

caad 2006

project idea

# intention + interests

physical realm

+

other realms

+

fascination exactitude  
of machine

color volume texture light us

past time...etc

perfection to nth degree  
to deformation

intention + interests

physical realm

other realms

fascination exactitude  
of machine

+

well, us

# research ?

can we create an object  
informs the human about the physi-  
cal realm, other and machine

what already exists in this direction of  
design with the current manufactu-  
ring and design technologies

# key words of research ?

basic human  
precious banalities

interpretation of the  
machine

create a space of  
ephemeral quality

poetic inform the  
rational

translation of ephemer-  
al to physical

design springing from  
the imperceptible in us

# key words re-view

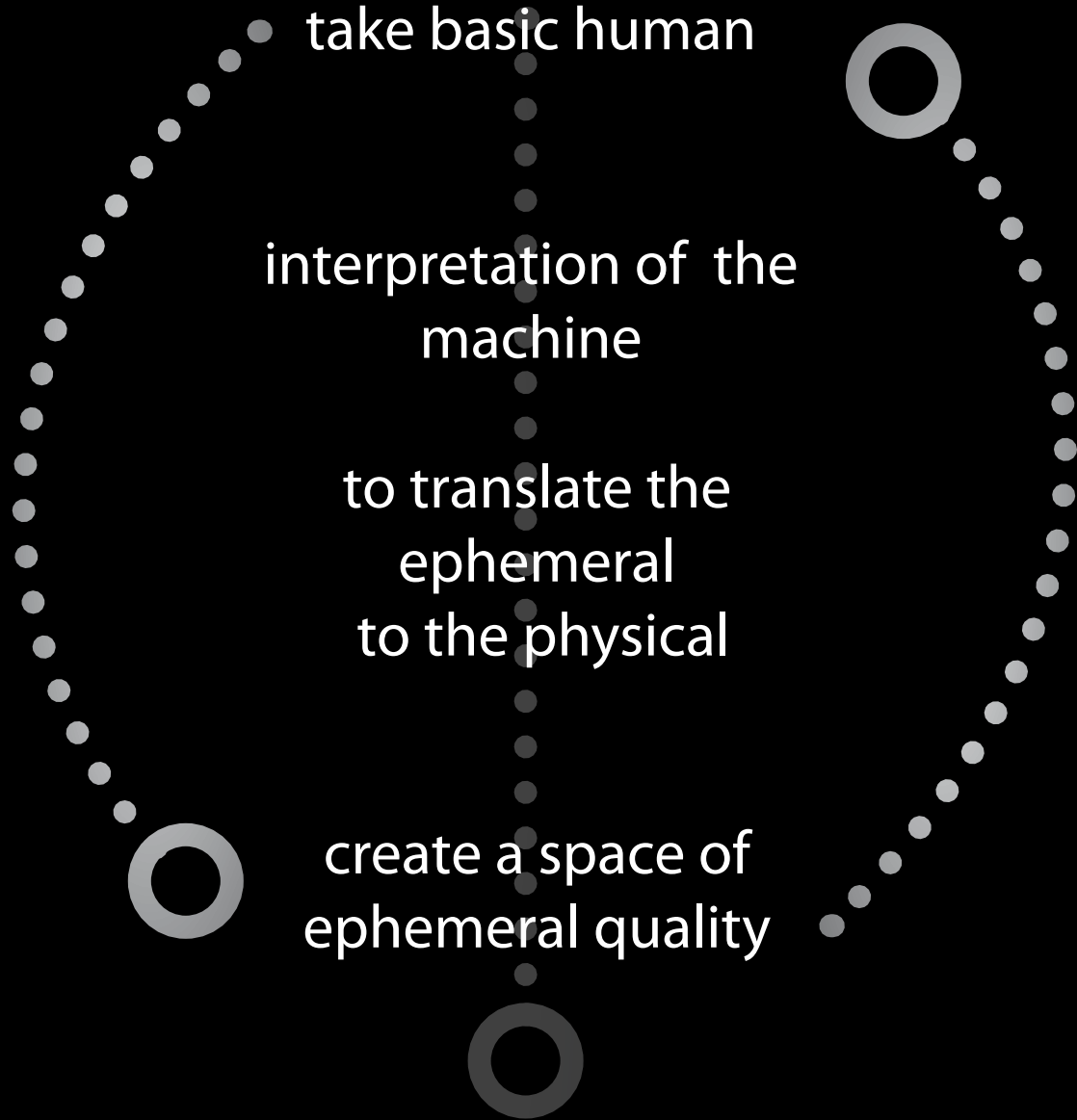
design springing from  
the imperceptible in  
us

