



Beyond Matter

Transforming the Given by Material and Immaterial Entities
WS 2023/24 - 848155 EP Design Studio 1: Prof Marjan Colletti PhD and Mümün Keser

department of experimental architecture |
building design and construction
STUDIO COLLETTI





Terminology

'Beyond Matter'

suggests a realm that extends beyond the physical and tangible aspects of our world. It implies the existence of influences and forces that go beyond what can be seen or touched, delving into the intangible aspects of existence.

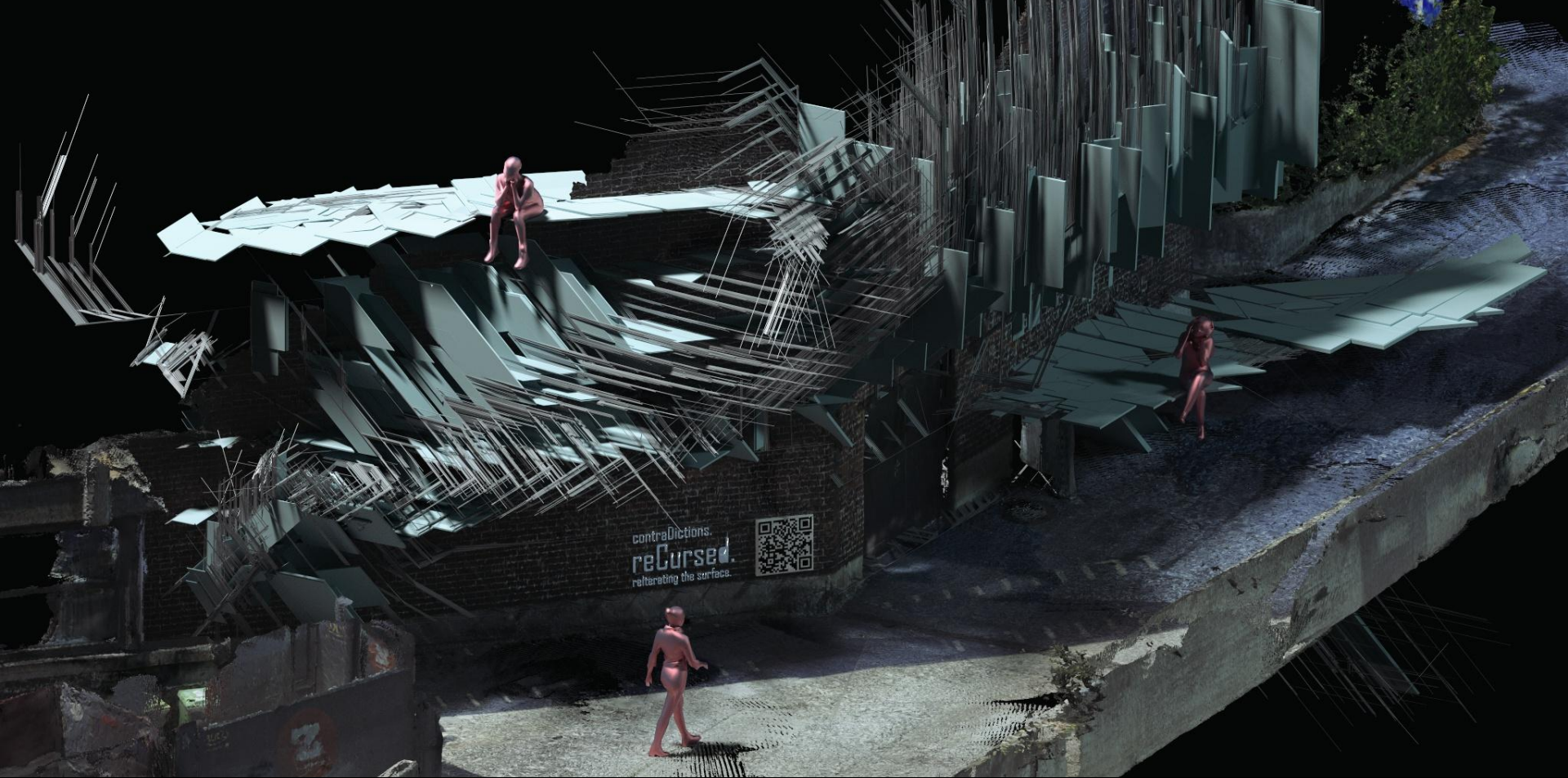
'Transforming the Given'

refers to the process of altering or changing a pre-existing state, condition, or situation. It implies that there is an initial context or situation, the Given, which is being modified or evolved.

