

# BRIEF TWO : TEMPLATE



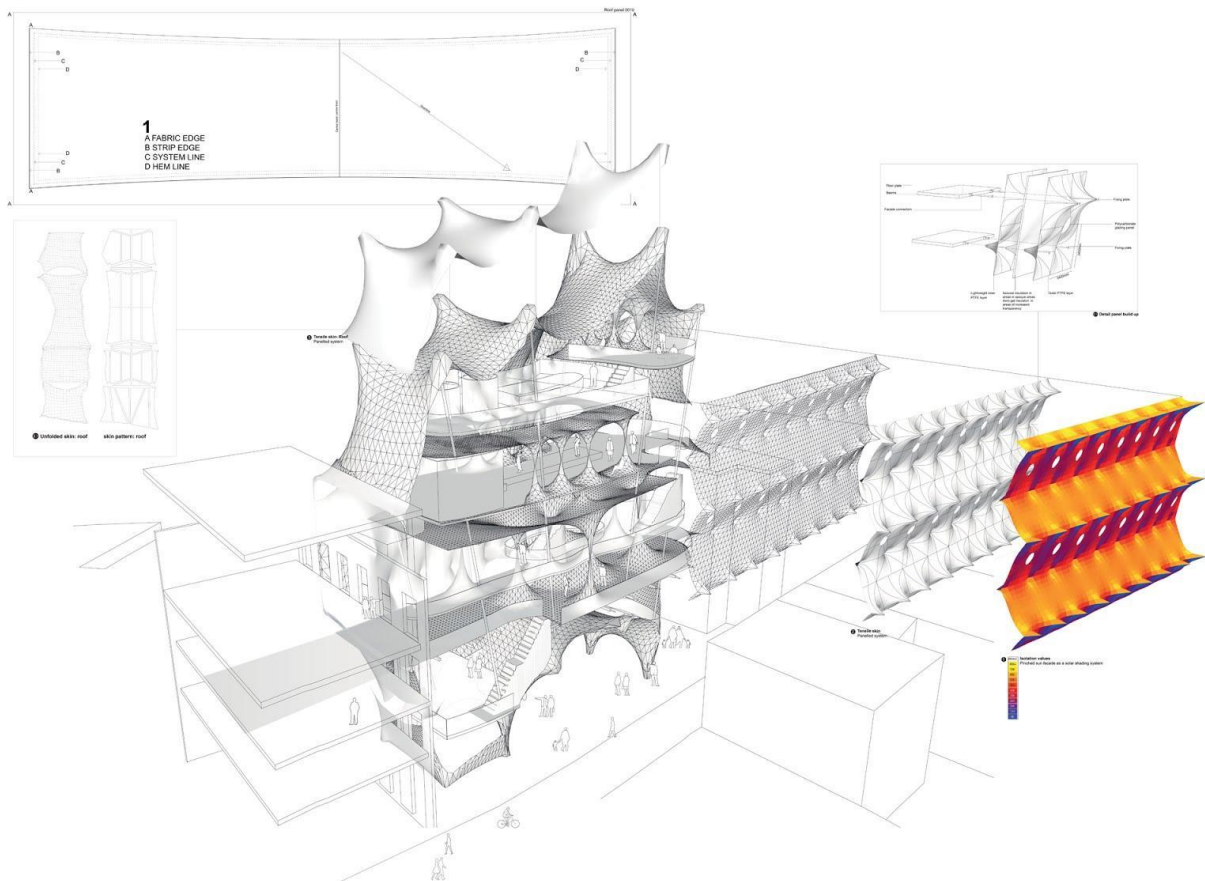
*Anam Hasan, Ladder to burning Cloud DS10, 2011-2012, Solar balloons made from bin bags*

You have now rigorously explored several systems both digitally with the use of parametric tools and physically through extensive model making. You have developed diagramming techniques to translate the physical to the digital and vice-versa. Through this experimentation, you have developed your own interpretation of these systems and have extracted design tools of your own.

