

Press Release

New Exhibition

December 15, 2018 to September 2, 2019

Murmures

Discover your inner architect!



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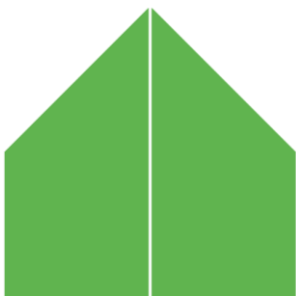
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Québec City, Wednesday, December 12, 2018 ✕ Architecture is central to the experience of the Musée national des beaux-arts du Québec, which comprises four separate buildings: the Gérard Morisset Pavilion (1933), the central pavilion (1991), the Charles Baillairgé Pavilion (1867) and the Pierre Lassonde Pavilion (2016). It was entirely natural for the Family Gallery to be transformed into a workshop to enable visitors young and old alike to immerse themselves in the world of architecture. **From December 15, 2018 to September 2, 2019**, the *Murmures* exhibition proposes a timeless interactive voyage, a stimulating incursion into the heart of creation and the first art. The adventure is free of charge and repeat visits are encouraged.

Once upon a time... architecture

Designed by **Francis Fontaine, Luca Fortin and Bertrand Rougier**, *Murmures* proposes an introduction to the work of the architect, which is similar to artistic creation. Through four stimulating interactive areas, including a large child-height work table, play on scale, an adjustable model and a life-sized exploration area, children can learn about the language and tools of architects.



Musée national
des beaux-arts
du Québec

They will even be asked to imagine a pavilion to house the work by Alfred Pellán, an imaginary animal borrowed from the mini-bestiary that Pellán designed between 1972 and 1975, which sits imposingly in the garden adjacent to the space dedicated to the family at the MNBAQ.

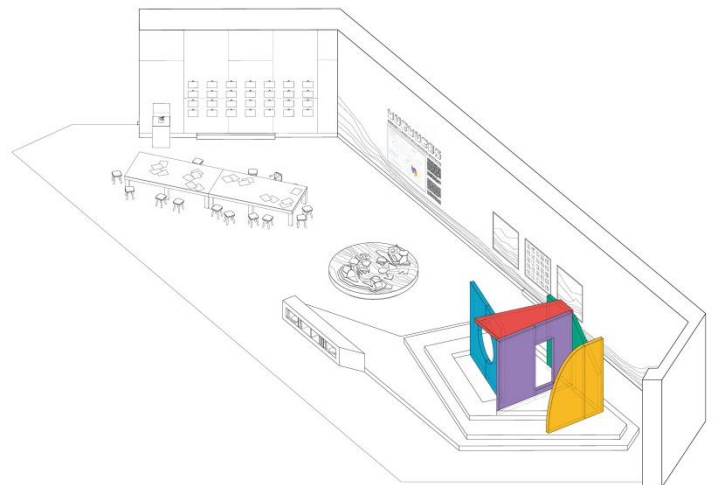
The three designers have created an open, comfortable space in which visitors young and old can engage in an array of experiences and explorations. Moreover, it is through play that they wanted to spark dialogue and reflection among young people about architecture. The designers will offer creation workshops to guide participating families in imagining the noteworthy construction of an outdoor pavilion in the Pellán Garden that will take shape around the imposing work of public art. They will coordinate this activity in the Family Gallery on **January 3, February 3 and March 24, 2019 from 10 a.m. to 3 p.m.** The new structure, in the wake of the exhibition, will be built in the Pellán Garden in the summer of 2019. What is more, the designers will draw inspiration from the many drawings that the children produce.



Lastly, for those who are wondering, what does *Murmures* signify? The exhibition's name evokes all of the walls that talk, the walls that whisper a story, the walls that are witnesses to an era, all of these walls that speak of our times and architectural trends. What a pleasure for families to explore such a meaningful theme.

***Murmures* offers four stimulating exploration spaces**

Architecture is everywhere. In the home, in the school or in the museum, each building conveys a story. How do a building's shapes appear in the mind of the architect? What is the first drawing that an architect makes to design a house? With which shapes does he first play to create a museum? How



has he adapted to a building's environment? All of these questions, which are hiding behind the walls that surround us, have also sustained the reflection underpinning the organization of the space devoted to this fourth Family Gallery at the MNBAQ, which we wanted to resemble an architect's studio.

First area – I draw, you draw and we display our work!

In this section of the exhibition, children have available to them all of the technical drawing material to imagine and then draw a pavilion that could house *Bestiaire #22*, the giant, colourful creature in the Pellan Garden adjacent to the Family Gallery. By drawing inspiration from surrounding colours and shapes, they can create textures and motifs and explore the thousand and one possibilities open to them, just as architects do in their studios. Furthermore, Alfred Pellan's original work *Bestiaire #22* sits imposingly in the midst of this stimulating area.