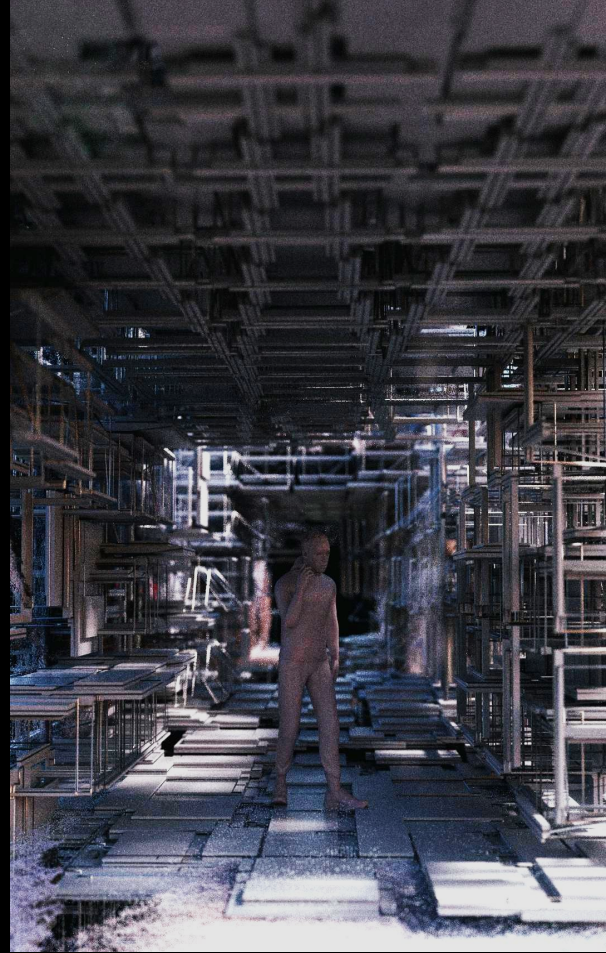
'Material and Immaterial Entities'

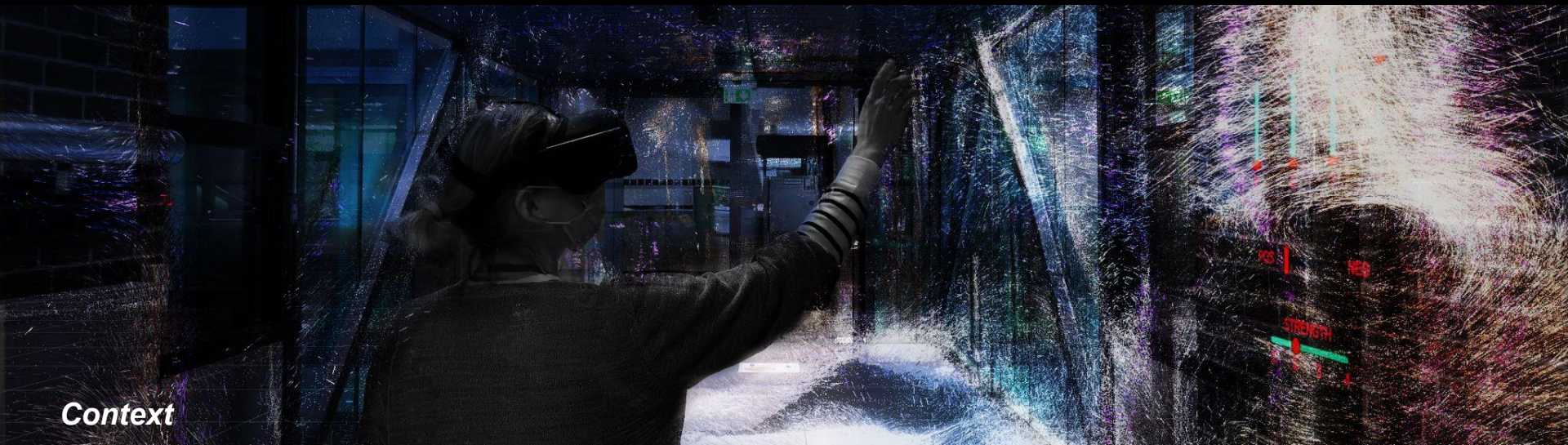
encompass the complete spectrum of influences. Material entities involve the tangible elements, such as physical objects, substances, and structures, that can directly impact a transformation. These could be anything from construction materials to technology. Immaterial entities on the other hand, are the intangible factors that contribute to the transformation. These could include ideas, beliefs, emotions, cultural norms, and perceptions. These elements might not have a physical presence, but they hold immense power in shaping how transformations are perceived and embraced.