take basic human

interpretation of the  
machine

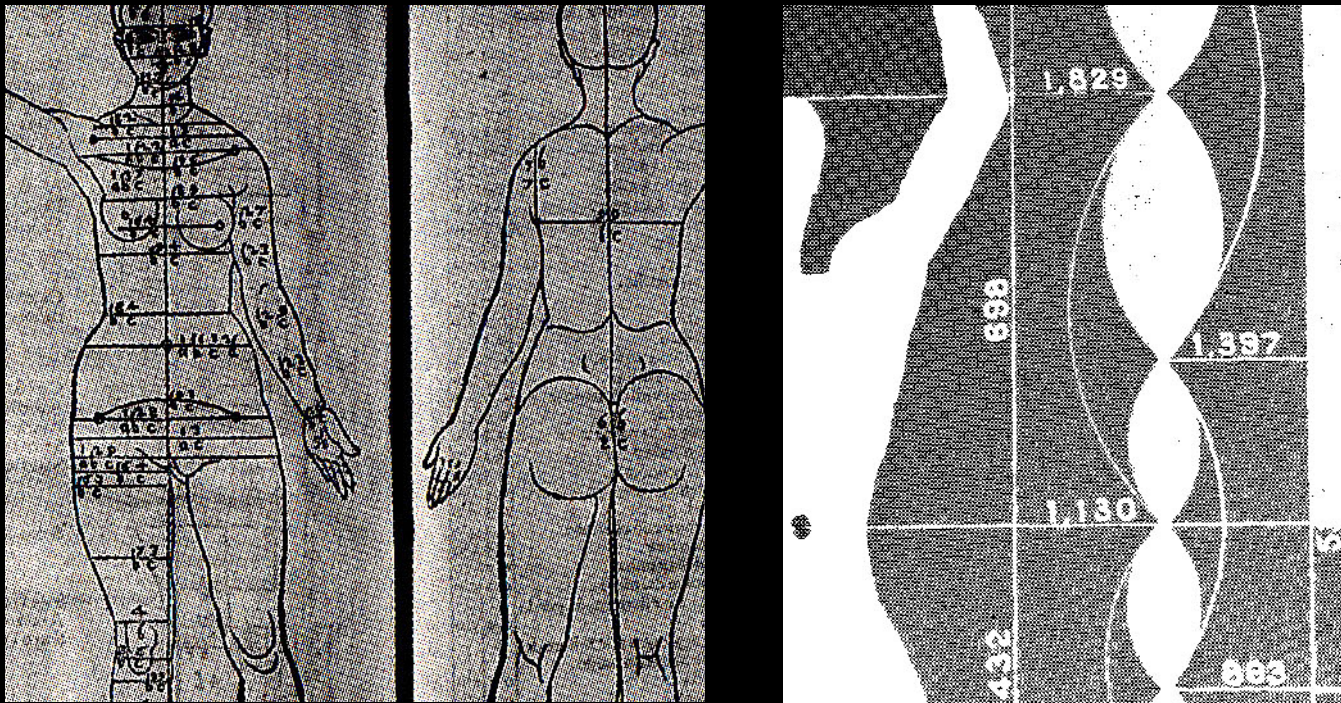
to translate the  
ephemeral  
to the physical

create a space of  
ephemeral quality



# key words re-view

aim at a spatial project manufactured by the exactitude of modern manufacture that uses human parameters to create and change the design



big ? so what?

does it make a  
meaningful  
architecture?