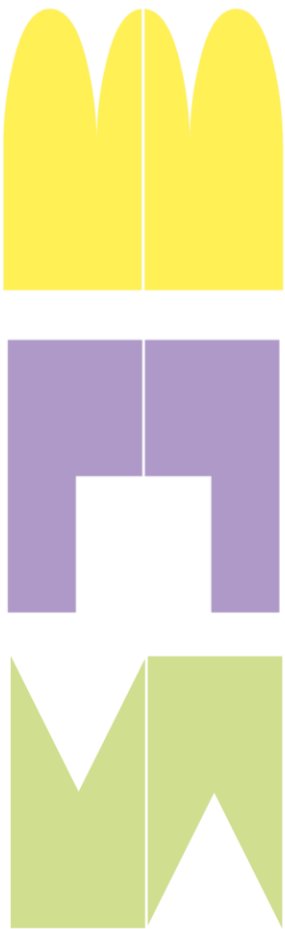
Once they have drawn a pavilion to house Pellan's creature, the children are invited to display their drawings on the big wall and observe the other participants' imaginative worlds.

Second area – Colourful explorations

Using magnetized shapes, the children are invited to create profiles of buildings that will animate the landscape in the background. They can amuse themselves both with close-ups and wide shots. This interactive section of the exhibition will also offer toddlers shape association games.

Third area – A building takes shape

A big circular stage bearing a real model allows explorers to play with 25 coloured wooden shapes to attempt to build one or more 3D buildings. The possibilities open to them are boundless, thus affording them the prospect of hours of pleasure.



Fourth area – Live in the habitation

The children are invited to occupy this space, observe the arrangement of giant shapes around them to imagine new creations or to relax while reading comfortably. They have access to a broad selection of books to enable them to learn more about architecture.

The designers in a nutshell



Francis Fontaine, Luca Fortin and Bertrand Rougier all hold master's degrees in architecture from Université Laval and are developing an approach that oscillates between architectural research and agency-based architectural practice. *Murmures* is the trios' first collaboration. The three designers have achieved distinction individually through exhibitions and publications. By way of an example, Luca and Francis designed installations at the Folle Foire in 2017 and Passages insolites in 2015, where their participation took first place at the Architizer A+ Awards in the United States. Bertrand has exhibited his research work at the Maison de l'architecture du Québec.



They perceive architecture as an essentially collaborative discipline and it was obvious for them to join forces to develop an exhibition inviting children to discover the world of architectural creation.

A brief glossary of architectural terms

Architecture

Architecture is the art of designing structures and buildings for varied uses and imagining them in their environment.

Topography

Topography is the graphic representation on a plan of the shapes of the land.

Scale

A scale is the relationship between a real measurement and its representation on a plan or a model.



Model

A model is a reduced-scale representation. It allows for a thorough understanding of an architectural project before its construction.

Axonometry

Axonometry is the graphic representation on a given drawing of the three dimensions (width, height and depth) of a building.

Credits

Murmures, an exhibition designed by Francis Fontaine, Luca Fortin and Bertrand Rougier, in collaboration with the Musée national des beaux-arts du Québec.

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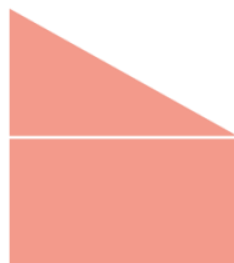
The Musée national des beaux-arts du Québec is a state corporation funded by the Gouvernement du Québec

Québec 

Murmures

Family Gallery / Central Pavilion of the MNBAQ

December 15, 2018 to September 2, 2019



General Information

OPENING
HOURS OF THE
MUSEUM COMPLEX

Until May 31, 2019

Tuesday to Sunday, 10 a.m. to 5 p.m.

Wednesday till 9 p.m.

Closed Mondays (except December 31, 2018, March 4, April 22 and May 20, 2019)

Closed December 24 et 25

ADMISSION

Adults: **\$20**

Seniors (65 and Over): **\$18**

Ages 18 to 30: **\$11**

Ages 13 to 17: **\$6**

Families (2 adults and 3 children
13 to 17): **\$44**

Families (1 adult and 3 children
13 to 17): **\$24**

Children 12 and under: **free**

Members: **free**

Wednesdays from, 5 p.m. to
9 p.m.: **half-price**

Reduced rates for groups

SERVICES AVAILABLE

Parking, Librairie-Boutique,
café, restaurant, free Wi-Fi and
Cloakroom

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