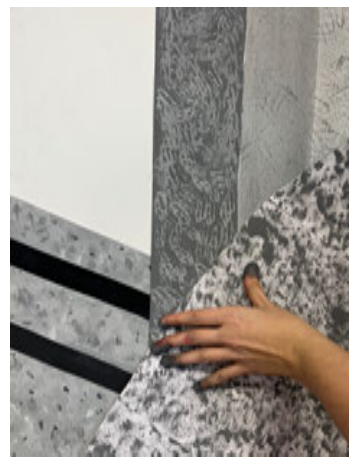
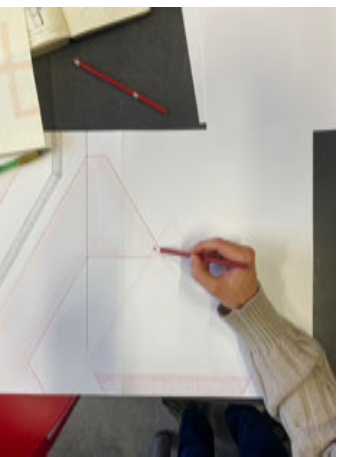
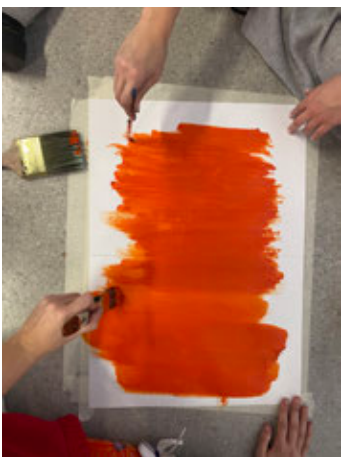
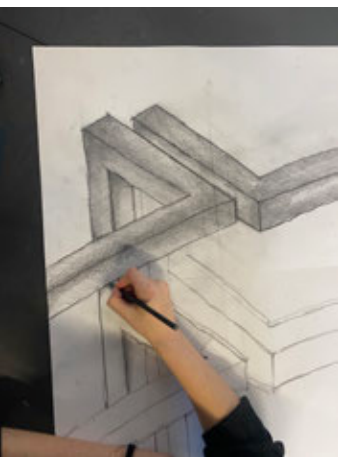
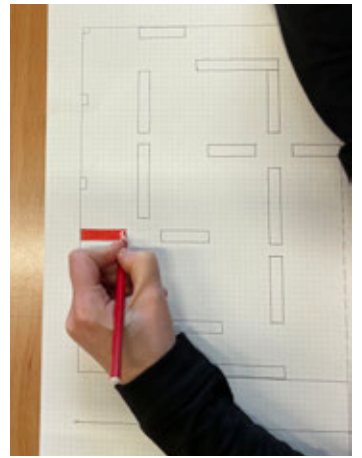
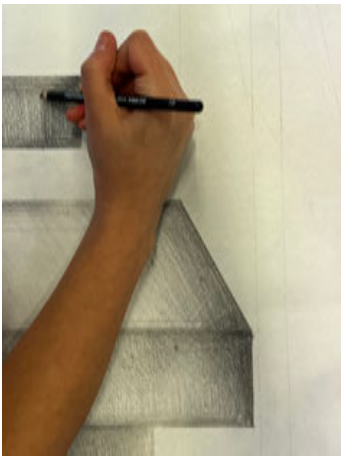
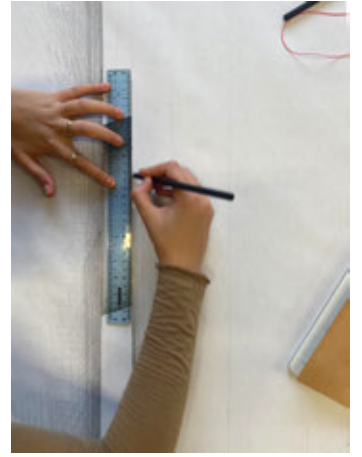
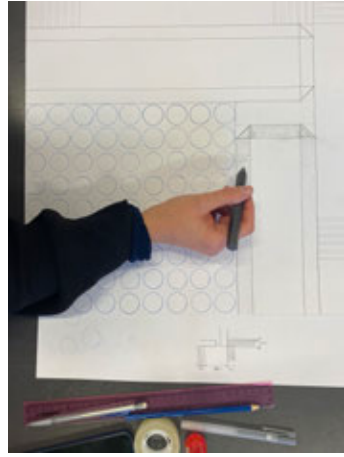
+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO
DAY 5

