

IMMERSIVE SPACES

cooling off feet.
drinking water.
going on a picnic open air.
cooking, cooking outside.
buying drinks.
undressing/dressing.
bathing in cold water.
bathing in hot water.
resting under the sun.
resting under the shade.
taking a nap under the sun.
reading in hammocks.
having a massage.
doing gym.
taking an open air shower.
taking a shower in private.
taking a group shower.
having facial cleaning.
putting on make-up.
getting a mud mask.
a fruit mask.
floating.
splashing in the water.
playing, looking around.
running.
water jets.
running amongst sprinklers.
combing hair.
looking at the water.
smell.
waving-dance floor.
walking bare foot in the shade.
baths with chairs.
floating to float.
playing cards.
drinks.
juices.
bocce game.
bowls.
skip and jump.
board games.
playing.
listening to the sound of birds.
listening to birds.
looking at birds.
feeding fish.
smelling flowers.
seducing.
to put on ails.
to show off.
changing baby.
open air.
playing "protected".
riding on a tricycle.
getting wet.
to perspire

"Le nom de la chose est en fait un pretext à l'abreviation mentale de cette chose. C'est par lo nom que nous castrons la chose, alors que toute sensation, anonyme, est ineffable et finie. C'est à l'usage des peintres qu'on apprend que le nom, c'est oublier les noms des choses que l'on voit."

Paul Valéry,
Une Poétique en Poèmes

"What my eyes beheld was simultaneous, but what I shall now write down will be successive, because language is successive."

Jorge Luis Borges,
The Aleph

"Architecture is always the ultimate realization of intellectual and artistic evolution, the realization of a phase of the economy. The architecture is the end point in the performance of any artistic endeavour, because the architectural creation involves building an environment and establishment of a way of life."

Asger Jon,
Fragments of Image and Form

The studio will discuss and speculate on possible rituals that could relate body and water today -in both public and intimate realms- understanding architecture as a mean to shape experiences. The urban "bath house", "spa" or "water facility" will be a place capable to house leisure, pleasure, health or hygiene, but essentially will be a immersive space to engage water.

Students will be encouraged to conceive their projects as laboratories: spaces and environments that might redefine experiences for collective life, stressing current forms of leisure spaces to develop new contexts for social exchange. In order to create such scenarios, the Studio assumes that the spatial experiences of the user -and the memories they generate- result from the articulation of three architectural systems: Relations, Atmospheres and Materials.

Understanding the rules and consequences that

architectural systems of Relations imply, will allow us to control what kind of social dynamics are established within the project; how the degrees of freedom and control are negotiated, how individual and collective experience is defined, and what are the degrees of interaction that the proposals stimulate. The Studio will engage Architecture's ability to establish "a collective way of life" and, in a more intimate scale, how it relates to sensual experiences, personal affections and to particular spatial memories: ultimately, how the architectural pursue of certain atmospheric qualities conducts personal research on material and building strategies.

This artifact [a kind of social condenser] "that promotes the dynamic coexistence of activities and create through their interference unprecedented experiences" (Rem Koolhaas, Content, 2004) will be located in/on/ above an already built urban plot in Switzerland, reprogramming an urban pre-existence.

guest lecturer
CECILIA PUGA

Autumn Semester 2017 /
Participants: 18 Students.
Integrated discipline
construction possible.
Chairs seminar week "four crafts"
highly recommended, not mandatory.
Assistants: Angela Schütz +
Hannes Oswald

The Studio will operate associating and assembling collections of images, as main design devices and practical working tools: as Atlas and Encyclopaedias do, all discussions, descriptions and discourses on each project and the implications of its Relations, Atmospheres and Materials Systems will be articulated and conducted visually.

Beside of the Atlas of images, drawings, plans and models, the use of motion images or video will also be promoted as an effective representation tool. Specialised support will be provided.

A seminar week will introduce and promote rich traditional crafts to enhance model making and will provide tools to the students that will be developed until the end of the semester.

In between a series of 6 review workshops during the semester, the studio will keep a regular video connection to Santiago de Chile to ensure rich and regular exchange with the guest lecturer.