for sure it will make  
the students think  
about this human  
scale

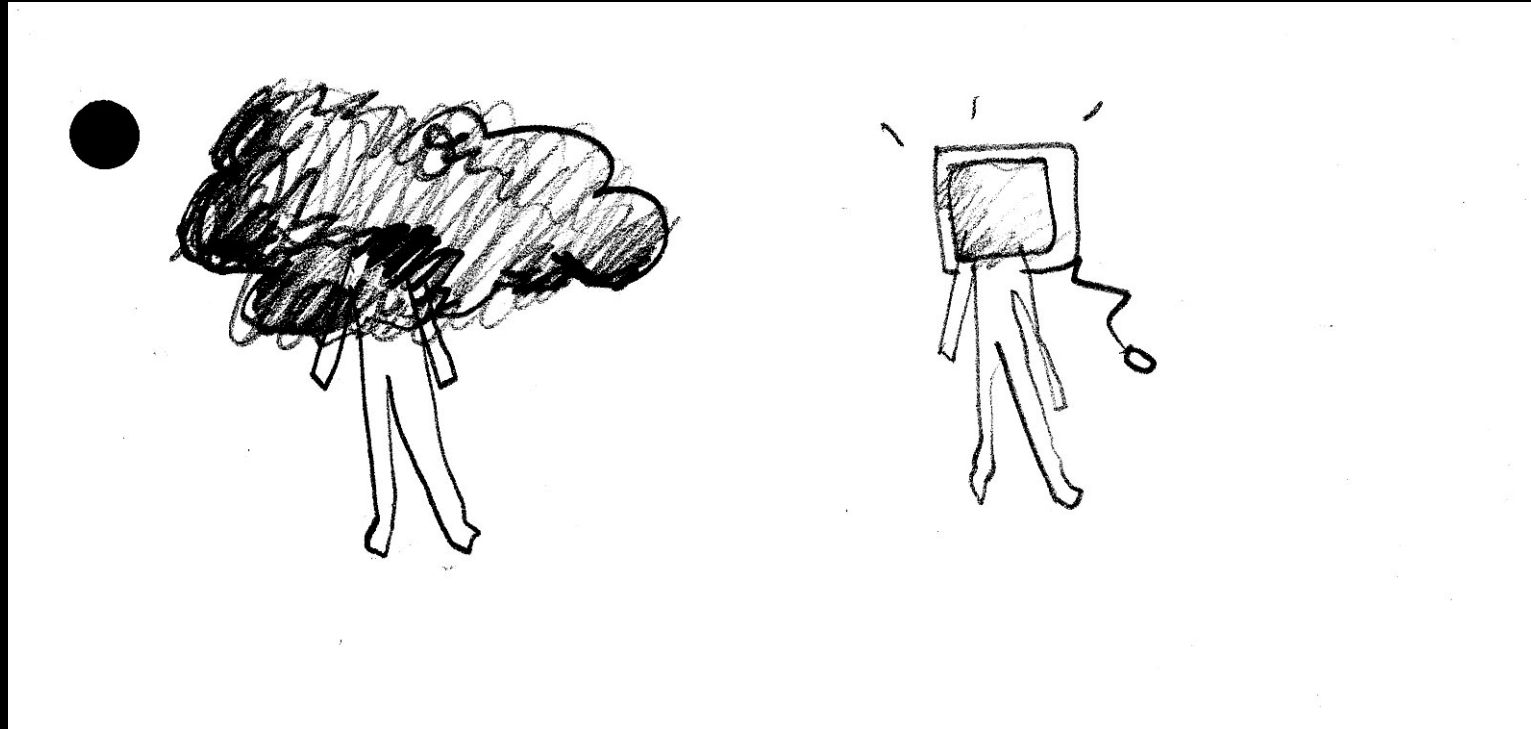


# to think about

## ROLE

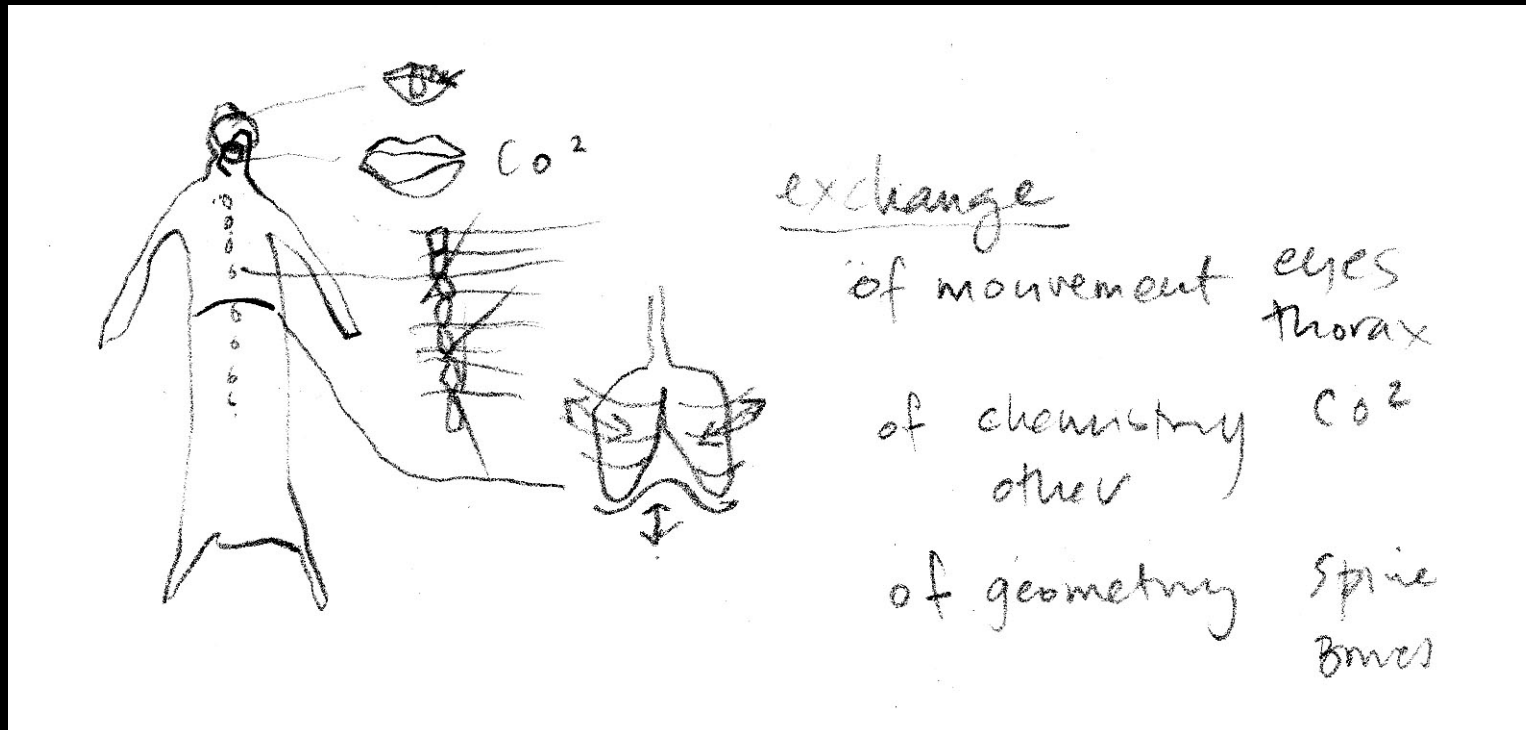
what projects communicates	ideas, process technology	sensorial information	
place	ephemeral, moveable, not specific	specific, fixed	
natural elements	metaphorical role, implied	active role, present	
plan grundgriss	secondary role	primary role	
skin from outside and or inside object	active, visible	not active, not visible	
structural role, visible, part of design	active in quality of space, visible	not active, in quality of space	
user	role passiv	role active	static, cannot enter
technology macro scale /micro scale	structural definition	way it looks	production
role of building	comm. something	bldg as monitor	bldg. as information package
fabrication	inside	outsource	