Together, the brief encapsulates the idea that change and transformation are not solely driven by physical components, but are also deeply influenced by intangible aspects. It highlights the intricate interplay between the tangible and the intangible, suggesting that our world's evolution is guided not only by what we can see and touch, but also by the complex web of thoughts, ideas, emotions, and cultural dynamics that shape our understanding and actions. This concept invites us to consider a broader perspective on how transformations occur and the myriad factors that contribute to their unfolding.



reCursed.01, 2021, by *mmnksr*





Context

Indeed, architecture encompasses more than just physical structures; it encapsulates an intricate relationship and experience between both its users and creators. The spaces architects design should not merely evoke excitement; they should also spark curiosity, incite questions, and elicit reactions. Architecture functions as a conduit, connecting users with the visions and imaginations of the architects.

With the advent of contemporary design tools like Virtual Reality (VR), Extended Reality (XR), Augmented Reality (AR), and the broader field of Artificial Intelligence (AI), designers find themselves equipped with an array of innovative pathways. These tools not only aid in conceptualising architectural spaces but also enable unprecedented methods of realisation. Moreover, the emergence of new media art and architecture calls for architects to expand their roles. As architects we must not solely sketch visions of built environments; we must also utilise these modern tools to redefine the very process of realising our visions and extend their functionality to a wider spectrum of uses and users.

This intersection of technology and design, coupled with an openness to interdisciplinary collaboration, ushers in an era where the boundaries between the virtual and physical aspects of architecture blur. This convergence gives birth to limitless possibilities, ultimately redefining the very essence of architectural creation and realisation. The result is a dynamic and transformative landscape where architecture takes on new dimensions, embracing the marriage of imagination, technology, and function in ways previously unimaginable.



Machine Hallucinations, 2019-20, by *Refik Anadol*



Universe of Water Particles, 2018, by *teamLab*



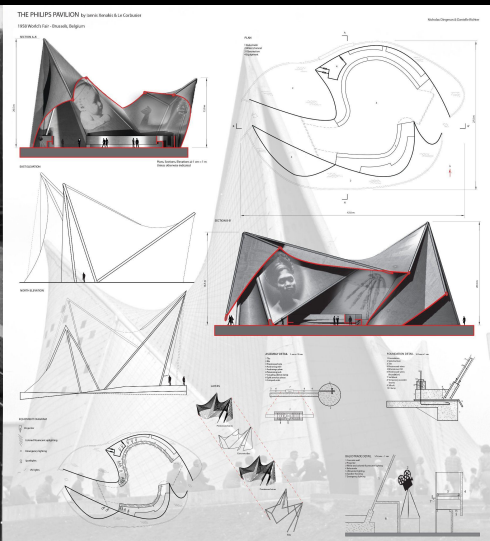
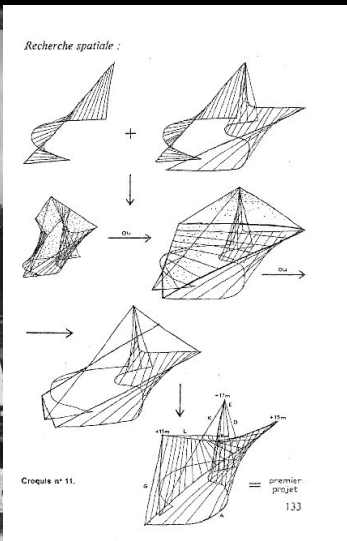
Design Questions and Objectives