stairs

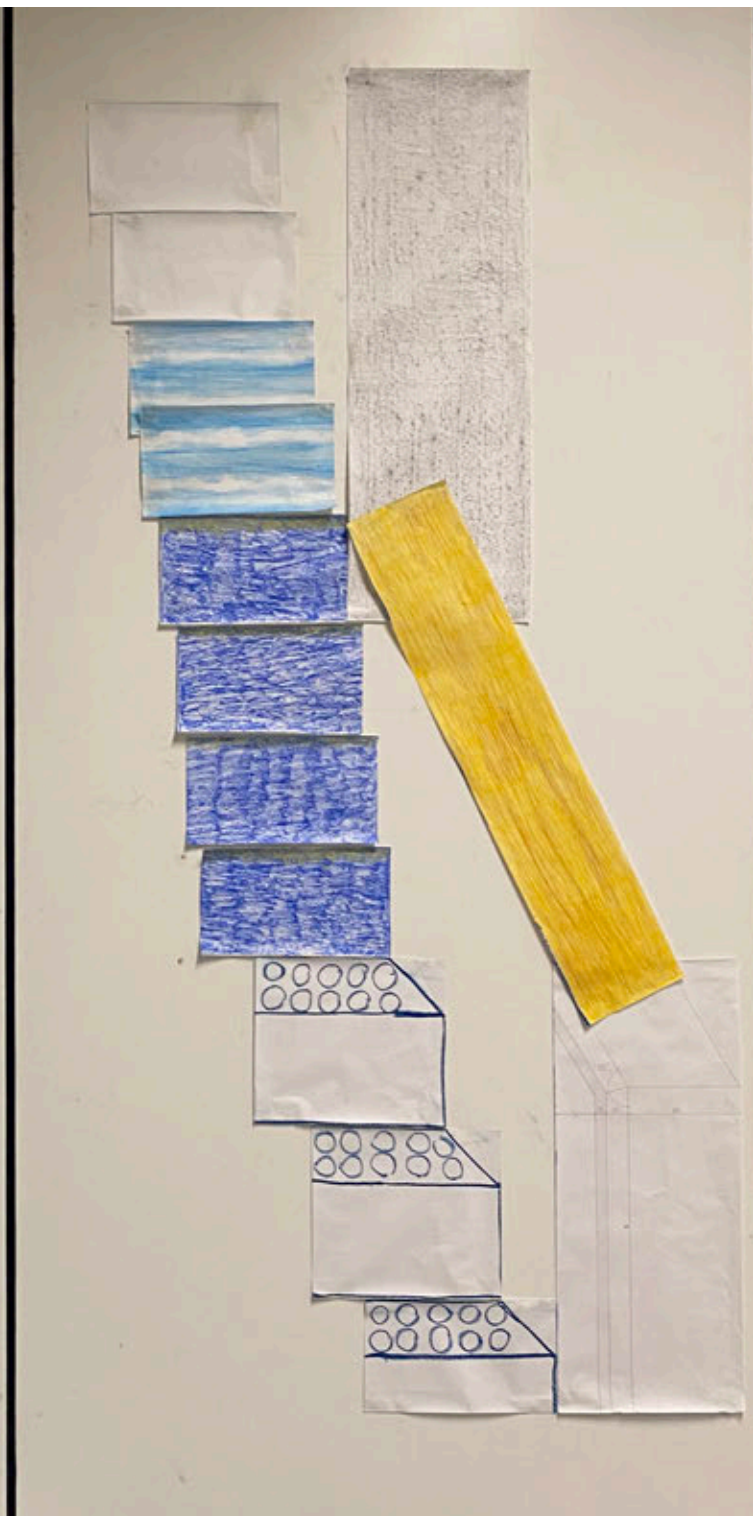
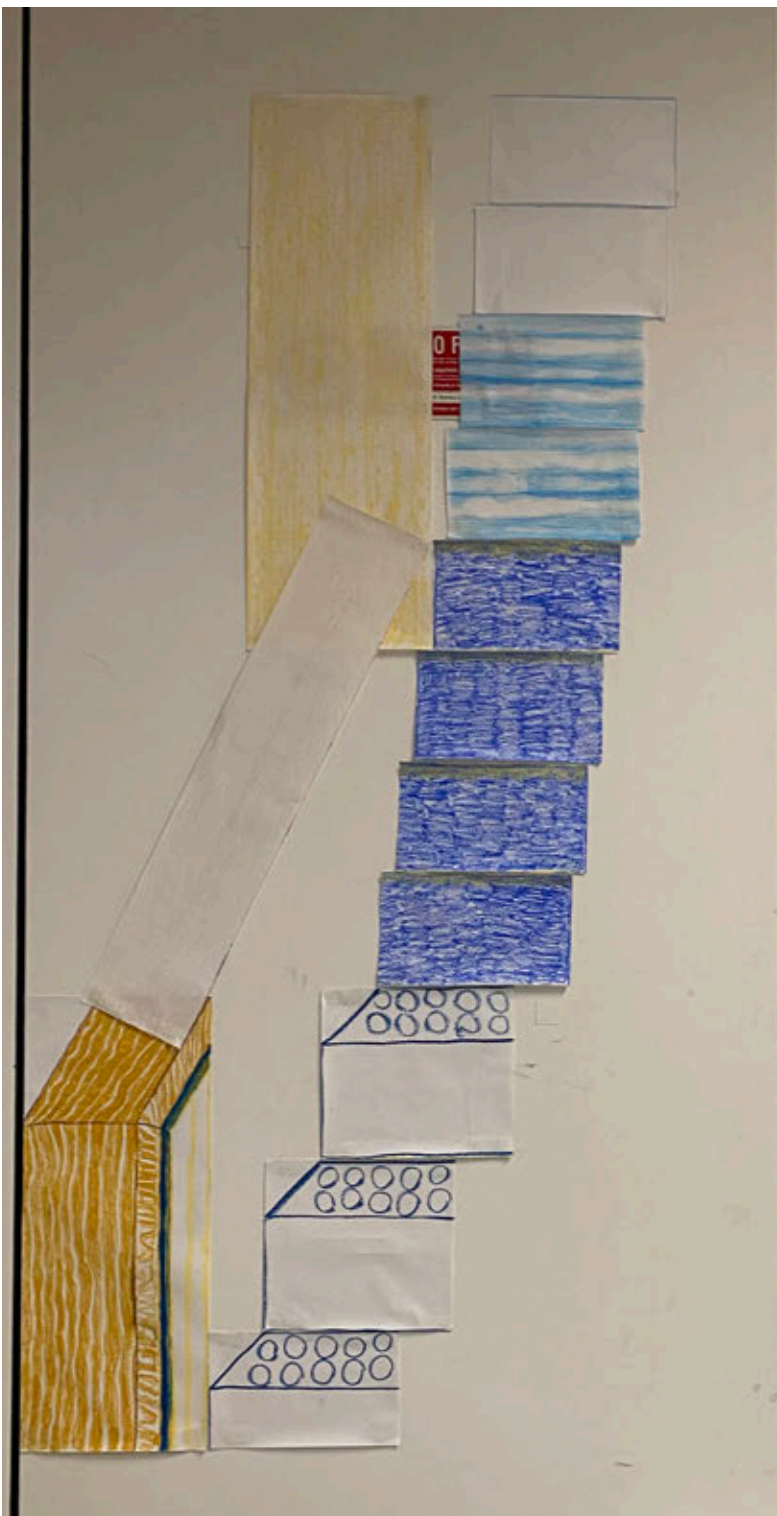
7 different stairs in the building

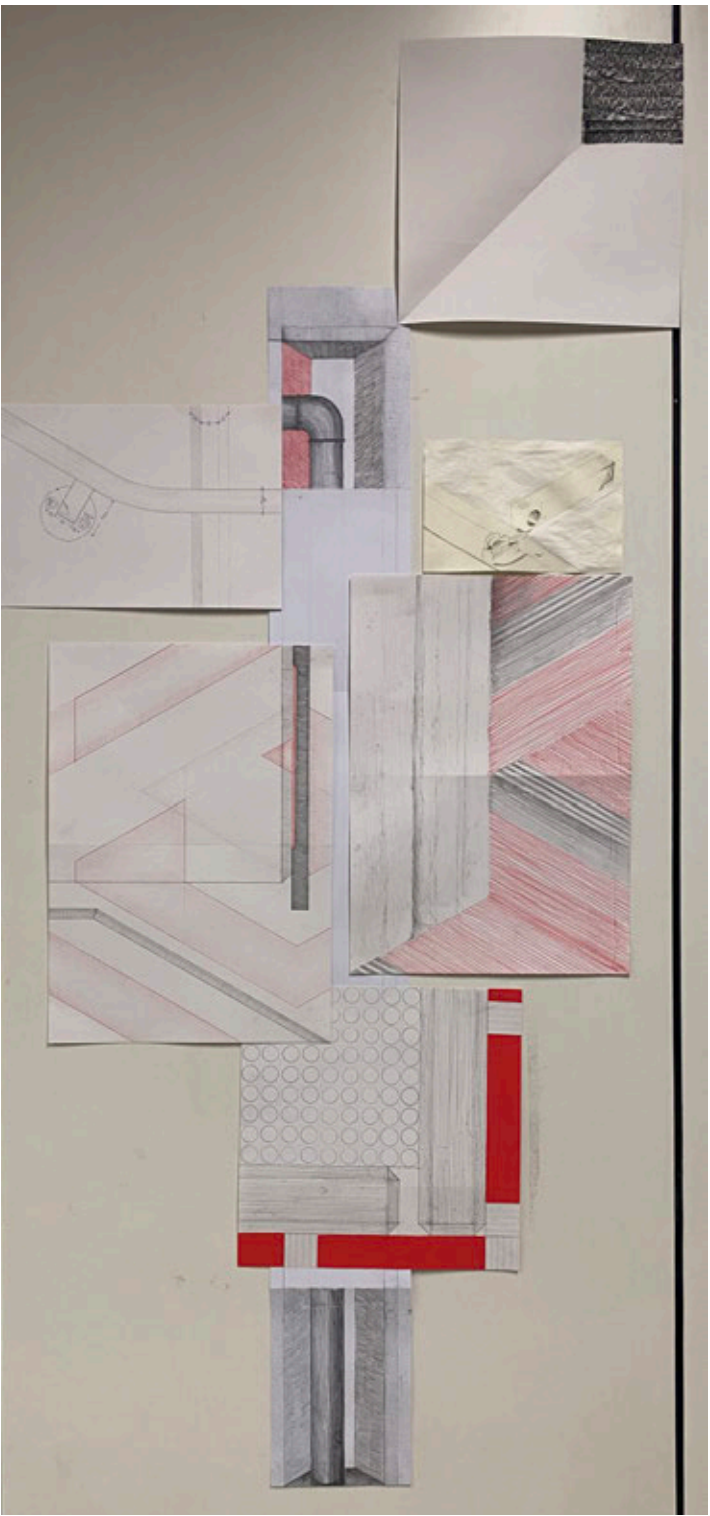
circular stair in the atrium
entrance stair library
main stair from groundfloor to 1st floor
stair 1 from 1st to 2nd floor
stair 2 from 1st to 2nd floor
concrete escape stair