# project sketches



still life?

# project sketches

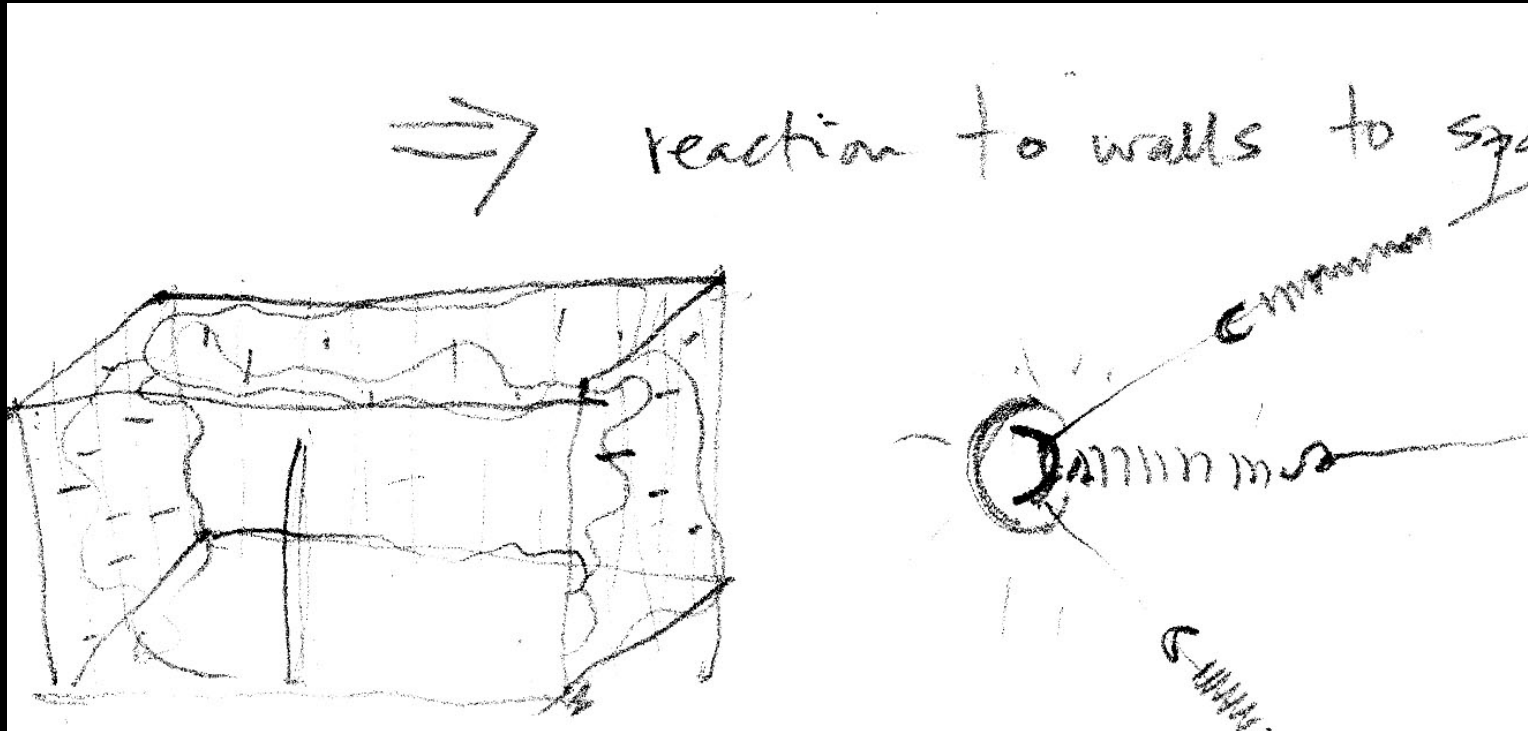


variables =  
information exchange

exchange of movement  
exchange of chemistry  
exchange of geometry

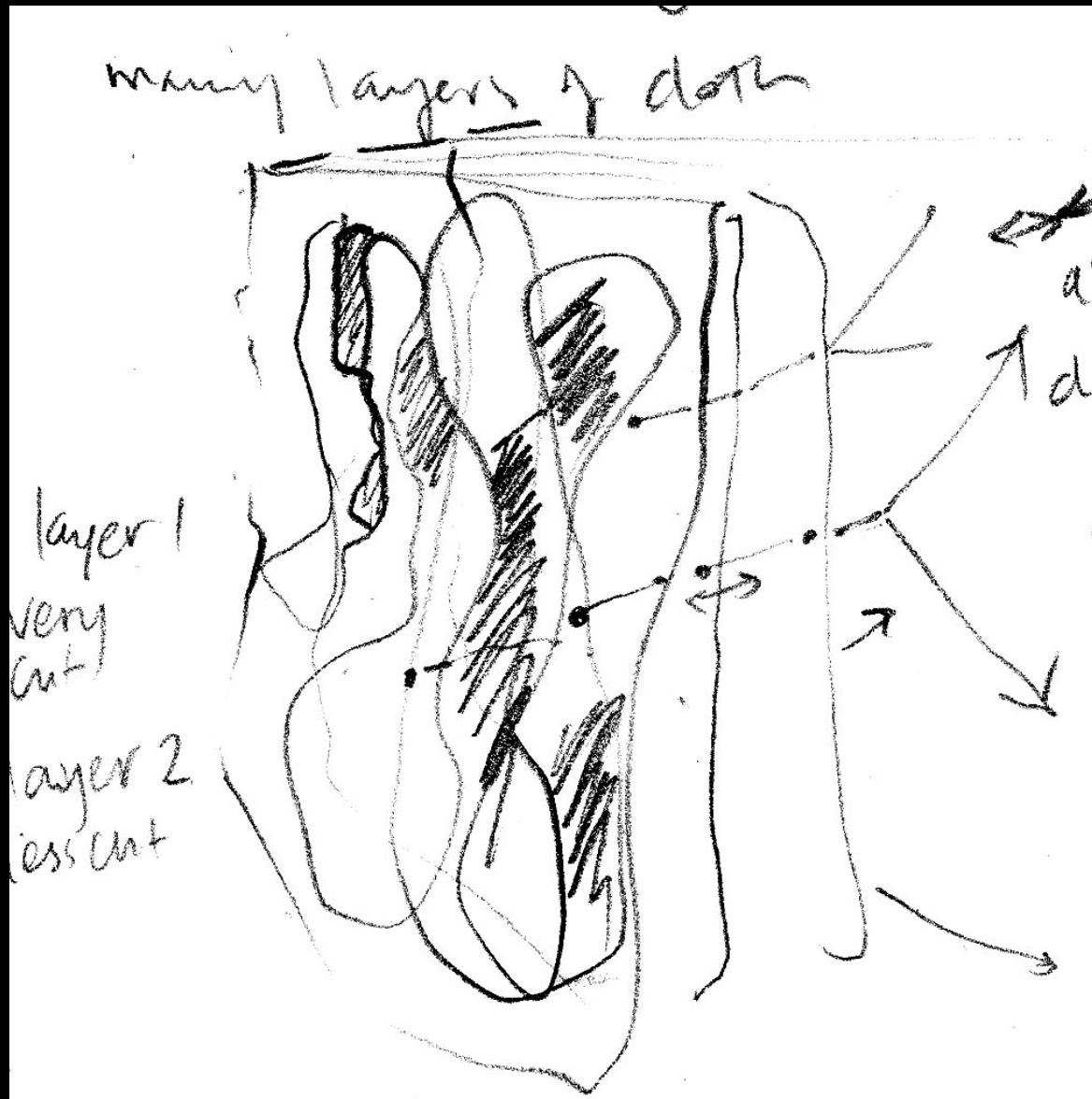
eyes, thorax  
co2  
spine, bones

# project sketches



reaction to walls  
