



NOTES

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GOALS & RESULTS

The research and experiments that are described in this document, form the chief body of work from which you will develop your contribution to our exhibition in the Galerie Wilma Tolksdorf in January/February 2008. In our exhibition in RUNDGANG, the open-house exhibition of the Städelschule, we shall show drawings and process work connected to the the Tolksdorf-show.

Hence, to qualify for participation in this exhibition, it is essential that you get off to a good and productive start.

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WORKSHOP ONE

The first part of these studies are comprised of the work that you do with Luis, referred to as *Workshop One*. This workshop has already started with an introduction to the basic modelling programmes. The work will be guided by the Luis' teaching and continue till about the end of November.

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WORKSHOP TWO

The second part of the work is planned as a workshop with Oliver Tessmann, supported by

DIPLOMA & FIRST YEAR GROUPS

EFFERVESCENT SURFACES - RESEARCH & EXPERIMENTS

'Yes, this is the eternal renewal, the incessant rise and fall and fall and rise again.'

Bernard in Virginia Woolf's 'The Waves'.

Towards an architecture of

Surface Formation and Organisation.

Throughout the entire semester, we shall engage with the modelling and construction of surfaces. Surfaces represent the quintessential architectural condition of enveloping and separating through the setting out of boundaries.

First, whereas surface conditions once were given as reified and unique homogenous material conditions, we shall pursue the underlying dynamics that lies behind the emergence and formation of surfaces. The underlying dynamics can be understood as an invisible or hidden system that regulates the surface formation and behaviour of the surface. It is a system that all-in-all is given by relations between different types of variables. The principal task is therefore to construct the system with which you can stage the variables in question.

Second, we shall pursue an understanding of surfaces as geometric extensions with a given depth. In other words, a surface(s) gives more than the superficialities of an architectural object or volume; it renders the outermost boundary of this object or volume as a spatial condition with the capacity to process information and do work. That is to say, surfaces are not constituted as 2D conditions without depth, they are the initial life-giving premise for the architectural space.

When you proceed to study and develop an experimental approach to the modelling of surface conditions, you will need a set of variables with which you can regulate the system that you construct. These basic conditions and variables for surface formation you shall deduct from the portfolios on fibrous and textile geometry from last year. These studies will allow you to directly import fundamental input for setting up new sets of studies. In this context, key considerations will be:

- ➔ Dynamic conditions given by the studies on fibrous and textile systems;
- ➔ Singularities formed within the envelope for your study;
- ➔ Orientation and directionality given by the initial system.



Considering these basic premises for your modelling, you should be able to proceed with a series of model-studies and -experiments that begin to form very specific surface organisations.

Concepts - Theories

There is a broad range of conceptual and theoretical considerations that we could undertake to support your modelling endeavour. We limit ourselves to mostly an architectural discussion, not the least one revolving around the theory of tectonics. On the way, though, we shall also enjoy the input of Sanford Kwinter and others. Sanford, in particular, will contribute specific deliberations on sound and surface formation, and, in loose anticipation of his input, consider the following quoted from Gilles Deleuze, the French philosopher:

'There is...an entire physics of surfaces as the effect of deep mixtures - a physics which endlessly assembles the variations and the pulsations of the entire universe, enveloping them inside these mobile limits.'

Without dwelling on the specific philosophical content (for which we would be poorly qualified in the first place), read the statement for its pure architectural implications. It presents surfaces as conditions with a depth that contain the discrete entities which in turn render the surface conditions as dynamic. Deleuze continues:

'The surface is the transcendental field itself, and the locus of sense and expression. Sense is that which is formed and deployed at the surface.'

'Sense' and 'expression' brings the surface back from a conceptual (philosophical) realm to the perceptual. It re-establishes the surface as a datum

in and from which intelligible realities originate. It brings about physical expressions that bear on our senses. But it does so on the basis of its new status as a volumetric datum or a datum with a body, with a depth. It is no longer merely the outermost boundary condition that defines the superficies.

'...so long as the surface holds, not only will sense be unfolded upon it as an effect, but it will also partake of the quasi-cause attached to it. It, in turn, brings about individuation and all that ensues in a process of determination of bodies and their measured mixtures.'

What is at stake is the construct that connects the deep mixtures within the surface to the events - the expressions - that unfold on its outer face. The dynamics is double, from the depths stem impulses and from the visible and sensate equivalent information of another order is sent back into the depths.

If you succeed, you will design a system that enables this double dynamics and establishes dependencies between the virtual and physical realms to which the surface is tied.