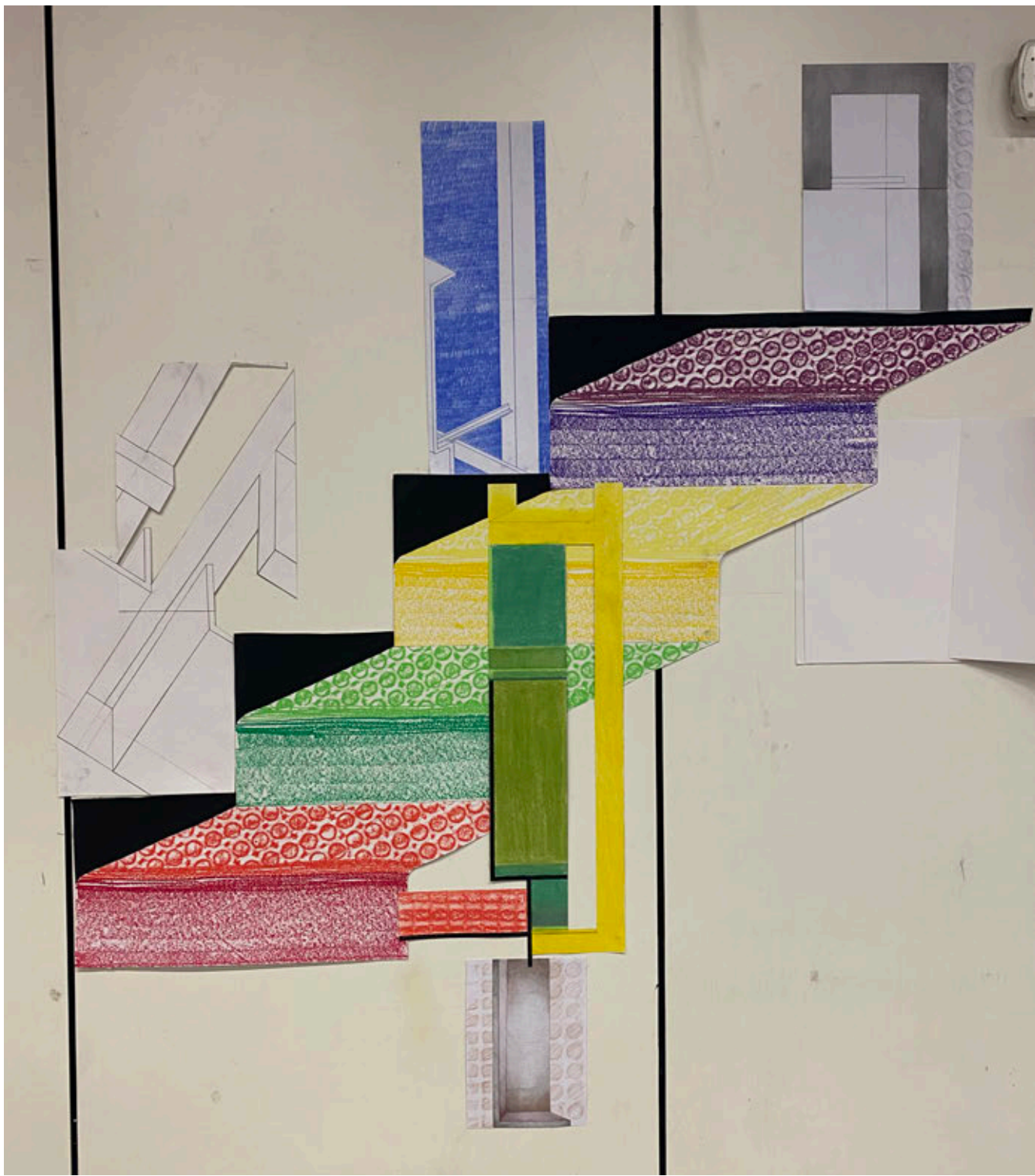


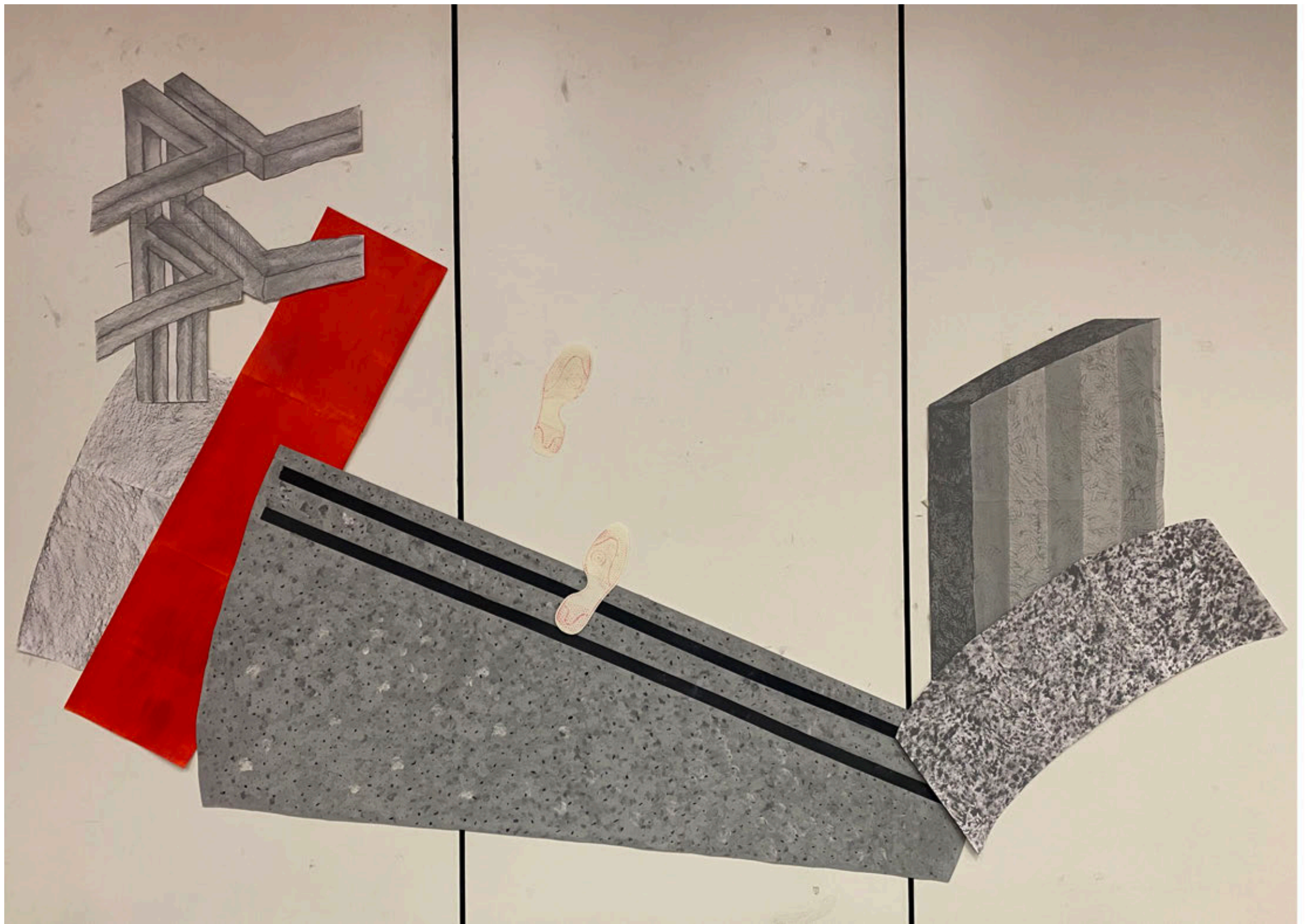












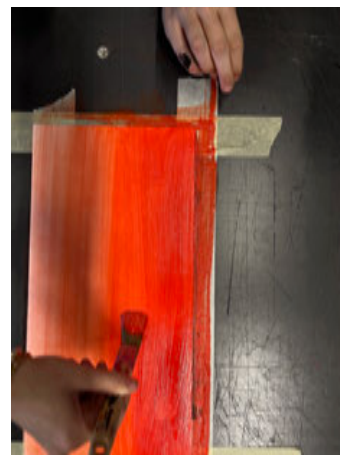
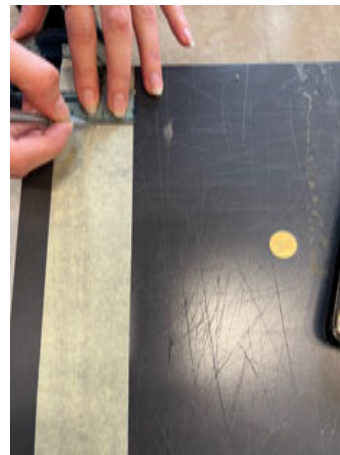
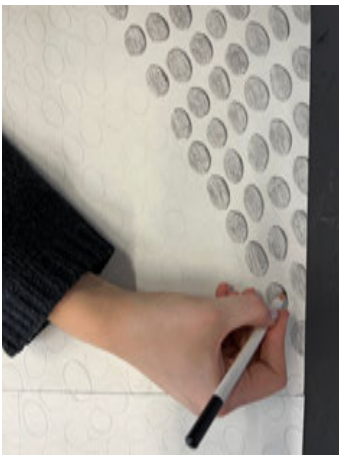
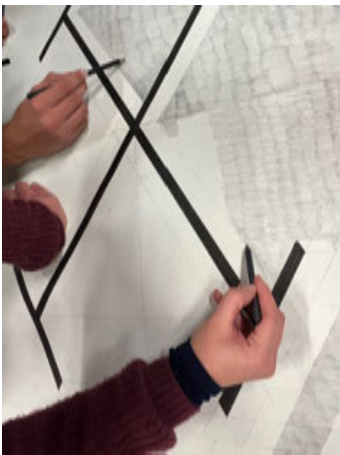
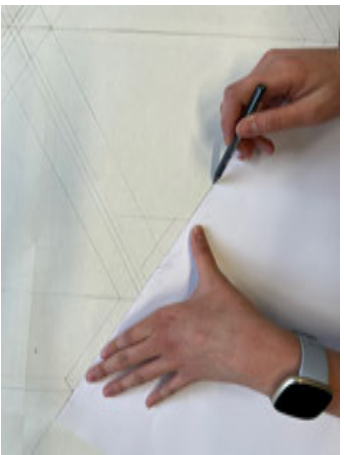
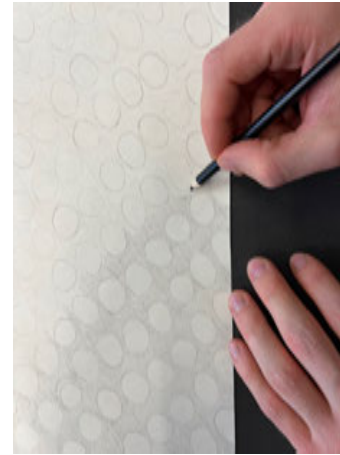
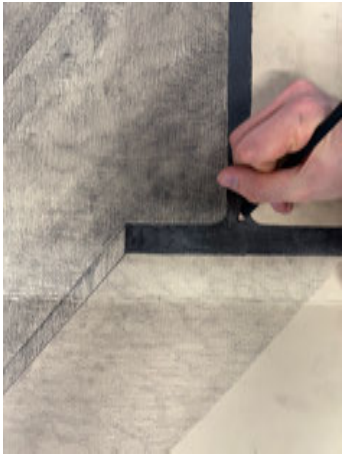
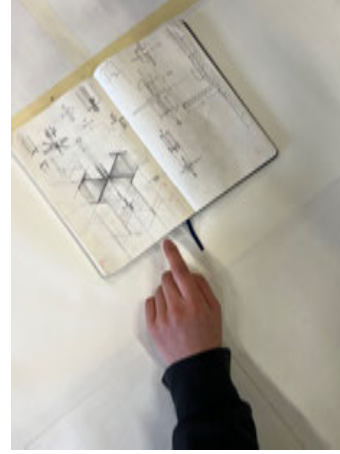
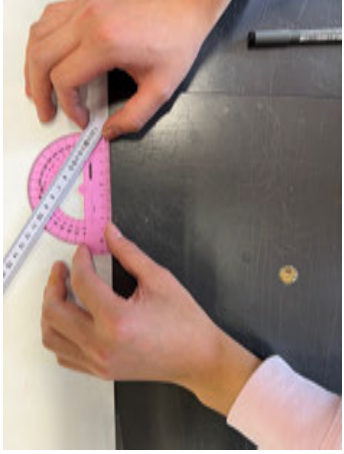
+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO
DAY 6

