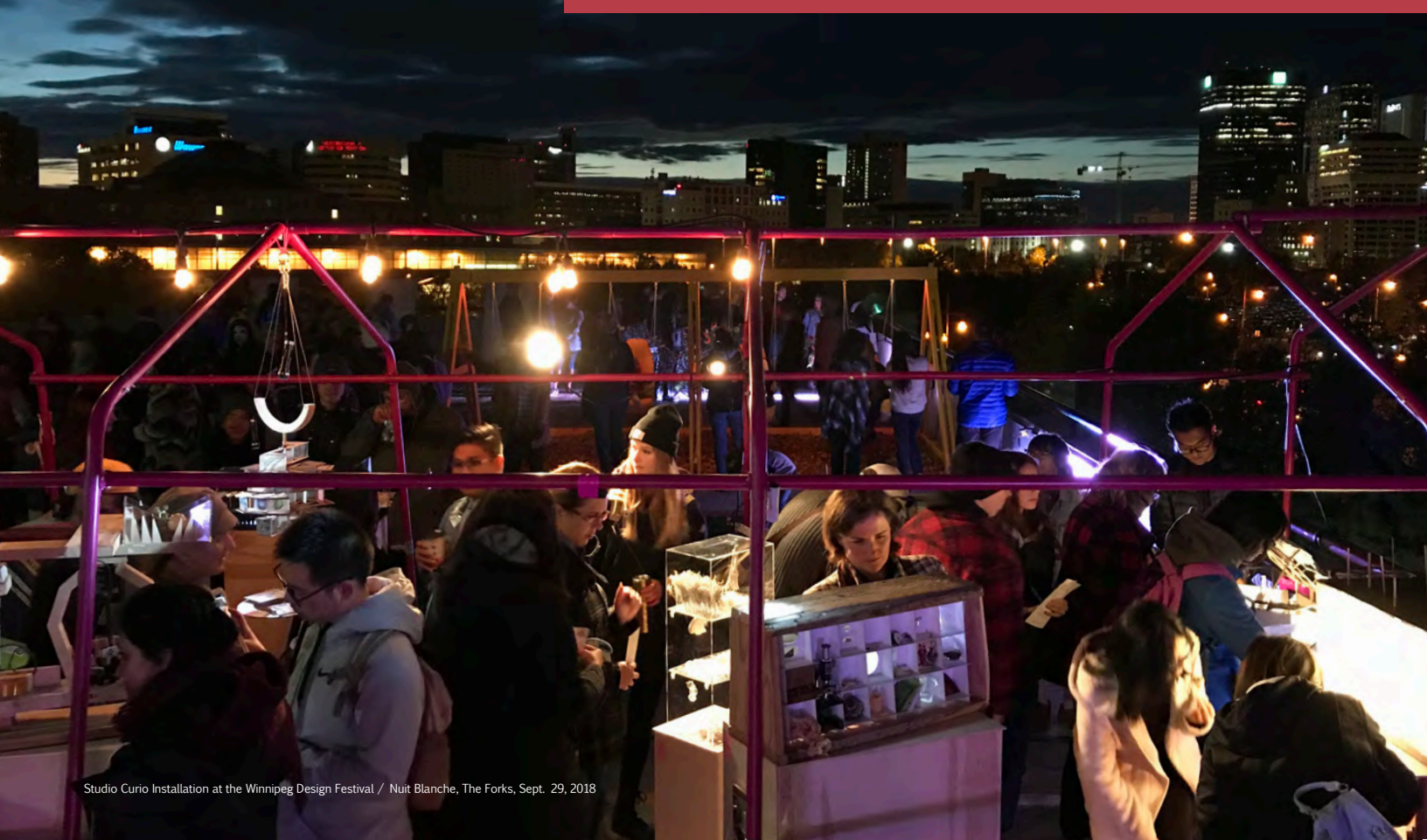


*Curiosity is more important
than knowledge.*

—Albert Einstein



Studio Curio installing their Cabinets of Curiosity at the GoSA Gallery.



studio curio

A museum
is a place
where one should
lose one's head.

— Renzo Piano

Museums are wormholes to other
worlds. They are **ecstasy machines**.
Follow your eyes to wherever they
lead you... and the world should
begin to change.

— Jerry Saltz

The objects we cherish tell stories...
They are chosen by **intuition** and
wandering logic... curiosity is the
unifying quality of a creative mind.

— Tod Williams & Billie Tsien

What is a curio? A curio sparks **curiosity**. How?

The dictionary tells us that a curio is a rare, unusual, or intriguing object. But a curio's capacity to spark sustained curiosity demands a patient, fully engaged and embodied act of musing.

In other words, curiosity initiates a personal and cultural, intellectual and physical, intimate and worldly encounter, mingling memory, imagination and a desire for knowledge and change. Such curious encounters, simultaneously delightful and unsettling, can lead to meaningfully and transformative events. What motivates this shift from strange objects to events of meaningful change? Care!

If we trace the root meaning of curio, we discover that **curiosity's underlying activity is to care**. A curio not only holds our interest, it provokes growing concern, stirring us to more courageous thought and a renewed sense of urgency in the shared act of discovery. Collecting, creating and sharing curios is a way of musing *more carefully* on our curious relation with one another and the world.

