



Bachelor PJ Entwerfen 2 - Sommersemester 2026

Loose Ends

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PROCESS OVER PERFECTION

consider the *polished* look dead.
we work with the raw,

we pull, tear, fold, cut, compress.

we work in fragments.
pieces, tests, mistakes, leftovers.
jokes, failures, accidents.



design is not a single idea — it's a chain reaction.

no trends. no references. no moodboards. no pretending.
just hands, materials, shapes.

real buildings.
real structures.

real mistakes.

we borrow logic from construction sites.

we seal. wrap, tape, compress.

construction becomes punchline.

process is visible.

unfinished is a language —

bold, directional, unavoidable.

if it makes us laugh, we're close.

architecture is comedy if you look long enough.

it tears, stumbles, bends, twists, slouches.

TOOLS

scissors. tape. humor. good ideas. bad ideas.

drapings. patterns. drawings. floor plans. photos.

screenshots, scribbles. diagrams, notes, stains.

— everything is material.

EDITORIAL PROTOCOL (A LOT OF STUFF)

every week we make something.

no outcome — evidence.

a trace of how we think.
messy, funny, honest.

everything goes down on paper.
an archive of decisions. close calls.



IMAGE IS A WEAPON

last phase = visual control.

composition that feels right (on purpose).

lines that cut. typography that screams or disappears.

scale. rhythm. repetition.

if it looks polite — it's wrong.

if it looks expensive but boring — delete it.

if it looks weird and smart — keep it.

RULES (VERY SERIOUS ONES)

15 weeks of showing up.

15 weeks of progress.

don't explain too much.

don't finish too early.

never tie all the loose ends.

INSTRUCTOR CONTACT INFORMATION

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