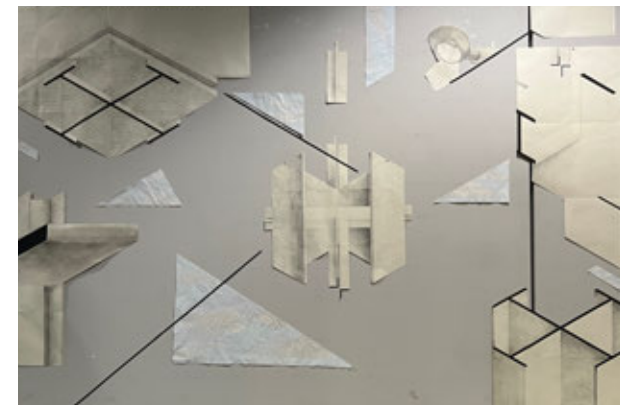
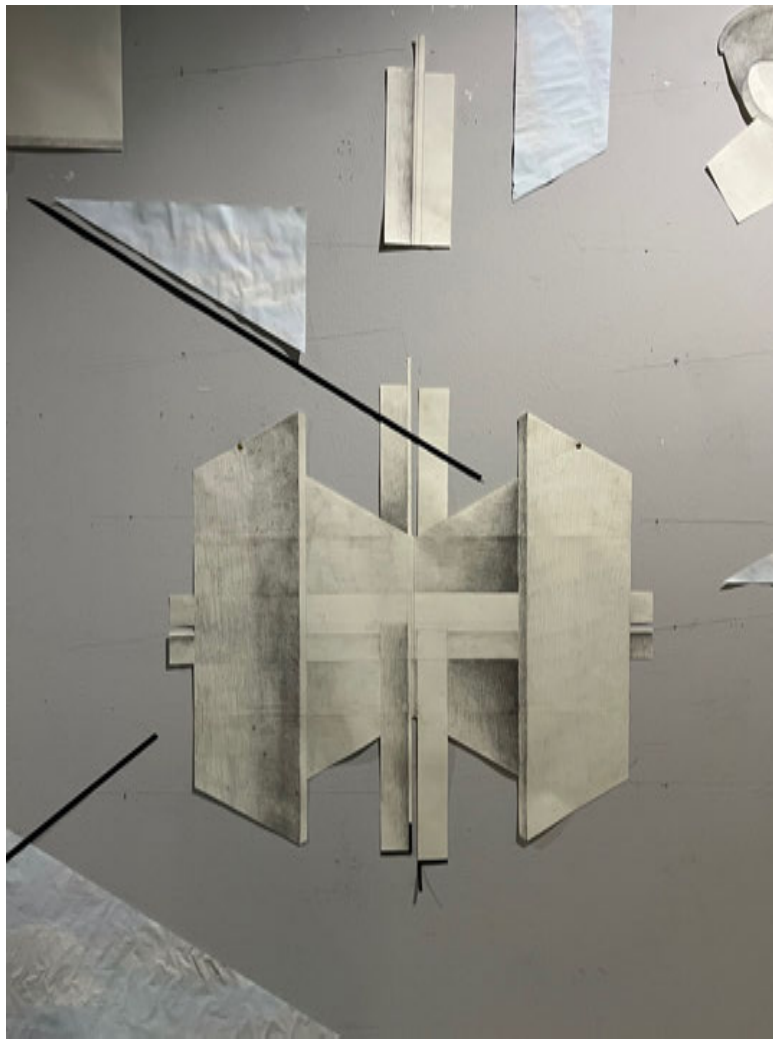
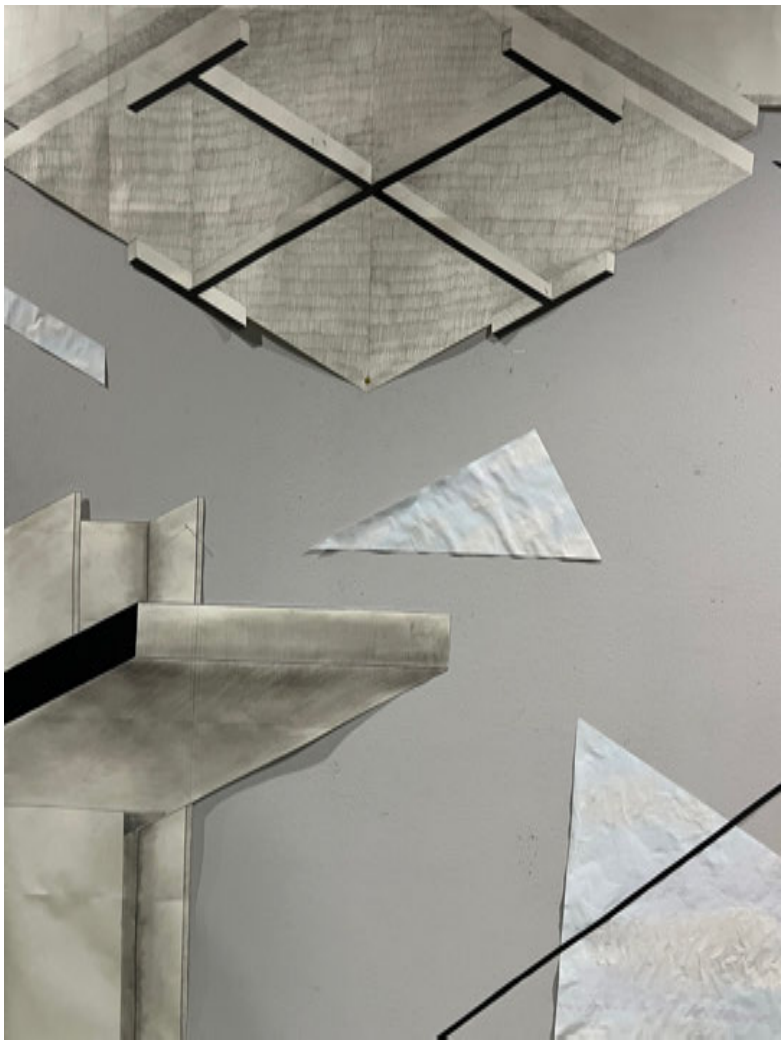
corner