walls are pulled  
springs, tension

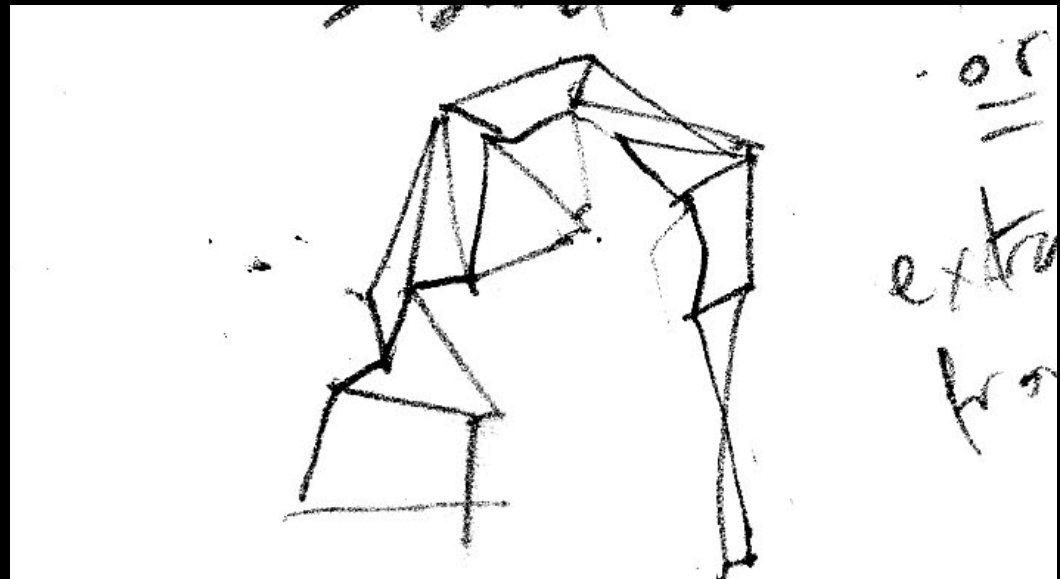
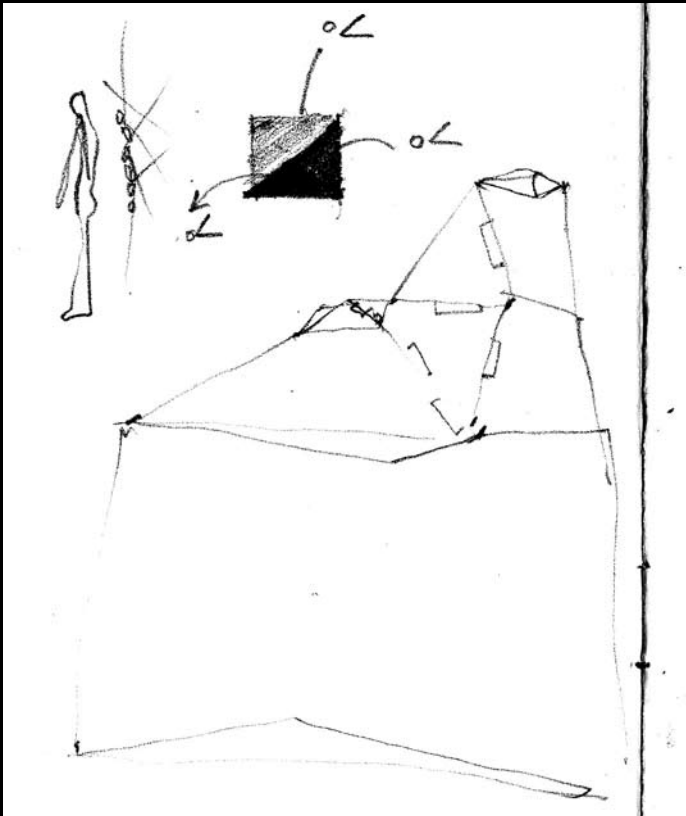
# 2 step design



initial design: variables define  
external structure  
tension points positioning  
walls, shape, dimensions  
cutting lines or other intervention  
wall material is cut along lines  
juxtaposed