Until next week complete your “Brief 01:TEST” research and portfolio with the feedback you got from the last crit and tutorials. This is your last chance to finish your models and documentation and to enrich your experiments with more digital knowledge. Study and use structural analysis tools such as Karamba and environmental simulation tool such as Geco, DIVA and Vasari (Workshop with Arthur on Tuesday 6/11/12 at 16h00). Format your portfolio and give it a graphical coherence.

Conclude brief 01:TEST with a large portrait A1 “meta-diagram” which will be a summary of what you have learned so far. A “meta-diagram” is a drawing made of many drawings, photographs, render, diagrams communicating an idea. In this case, the meta-diagram should explain your steps and conclusions until now. It will help you make sense of what you have done during brief01. See example below of Megan Sadler’s Meta-Diagram.

We will continue with two options, both exploring buildability and delivering a 1:1 prototype. You will need the files for the prototype ready for our week at the farm on the 3rd December



Above: Megan Sadler (DS10 2011-2012) Meta-Diagram for a Tensile Fashion Hub

## Option 1: Burning Man

Continuing our exploration of the unique cultural event that is Burning Man Festival, a lesson in radical self-reliance in an extreme environment, students will propose beautiful and programmatically responsible low cost temporary structures with the aim of inspiring awe, against the dramatic backdrop of alternative culture and unique urban planning experimentation.

The catalogue of design languages and experiments explored, and the digital techniques learnt, should form the basis of a small scale temporary proposal in the Nevada desert, through which context and environmental parameters will be further explored. It's time to start designing!

You will explore the social phenomena that is Burning Man festival, a week long event held in the Nevada desert where fifty thousand participants gather to create a temporary city, dedicated to community, art, self-expression, and self-reliance, departing one week later, and leaving no trace. The festival is based on the following ten principles:

- **Radical Inclusion.**

Anyone may be a part of Burning Man. We welcome and respect the stranger. No prerequisites exist for participation in our community.

- **Gifting.**

Burning Man is devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.

- **Decommodification.**

In order to preserve the spirit of gifting, our community seeks to create social environments that are unmediated by commercial sponsorships, transactions, or advertising. We stand ready to protect our culture from such exploitation. We resist the substitution of consumption for participatory experience.

- **Radical Self-reliance.**

Burning Man encourages the individual to discover, exercise and rely on his or her inner resources.

- **Radical Self-expression.**

Radical self-expression arises from the unique gifts of the individual. No one other than the individual or a collaborating group can determine its content. It is offered as a gift to others. In this spirit, the giver should respect the rights and liberties of the recipient.

- **Communal Effort.**

Our community values creative cooperation and collaboration. We strive to produce, promote and protect social networks, public spaces, works of art, and methods of communication that support such interaction.

- **Civic Responsibility.**

We value civil society. Community members who organize events should assume responsibility for public welfare and endeavor to communicate civic responsibilities to participants. They must also assume responsibility for conducting events in accordance with local, state and federal laws.

- **Leaving No Trace.**

Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and endeavor, whenever possible, to leave such places in a better state than when we found them.

- **Participation.**

Our community is committed to a radically participatory ethic. We believe that transformative change, whether in the individual or in society, can occur only through the medium of deeply personal participation. We achieve being through doing. Everyone is invited to work. Everyone is invited to play. We make the world real through actions that open the heart.

- **Immediacy.**

Immediate experience is, in many ways, the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and a recognition of our inner selves, the reality of those around us, participation in society, and contact with a natural world exceeding human powers. No idea can substitute for this experience.

This small scale project should focus on architectural qualities, as much as numerical quantities, as well as providing a hugely interesting social and cultural backdrop, and should allow explorations of self sufficiency, economies of material, urban development and deployable temporary structures. Structural notions of temporality and economy of material should be explored as well as rapid deployment and suitability to the environment.

As a social experiment, the creation of a temporary city of 50,000 people with a distinct social agenda, such as cooperation, and a place of zero fiscal transactions, where everything is based on trades alone, as well as having to bring everything you need with you, water, food et al, introduces the concept of closed loop systems, autonomous living, radical self reliance in extreme environments.