Inspired by their own questions and a set of strange and exciting precedents, students gathered, swapped, made, arranged and displayed **eclectic collections** of objects, artifacts, specimens, fragments, models, text and images. Students simultaneously studied an inspiring variety of **exemplary museums** ("archi-curios"), alongside **stimulating art works** ("meta-curios"), carefully re-interpreting the "ready-mades" of Marcel Duchamp, "combines" of Robert Rauschenberg, and wonder-inducing box constructions of Joseph Cornell, whose works act as "window-poems," "dream-factories," and "theaters of the mind." Students incorporated replicas of these archi- and meta-curios with other curious phenomena into mixed media assemblages in the form of interactive cabinets of curiosity, or **wunderkammer**, designed to cultivate public interest and concern. These cabinets were collaboratively exhibited to large audiences on four unique occasions:

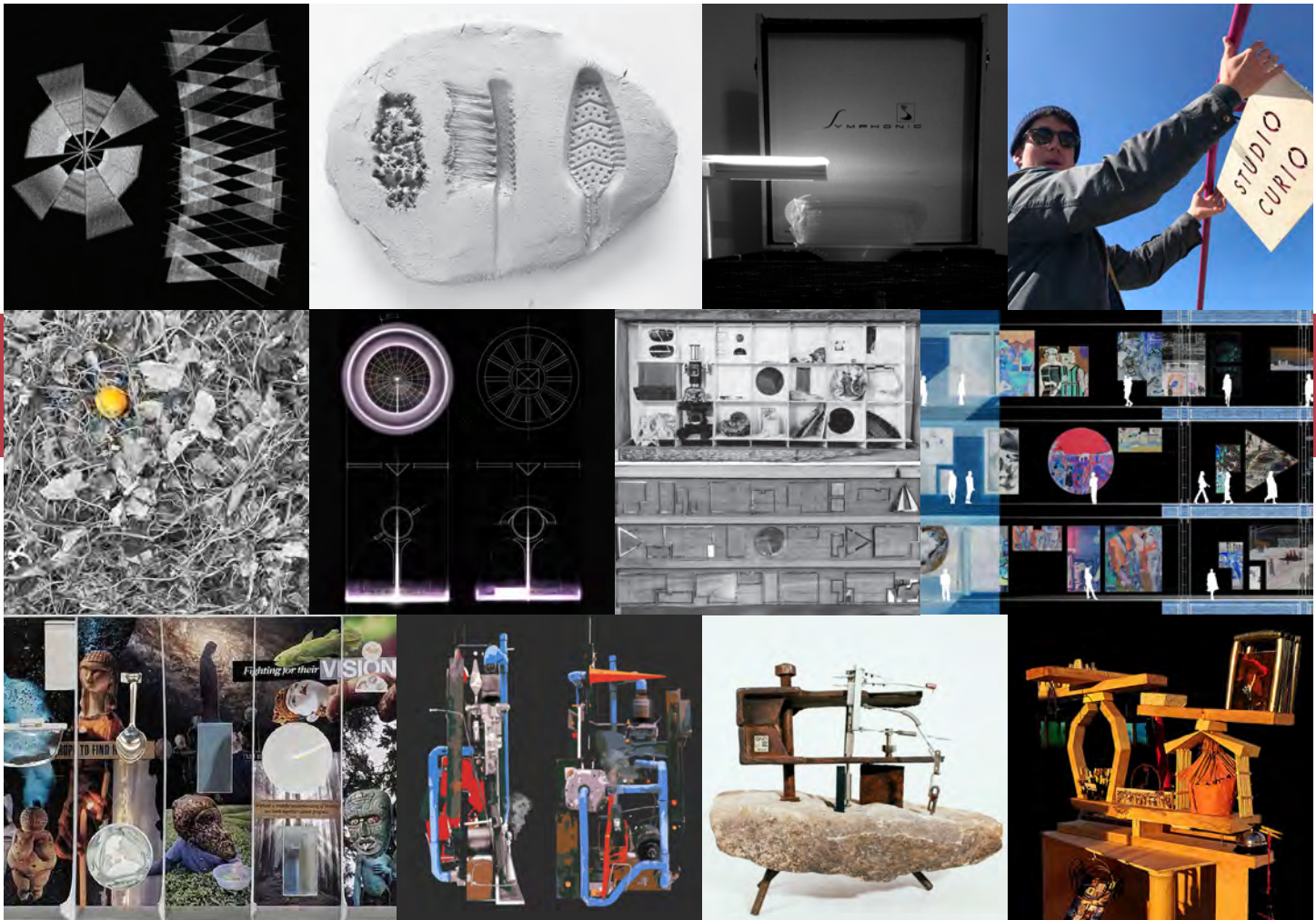
- Nuit Blanche / Winnipeg Design Festival (Sept. 29, 2018)
- the GoSA Gallery of Student Art (Jan. 28-Feb. 8, 2019)
- the Pool Room Gallery, Arch2 Building (Feb. 9-25, 2019)
- and the 2019 FAUM Year End Exhibition (Apr. 26-30, 2019)

Over the year, Studio Curio gradually expanded its scope: from collecting and exchanging personal **Curios**, to building interactive **Cabinets of Curiosity**, to designing elaborate public **Institutions for Collective Musing**.

