A journey along the wall: the collective memory of the Senne

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Map of a journey along the wall



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Collective memory in architectural discourse

In the history of architectural theories, the word, 'memory' was discussed and redefined constantly. In The architecture in the city, Aldo Rossi suggested establishing a city on the layers of memories. (Rossi, 1984) The memories are revealed on buildings as the signals, symbols and cautions, which Rossi called 'scars'. As time passes by, the 'scars' evolve into certain forms of the buildings which somehow create the characteristics of the building, the neighbourhood, the district and eventually the city. All different characteristics constitute the identity of the city. If the 'scars' and even the traditional constructions are removed, the city will quickly lose its own identity. Therefore, carefully dealing with the memories of the city are vital to architectural discourse.

However, as previously mentioned, the definition of memory varies between architects. My interpretation of memory comes from sociology. Memory is a sociological term describing the result of the interaction among actors, events and places. (Halbwachs, 1992) Actors are those who act; events are the activities that the actors conduct; places provide the spaces for the events. According to Halbwachs, collective memory is defined as the collection of all individual memories of a social group. Although the clustered memories are about the same actors, events and places, they vary with each spectator. As the actor moves and conducts the event, the spectator also records the movement of space in the dimension of time, which in architectural discourse, forms the individual memory of spatial experiences. In this way, extracting and collecting spatial experiences from individual memories help to compose collective memories in architecture.

The memory of the site

The site is located in-between the city centre and the suburban area in Brussels. Through the analysis of the history and development of the block, the river, Senne catalysed the formation of a twisted wall running through the whole block and segregating the two sides. The Senne existed before the origin of Brussels and significantly influenced the urban development of the whole city. Due to sanitary problems, the river was partly covered during the 19th and 20th Centuries. Although the river was no longer there, the wall represented the memory of the river and the ghost of Senne. The Senne was one of the essential memories of the site. In order to deal with its memory, I specified my research question as how the wall formed the memory of the site, in other words, how the wall created the spatial experiences of the site.

Montage as a tool of narration

In order to investigate the spatial experiences of the wall, I referred to a tool of narration, montage. Montage was derived from the French word, 'montage', which originally meant combining smaller parts into a work. During the 19th Century, montage was largely applied to the field of films. Instead of filming one long shot, the directors composed a movie by merging several fragmented shots. Based on the complete story, montage breaks down the whole into a series of small pieces and recomposes the story by repositioning the fragments. (Eisenstein, 2010)

The idea of montage in the filed of films inspired the study of the wall. The research started with a walk along the wall. The two sides of the wall served for different spaces and some parts of the wall were inaccessible. To present the spatial experiences, I made serial visions to show how people approached the wall and how the wall composed different spaces. The wall was constituted by parts from several buildings and the surrounding was changing when people moved along the wall. Through montage, I divided the wall into pieces based on the material and surrounding environment during the process of making serial visions. Since the wall solidly separated the two sides and there was no way to cross the wall, I aimed to contrast the two sides and explore how the wall specifically led to the feature of segregation. So I made the cross-sections of the wall with notes depicting the function and spatial quality on both sides. In the end, I recomposed all the results into a story of an architecture student exploring the wall, a journey along the wall. The final configuration aimed to emphasise the lively lives and differences between two sides of the wall.

Conclusion and design

The theme of the studio is 'spolia', a term from archaeology. It means the remnants of a building which are placed in a new environment. Additionally, the concept of 'spolia' can exceed mere physical objects and be expanded to notions, styles, motifs, etc. (Meier,2014) The research helped me to specify the collective memory of the Senne and identify 'spolia' for my design. The 'spolia' in this case refers to both the wall itself and the segregated spaces the wall created, which will be kept, altered and placed in the same location but new surroundings.

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