Proposals should each have an embedded program which relates to your Brief 1 research and allows for closed loops systems requiring very little external input in terms of materials, energy and financing. The Programme and structure can change throughout the event and your building could be interactive, your portfolio and models should clearly describe its evolution. Proposals may be event architecture, sitting somewhere in between architecture and sculpture. The harsh environment and lack of resources should reflect in programmatic choices.

Develop a low cost fabrication logic which can be easily assembled and disassembled and takes advantage of the existing context. The system should be digitally calibrated through the use of environmental and structural analysis. Understand material systems chosen, think about how your proposal is transported, how it is unpacked etc.

Your Burning man proposals will be summarised and submitted to The Burning Man Festival organisers in January (exact date TBC ) to hopefully get a grant to build in 2013.

Last year we met with Betty June, The Associate Director of Art Management for Burning Man, who loved our grant applications and is keen to help us get funding this year, she made the following comments...

- 24 hour Interactivity is key(night as important as day)
- They like metaphors, such as water and tech/greenery, puns on the 'water' aspect of the playa are liked as well as layers of meaning.
- Participation as a collective or group experience is also really important, and it needs to be for more than some of the visitors, ie inclusive.
- Give each person a button or a lever to do something which has an effect.
- Intimacy is great, especially if its on a really large scale so people can feel included.
- They like the use of fire or sparks in installations.
- They like silliness and whimsy such as a big pez dispenser.
- Tricks of scale go down well.
- Temples and men are separate projects with separate grants.
- Playing with balance is good, swings, seesaws, magnets.
- Political comment, lots of layers is liked.
- Social experiments are good, things that change how you relate or interact with people.
- More humour in our proposals, more fun, fun, fun :)
- Ego burning.
- They like proposals with deal with the spiritual, self, ego and soul.
- Tension is good.
- Mystical sacred geometry.
- Religion and spirituality good.
- Temple is a place of quietness and reflection.
- The water table is only five feet below the sand.
- Absolutely no breaking of the rules set out by the organisers.
- Climbable is absolutely critical.
- Burning is key.
- Cheaper proposals.
- Duality, or structures relating to each other.
- Visitors like to discover something themselves and then take other peoples back to it.
- Ensure that proposal are artistic, not simply architectural.

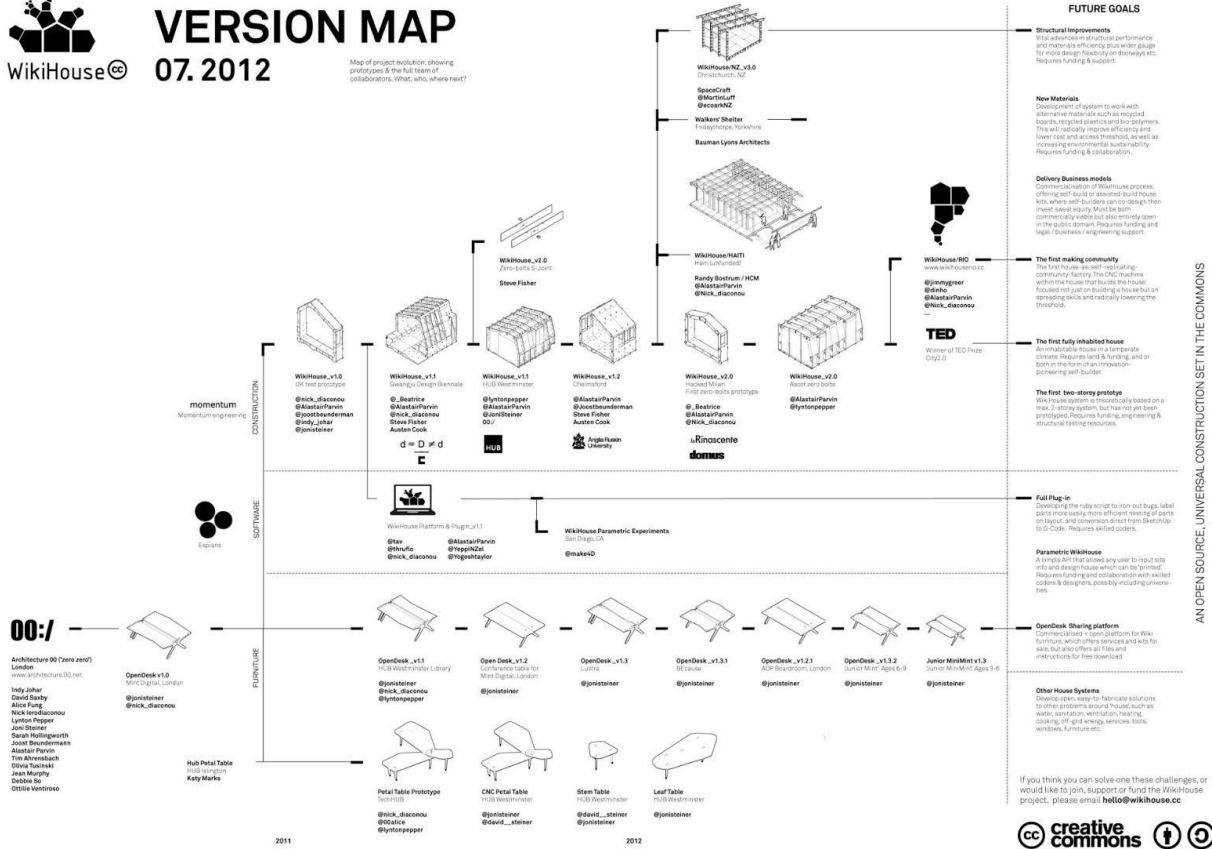
# Option 2: Open-Source Construction Set