The essence of this semester's 848155 EP Design Studio 1 is to transcend the limitations of physical substance, departing from the confines of existing materialised architectures. Its core mission is to craft a multi-dimensional space from what once was a singularly mono-functional building (or space). The anticipated outcome must not only reimagine the fundamental purpose, structure, or architectural form, but must do so through in an innovative way. As a participating student you will be tasked with selecting a reference project with a specific singular function. The challenge lies in metamorphosing this chosen edifice into a contemporary or even futuristic architectural proposal. In doing so, you will be encouraged to leverage both material and immaterial facets as driving parameters for this transformation. Key considerations will revolve around the nature of the function itself and the data that can be gathered, which not only informs, but may potentially reshape the building.

Yet, can this chosen structure be seamlessly assimilated into the modern architectural narrative or further elevated within that context? And if so, how? If the orchestration of this transformation hinges not only on formal alterations but also on functional enhancements, by what means can these additions catalyse evolution within the architecture, both in outward appearance and intrinsic utility?

Throughout this exploration, you have the liberty to adopt various tools. The absence of a rigid, mandated workflow allows each one of you to embrace a unique approach and your preferred tools. This cultivated flexibility and individuality will empower you to navigate this task with personal flair, thus orchestrating a symphony of innovation in the architectural realm. However, the emphasis will be placed on a hybrid approach, working toward creating hybrid drawings, plans, and diagrams. These creations will not be limited to traditional print formats or physical models, but will also seamlessly integrate a virtual dimension.





Philips Pavillon, 1958 - *Le Corbusier & Jannis Xenakis*



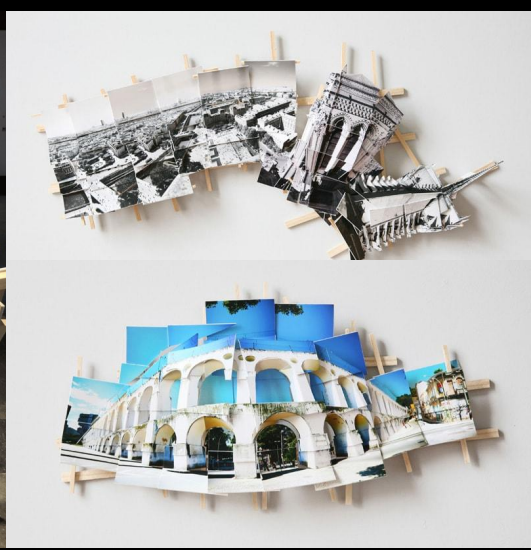
Hubris, Atë, Nemesis, 2019, by *Stephen B. Nguyen and Wade Kavanaugh*



Keen, 2018, by **Stephen B. Nguyen and Wade Kavanaugh**



the Exchange, 2017, by *Oyler WU Collaborative*



various works by *Isidro Blasco*

Requirements

There are no mandatory requirements, but it is preferred that the students have a basic experience and general interest in computational design and generative design. Digital skills will be acquired throughout the semester.

Organisation

KICK-OFF

Wednesday, 4th of October 2023 | 1:00 pm | Hochbau-Institut

weekly REVIEWS

every Wednesday | 1:00 pm | Hochbau-Institut

	Tag	Datum	Beginn	Inhalt
Oktober	Mi	4	13:00	Kick-off Presentation
	Mi	11	13:00	
	Mi	18	13:00	Review Sessions - research phase concept development
	Mi	25	13:00	
November	Mi	4	13:00	Allerheiligen/Allerseelen:
	Mi	8	13:00	
	Mi	15	13:00	Review Sessions - design phase development of the design language and principles
	Mi	22	13:00	
	Mi	29	13:00	preparation for the mid-terms
Dezember	Mi	6	13:00	MID-TERMS
	Mi	13	13:00	Review Sessions - design phase
	Mi	20	13:00	Weihnachtsferien
	Mi	27	13:00	Weihnachtsferien
Jänner	Mi	3	13:00	Weihnachtsferien
	Mi	10	13:00	Review Sessions - design phase DESIGN FREEZE
	Mi	17	13:00	
	Mi	24	13:00	preparation for the finals/submission
	Mi	31	13:00	FINALS