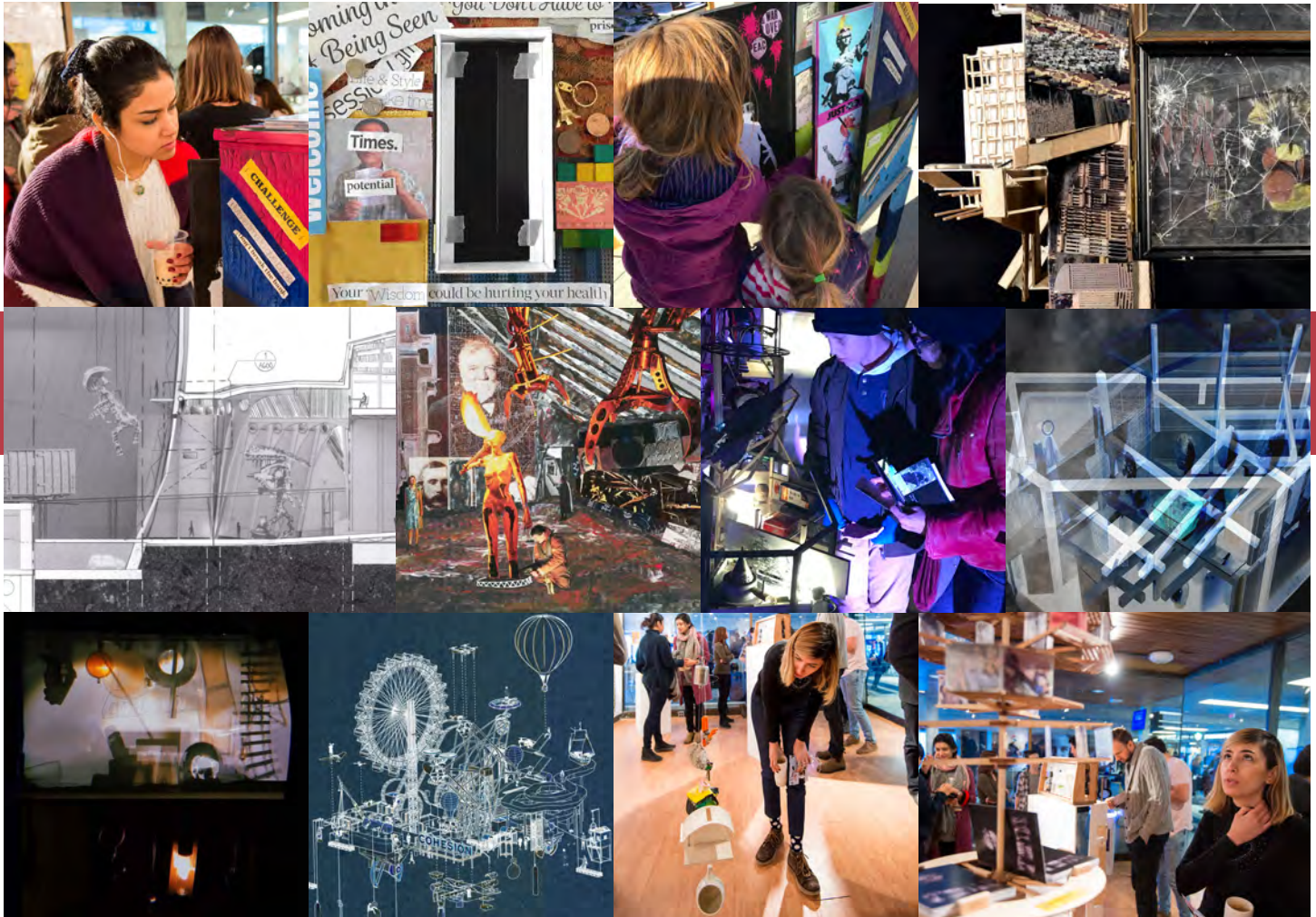
The studio included amazing local and international field trips—to Philadelphia and Washington DC—where we toured more than two dozen museums (including the Barnes Foundation, designed by Tod Williams and Billie Tsien, and the National Museum of African American History and Culture by David Adjaye), and met many inspiring architects, curators, and museum administrators. Motivated by these **adventures**, the future architects of Studio Curio began translating their cares and curiosities into comprehensive architectural proposals: researching sites and precedents, developing detailed programs, and devising public institutions for musing, around curious collections and caring missions, opening onto the great Wunderkammer of an ever-expanding and meaningfully sustainable world.

Instagram: [#studio_curio](https://www.instagram.com/studio_curio)

CABINETS OF CURIOSITY Left-to-right, top-to-bottom: **1-2** Alix Lanyon-Taylor, *Living Archive of Everyday Gestures & Impressions*; **3-4** George Vincent, *Augmented Zoetrope, [re]Muse*; **5** Melissa Folk, *Growth/Decay*; **6** Power Oduro Umoessien, *Space-Time Odyssey*; **7-9** Jessica Piper, *Quaero (Cabinet of Inquiry)*; **10-11** Connery Friesen, *Quarry-Time Capsule*; **12** Fatima Naeem, *Bakasana-Balance*.



Left-to-right, top-to-bottom: 1-3 Teron-Jordan Richard, *Reveal* (in action at GoSA and Nuit Blanche); 4-6 Michael Belstedt, *Brown Box Incised* (where Duchamp's Large Glass, Eisenman's Wexner Center, and myriad other urban-artistic curios meet); 7-8 Eric Decumutan, *Cabinet of Polysynthesis, Smell-Light-Touch-Sound*; 9-10 Jessica Leon D'Toste, *Cohesion*; 11-12 GoSA Exhibition Opening - curiosity captured by photographer Dylan Hewlett.