## VERSION MAP

07.2012

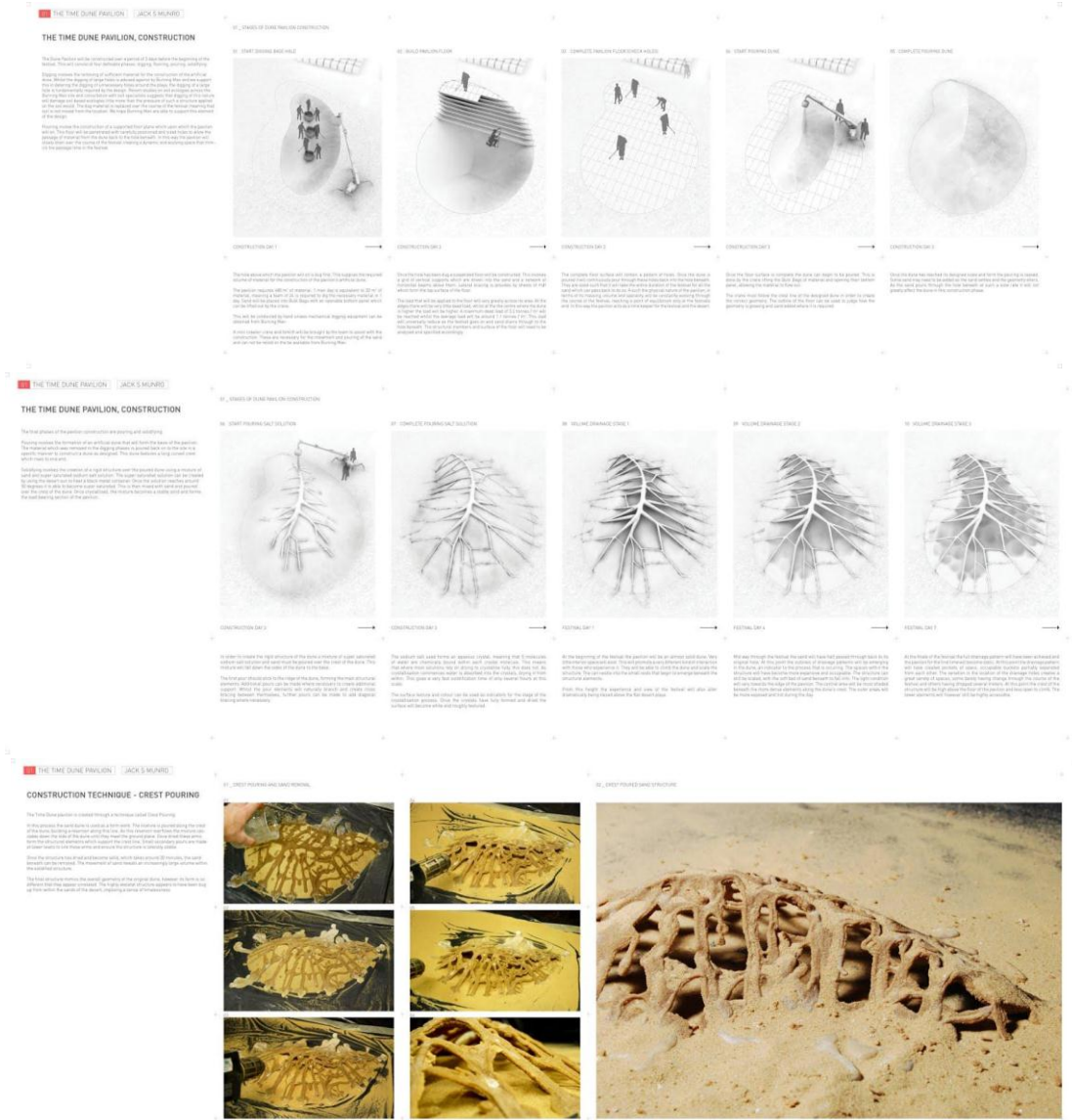
Map of project evolution, showing prototypes & the full team of collaborators. What, who, where, when?



