



# ***If We Want To***

## **An exhibition on the role of the forest in a sustainable future**

When Virserum Art Museum embarked on their third major exhibition on wood and wood architecture, the issues of sustainability and the climate were impossible to ignore. There was a sense that these issues had lost focus following the COP15 climate change conference in Copenhagen. Which made the issues even more pertinent. The future will look very different. But in what way? The exhibition "If We Want To" presents the international call for an Architecture of Necessity. The exhibition is accompanied by a rich, hardbound catalogue in both Swedish and English. "If We Want To" will now go on a tour.

### **General description**

The exhibition depicts the role of the forest and wood in a sustainable society and consists of three acts. Each act is made up of a number of rooms/scenes and objects. The rooms are 2.4m by 4m and are constructed in oriented strand board and plywood. Each room has a facade with a comic strip scene painted in black on a bright background. The rooms are numbered 1 to 10. All rooms have individual lighting.

"If We Want To" is quite extensive and communicates on many different levels and by various means. It is both artistic and useful. The exhibition is introduced by a red podium with a frame placed on a mirror. *Text: Are people who are stuck in traffic jams happier than people who cycle?*

### **Act I. Describes the current situation.**

#### **1. We're screwed**

This scene describes climate change and its consequences for humanity through various fluorescent graphs and scatter diagrams. *Text and graphics. Tungsten lighting. Small monitor. External objects: Climate feet, chair.*

#### **2. The lure of the city**

An installation that depicts a typical slum-dwelling. The majority of the world's population now live in cities. The big growth in cities is taking place in the developing world. Here, as in the West, urbanisation is governed by economic and cultural factors. *Installation: Artefacts, audio, TV. External objects: Display with text, stool.*



**Room 1: We are consuming ever more energy. What will happen when the temperature rises?**



**Carbon footprints**



**Room 2: Half of the world's population live in cities. The growth is taking place in the developing world.**



**Room 7: "The forest will save us". Each person has 3.2 soccer fields at their disposal.**



*When I sleep, I dream.  
When I sleep, I dream of water.  
I always dream of water.*

*But when I sleep and dream,  
it always begins with the wind.  
Then comes the Brown.  
Big clouds of dry, brown earth.  
Everything is brown – the ground, the houses, the sky.  
The Brown gets on the skin, on the clothes,  
in the hair, in the eyes and in the mouth.  
Always in the mouth.*

*We walk or travel by truck.  
Always this dry brown earth.  
On the skin, in the hair, in the eyes and in the mouth.  
The big brownness.  
The thirst hurts my mouth. My eyes hurt.  
It is always then that I start to turn.*

*After a while, the thirst brings out the water.  
I get calmer. The sky becomes blue.  
The ground becomes green.  
There is more than enough water to drink.  
The water is cool. It tastes good.  
I am by the sea. The whole horizon is blue.  
First the sky, then the sea.  
This wind is fresh and lifts your spirits.  
Even though I am by the sea, the water tastes sweet  
and good.*

*It is a nice moment in the dream.*

*But then come the faces. The cold faces.  
The suspicious faces. Faces that are angry, shouting.  
The pale faces. I hold on to my Dad.  
That is when the trouble starts and Dad falls down.  
Always the same stick. Dad always bleeding from the  
head. Then I wake up, in a cold sweat.*

*During the day I work. Every day.*

*At night I dream.  
Every night.*

*Room 3 "When I sleep, I dream."  
[www.youtube.com/watch?v=qNhAXGDZe4k](http://www.youtube.com/watch?v=qNhAXGDZe4k)*





An installation by architecture firm AIX.



Room 10: "The world's premier wood architecture". Aurland Lookout, Norway. Saunders/Wilhelmsen.



143 architecture firms from 28 countries. We chose 42.



Carbon footprints. Have a go yourself!

### 3. At night I dream

Climate disaster creates climate refugees. This is a highly captivating poetic audio/video installation. *Video installation: Video projector/media player. Two armchairs. External objects: Display with text, two pieces of luggage.*

### Act II. Turning points

#### 4. Kisses or growth

This scene deals with the pursuit of happiness and wealth. The consumer hysteria that leads to a wasteful use of resources. The room has a "rich" and a "poor" entrance and is split into two smaller rooms. Both contain a huge mirror. It is possible to look from one room into another. *Installation: Mirrors, photographs, text.*

#### 5. The architect's room

The room explores, through text and images, how an architect makes use of floor plans, light and material. The room also contains texts on homelessness, passive houses, housing cooperatives and eco-villages. *Displays with text and images. External objects: Chair, DVD player with headphones.*

#### 6. Sustainability

This room deals with the six points of sustainability – energy, transport, biological cycles, consumption patterns and socio-economic sustainability. There are positive examples from around the world. *Text and images. External objects: Display with text.*

#### Architecture of Necessity

The Architecture of Necessity is to be found in the space between Acts II and II. 143 architecture firms from 28 different countries submitted projects in response to Virserum Art Museum's international call for architects. 42 of these are presented, each with three images and text, in 14 boxes containing three dioramas each. *Images, text. Additionally, there are three interactive sculptures from Swedish architectural firms AIX, Nyréns and White.*

### Act III. Green solutions

#### 7. The forest will save us

The forest is the world's lungs. Trees use sunlight, water, CO2 and nutrition and we get oxygen, construction materials, fibres for paper, plastic and fabrics as well as fuel. But is the world's surface sufficient for producing all the things we need? *Text, tungsten lighting, lung. External object: Chest of drawers.*



**"The world's premier.." Foster + Partner in Switzerland.**



**Modern Swedish wood construction – this is how it's done. Room 9.**



**Architecture of Necessity  
Orphanage in Thailand. Tyin Tegnestue.**

## 8. Sustainable countryside

How does the countryside contribute to a sustainable development? What does sustainable development look like in the countryside? The room contains four interviews presented with large images in iron frames in a wallpapered "homely" environment. *Installation: Iron frames, smaller frames, text, images.*

## 9. Wood construction today

Wood construction is climate smart. How does wood construction in Sweden look today? How do you construct tall buildings in wood? How do you tackle problems with acoustics and the risk of fire? *Text, images, segment of solid wood, full-scale cross section of a floor, DVD player, monitor. External objects: Model of wooden footbridge, chair.*

## 10. The world's premier wood architecture

Examples of the world's most breathtaking wood architecture. *Text and images. External object: Sideboard.*

*The exhibition also includes three moveable wooden silhouettes, each 3.5m tall.*

IF WE WANT TO: FACTS.

AREA: 300-600m<sup>2</sup>

PRICE: Euro 2,000 plus transport and tax for two months. Any additional months are priced at Euro 1,000 plus tax per month.

CONSTRUCTION TIME: 2 weeks.

TRANSPORT: The exhibitor pays for transport to venue. Transport volume 170 m<sup>3</sup>.

EQUIPMENT: No additional equipment is required, except possibly for lighting.

INFORMATIONAL MATERIAL: Press images from Virserum. All the material we have gathered and examples of our core activities. 10 copies of the catalogue are included. The catalogue is hardbound and contains 200 full colour pages written in both English and Swedish. Additional catalogues can be purchased at Euro 15.00 plus tax.

PROMOTIONAL MATERIAL: digital originals of 70x100cm poster, A3 poster and opening night cards.

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