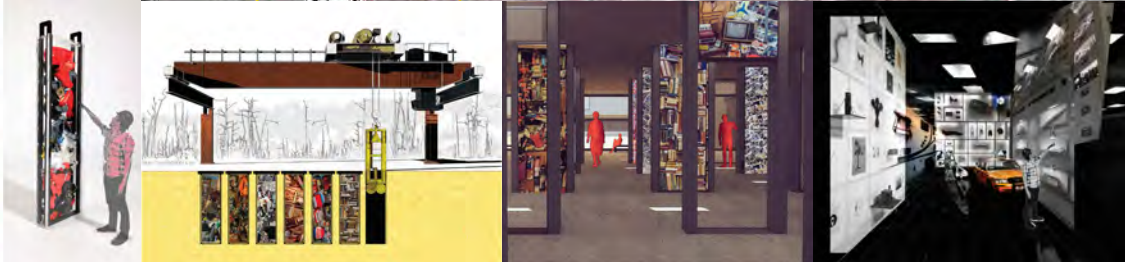
Connery Friesen - *Capsule Museum*. Sited at the edge of Stoney Mountain Quarry (closed ca.1987), this speculative future-history museum-machine re-interprets the abandoned site as fertile grounds for critically musing on society's dependency on gadgetry and resource extraction. Capsules displaying decades of material culture within a reclaimed public park are lowered by cranes into Piranesian galleries, lit by an array of skylights and reflections.



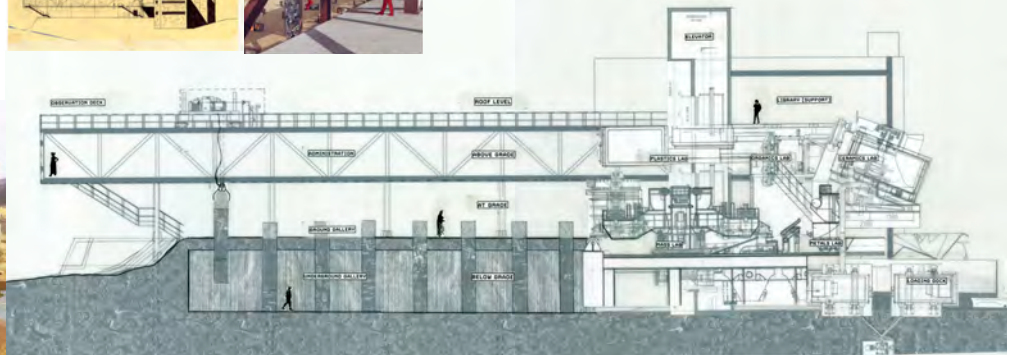
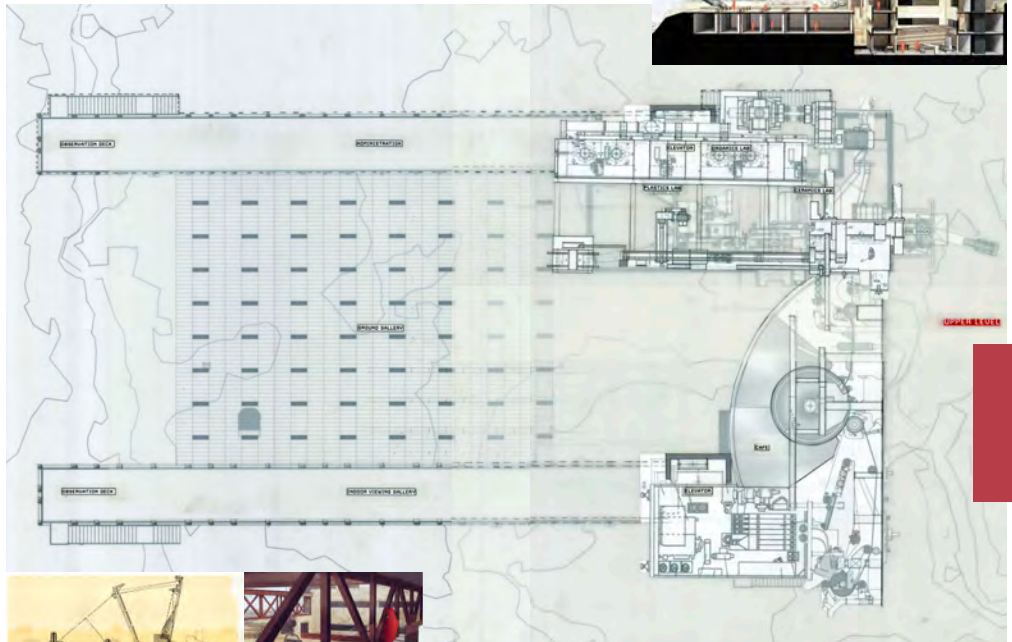
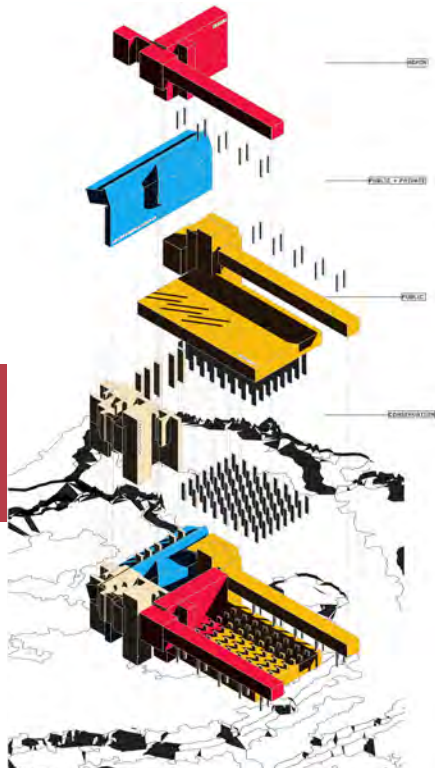
COLLECTION