Inspired by the WikiHouse project by 00:/ Architect, students choosing this option will develop a low cost small scale structure based on their previous experiment but with an open site and programme. The fabrication and assembly process will be documented in a downloadable manual which should be accessible and could be improved by anyone (see example of Jack's manual below).

Architecture is increasingly developed as a set of information. How does one send construction information when projects are located on the other side of the planet? How does one share architectural knowledge for free with everyone else, building a collaborative know-how instead of only satisfying one's ego. This brief attempts to bring the enthusiastic, rhizomatic and empirical nature of open-source software and hardware to Architecture.

You will be asked to reconsider how information is conveyed relating to a buildings construction and to produce an instruction set for your building. this may take the form of a recipe, or a manual, G code data, or a script or any other means of clearly conveying usable data you can think of.



Above: Jack Munro (DS10 2011-2012) time based manuals

**Aims of brief 02:**

- Knowledge of social experiments / contextual program.
  - Micro economics / trade systems / community interaction / symbiosis
- Temporality.
  - Time Based drawings/Pop up architecture / programs / rapid deployment / zero footings / grown buildings
- Autonomous buildings / Radical self reliance.
  - Water / electricity / food
- Designing in extreme environmental systems.
  - Sun / sand storms / arid environments.
- Structural logic.
  - Economy of material / temporal innovative construction techniques / assembly logic

## **Suggested reading:**

- Economics

Wikinomics, How mass collaboration changes everything, Don Tapscott, Anthony Williams

Cradle To Cradle, Michael Braungart and William McDonough

Out of Control, Kevin Kelly

Massive Change, Bruce Mau

- Sociology

Homo Ludens, Johan Huizinga

Tribes of Burning Man, Steven Jones

- Environmental

Sun Wind and Light, DeKay

Green Studio Handbook, Kwok

The Architecture of the Well-tempered Environment, Rayner Banham

Emergence, Mike Weinstock

- Architectural

Synergetics, fuller

Frei Otto complete works

Membrane Structures, Koch

The Secret Code, Hemenway

Architecture and Geometry in the Age of the Baroque, Hersey

Computational Beauty of Nature,

Tooling, Lasch

Structure in nature as a strategy for design, Pearce

Self-Made Tapestry, ball

Morpho-Ecologies, hensel

- General interest

The art of looking sideways, Fletcher

World changing, Abrams

The other architects

Future Shock, toffler

- Fabrication

Manufacturing Processes for designers, thompson

- Biology

Growth and Form, thompson