

ACTION INTERACTION AND REACTION

ARCH1101 LOWE

As the video files that accompany this lecture are large they have been uploaded to the ARCH1101 course folder on the FBE networks S drive here:

ARCH1101-ArchDes1/Resources/Lectures/Lecture11_ActionInteractionReaction

TASK FOR TODAY

1. Movement can be understood as linear, rotational and scalar translation. Draw a series of 6 textures (within a 6 x 6 square in your notebook, or an appropriate size on your iPhone or similar) exploring each of those definitions of movement.
2. Add 3 words that help you understand movement and create a series of 6 textures for each of those.

After doing steps one and two you will have 6 series of 6 textures (which is 36 in total).

INDEPENDENT STUDY

Complete by the beginning of the next tutorial.

1. Apply the textures that you have used to explore movement to at least 3 places within your scheme. Their application should somehow aid our navigation through the environment.
2. Continue to develop your bridge, moving elements and folly.
3. Complete a full draft of the outcomes required for EXP3. See the OUTPUTS section of the EXP3 brief for what is required; a full draft includes all of those outputs. While each of the outputs might not be finished they do need to present a clear indication of the strengths and opportunities of the scheme.
4. Bring a copy of your Lumion environment and any associated Sketchup models to next weeks studio (remember that you'll need your entire Lumion folder or the models within it won't show up). Week 05 will consist of a review session where each student will be required to critique and give feedback on at least 2 other students work. As this is a critical part of the design process your attendance will be recorded.

IN 1980 COOP HIMM
ELBLAU SAID THAT
THEY WANTED ARC
HITECTURE TO HAV
E MORE.

**ARCHITECTURE
THAT BLEEDS, T
HAT EXHAUSTS,
THAT WHIRLS A
ND EVEN BREA**

**KS. ARCHITECT
URE THAT LIGH
TS UP, THAT STI
NGS, THAT RIPS
AND UNDER ST**

**RESS, TEARS. A
RCHITECTURE S
HOULD BE CAV
ERNOUS, FIREY
SMOOTH, HARD,**

**RESS, TEARS. A
RCHITECTURE S
HOULD BE CAV
ERNOUS, FIREY
SMOOTH, HARD,**

**ANGULAR, BRU
TAL, ROUND, DE
LICATE, COLOU
RFUL, OBSCENE
VOLUPTUOUS,**

**DREAMY, ALLU
RING, REPELLIN
G, WET, DRY, TH
ROBBING. ALIVE
OR DEAD. COLD**

**THEN COLD AS
A BLOCK OF ICE
. HOT THEN HOT
AS A BLAZING
WING.**

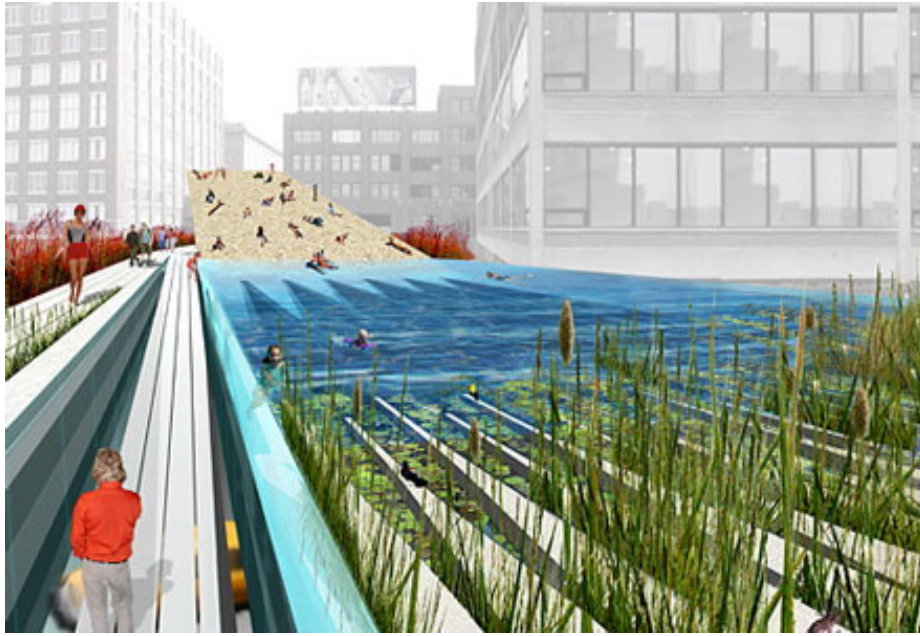
**UNFORTUNATELY, APART FROM A FEW UN
PLANNED INCIDENTS, COOP HIMMELBLAU
DIDN'T GET WHAT THEY WANTED.**