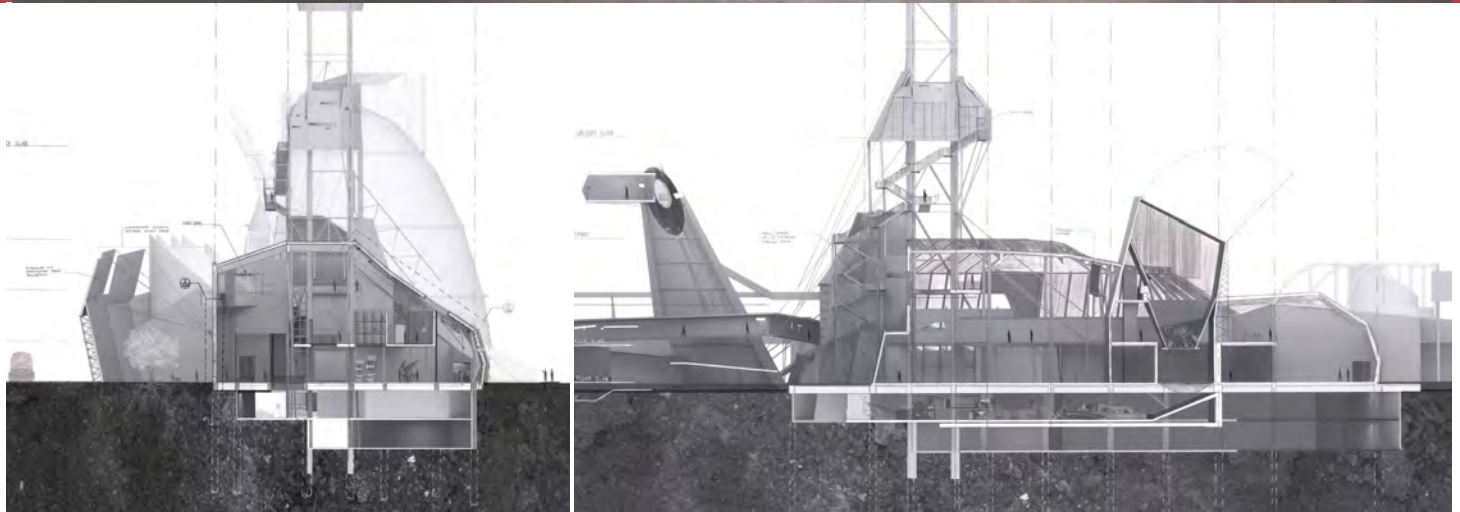
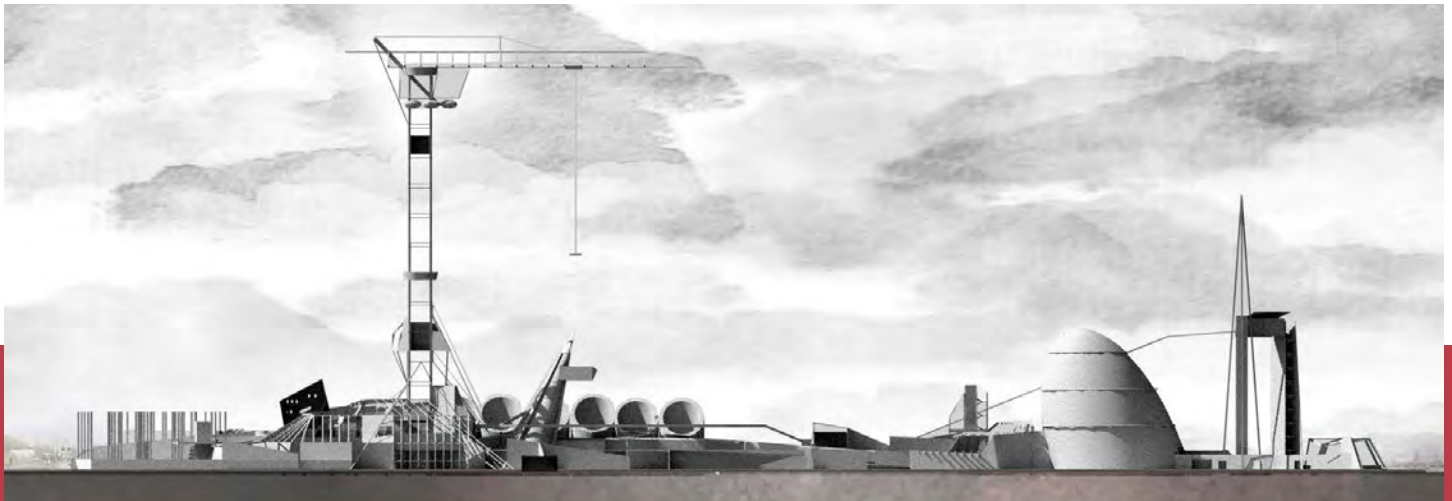
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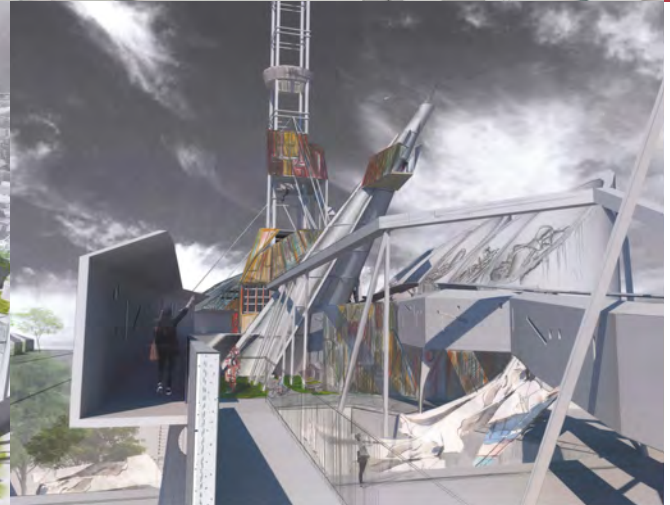
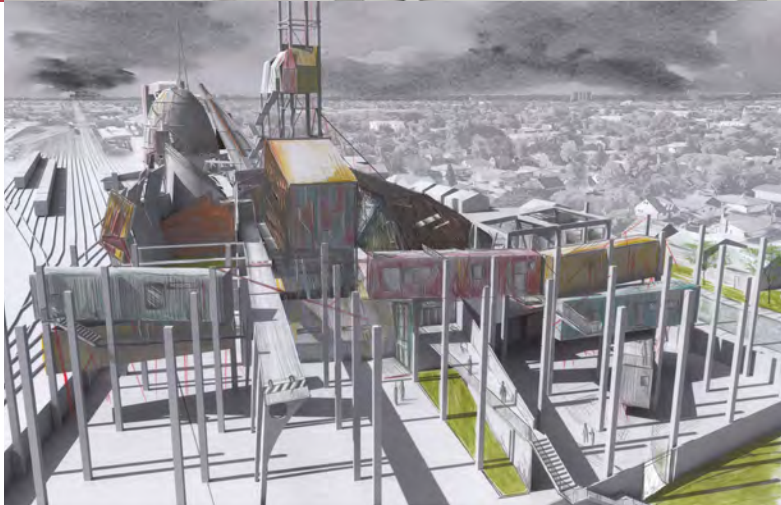
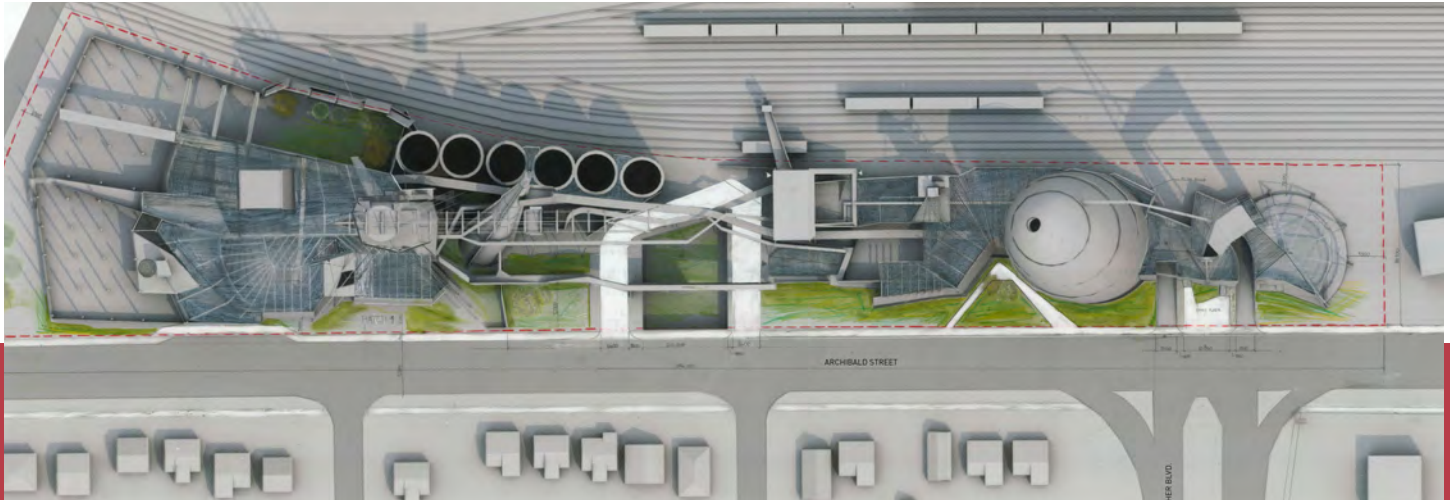
Musing Institution The Capsule Museum acts as a quarry for the 21st century. Exhibition “capsules” highlight cultural artifacts (phones, toys, electronics) for future generations to interpret in layered perspectives. Contemporary exhibits hover above. Offices and laboratories embrace a courtyard, framed by towers, cables and a gantry crane.