in
out

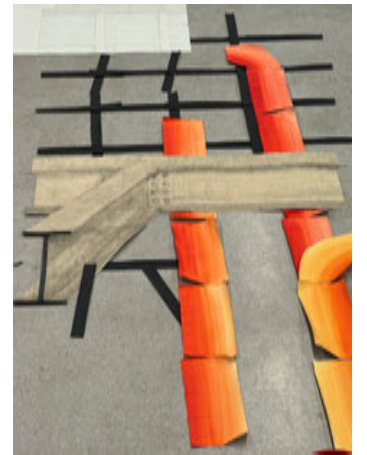
*2 groups of students
2 huge drawings*

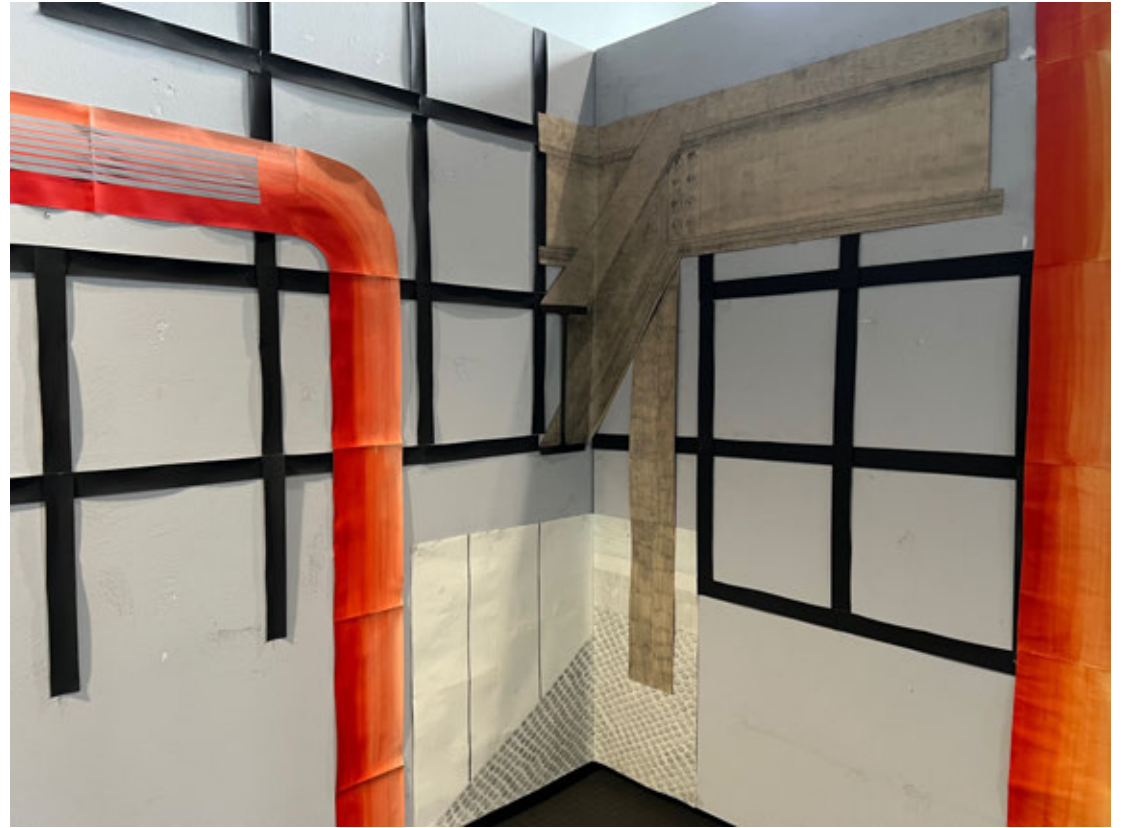


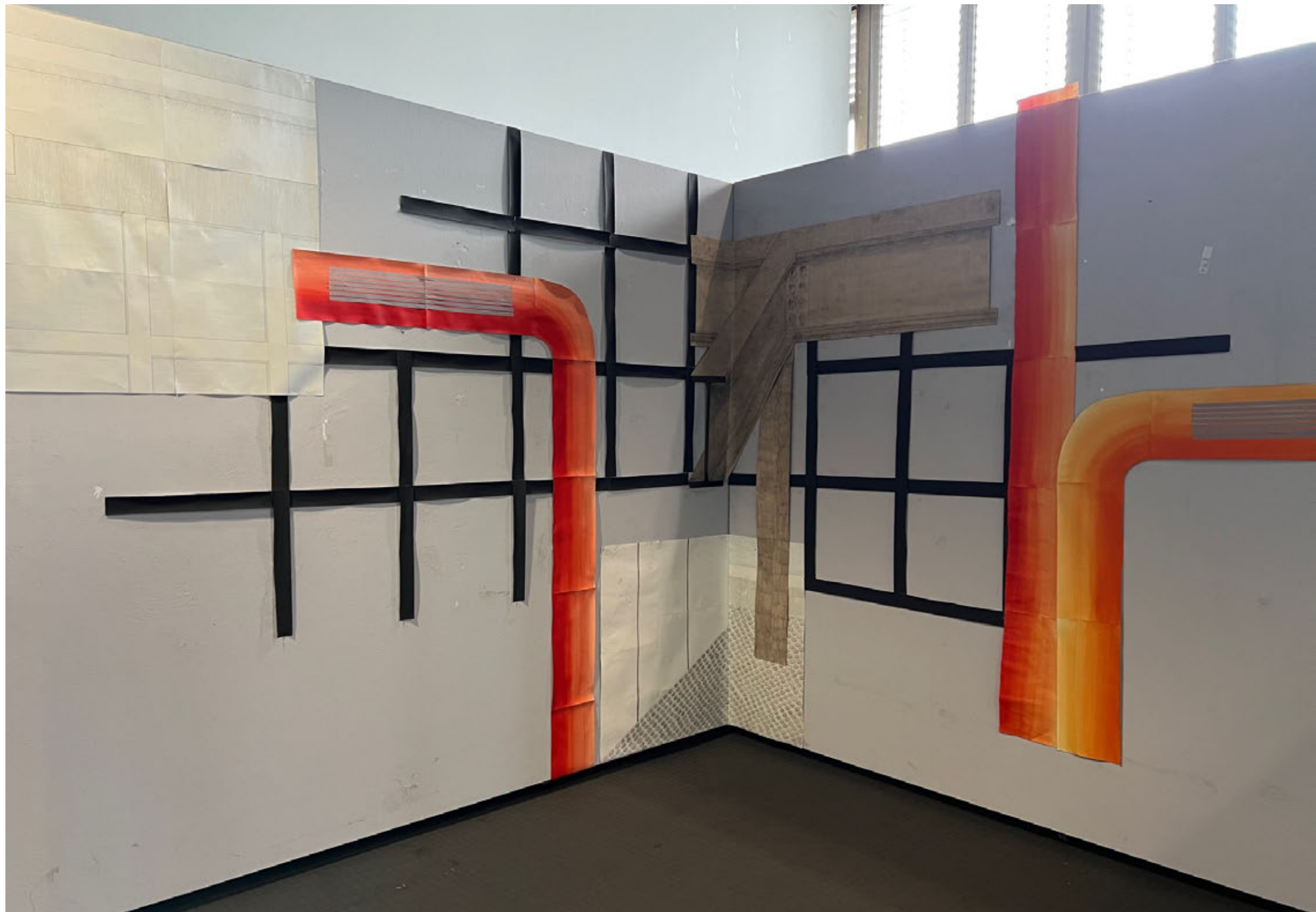












+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO

in between

7 GUESTS
+2 VISITS

7 guests

Nathalie DuPasquier

Rina Rolli

Gosia Olchowska