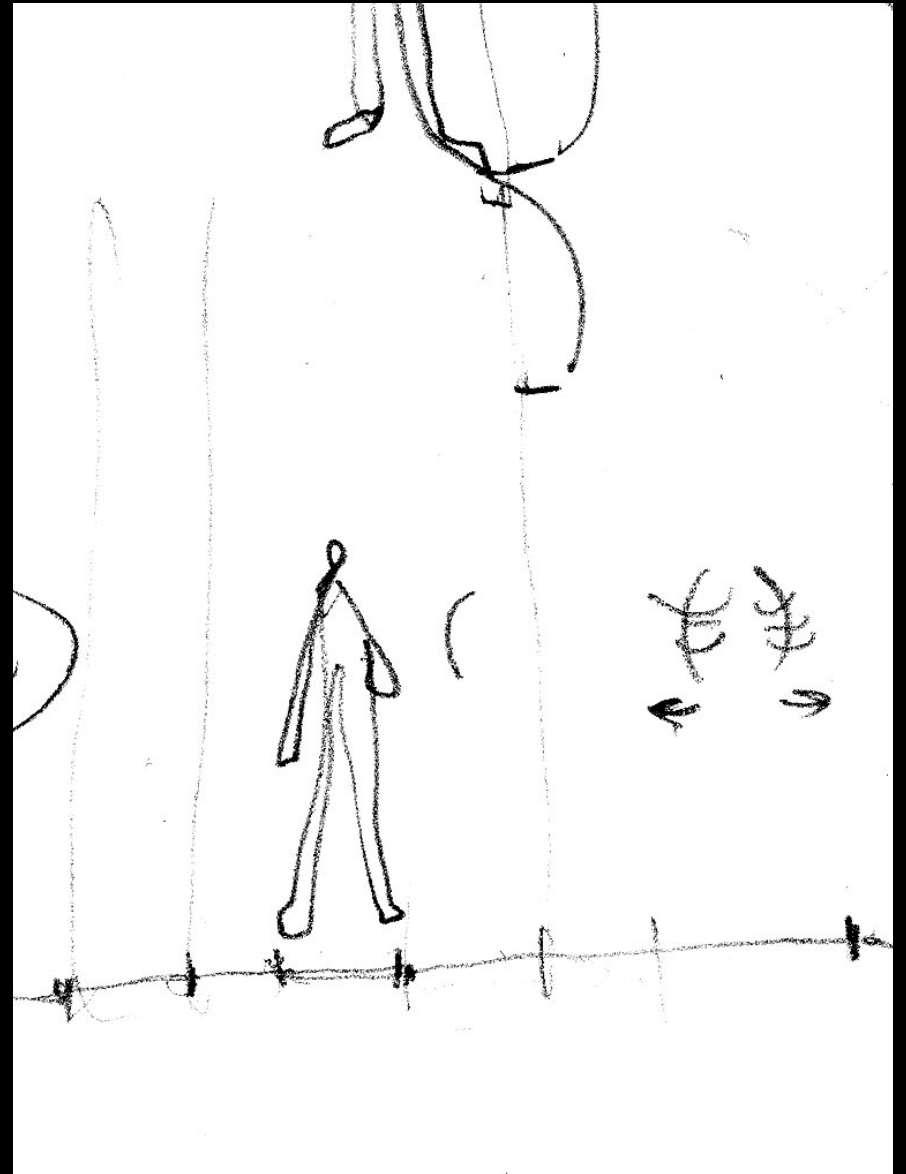
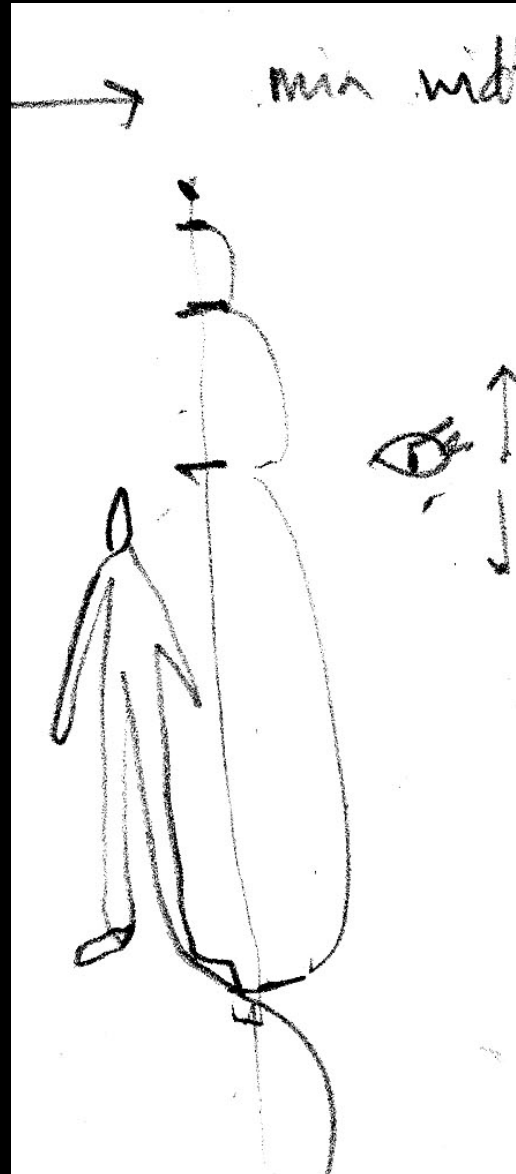
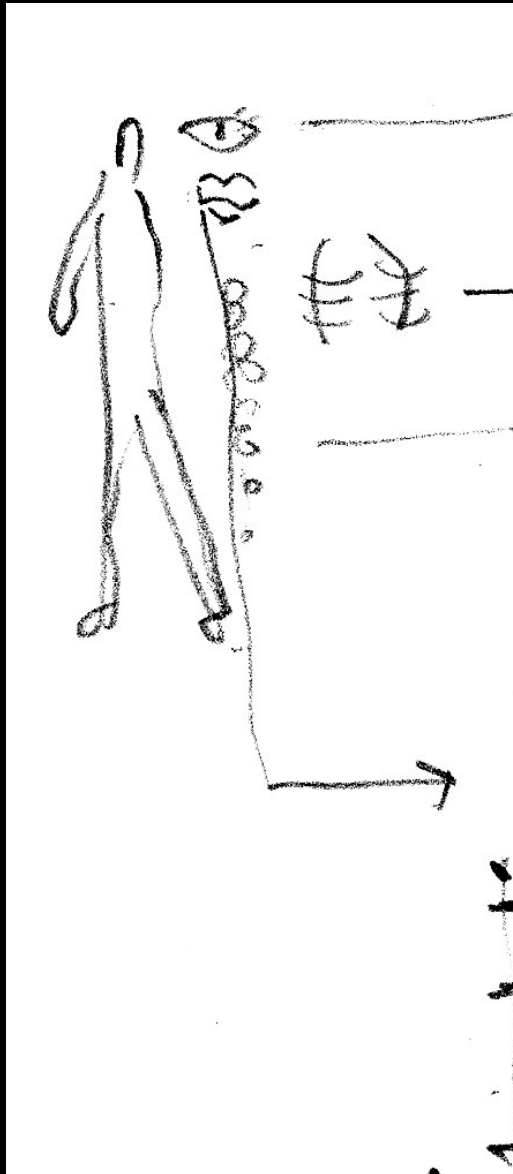
live design:  
walls move as they react