Michael Bellstedt - *Desire Institute*. This multifunctional cultural arts centre is sited at Provencher & Archibald, the former site of Central Grain. Inspired by the mechanical-erotic operations of Duchamp's *Large Glass* or *The Bride Stripped Bare by Her Bachelors, Even*, and the surreal prairie-industrial landscape, it rises as a collage of salvaged grain elevators and railway infrastructure, its architecture of Desire blurring the lines of dream and reality.



Musing Institution This vision of urbanity deploys amorous mechanisms of immersive inter-dimensional biomorphic neo-reality, to provoke questions of society's mundane routines, while empowering artists and visitors to experience shared desires. Maker-spacers are intertwined with galleries and exterior neighborhood pocket parks. As the Desire Institute grows, new realities and surreal architectures form, and the mundane is transformed to the wondrous.



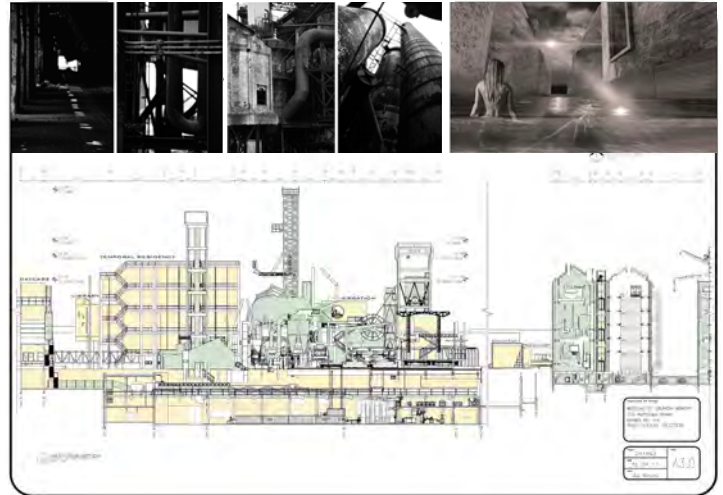
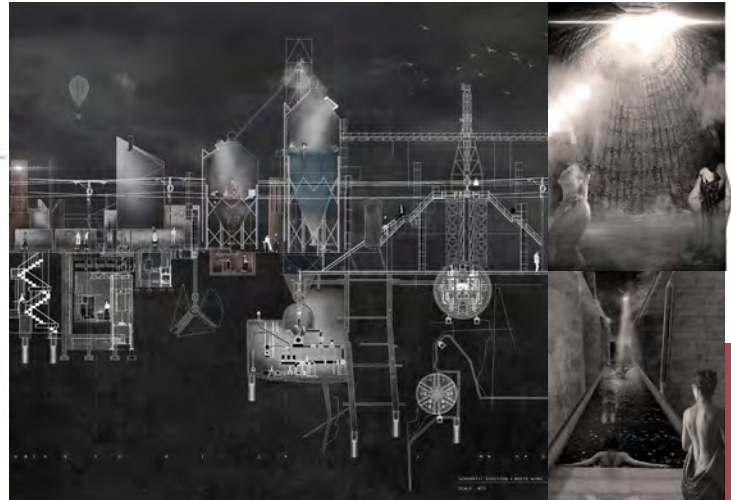
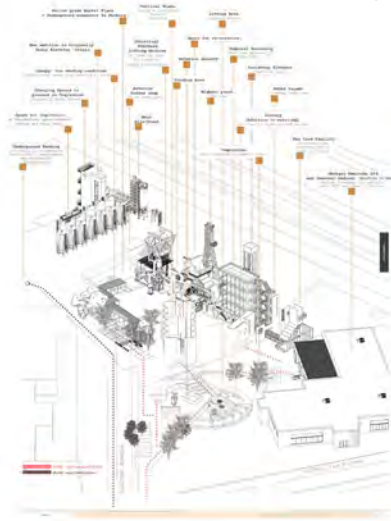
Jessica Leon D'Toste – *Museum of Oblivion Memory*. This adaptive reuse project reinvents the labyrinth of private and collective memory. Architectural strategies of spatial, thermal and hydrological delight invite liberating emotional responses, healing the minds and bodies of visitors, while purging traumatic memories and rescuing the city's forgotten infrastructure.



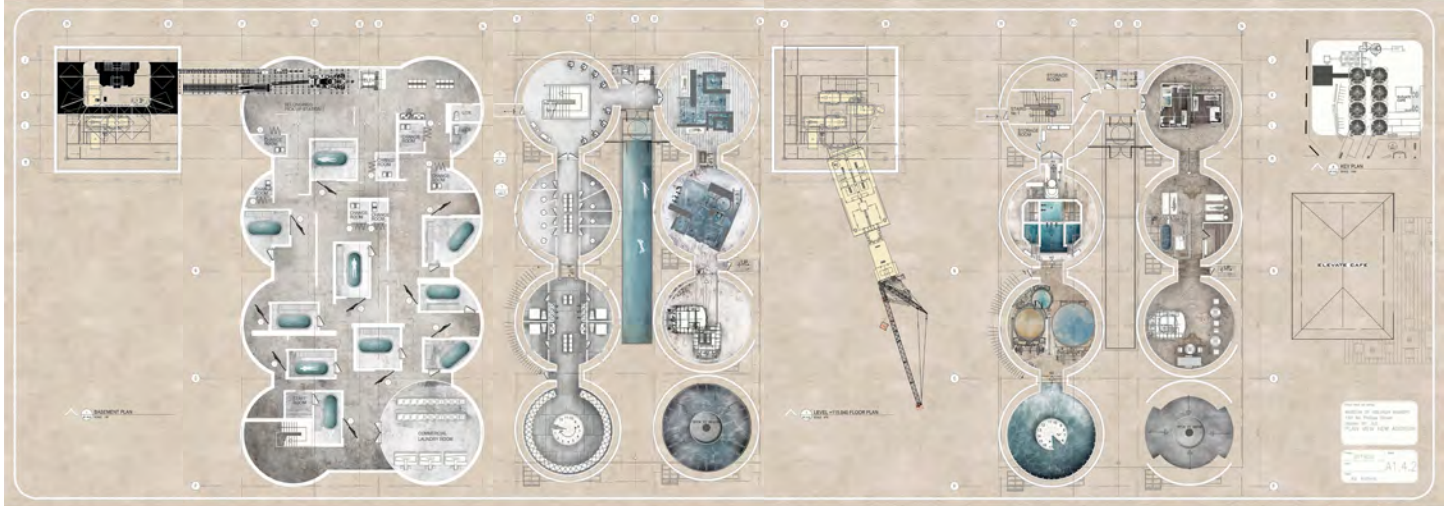
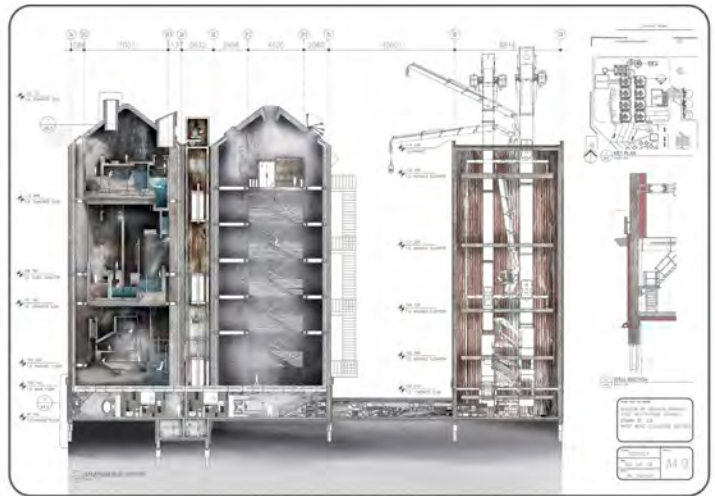
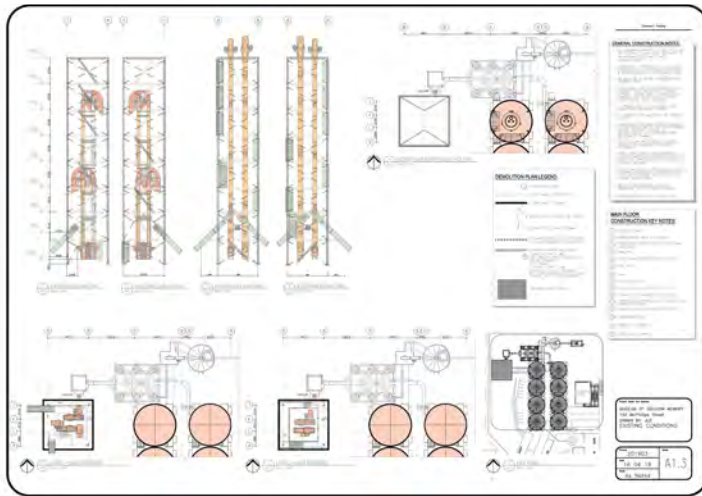
SITE PLAN