Giovanni Pioveni

Stefania Agostini and Luca Mostarda

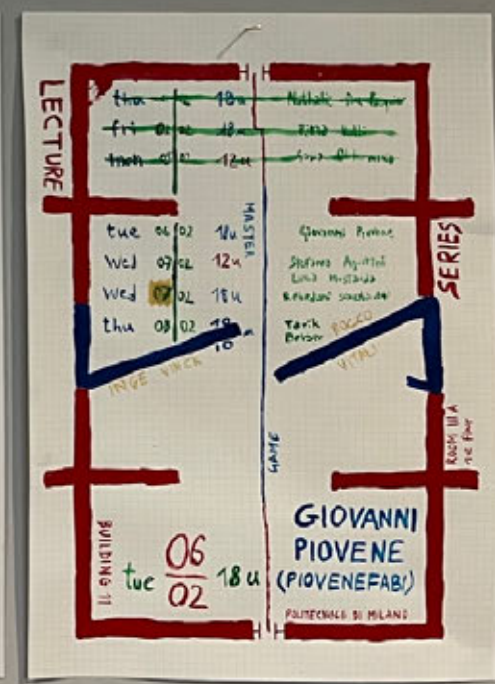
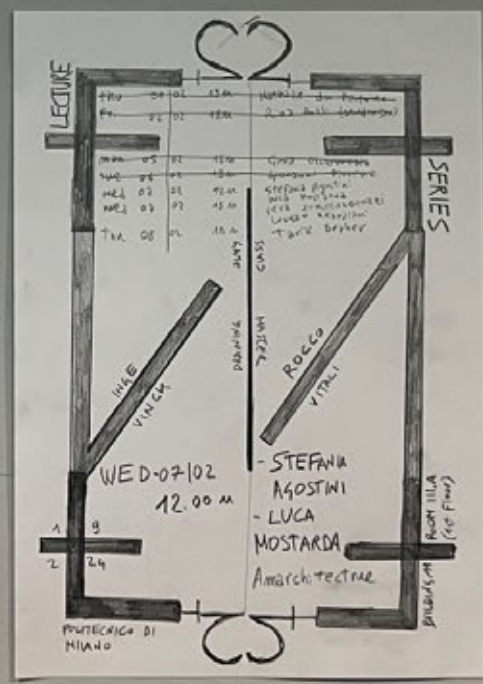
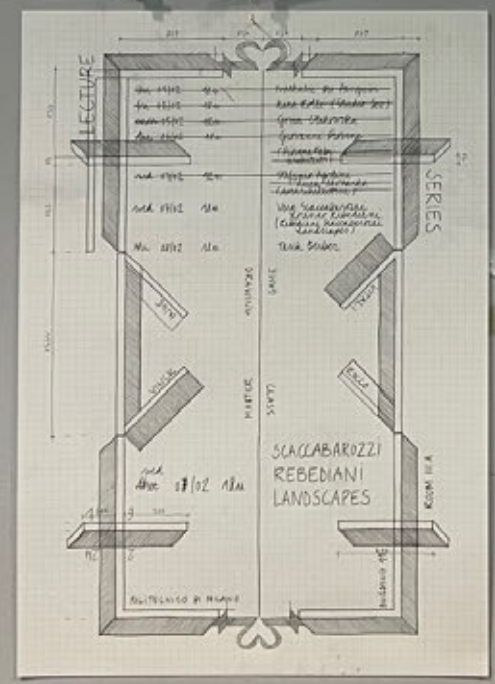
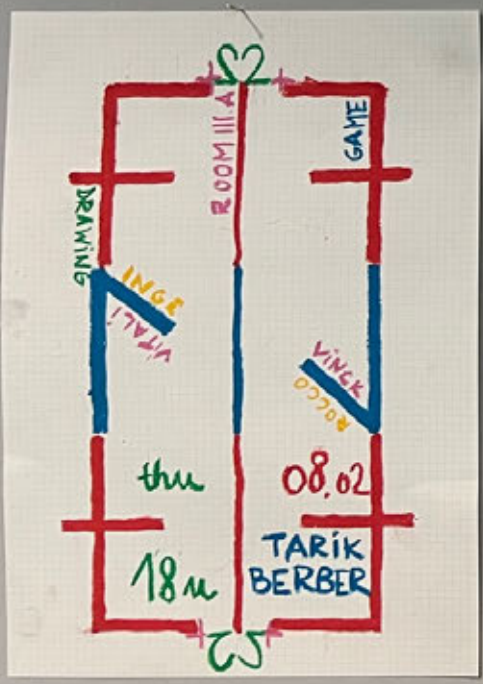
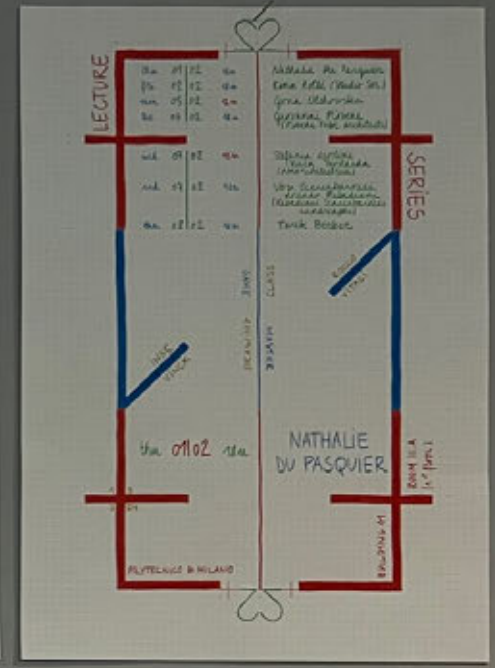
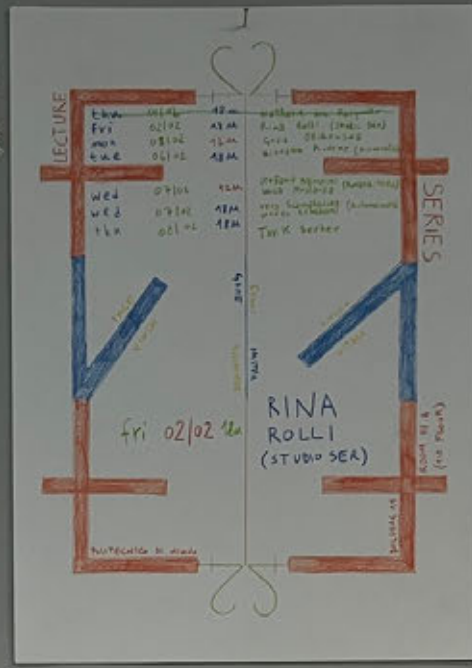
Vera Scaccabarozzi and Lorenzo Rebediani