# structural shell



triangulation...  
and then attachment techniques  
scaffolding

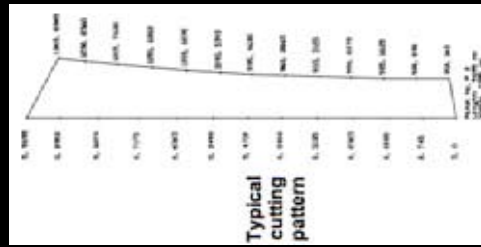
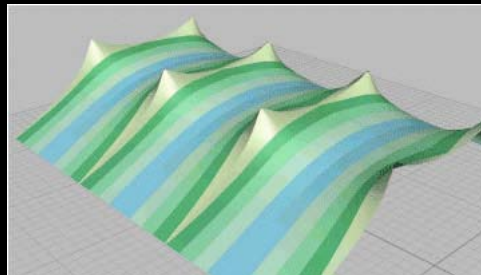
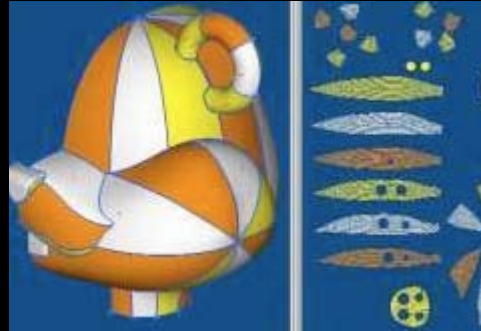
# live design



# technologies



geometric interpretation to vectorized plans and surface intervention



cloth laser cutting and heat welding



geometric interpretation for the structural shell



sensors and microtechnology





# project parts

material definition for skin

definition of spring system

tools of data

define units and system of measure

manufacturing

programming structural shell

define structural material for shell

sponsoring

define construction system for structural shell

sensor technology