The first step is to begin to describe and test parts of the system that you are en-route to design. Principle variables can be imported from the studies on fibrous and textile systems since these present an abstract construct that spans across scales and from the virtual (invisible and manifold) to the real. From a given set of variables in a pre-defined context (given by how you define the boundary envelope for your study (-ies), you will be able to generate first conditions of orientation, directionality and surface articulation.

Luis. This workshop will follow immediately upon the close of the first session with Luis.

BOTH WORKSHOPS INCLUDE PHYSICAL AND DIGITAL MODELLING.

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ENGINEERING INPUT

In the process, there will also be input given by engineers, first and foremost by Sigurdur Gunnarsson and Harald Kloft. Their contribution will be to help us organise the work and the results with respect to the physical realm to which we are bound as architects.

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OTHER CONSULTANTS

Other consultancy shall be enjoyed from visiting critics and guest lecturers. At any point in the coming period, you must be prepared to present the status of your work.

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DEADLINES

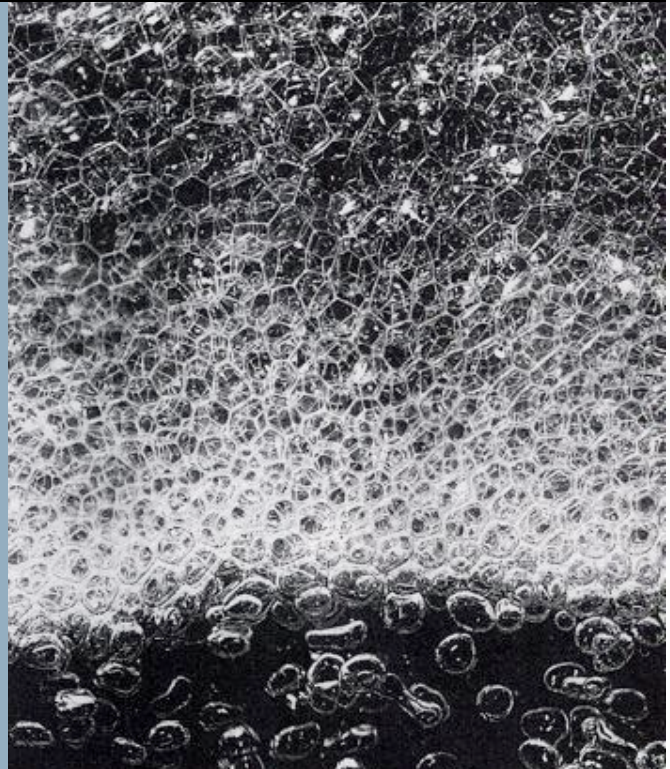
There is one deadline for the work, and that is the opening in the Galerie Wilma Tolksdorf. Underway, your work shall be paced by the requirements and tasks defined by the different workshops and review sessions that we will organise.

THE MAXIMUM REQUIRED FINENESS OF DISCRIMINATION

FROM 'THE DISCRETE AND THE CONTINUOUS: NOTES FOR A NEW APPROACH TO CREATIVE REALITY':

The key issue, regardless of medium – that is, whether analogue or digital, is the question of defining an essential foundation for weighing the performance of a system given a specific context (it could be phenomenal, technical, logical, social, cultural, ethical...): Or to settle 'the maximum required fineness of discrimination' to be relayed in a representation or computed by a machine.

(Quote from Nelson Goodman, *Languages of Art* (1968))



Practicalities - Procedure

We will engage with intensive modelling tasks that revolve around the concepts of surface formation, organisation and articulation.

I. To begin with, work in groups of two to three in order to define variables from last year's studies that you wish to incorporate and use for your surface modelling. One student from the First Year Group teams up with one or two students from the Diploma Group.

II. Establish preliminary hypotheses for how different sets of variables may work together in order to generate the internal relations and logic that allow a surface to emerge and form through specific articulations. Use the introductory exercises presented by Luis to test your system. Use phenomena such as those pertaining to units and clustering to set up your system. Alternatively, use phase state transformations to stage the dynamics of your system.

III. Use any other phenomenon to trigger your system and the initial surface articulation: eg. folding, shredding, tearing, cracking, turning...

IV. Use/add any other event as an external input if necessary: eg. punching, cutting, proliferating,...

V. Engaging with the logic of formation, use indexical moments in the process to produce physical models of various

instances in the process. Any type of model will work, but include the Rapid Prototype machine as soon as an opportunity offers itself.

In the models (both those produced in the group and individually), you will have to demonstrate the different types of hierarchies and dependencies imbedded in the various states of (in)formation and articulation.

This brief comprises the first part of the content of the research. The brief will be complemented by new tasks in the near future and continue in the next workshop with Oliver Tessmann.