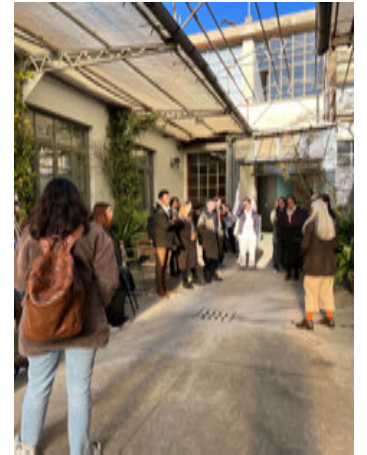
Tarik Berber

+2 visits

ASSAB ONE

atelier Vitali





+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO
DAY 7

in situ

EXHIBITION
1 huge drawing

The outcome.

*7 smiling groups (of 18 satisfied students)
2 proud jokers (the professor and the assistant)*

(And a tombola/lotteria)

Pinx Alain (not the host)

Polytechnic di Milano

THANKS TO THE ENTHUSIASTIC STUDENTS

- Paola Nicolacci
- Juan Pereyra
- Athiba Balamkhamanian
- Jose Suarez
- Francesca Sodi
- Marin Partoja
- Marina Natchnechia
- Yue Tam (Cambor)
- Gaia Ghidoni
- Yun Qi Wang (Xua)
- Sara Raffaglio
- Marin Frassetto
- Marcella Danelli
- Marin Gaia Acconi
- Beatrice Varini

7 DAYS OF DRAWING | 7 WAYS OF DRAWING

studier booklet

studier booklet

day 3

drawings for Nathalie de Pasquiere

CIRCULATION

DAY 5

circulation structure

DETAIL

DAY 3

EXHIBITION

circulation

corner

DAY 4

detail corner

DAY 1

circulation corner

DAY 6

STRUCTURE

DAY 2

structure

CORNERSTAIRS

daily projects "il gioco"

circulation detail

project guides

MASTERCLASS ASA

pre-masterclass (drawing game)

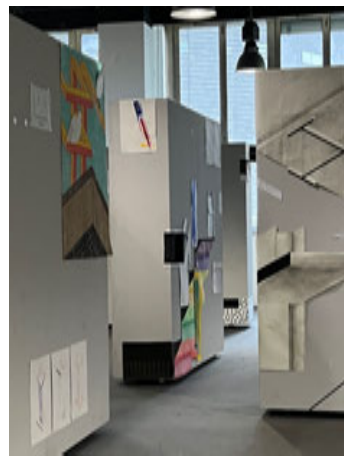
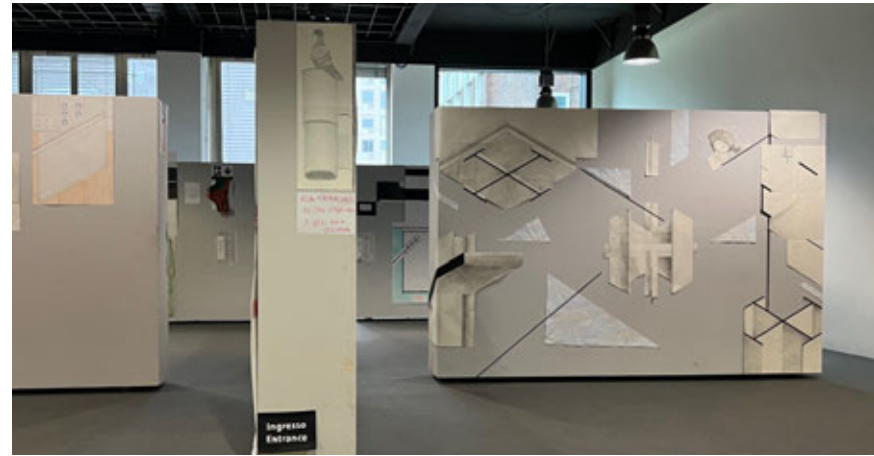
DRAWING GAME

