



Laura Bartunek joined Olson Kundig in 2011 as an intern and was named an associate of the firm in 2016. She is known for her interest in imaginative and exploratory architecture, which has informed her work on such cultural projects as *The Secret Garden*, a rooftop garden located above a nine-story department store in South Korea, and the *CheckMate Winery Pop-Up*, a temporary kinetic tasting room nestled in the landscape of the Okanagan Valley of British Columbia. These projects also reflect Laura's continued interest in landscape – both real and imagined, micro and macro - as a point of departure for design investigations. Her recent proposal "Because It Rains" was awarded the AIA Seattle Emerging Professionals Travel Scholarship and explored the concept of rain as a creative catalyst in design.

Thirteen Stories | Cities of Civita Di Bagnoregio

The town of Civita di Bagnoregio lays marooned within a valley of clay. Its foundation is one of tufo, its walls stone. Rain comes in vocal storms in August. And tourists, like locusts, ravage this town's beauty. Civita is a town for daydreaming. For sitting on hot stones and feeling northern winds chase no-see-ums away. In such a town one slows down. Develops a new walk. Dines in a new way. It is both trap and sanctuary – a town of multiplicity.

It is not the voice that commands the story, it is the ear - words spoken by the narrator Marco Polo in the tale *Invisible Cities* by Italo Calvino. How do our desires influence how we perceive place? Can impression and anecdote better describe reality, or do we rely - place more value - on a site's physical constraints?

This talk will examine two worlds: the world as described by Marco Polo for the Emperor's ear and the world of Civita di Bagnoregio. Through the lens of *Invisible Cities* we will study the town of Civita as a collection of nonsensical realities depicting a different understanding of place.

Our goal will be to look inside the tale of *Invisible Cities* and examine how our narrators, Marco Polo and the Emperor Kublai Khan, reconstruct the concept of *city*. This talk will be a collection of visual stories that explore how we illustrate the things unseen. - stories demanded by my own ear as a means of understanding this seemingly simple town.

Learning Objective 1: Defining Place

Participants will learn to rethink how we define place.

Learning Objective 2: Designing Stories

Participants will learn to explore story making (true and fictitious) as a means of site analysis and documentation.

Learning Objective 3: Narrative Drawing

Participants will learn to draw impressions made by place and how to visualize sense made from feelings which are nonsensical.

Learning Objective 4: Civita's Cities

Participants will learn of Civita di Bagnoregio; will see gossip gleaned from history, hear landscapes of myth, atmospheres of tastes and visit homes invaded by disappointment.