

"Lingering in Scarpa's Woods." Paper to be presented at the *Architexture* Conference, University of Strathclyde, Glasgow, Scotland. (paper accepted, unable to attend)

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In the mid 1980s Italo Calvino gave the Eliot Norton Lectures at Harvard University. In his third talk on "Quickness" he explained, "I do not wish to say that quickness is a value in itself. Narrative time can also be delaying, cyclic, or motionless. In any case, a story is an operation carried out on the length of time involved, an enchantment that acts on the passing of time, either contracting or dilating it." Umberto Eco, a decade later, referenced Calvino in the third of his own lectures at Harvard entitled "Lingering in the Woods." In the essay, Eco described a number of temporal strategies employed by various authors that explore the pleasures of lingering.

In this article, I will show that such temporal tactics described by Eco and Calvino share uncanny similarities to the architectural projects of Carlo Scarpa. It is my wager that a careful traveler (like Eco's model reader) to Scarpa's work will inevitably linger. I will show through two projects in particular—the Querini Stampalia, in Venice and the Museo Castellvechio, in Verona—that Scarpa intentionally offers disruptions in the uniform nature of processional time through his work. Indeed, Scarpa's work is full of delays, distractions, and redirections that, if followed, present enchanting experiences, not unlike those described by Calvino and Eco in their own fictional work. Thus, I will demonstrate that the similarities between architecture and literature are not only spatial but temporal as well.

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