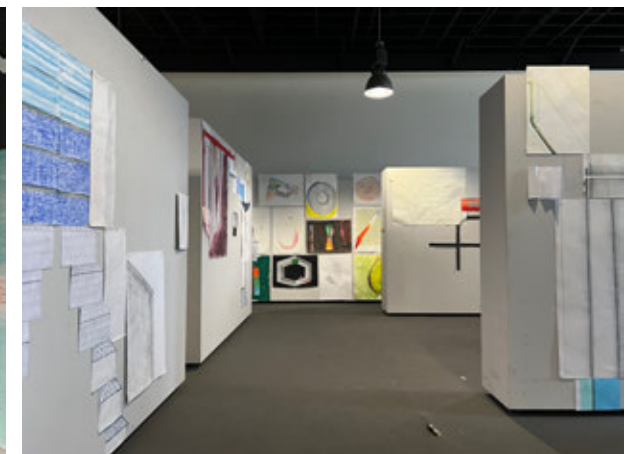
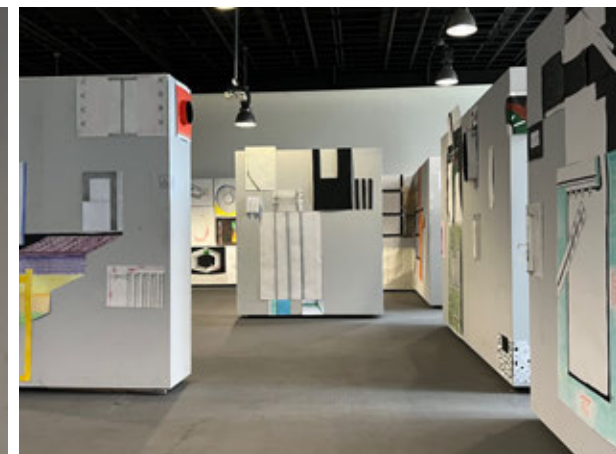
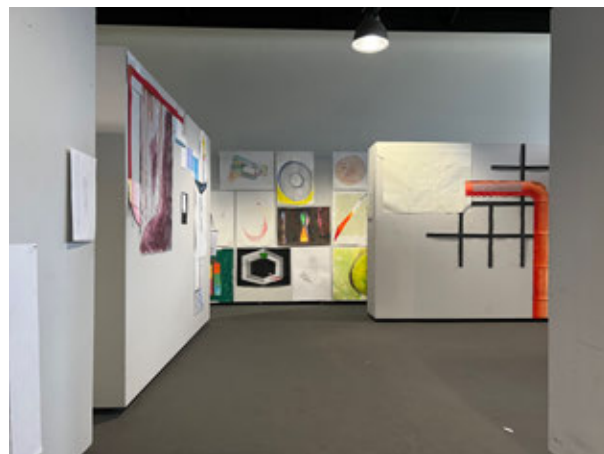
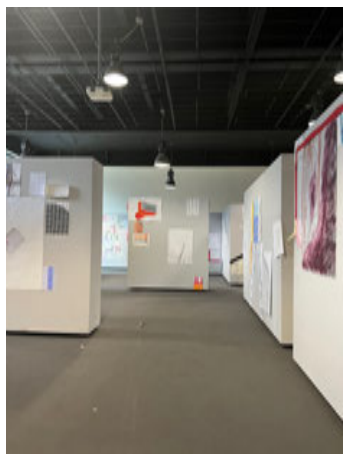
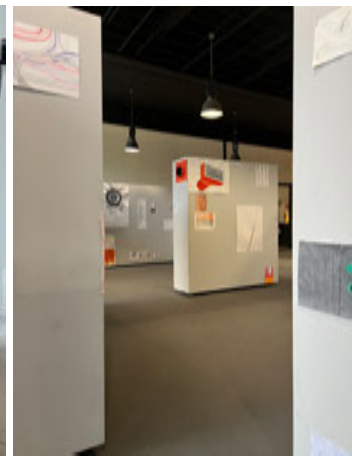
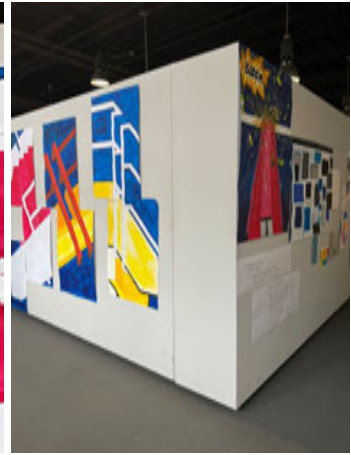
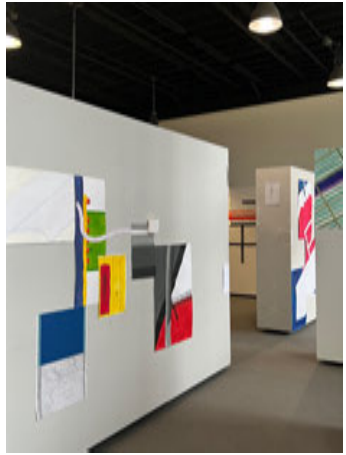
rouv vitali (assistant)

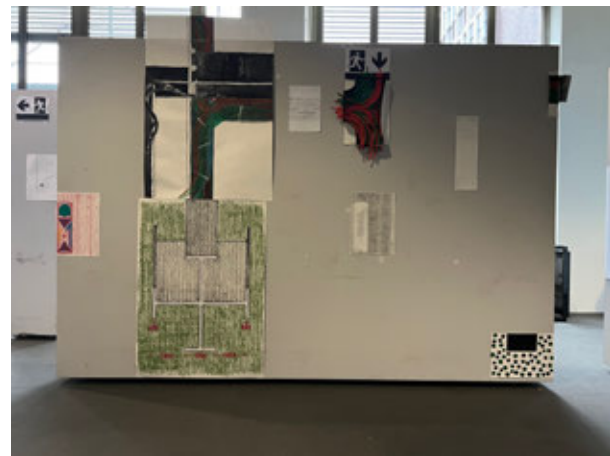
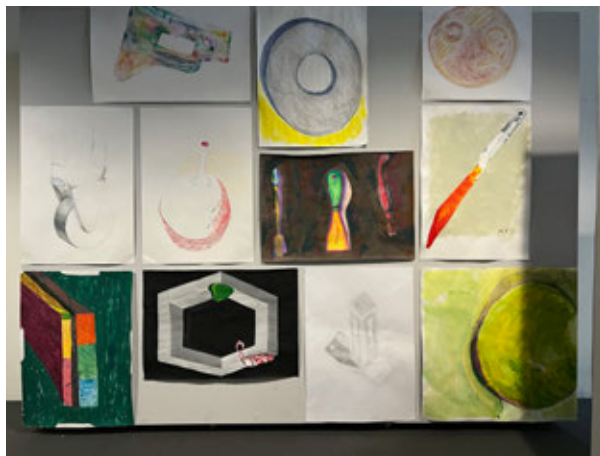
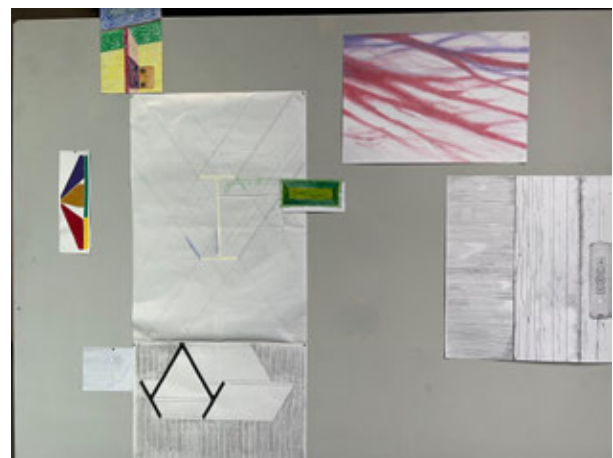
DAY 7

corner

- Diana Tololato
- Francesco Ravoli
- Sharon Belgadr







Piero-Alain (not the not)	
THANKS TO THE ENTHUSIASTIC STUDENTS	7 DAYS OF DRAWING / 7 WAYS OF DRAWING - student booklet
Paola Nicolucci	
Juan Pereyra	
Athiba Balambhramanian	
Jose Suarez	
Francesca Srdi	
Marin Pantopa	
Maria N Narmechnaia	
Yue Tam (Cambor)	
Gaia Ghidoni	
Yun Qi Wang (Xue)	
Sara Raffaglio	
Marin Frassetto	
Marcella Banelli	
Maria Gaia Acconi	
Beatrice Varini	
Inge	- book
Vinck (professor)	
Diana Tololato	
Francesco Ravoli	
Sharen Belgadr	

+2
7 / 7
1 / 1
7 / 7
+2

IL GIOCO
7 (+2) DAYS

of shared joy

a sincere THANK YOU for your
motivation
delightness
hesitation
vulnerability
sensitivity
creativity
endurance

Polytechnic di Milan	
proton quants	MASTERCLASS ASA
	proton masterclass (drawing game)
	DRAWING GAME
	rouer vitali (assistant)





