

One Section, Many Worlds:

Plural Territories, Common Matter

ITERA LAB Brings Distant Territories into Dialogue at London Design Festival 2026

Emerging architectural and curatorial platform ITERA LAB, found by Lillian Chengtao Yuan and Jiamin Chen, presents One Section, Many Worlds: Plural Territories, Common Matter as part of London Design Festival 2026. Bringing together architectural research, physical models, material studies and artistic installation, the exhibition asks how architecture can respond to territories increasingly transformed by climate change, migration, cultural practices and shifting material resources.

From Navotas in Metro Manila to the Tibetan Plateau, One Section, Many Worlds places geographically distant landscapes within a shared conversation. Rather than treating architecture as an isolated object, the exhibition explores how buildings and territories are shaped by larger ecological and social systems—from changing water conditions and seasonal movement to material circulation and patterns of inhabitation. Alongside ITERA LAB's architectural research, the exhibition features Borrowed Assembly by invited artists Xiaochi Chen and Ming Chen. The installation investigates temporary custody, reversibility and the afterlives of materials, asking how materials might be borrowed, assembled, dismantled and returned rather than permanently consumed.

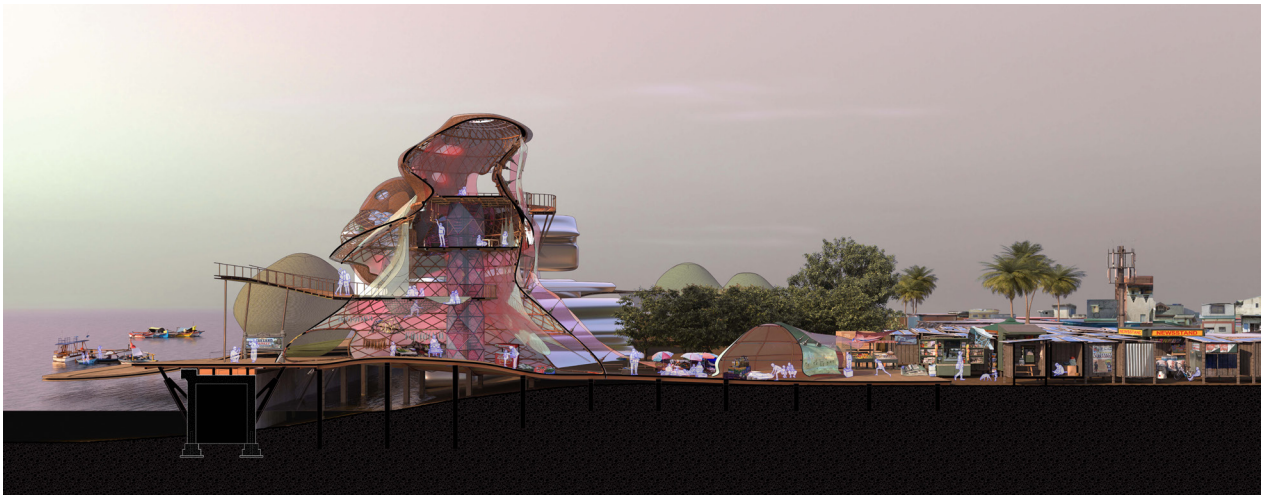
The exhibition reflects ITERA LAB's wider practice across spatial research, environmental inquiry and material experimentation. Through drawings, models and material investigations, complex territorial changes are translated into spatial experiences that invite visitors to consider architecture as part of an interconnected and continuously changing world.

VENUE: ITERA Gallery, 11 Caledonian Road, London, N1 9DX

EXHIBITION DATES: 12–15 September 2026 10:00 - 20:00 (Daily)

ITERA LAB

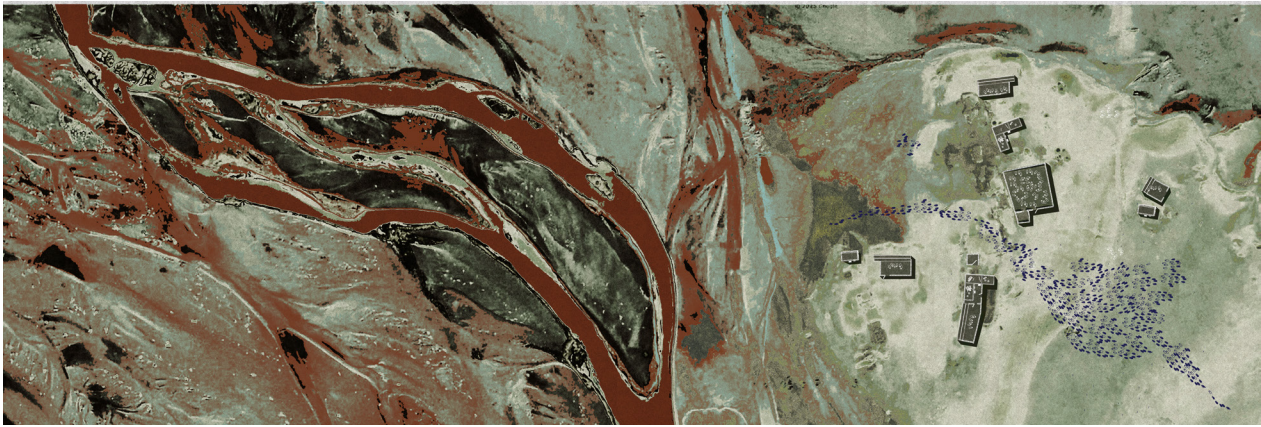




Leakland
Coastal Interface



Leakland
The River Augury



The Sanctuary
Village Morphology



The Sanctuary
Aperture and Light