COOP HIMMELBLAU



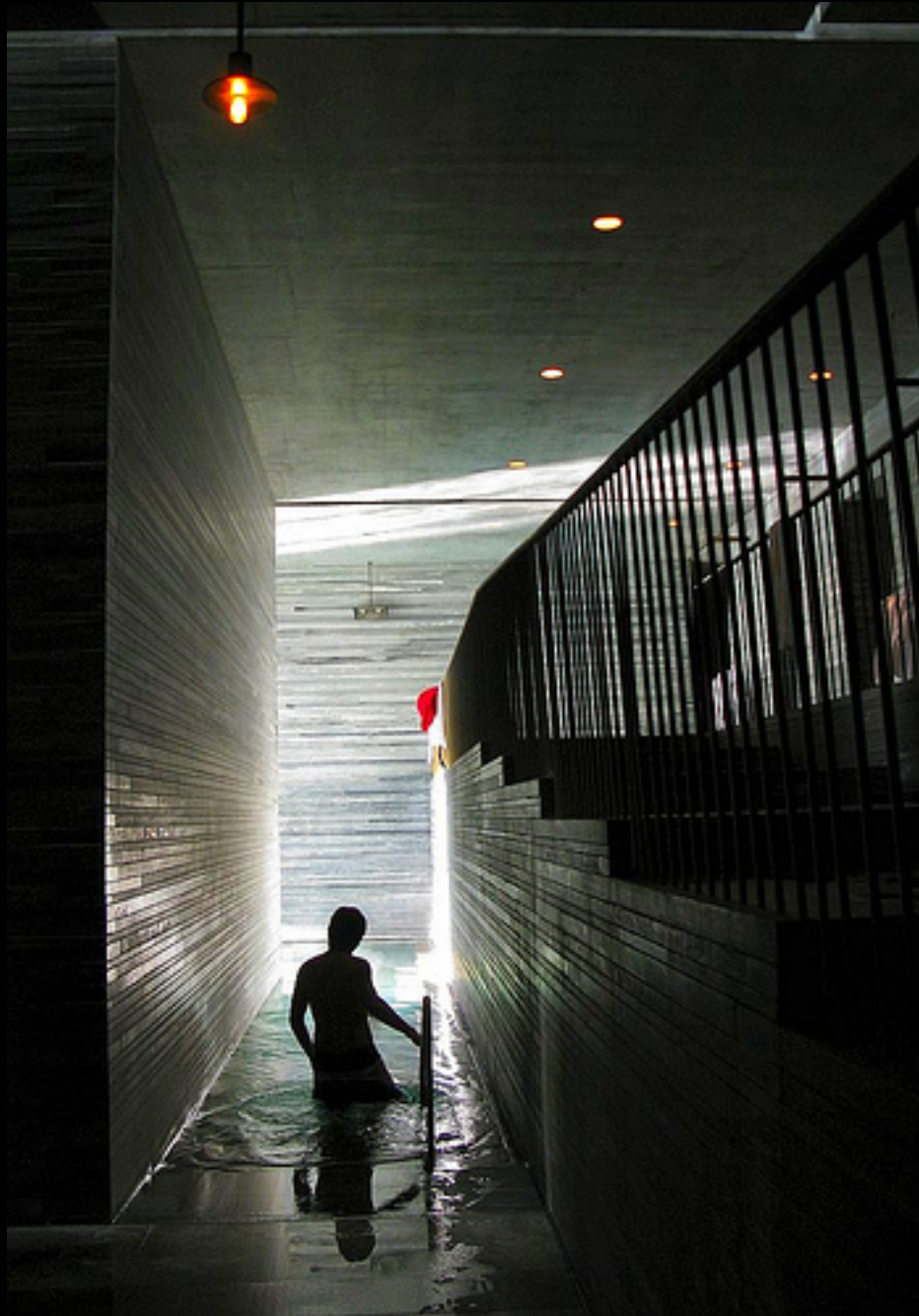
DILLER+SCOFIDIO



DILLER+SCOFIDIO



ICE HOTEL



ZUMTHOR



WEST 8



WEST 8

IN 1980 COOP HIMMELBLAU ARGUED FOR AN ARCHITECTURE THAT DEVELOPS AFTER ITS PHYSICAL CONSTITUENT ELEMENTS HAVE BEEN CREATED; IN OTHER WORDS, THE ARCHITECTURE THEY ARE TALKING ABOUT HAPPENS WHEN PHYSICAL ELEMENTS COME ALIVE THROUGH INTERACTION.

MOVING ELEMENT DEMO

HADID BMW YES

ACTION

AI BOX CRAFT YES

CAR PARK YES

GEARS YES

WHEELS YES

INTERACTION

JUMP ROPE YES

FLUID DANCINGYES

PRISON YES

GARAGE YES

HOME DEPOT YES

FOX NASCAR YES

FRICTION YES

STEEL FORMINGYES

5 AXIS MILL YES

HYPERMILL YES

REACTION

GAINING YES

INCEPTION YES

SLANT YES

SMALL YES

TRAIN YES

OK GO! YES

BIG DOG YES

CHEETAH YES

FLYING ROBOTS YES

QUESTIONS?