SCALE 1:500

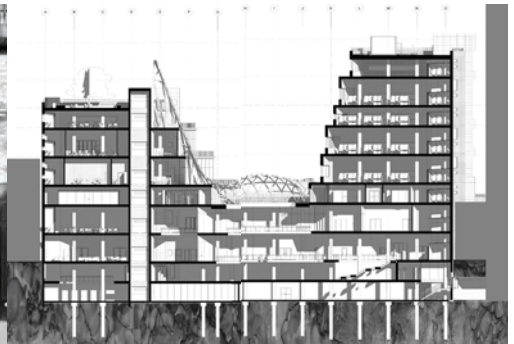
LEGEND



Musing Institution Spaces filled with therapeutic machines frame dream-sequences of release and immersion, escape and encounter: in a library, café, garden or market; in saunas, hot tubs or a hidden lap pool. At the center, visitors can climb a vertical plaza, or a tower overlooking the city. This "space for cogitation" is a museum for meditation, contemplation, daydreaming and intellectual struggle, aiming to rejuvenate body, soul and city.



Jessica Piper - Quero Institute for Sustainable Urbanism. Located near the intersection of Portage & Main, this interdisciplinary, research institution aims to enhance economic, environmental and social sustainability in Winnipeg. Quero facilitates collaborations between industry, academics and politics, while fostering community outreach and inclusion via public space, an interactive map room and temporary satellite exhibitions in storefronts across the city.



STRUCTURE
The building's structure is designed to be flexible and adaptable, allowing for future changes in use and layout.



RAINWATER COLLECTION
The building features a rainwater collection system that captures and stores rainwater for use in irrigation and other non-potable applications.



ENERGY
The building is designed to be energy-efficient, featuring high-performance insulation, energy-efficient lighting, and renewable energy sources.



PROGRAM
The building's program is designed to be flexible and adaptable, allowing for future changes in use and layout.



ENVELOPE
The building's envelope is designed to be flexible and adaptable, allowing for future changes in use and layout.



GREYWATER TREATMENT & SOLID WASTE COMPOST/ENERGY CAPTURE
The building features a greywater treatment system and a solid waste compost/energy capture system, reducing the building's environmental impact.



DAYLIGHTING STRATEGIES
The building features daylighting strategies that maximize natural light, reducing the need for artificial lighting.



FEATURE STAIRS
The building features feature stairs that provide a unique and functional space for users.



MATERIALS
The building's materials are chosen for their durability, sustainability, and aesthetic appeal.



THERMAL MASSING
The building features thermal massing that helps regulate indoor temperatures, reducing the need for heating and cooling.



ROOFTOP RECREATION
The building features rooftop recreation spaces that provide a unique and functional space for users.



URBAN GREEN STRATEGIES
The building features urban green strategies that improve the building's environmental performance and provide a unique and functional space for users.

Odudu (Power) Umoessien - *Space-Time Odyssey*. Sited at FortWhyte Alive (a former clay and gravel pit, now wildlife foundation), this museum creates intimate relationships with the moon and the immensity of outer space. Guided by fascinations with Wenzel Jamnitzer's 16th-c. geometrical universe and personal curiosity in the cosmos, this museum celebrates the universe of human imagination. It exhibits astronomical instruments and cosmological phenomena, while foster shared experience in astronomical events and profound awareness of our natural world – near and far.

